Traitor Guard

“Forgiveness is a crime punishable by death!”

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

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What are Traitor Guard? The Imperial Guard is the largest organized fighting force in the galaxy, with a 4th edition rulebook citing it to be 4 Trillion fighting men and women. This does not include support staff! Naturally, the supple human mind is susceptible to the insidious promises of the dark gods and they will fall down a path from which there is no return!

Bolstered by their dark gifts but hampered by being severed from their supply lines, the Traitor Guard bring a strong flair of corruption and desperation to the battlefield!

Army Difficulty 1-5: 1-5. Chaos is massive. Each set of Marks and Pure Blessings brings major changes to strategies, incorporation of Unique Characters, and alters the units in a drastic way. This army can be as difficult or as easy to play as you wish. With the ability to harness many Chaos Supplements, you will be able to have access to the largest datasheet army in the 40k universe!

Strengths: With access to the mighty tanks of the Imperial Guard and corruption bolstering them to unimaginable power, the Traitor Guard are going to make a formidable force. With large blocks of semi organized soldiers only vaguely resembling their once disciplined organization, the field will be covered in heretics on all sides!

Weaknesses: The taint of Chaos is powerful and corrupting. Few mortal minds can withstand the long-term exposure to the madness it brings them. Your army without leadership will wildly lose control, either charging the enemy instead of holding the line or refusing to budge when needed. War machines will frequently break down in mid battle and ammunition is limited.

Army Abilities: Chaos has 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.

Daemonic Thirst – A weapon with this rule inflicts a Mortal Wound on its bearer in each of your Command Phases if you did not cause a Wound with the weapon during the last Turn. This does not trigger on Turn 1.

Grinding Advance – This model counts as not moving when firing Ordnance weapons.

Insanity – A model with Insanity will never Flee, Go to Ground, or perform the regular behavior for failing a Ld Test.

Instead, it MUST move its full Movement towards the closest enemy model in their Movement Phase, or as close as it can.

In the Shooting Phase, it must fire with its weapons at the closest enemy model unless this would prevent it from declaring a legal charge during the Assault Phase. If it is out of range of both weapons and 12" for declaring Charges, it will Advance instead towards this model.

In the Assault Phase, it must declare a Charge if able against the closest enemy model.

In addition, this unit suffers -1 To Hit once it has fallen to its Insanity. This lasts until the end of the game.

If a High-Altitude capable model suffers from Insanity it will spend its next movement (even if it is less than legally allowed) going to the closest enemy model it can reach. It then suffers Crash and Burn as if it had been destroyed. If it cannot reach an enemy model, it performs Crash and Burn in place instead. In either case, remove all remaining Wounds from its profile and it is considered Destroyed by whatever source caused Insanity to trigger.

Limited Ammo – This model may not make Overwatch attacks or Snap Shots.

Marks – Marks of Chaos are optional upgrades for units. Marks perform the following enhancements to units. Stats in **Bold** have this baked into the profile. Psychic Mastery Level # models and units may only use the corresponding spell list with their Marks.

Mark of Khorne – This model gains A+1 and Furious Charge.
Mark of Nurgle – This model gains a 5+ Feel No Pain. This is an exception to the rule that prevents Vehicle's from gaining Feel No Pain.
Mark of Slaanesh – This model gains I+1 and Counterattack.
Mark of Tzeentch – This model gains a 5+ Invulnerability Save, or improves their Invulnerability Save by -1 (Improves by 1) to a maximum of 4+. When interacting with situational Invulnerability Saves such as Flare Launchers or Void Shields this ability only applies to the situational benefit and does not apply normally.
If a model already has a 4+ Invulnerability Save, it instead may reroll 1s for Invulnerability Saves.
Undivided – One unit in your army may take a Pure Blessing, even if you do not have a full army of the correct Mark.

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

Reliable – This weapon ignores the Limited Ammo rule.

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.
- Corrupted Vox Caster – The unit may benefit from any friendly Aura that does not grant Feel No Pain even if it is not within range.
- 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.
- Medicae Pack – 6" Aura, this model's unit and target unit gain a 5+ Feel No Pain.
- Recovery Gear - 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 and target unit gain A+1.

Warbands

Chaos forces bring a powerful flexible play to the battlefield. Each Warband suffers from side effects of their patron’s gifts, but also gains useful ones to so they are of use to their god. The following are just some of the available Warbands to play as. Additional ones will be available in the supplements provided.

Blood Pact:

- Disciplined: All models in your army gain Ld+1.
- Followers of Khorne: All models in your army must have the Mark of Khorne.
- Renegades: all models in your army only count as half a model for Contesting Objectives.

Moebian 6th:

- Followers of Nurgle: All models in your army must have the Mark of Nurgle.
- Heavily Tainted: All Infantry models from the Traitor Guard supplement in your army gain T+1, but suffer M-1.

Traitor PDF:

- This army plays exactly as it is presented in the Codex.

Vraksian Renegade Militia:

- Calculated Defenses: Models in your army cannot Claim or Contest Objectives in the enemy Deployment Zone.
- Dug In: All models in your army gain Stealth and all Infantry gain Objective Secured so long as they are in your Deployment Zone.
- Followers of Undivided: Your Warlord must have the Mark of Undivided. Your army may include models from The Faithless Warband.

HQ Slots 1-2 Slots

Generic

Company Command Squad Company Commander Disciple 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: 95** **Composition:** **1 Company Commander** **4 Disciples**
Wargear Company Commander: Autopistol Brutal Weapon Frag Grenades Refractor Field Disciple: Autogun Frag Grenades Heavy Weapon Team: Heavy Flamer Lasgun Frag Grenades	**Options** Company Commander may swap Autopistol for OP Company Commander may swap Brutal Weapon for OM Any Disciple or Heavy Weapon Team may swap their Lasgun for R or P Any Disciple may take an E upgrade or swap their Autogun for S One Disciple may swap their Autogun for an ES and not take an E upgrade Any Disciple may take one M 2 Disciple may form a Heavy Weapon Team for +0 points The 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 A The Squad may take one C The entire squad may take one B	**Rules** Company Commander: Character Infantry Insanity Limited Ammo Inspiring the Rabble – 6” Aura, remove one target Infantry model from target friendly unit with Insanity from the game. The unit may ignore Insanity until your next Command Phase. Disciple: Infantry Insanity Limited Ammo Heavy Weapon Team: Infantry Insanity Limited Ammo Bulky
Special Wargear: Refractor Field: 5+ Invulnerability Save	**Special Wargear Upgrades:** E Corrupted Vox Caster +10 points E Standard +40 points A Carapace Armour +6 points/Squad A Camo Gear +18 points/Squad C Steeds +45 points/Squad C Jetbikes +69 points/Squad B Mark of Khorne +24 points per squad B Mark of Nurgle +35 points per squad	Sv4+ Shroud M+6, T+1, W+1, gain Steeds, Very Bulky M+6, T+1, W+1, gain Steeds, Deepstrike, Fly, Very Bulky

	B Mark of Slaanesh +17 points per squad B Mark of Tzeentch +28 points per squad B Mark of Undivided +10 points per Squad	

Selection	Name	Range	S	AP	Rules
OP	Autopistol	12	3	-	Pistol 1
OP +1 point	Laspistol	12	3	-	Pistol 1, Reliable
OP +2 points	Bolt Pistol	12	4	5+	Pistol 1
OP +2 points	Boltgun	24	4	5+	Rapid 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	Brutal Weapon	Melee	User	-	Extra Attack 1
OM +0 points	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.
OM +19 points	Daemonic Blade	Melee	+1	2+	Extra Attack d6, Daemonic Thirst
R	Autogun	12	3	-	Rapid Fire 1
R +1 point	Lasgun	24	3	-	Rapid Fire 1, Reliable
R +1 point	Shotgun	12	3	-	Assault 2, Scatter
P	Laspistol	12	3	-	Pistol 1
S +7 points	Sniper Rifle	36	3	6+	Heavy 1, Sniper (3+), Reliable
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 +24 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
ES +10 points	Heavy Flamer	Flame	5	4+	Assault 1
H	Heavy Flamer	Flame	5	4+	Assault 1
H +0 points	Heavy Stubber	36	5	6+	Heavy 3
H +0 point	Mortar	12-48	4	6+	Heavy 1, 3” Blast, Indirect, Pinning
H +2 points	Heavy Bolter	36	5	4+	Heavy 3
H +2 points	Multilaser	36	6	6+	Heavy 3

H +6 points	Autocannon	48	7	4+	Heavy 2, Monsterbane
H +6 points	Heavy Mortar	12-48	5	5+	Heavy 1, 3” Blast, Indirect, Pinning
H +11 points	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2
H +12 points	Missile Launcher	48 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	Brutal Weapon	Melee	User	-	Extra Attack 1
M +1 Point	Chainsword	Melee	User	6+	Rending
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: 117** **Composition:** **1 Lord Commissar**
Wargear Lord Commissar: Autopistol Brutal Weapon Frag Grenades Refractor Field	**Options** May swap Autopistol for OP or OM May swap Brutal Weapon for OM May take one G May take up to one of each A May take one B	**Rules** Lord Commissar: Independent Character Infantry Insanity Limited Ammo Stubborn Brutal Efficiency – 6” Aura, remove one target Infantry model from the game from a target friendly unit. This unit may reroll 1s To Hit.
Special Wargear: Refractor Field: 5+ Invulnerability Save	**Special Wargear Upgrades:** A Carapace Armour +2 points A Camo Gear +6 points A Steed +21 points B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +5 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points	 Sv4+ Shroud M+6, T+1, W+1, gain Steed, Very Bulky

Selection	Name	Range	S	AP	Rules
OP	Autopistol	12	3	-	Pistol 1
OP +1 point	Laspistol	12	3	-	Pistol 1, Reliable
OP +2 points	Bolt Pistol	12	4	5+	Pistol 1
OP +2 points	Boltgun	24	4	5+	Rapid Fire1

OP +5 points	Handflamer	Flame	3	6+	Pistol 1
OP +9 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
OM	Brutal Weapon	Melee	User	-	Extra Attack 1
OM +1 point	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: 171** **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 May take one B	**Rules** Tank Commander: Independent Character Vehicle Tank Grinding Advance Insanity Limited Ammo Poor Maintenance Enforced Artillery Tactics – 6" Aura, target friendly Tank suffers 3 Mortal Wounds and has its M# stat changed to M- for the remainder of the game. It no longer suffers from Insanity. Other Vehicles in the Squadron may Abandon this Vehicle as normal and split off a new unit.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +5 points B Mark of Tzeentch +12 points	

	B Mark of Undivided +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 +25 points	2 Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Sponson
S +47 points	2 Multimeltas	24	8	1+	Heavy 2 x2, Melta, (Monsterbane), Sponson
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade, Accurate

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

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: 104** **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 May take one B	**Rules** Salamander Command Vehicle: Independent Character Vehicle Tank Insanity Limited Ammo Poor Maintenance Open Topped Forward You Dogs! – During Deployment, remove one Infantry model from a friendly unit from the game when this model is placed on the field. That target unit gains Scout.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +5 points B Mark of Tzeentch +12 points B Mark of Undivided +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

Unique

Varlak Varlak	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 5 3 3 7 5+	**Points: 106** **Composition:** **1 Lord Commissar**
Wargear Varlak: Autogun Force Staff Refractor Field	**Options** May take up to one Spell	**Rules** Varlak: Independent Character Infantry Unique Insanity Mark of Undivided Psychic Mastery Level 2 Paranoid – Each time this model or its unit fails a Ld test, remove one friendly model in this model's unit from the game. If a series of tests are taken and only one is required to fail you must still complete each test to determine friendly models slain by Paranoid.
Special Wargear: Refractor Field: 5+ Invulnerability Save	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
R	Autogun	24	3	-	Rapid Fire 1
M	Force Staff	Melee	+2	4+	Concussion, Psychicbane
S	Mass Sedition Cast 8+	18	-	-	Target non-Titanic unit can only perform Snap Shots until your next Psychic Phase.

Advisors 0-3/Troop Slot Purchased

Bodyguard Bodyguard	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 7 5+	**Points: 29** **Composition:** **1 Bodyguard**
Wargear Bodyguard: Autopistol Brutal Weapon Frag Grenades	**Options** May swap Autopistol for P May swap Brutal Weapon for M May take one B	**Rules** Bodyguard: Independent Character Infantry Insanity Limited Ammo Bodyguard
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points	

	B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points	

Selection	Name	Range	S	AP	Rules
OP	Autopistol	12	3	-	Pistol 1
OP +1 point	Laspistol	12	3	-	Pistol 1, Reliable
OM	Brutal Weapon	Melee	User	-	Extra Attack 1
OM +0 points	Chainsword	Melee	User	6+	Rending
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 8 5+	**Points: 42** **Composition:** **1 Commissar**
Wargear Commissar: Autopistol Brutal Weapon Frag Grenades	**Options** May swap Autopistol for OP or OM May swap Brutal Weapon for any OM weapon May take up to one of each A May take one B	**Rules** Commissar: Independent Character Infantry Insanity Limited Ammo Stubborn Into the Fray! – 6” Aura, remove target Infantry model from a friendly unit from the game. That unit may reroll failed Charge rolls.
Special Wargear:	**Special Wargear Upgrades:** A Steed +21 points B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points	M+6, T+1, W+1, gain Steed, Very Bulky

Selection	Name	Range	S	AP	Rules
OP	Autopistol	12	3	-	Pistol 1
OP +1 point	Laspistol	12	3	-	Pistol 1, Reliable
OP +2 points	Bolt Pistol	12	4	5+	Pistol 1
OP +2 points	Boltgun	24	4	5+	Rapid Fire1
OP +5 points	Handflamer	Flame	3	6+	Pistol 1
OP +9 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
OM	Brutal Weapon	Melee	User	-	Extra Attack 1
OM +0 points	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 7 3+ 6 4+ 4+ 3 4 1 3 1 7 4+	**Points: 50** **Composition:** **1 Enginseer** **0-9 Servitors**
Wargear Enginseer: Autopistol Laspistol Omnissian Axe Servo Arm Frag Grenades Krak Grenades Servitor: Servo Arm	**Options** Enginseer may swap Autopistol for OP Enginseer may swap Krak Grenades for G May take up to 9 Servitors for +18 points each Any Servitor may swap its Servo Arm for A Enginseer May take one B	**Rules** Enginseer: Independent Character Infantry Insanity Limited Ammo Protesting Machine Spirit – 6” Aura, target friendly Vehicle suffers 1 Mortal Wound but ignores one Weapon Disabled, Crew Stun, Immobilize, or Weapon Destroyed result. Servitor: Infantry Insanity Limited Ammo Steady Feel No Pain 5+
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OP	Autopistol	12	3	-	Pistol 1
OP +1 point	Laspistol	12	3	-	Pistol 1, Reliable
OM	Omnissian Axe	Melee	3+	5+	
OM	Servo Arm	Melee	X2	2+	Slow Monsterbane, Auxiliary,
A	Servo Arm	Melee	X2	2+	Slow, Monsterbane, Auxiliary
A +6 points	Heavy Bolter	36	5	4+	Heavy 3
A +11 points	Plasma Cannon	36	7	2+	Heavy 1, 3” Blast, Gets Hot!
A +24 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

Master of Ordnance Master or Ordnance	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 7 5+	**Points: 48** **Composition:** **1 Master or Ordnance**
Wargear Master of Ordnance: Autopistol Frag Grenades	**Options** May swap Autopistol for OP May take one B	**Rules** Master of Ordnance: Independent Character Infantry Insanity Limited Ammo Limited Ordnance – 6" Aura, this model and target unit may reroll scatter dice for Ranged weapons. For each Template that fails to hit any enemy models, that unit suffers 1 Mortal Wound.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points	

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

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 8 3+	**Points: 91** **Composition:** **1 Pegasus Command Vehicle**
Wargear Pegasus Command Vehicle: Multilaser Heavy Flamer	**Options** May swap Multilaser for T May swap Heavy Flamer for H May take one P May take one M May take any E one time each May take one B	**Rules** Pegasus Command Vehicle: Independent Character Vehicle Tank Insanity Limited Ammo Poor Maintenance Scout Grunt Herder – 6" Aura, remove one Infantry model

		from the game from a target friendly unit. That unit may declare Charges in the same turn it Advances.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +5 points B Mark of Tzeentch +12 points B Mark of Undivided +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

Troops 2-6 Slots

Traitor Guard Sergeant Traitor Heavy Weapon Team	**M WS BS S T W I A Ld Sv** 6 4+ 4+ 3 3 1 3 2 7 5+ 6 4+ 4+ 3 3 1 3 1 6 5+ 6 4+ 4+ 3 3 2 3 2 6 5+	**Points: 34** **Composition:** **1 Sergeant** **9-29 Traitors** **0-3 Heavy Weapon Teams**
Wargear Sergeant: Autogun Brutal Weapon Frag Grenades Traitor: Autogun Frag Grenades Heavy Weapon Team: Heavy Flamer Autogun Frag Grenades	**Options** May take up to 20 more Guardsmen for +3 points each May include up to 3 Heavy Weapon Teams for +18 points each Sergeant may swap Autogun for O or P Sergeant may swap Brutal Weapon for M Any Traitor or Heavy Weapon Team may swap Autogun for R Up to three Traitors may swap Autogun for S or take one SD One Traitor that did not swap for S or take SD may take one E Any Heavy Weapon Team may swap Heavy Flamer for H The entire unit may take one B	**Rules** Sergeant: Character Infantry Insanity Limited Ammo Traitor: Infantry Insanity Limited Ammo Heavy Weapon Team: Infantry Insanity Limited Ammo Bulky
Special Wargear:	**Special Wargear Upgrades:** E Corrupted Vox Caster +10 points B Mark of Khorne +4 points per model B Mark of Nurgle +5 points per model B Mark of Slaanesh +3 points per model B Mark of Tzeentch +4 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
O	Autogun	24	3	-	Rapid Fire 1
O +1 point	Lasgun	24	3	-	Rapid Fire 1, Reliable
O +1 point	Shotgun	12	3	-	Assault 2, Scatter
O +2 points	Boltgun	24	4	5+	Rapid Fire 1
O +3 points	Drum Fed Autogun	18	3	-	Assault 3
P +0 points	Autopistol	12	3	-	Pistol 1

P +1 point	Laspistol	12	3	-	Pistol 1, Reliable
P +2 points	Bolt Pistol	12	4	5+	Pistol 1
P +5 points	Handflamer	Flame	3	6+	Pistol 1
P +9 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Brutal Weapon	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +3 points	Power Sword	Melee	+1	3+	None
M +4 points	Power Axe	Melee	+2	4+	None
M +5 points	Power Maul	Melee	+2	4+	Concussion
R	Autogun	24	3	-	Rapid Fire 1
R +1 point	Lasgun	24	3	-	Rapid Fire 1, Reliable
R +1 point	Autopistol and Brutal Weapon	12 And Melee	3 And User	- And -	Pistol 1 And Extra Attack 1
R +2 points	Laspistol and Brutal Weapon	12 And Melee	3 And User	- And -	Pistol 1, Reliable And Extra Attack 1
S +7 points	Sniper Rifle	36	3	6+	Heavy 1, Sniper (3+), Reliable
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 +24 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
SD +7 points	Demolition Charge	6	10	2+	Assault 1, 5” Blast, Monsterbane, One Use Only
H	Heavy Flamer	Flame	5	4+	Assault 1
H +0 points	Heavy Stubber	36	5	6+	Heavy 3
H +0 points	Mortar	12-48	4	6+	Heavy 1, 3” Blast, Indirect Fire, 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 Fire, 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
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast

Elite 0-3 Slots

Infantry

Disciple Squad Sergeant Disciple 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: 33** **Composition:** **1 Sergeant** **4-9 Disciples** **0-1 Heavy Weapon Teams**
Wargear Sergeant: Autogun Brutal Weapon Frag Grenades Disciple: Autogun Frag Grenades Heavy Weapon Team: Heavy Flamer Autogun Frag Grenades	**Options** May take up to 5 more Disciples for +6 points each May include up to 1 Heavy Weapon Team for +21 points each Sergeant may swap Autogun for O or P Sergeant may swap Brutal Weapon for M Sergeant may take one G Any Disciple or Heavy Weapon Team may swap Autogun for R Up to three Disciples may swap Autogun for S or take one SD One Disciple that did not swap for S or take SD may take one E Any Heavy Weapon Team may swap Heavy Flamer for H The entire unit may take one A The entire unit may take one B	**Rules** Sergeant: Character Infantry Insanity Limited Ammo Disciple: Infantry Insanity Limited Ammo Heavy Weapon Team: Infantry Insanity Limited Ammo Bulky
Special Wargear:	**Special Wargear Upgrades:** A Carapace Armour + point per model E Corrupted Vox Caster +10 points B Mark of Khorne +4 points per model B Mark of Nurgle +5 points per model B Mark of Slaanesh +3 points per model B Mark of Tzeentch +4 points per model	Sv-1 (Improves by 1)

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
O	Autogun	24	3	-	Rapid Fire 1

O +1 point	Lasgun	24	3	-	Rapid Fire 1, Reliable
O +1 point	Shotgun	12	3	-	Assault 2, Scatter
O +2 points	Boltgun	24	4	5+	Rapid Fire 1
O +3 points	Drum Fed Autogun	18	3	-	Assault 3
P +0 points	Autopistol	12	3	-	Pistol 1
P +1 point	Laspistol	12	3	-	Pistol 1, Reliable
P +2 points	Bolt Pistol	12	4	5+	Pistol 1
P +5 points	Handflamer	Flame	3	6+	Pistol 1
P +9 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Brutal Weapon	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +3 points	Power Sword	Melee	+1	3+	None
M +4 points	Power Axe	Melee	+2	4+	None
M +5 points	Power Maul	Melee	+2	4+	Concussion
M +7 points	Powerfist	Melee	X2	2+	Slow, Monsterbane
M +9 points	Chainfist	Melee	X2	2+	Slow, Monsterbane, +1 To Penetrate
R	Autogun	24	3	-	Rapid Fire 1
R +1 point	Lasgun	24	3	-	Rapid Fire 1, Reliable
R +1 point	Shotgun	12	3	-	Assault 2, Scatter
R +1 point	Autopistol and Brutal Weapon	12 And Melee	3 And User	- And -	Pistol 1 And Extra Attack 1
R +2 points	Laspistol and Brutal Weapon	12 And Melee	3 And User	- And -	Pistol 1, Reliable And Extra Attack 1
S +7 points	Sniper Rifle	36	3	6+	Heavy 1, Sniper (3+), Reliable
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 +24 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
SD +7 points	Demolition Charge	6	10	2+	Assault 1, 5” Blast, Monsterbane, One Use Only
H	Heavy Flamer	Flame	5	4+	Assault 1
H +0 points	Heavy Stubber	36	5	6+	Heavy 3
H +0 points	Mortar	12-48	4	6+	Heavy 1, 3” Blast, Indirect Fire, 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 Fire, 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
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G +7 points	Meltabombs	6	8	1+	Grenade 1, Armourbane, Monsterbane, Nonblast

Ratlings Ratling	**M WS BS S T W I A Ld Sv** 6 5+ 3+ 2 3 1 4 1 5 5+	**Points: 85** **Composition:** **5-10 Ratlings**
Wargear Ratling: Laspistol Sniper Rifle	**Options** May take up to 5 more Ratlings for +17 points each The entire unit may take one B	**Rules** Ratling: Infantry Insanity Limited Ammo Infiltrate Stealth Shoot Sharp and Scarper – this unit may move d6” after Shooting
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +4 points per model B Mark of Nurgle +5 points per model B Mark of Slaanesh +3 points per model B Mark of Tzeentch +4 points per model	

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

Stormtroopers Stormtrooper Sergeant Stormtrooper Stormtrooper Heavy Weapon Team	**M WS BS S T W I A Ld Sv** 6 4+ 3+ 3 3 1 3 2 7 4+ 6 4+ 3+ 3 3 1 3 1 6 4+ 6 4+ 3+ 3 3 2 3 2 6 4+	**Points: 65** **Composition:** **1 Stormtrooper Sergeant** **4-9 Stormtroopers**
Wargear 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	**Options** May take up to 5 more Stormtroopers for +12 points each Stormtrooper Sergeant may swap Hotshot Laspistol for PP Stormtrooper Sergeant may swap Chainsword for any 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 Two Stormtroopers may swap Hotshot Lasgun for S or take one SD The entire unit may take one D One Stormtrooper may take E The entire unit may take one B	**Rules** Stormtrooper Sergeant: Character Infantry Insanity Limited Ammo Deepstrike Stormtrooper: Infantry Insanity Limited Ammo Deepstrike Stormtrooper Heavy Weapon Team: Infantry Insanity Limited Ammo Deepstrike
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +4 points per model B Mark of Nurgle +5 points per model B Mark of Slaanesh +3 points per model B Mark of Tzeentch +4 points per model D Jump Packs +6 points per model E Corrupted Vox Caster +10 points PE Standard +40 points PE Medicae Pack +75 points	M+6. Gain Fly, Bulky.

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 +6 points	Sniper Rifle	36	3	6+	Heavy 1, Sniper (3+), Reliable
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 +7 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
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Non-Blast

Monstrous Infantry

Ogryn Beast Handlers Pack Master Mauler Hound	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 5 5 3 2 3 6 5+ 6 3+ 5+ 5 5 3 3 2 5 -	**Points: 86** **Composition:** **1-3 Pack Masters** **3-9 Chaos Mauler Hounds**
Wargear Pack Master: Mauler Goad Mauler Hound: Fangs and Claws	**Options** May take up to 2 more Pack Masters for +28 points each May take up to 6 more Mauler Hounds for +19 points The entire unit may take one B	**Rules** Pack Master: Monstrous Infantry Insanity Very Bulky Mauler Hound: Monstrous Infantry Insanity Very Bulky
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Mauler Goad	Melee	User	-	Tesla
M	Fangs and Claws	Melee	User	5+	Rending

Ogryn Brutes Bone'ead Ogryn	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 5 5 3 2 4 6 5+ 6 3+ 5+ 5 5 3 2 3 5 5+	**Points: 85** **Composition:** **1 Bone'ead** **2-10 Ogryn**
Wargear Bone'ead: Brutal Weapon Ogryn: Brutal Weapon	**Options** May take up to 7 more Ogryn for +26 points each Any model may swap Brutal Weapon for R One Ogryn may swap Brutal Weapon for S The entire unit may take one G The entire unit may take one B	**Rules** Bone'ead: Character Monstrous Infantry Insanity Limited Ammo Stubborn Very Bulky Ogryn: Monstrous Infantry Insanity Limited Ammo Stubborn Very Bulky
Special Wargear:	**Special Wargear Upgrades:**	

	B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

Selection	Name	Range	S	AP	Rules
M	Brutal Weapon	Melee	User	-	Extra Attack 1
M +8 points	Shock Maul	Melee	+2	4+	Concussion
R +0 points	Grenadier Gauntlet	12	4	6+	Assault 1, 3” Blast
R +8 points	Ripper Gun	12	5	-	Assault 3, Scatter, Rending
S +12 points	Power Drill	Melee	D	2+	Auxiliary, Slow, Destroyer, Monsterbane
G +2 points per model	Frag Bombs	8	4	-	Grenade 1, 3” Blast

Fast Attack 0-3 Slots

Infantry

Assault Squad Sergeant Traitor	**M WS BS S T W I A Ld Sv** 12 4+ 4+ 3 3 1 3 2 7 5+ 12 4+ 4+ 3 3 1 3 1 6 5+	**Points: 74** **Composition:** **1 Sergeant** **4-9 Traitors**
Wargear Sergeant: Autopistol Chainsword Frag Grenades Traitor: Autopistol Chainsword Frag Grenades	**Options** May take up to 5 more Traitors for +13 points each Sergeant may swap Laspistol for OP Sergeant may swap Chainsword for OM Sergent may swap Krak Grenades for G Any Traitor may swap Autopistol for P Up to two Traitors may swap Laspistol for S or take one SD The entire unit may take one G The entire unit may take one B	**Rules** Sergeant: Character Infantry Insanity Limited Ammo Bulky Deepstrike Fly Traitor: Infantry Insanity Limited Ammo Bulky Deepstrike Fly
Special Wargear:	**Special Wargear Upgrades:**	

	B Mark of Khorne +4 points per model B Mark of Nurgle +5 points per model B Mark of Slaanesh +3 points per model B Mark of Tzeentch +4 points per model	

Selection	Name	Range	S	AP	Rules
OP	Autopistol	12	3	-	Pistol 1
OP +1 point	Laspistol	12	3	-	Pistol 1, Reliable
OP +1 point	Lasgun	24	3	-	Rapid Fire 1, Reliable
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
P	Autopistol	12	3	-	Pistol 1
P +1 point	Laspistol	12	3	-	Pistol 1, Reliable
S +7 points	Sniper Rifle	36	3	6+	Heavy 1, Sniper (3+), Reliable
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 +24 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G +1 point per model	Krak Grenades	8	6	4+	Grenade 1, Non-Blast
G +5 points	Melta Bombs	6	8	2+	Grenade 1, Armourbane, Monsterbane, Non-Blast

Rough Riders Sergeant Rough Rider	**M WS BS S T W I A Ld Sv** 12 4+ 4+ 3 4 2 3 2 7 5+ 12 4+ 4+ 3 4 1 3 1 6 5+	**Points: 79** **Composition:** **1 Sergeant** **4-9 Rough Riders**
Wargear Sergeant: Infantry Lance Chainsword Autopistol Frag Grenades Rough Rider: Infantry Lance Chainsword Autopistol Frag Grenades	**Options** May take up to 5 more Rough Riders for +12 points each Sergeant may swap Laspistol for P or OP Sergeant may swap Chainsword for OM Any Rough Rider may swap their Autopistol for P Up to two Rough Riders may swap their Autopistols 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 Any Rough Rider may swap Chainsword for SM The entire unit may take one E The entire unit may take one B	**Rules** Sergeant: Character Infantry Steed Insanity Limited Ammo Very Bulky Rough Rider: Infantry Steed Insanity Limited Ammo Very Bulky
Special Wargear:	**Special Wargear Upgrades:** E Genetically Engineered Steeds +4 points per model E Jet Bikes +4 points per model B Mark of Khorne +4 points per model B Mark of Nurgle +5 points per model B Mark of Slaanesh +3 points per model B Mark of Tzeentch +4 points per model	 W+1 Gain Flying, Deepstrike

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	Autopistol	12	3	-	Pistol 1
P +1 point	Laspistol	12	3	-	Pistol 1, Reliable
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 7 3+ 12 4+ 4+ 5 12 10 10 6 3 2 6 3+	**Points: 160** **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 +52 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 The entire unit may take one B	**Rules** Armoured Sentinel Sergeant: Character Vehicle Combat Walker Insanity Limited Ammo Poor Maintenance Armoured Sentinel: Vehicle Combat Walker Insanity Limited Ammo Poor Maintenance
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point	

	B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model	

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 7 4+ 12 4+ 4+ 5 10 10 10 5 3 2 6 4+	**Points: 91** **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 +29 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 The entire unit may take one B	**Rules** Drop Sentinel Sergeant: Character Vehicle Combat Walker Insanity Limited Ammo Poor Maintenance Deepstrike Open Topped Drop Sentinel: Vehicle Combat Walker Insanity Limited Ammo Poor Maintenance 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 B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model	

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 7 4+ 12 4+ 4+ 5 10 10 10 5 3 2 6 4+	**Points: 166** **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 +54 points each Any model may take one M Any model may take any E one time each The entire unit may take one B	**Rules** Powerlifter Sentinel Sergeant: Character Vehicle Combat Walker Insanity Limited Ammo Poor Maintenance Open Topped Powerlifter Sentinel: Vehicle Combat Walker Insanity Limited Ammo Poor Maintenance 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 B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model	

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

Scout Sentinel Squadron 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 7 4+ 12 4+ 4+ 5 10 10 10 5 3 2 6 4+	**Points: 91** **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 +29 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 The entire unit may take one B	**Rules** Scout Sentinel Sergeant: Character Vehicle Combat Walker Insanity Limited Ammo Poor Maintenance Scout Open Topped Scout Sentinel: Vehicle Combat Walker Insanity Limited Ammo Poor Maintenance 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 B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 139** **Composition:** **1-3 Hippogriffs**
Wargear Hippogriff: Vigilator Cannon Coaxial Heavy Stubber	**Options** May take up to 2 more Hippogriffs for +135 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 The entire unit may take one B	**Rules** Hippogriff: Vehicle Tank Grinding Advance Insanity Limited Ammo Poor Maintenance Outflank
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 86** **Composition:** **1-3 Pegasus**
Wargear Pegasus: Multilaser Heavy Flamer	**Options** May take up to 2 more Pegasus for +92 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 The entire unit may take one B	**Rules** Pegasus: Vehicle Tank Insanity Limited Ammo Poor Maintenance Scout
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 4+	**Points: 26** **Composition:** **1-3 Tauros Assaults**
Wargear Tauros Assault: Heavy Flamer	**Options** May take up to 2 more Tauros Assaults for +26 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 The entire unit may take one B	**Rules** Tauros Assault: Vehicle Tank Insanity Limited Ammo Poor Maintenance Outflank Open Topped
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 point E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 4+	**Points: 50** **Composition:** **1-3 Tauros Venators**
Wargear Tauros Venator: 2 Linked Multilasers	**Options** May take up to 2 more Tauros Venators for +50 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 The entire unit may take one B	**Rules** Tauros Venator: Vehicle Tank Insanity Limited Ammo Poor Maintenance Outflank 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 B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 132** **Composition:** **1-3 Artemia Hellhounds**
Wargear Artemia Hellhound: Inferno Cannon Heavy Flamer	**Options** May take up to 2 more Artemia Hellhounds for +132 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 The entire unit may take one B	**Rules** Artemia Hellhound: Vehicle Tank Insanity Limited Ammo Poor Maintenance 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 Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 106** **Composition:** **1-3 Hounds**
Wargear Hound: Chem Cannon Heavy Flamer	**Options** May take up to 2 more Hounds for +106 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 The entire unit may take one B	**Rules** Hound: Vehicle Tank Insanity Limited Ammo Poor Maintenance
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 85** **Composition:** **1-3 Salamander Scouts**
Wargear Salamander Scout: Autocannon Heavy Flamer Auspex Array	**Options** May take up to 2 more Salamander Scouts for +85 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 The entire unit may take one B	**Rules** Salamander Scout: Vehicle Tank Insanity Limited Ammo Poor Maintenance 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 Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+ 12 5+ 4+ 5 10 10 10 5 1 2 6 3+	**Points: 142** **Composition:** **1 Scylla Sergeant** **2-9 Scyllas**
Wargear Scylla Sergeant: Heavy Flamer Scylla: Heavy Flamer	**Options** May take up to 7 more Scyllas for +46 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 The entire unit may take one B	**Rules** Scylla Sergeant: Character Vehicle Tank Insanity Limited Ammo Poor Maintenance Outflank Scylla: Vehicle Tank Insanity Limited Ammo Poor Maintenance Outflank
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+ 10 5+ 4+ 5 10 10 10 6 1 2 6 3+	**Points: 142** **Composition:** **1 Scylla Sergeant** **2-9 Scyllas**
Wargear Siegfried Sergeant: Heavy Flamer Siegfried: Heavy Flamer	**Options** May take up to 7 more Siegfrieds for +46 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 The entire unit may take one B	**Rules** Siegfried Sergeant: Character Vehicle Tank Insanity Limited Ammo Poor Maintenance Siegfried: Vehicle Tank Insanity Limited Ammo Poor Maintenance
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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

Heavy Support 0-3 Slots

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 7 3+	**Points: 123** **Composition:** **1-3 Carnodons**
Wargear Carnodon: Volkite Culverin 2 Heavy Flamers	**Options** May take up to two more Carnodons for +123 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 The entire unit may take one B	**Rules** Carnodon: Vehicle Tank Insanity Limited Ammo Poor Maintenance
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

Selection	Name	Range	S	AP	Rules
T	Volkite Culverin	48	6	3+	Heavy 1, Beam, Turret, Primary
T +7 points	2 Linked Multilasers	36	6	6+	Heavy 3 x2, Turret, Primary
T +15 points	2 Linked Autocannons	48	7	4+	Heavy 2, Monsterbane, Turret, Primary
T +31 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Turret, Primary
S	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson
S +2 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
S +2 points	2 Multilasers	36	6	6+	Heavy 3 x2, Sponson

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

Destroyer Squadron Destroyer	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 4+ 7 14 13 10 12 1 3 7 3+	**Points: 142** **Composition:** **1-3 Destroyers**
Wargear Destroyer: Heavy Laser Destroyer Array	**Options** May take up to 2 more Destroyers for +142 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 The entire unit may take one B	**Rules** Destroyer: Tank Vehicle Grinding Advance Insanity Limited Ammo Poor Maintenance
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 151** **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 +151 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 The entire unit may take one B	**Rules** Leman Russ: Vehicle Tank Grinding Advance Insanity Limited Ammo Poor Maintenance
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 +25 points	2 Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Sponson
S +47 points	2 Multimeltas	24	8	1+	Heavy 2 x2, Melta, (Monsterbane), Sponson
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
D +9 points	Dozerblade	Melee	+1	6+	Dozerblade, Accurate
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Malcador Malcador	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 8 13 12 11 18 1 6 7 3+	**Points: 223** **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 May take one B	**Rules** Malcador: Vehicle Tank Grinding Advance Insanity Limited Ammo Poor Maintenance
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 Searchlight +1 point B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +5 points B Mark of Tzeentch +12 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
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 7 3+	**Points: 228** **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 May take one B	**Rules** Malcador Hunter: Vehicle Tank Insanity Limited Ammo Poor Maintenance
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 Searchlight +1 point B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +5 points B Mark of Tzeentch +12 points	

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

P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
P +13 points	Multilaser	36	6	6+	Heavy 3, Turret
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Mars Alpha Leman Russ Squadron 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 7 3+	**Points: 165** **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 +165 points each Any Mars Alpha Leman Russ may swap Nova Eradicator Cannon for T Any Mars Alpha Leman Russ may swap Heavy Flamer H for H Any Mars Alpha Leman Russ may take a set of S Any Mars Alpha Leman Russ may take one P Any Mars Alpha Leman Russ may take one M Any Mars Alpha Leman Russ may take any E one time each The entire unit may take one B	**Rules** Mars Alpha Leman Russ: Vehicle Tank Grinding Advance Insanity Limited Ammo Poor Maintenance
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 Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 +25 points	2 Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Sponson
S +47 points	2 Multimeltas	24	8	1+	Heavy 2 x2, Melta, (Monsterbane), Sponson
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Flamer	Flame	5	4+	Assault 1, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret
P +13 points	Multilaser	36	6	6+	Heavy 3, Turret
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Ragnorak Squadron Ragnorak	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 7 14 13 11 14 1 3 7 3+	**Points: 188** **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 +188 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 The entire unit may take one B	**Rules** Ragnorak: Vehicle Tank Grinding Advance Insanity Limited Ammo Poor Maintenance
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 290** **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 May take one B	**Rules** Rogal Dorn: Vehicle Tank Grinding Advance Insanity Limited Ammo Poor Maintenance

Special Wargear:	Special Wargear Upgrades: E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 +25 points	2 Linked Meltaguns	12	8	1+	Assault 1 x2, Melta (Monsterbane), Hull
S +18 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
S +47 points	2 Multimeltas	24	8	1+	Heavy 2 x2, Melta, (Monsterbane), Sponson
S +72 points	2 sets of 2 Linked Lascannons	48	9	2+	Heavy 1 x2 (x2), Monsterbane, Sponson
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
P +9 points	Light Stubber	36	4	-	Heavy 3, Turret
P +11 points	Heavy Stubber	36	5	6+	Heavy 3, Turret

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

Self-Propelled Guns

Colossus Bombard Battery 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 7 3+	**Points: 156** **Composition:** **1-3 Colossus Siege Mortar**
Wargear Colossus Siege Mortar: Colossus Siege Mortar	**Options** May take up to two more Colossus Siege Mortars for +156 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 The entire unit may take one B	**Rules** Colossus Siege Mortar: Vehicle Tank Insanity Limited Ammo Poor Maintenance 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 B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 202** **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 +202 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 The entire unit may take one B	**Rules** Deathstrike Missile Carrier: Vehicle Tank Insanity Limited Ammo Poor Maintenance 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 Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 172** **Composition:** **1-3 Manticore Carriers**
Wargear Manticore Carrier: Storm Eagle Missile Rack Heavy Flamer	**Options** May take up to 2 more Manticore Carriers for +172 points each Any Manticore Carrier may swap Heavy Flamer for H Any Manticore Carrier may take one D Any Manticore Carrier may take one P Any Manticore Carrier may take one M Any Manticore Carrier may take any E one time each The entire unit may take one B	**Rules** Manticore Carrier: Vehicle Tank Insanity Limited Ammo Poor Maintenance
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 76** **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 +76 points each Any Self-Propelled Gun may swap Heavy Flamer for H Any Self-Propelled Gun may take one D Any Self-Propelled Gun may take one P Any Self-Propelled Gun may take one M Any Self-Propelled Gun may take any E one time each The entire unit may take one B	**Rules** Self-Propelled Gun: Vehicle Tank Insanity Limited Ammo Poor Maintenance 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 Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

Selection	Name	Range	S	AP	Rules
T	Heavy Griffon Mortar	12-48	6	4+	Heavy 1, 5” Blast, Pinning, Indirect, Hull, Primary

T +50 points	Earthshaker Cannon	240	9	3+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Indirect, Hull, Primary
T +60 points	4 Linked Stormshard Mortars	12-48	4	6+	Heavy 1 x4, 3” Blast, Ignores Cover, Rending, Pinning, Indirect, Turret, 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 - 7 3+	**Points: 121** **Composition:** **1-3 Platforms**
Wargear Earthshaker Platform: Earthshaker Cannon	**Options** May take up to 2 more Platforms for +121 points each Any model may take up to one of each E The entire unit may take one B	**Rules** Earthshaker Platform: Vehicle Tank Limited Ammo 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 B Mark of Khorne +6 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	Shroud

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 7 3+	**Points: 83 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 +83 points each Any Field Artillery Piece may swap Griffon Heavy Mortar for H Any model may take up to one of each E The entire unit may take one B	**Rules** Field Artillery Piece: Monster Limited Ammo 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 B Mark of Khorne +6 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model	Shroud

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 7 3+	**Points: 227 points** **Composition:** **1-3 Heavy Artillery Batteries**
Wargear Heavy Artillery Piece: Earthshaker Cannon	**Options** May add up to 2 more Heavy Artillery pieces for +227 points each Any model may swap Earthshaker Cannon for H Any model may take up to one of each E The entire unit may take one B	**Rules** Heavy Artillery Piece: Monster Monster Limited Ammo 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 B Mark of Khorne +6 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model	Shroud

Selection	Name	Range	S	AP	Rules
H	Earthshaker Cannon	240	9	3+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Indirect
H +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 - 7 3+	**Points: 88** **Composition:** **1-3 Platforms**
Wargear Hydra Platform: 4 Linked Long Autocannons	**Options** May take up to 2 more Platforms for +88 points each Any model may take up to one of each E The entire unit may take one B	**Rules** Hydra Platform: Vehicle Tank Limited Ammo 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 B Mark of Khorne +6 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	Shroud

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 - 7 3+	**Points: 198** **Composition:** **1-3 Platforms**
Wargear Manticore Platform: Storm Eagle Rack	**Options** May take up to 2 more Platforms for +198 points each Any model may take up to one of each E The entire unit may take one B	**Rules** Manticore Platform: Vehicle Limited Ammo Immobile Platform – This model cannot move or be moved by any means except to pivot. The last direction the Storm Eagle Rack fired counts as the Front.
Special Wargear:	**Special Wargear Upgrades:** E Camo Netting +6 points B Mark of Khorne +6 points per model	Shroud

	B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 4+	**Points: 34 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 +34 points Any model may swap 2 Linked Heavy Bolters for H The entire unit may take one B	**Rules** Sabre Gun Battery: Monster Limited Ammo Immobile Platform – This model cannot move or be moved by any means.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +6 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model	

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 Traitor Cyclops	**M WS BS S T W I A Ld Sv** 6 4+ 4+ 3 3 1 3 1 6 5+ 12 - - - 3 2 - - - 4+	**Points: 3** **Composition:** **1-3 Traitors** **0-9 Cyclops**
Wargear Traitor: Autogun Frag Grenades Remote Control Cyclops: Cyclops Demolition Charge	**Options** May take up to 2 more Traitors for +3 points each Each Traitor may take up to 3 Cyclops each for +26 points Any Traitor may swap Autogun for Lasgun All Traitors may take one B	**Rules** Traitor: Infantry Insanity Limited Ammo Cyclops: Infantry Bulky 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.
Special Wargear: Remote Control – Allows 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:** B Mark of Khorne +4 points per model B Mark of Nurgle +5 points per model B Mark of Slaanesh +3 points per model B Mark of Tzeentch +4 points per model	

Selection	Name	Range	S	AP	Rules
R	Autogun	24	3	-	Rapid Fire 1
R +1 point	Lasgun	24	3	-	Rapid Fire 1, Reliable
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 7 3+	**Points: 88 points** **Composition:** **1-3 Rapiers**
Wargear Rapiers: 4 Linked Heavy Bolters	**Options** May add up to 2 more Rapiers for +88 points each Any Rapier may swap 4 Linked Heavy Bolters for H The entire unit may take one B	**Rules** Rapiers: Monstrous Infantry Insanity Limited Ammo Poor Maintenance
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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

Flyer 0-2 Slots

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 7 3+	**Points: 189** **Composition:** **1 Aquila Lander**
Wargear Aquila Lander: Heavy Bolter	**Options** May swap Heavy Bolter for H May take up to one E each May take one B	**Rules** Aquila Lander: Vehicle Insanity Limited Ammo Poor Maintenance High Altitude Hover Deep Strike Transport 7 – Access Front Command Ship – Auras may be issued from Embarked units on this model with +12" Radius.
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +9 points B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +5 points B Mark of Tzeentch +12 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 7 3+	**Points: 121** **Composition:** **1-3 Arvus Lighters**
Wargear Arvus Lighter: none	**Options** May take up to 2 more Arvus Lighters for +121 points each Any Arvus Lighter may take H Any Arvus Lighter may take up to one E each The entire unit may take one B	**Rules** Arvus Lighter: Vehicle Insanity Limited Ammo Poor Maintenance High Altitude Hover Deep Strike Transport 12 – Access Rear
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +9 points	

	E Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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

Avenger Strike Fighter Squadron 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 7 3+	**Points: 191** **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 +191 points each Any Avenger Strike Fighter may take W Any Avenger Strike Fighter may take up to one E each The entire unit may take one B	**Rules** Avenger Strike Fighter: Vehicle Insanity Limited Ammo Poor Maintenance High Altitude Deep Strike
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +9 points B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 156** **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 +156 points each Any Lightning Strike Fighter may take W Any Lightning Strike Fighter may take up to one E each The entire unit may take one B	**Rules** Lightning Strike Fighter: Vehicle Insanity Limited Ammo Poor Maintenance High Altitude Deep Strike Interceptor
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +9 points B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 196** **Composition:** **1-3 Thunderbolts**
Wargear Thunderbolt: 4 Linked Autocannons 2 Linked Lascannons	**Options** May take up to 2 more Thunderbolts for +196 points each Any Thunderbolt may take W Any Thunderbolt may take up to one E each The entire unit may take one B	**Rules** Thunderbolt: Vehicle Insanity Limited Ammo Poor Maintenance High Altitude Deep Strike
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +9 points B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 209** **Composition:** **1-3 Valkyries**
Wargear Valkyrie: Multilaser 2 Linked Hellstrike Missiles Searchlight	**Options** May take up to 2 more Valkyries for +209 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 The entire unit may take one B	**Rules** Valkyrie: Vehicle Insanity Limited Ammo Poor Maintenance 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 B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

Selection	Name	Range	S	AP	Rules
H	Multilaser	36	6	6+	Heavy 3, Hull, Primary
H +6 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Hull, Primary
H +18 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull, Primary
S +18 points	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson

W	2 Linked Hellstrike Missiles	72	8	3+	Heavy 1 x2, Ordnance, Monsterbane, One Use Only, Hull
W +2 points	2 Linked Hellfury Missiles	72	4	5+	Heavy 1 x2, 5" Blast, Ignores Cover, One Use Only, Hull
W +2 points	2 Linked Multiple Rocket Pods	48	4	6+	Heavy 1 x2, 5" Blast, Hull
W +32 points	4 Linked Lascannons	48	9	2+	Heavy 1 x4, Monsterbane, Hull

Valkyrie Sky Talon Squadron 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 7 3+	**Points: 181** **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 +181 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 The entire unit may take one B	**Rules** Valkyrie Sky Talon: Vehicle Insanity Limited Ammo Poor Maintenance 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 B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 170** **Composition:** **1-3 Voss Strike Fighters**
Wargear Voss Strike Fighters: 2 Linked Lascannons	**Options** May take up to 2 more Voss Strike Fighters for +170 points each Any Voss Strike Fighter may take W Any Voss Strike Fighter may take up to one E each The entire unit may take one B	**Rules** Voss Strike Fighter: Vehicle Insanity Limited Ammo Poor Maintenance High Altitude Deep Strike Interceptor
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +9 points B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 160** **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 +160 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 The entire unit may take one B	**Rules** Avenger Strike Fighter: Vehicle Insanity Limited Ammo Poor Maintenance High Altitude Deep Strike
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +9 points B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 Transport 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 7 3+	**Points: 85** **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 May take one B	**Rules** Centaur: Vehicle Tank Insanity Limited Ammo Poor Maintenance 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 Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 130** **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 May take one B	**Rules** Chimera: Vehicle Tank Insanity Limited Ammo Poor Maintenance 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 Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 112** **Composition:** **1 Hades Breaching Drill**
Wargear Hades Breaching Drill: Melta Cutter Drill	**Options** May take one B	**Rules** Hades Breaching Drill: Vehicle Tank Insanity Limited Ammo Poor Maintenance 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:** B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 146** **Composition:** **1 Heracles Halftrack**
Wargear Heracles Halftrack: Ammunition Cache	**Options** May take one D May take one P May take one M May take one A May take one B May take any E one time each	**Rules** Heracles Halftrack: Vehicle Tank Insanity Limited Ammo Poor Maintenance 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 cannot be replenished by this ability.	**Special Wargear Upgrades:** A Centaur RSV Pattern +0 points E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	Lose Ammunition Cache. Gain Assault Ramps

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 7 3+	**Points: 125** **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 May take one B	**Rules** Pegasus AAV: Vehicle Tank Insanity Limited Ammo Poor Maintenance 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 Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 112** **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 May take one B	**Rules** Samaritan: Vehicle Tank Insanity Limited Ammo Poor Maintenance Aquatic Corpse Loot Cart – 6" Aura, target unit may reroll 1s To Hit and Wound
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Camo Netting +6 points E Extra Armour +5 points E Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 83** **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 May take one B	**Rules** Taurox: Vehicle Tank Insanity Limited Ammo Poor Maintenance 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 Searchlight +1 point B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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 7 3+	**Points: 209** **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 May take one B	**Rules** Terrax Pattern Termite: Vehicle Tank Insanity Limited Ammo Poor Maintenance 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 B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +5 points per model B Mark of Tzeentch +12 points per model	

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

Lord of War 0-1 Slots

Baneblade Chassis

Baneblade Baneblade	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 9 14 13 12 26 1 9 7 3+	**Points: 754** **Composition:** **1 Baneblade**
Wargear Baneblade: Baneblade Cannon and Coaxial Autocannon Demolisher Cannon 2 Linked Heavy Bolters	**Options** May take one A 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 May take one B	**Rules** Baneblade: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance Fearless Transport 12 – Access Rear
Special Wargear:	**Special Wargear Upgrades:** A Lucius Pattern +0 points A Mars Pattern +0 points E Augar Array +5 points E Searchlight +1 point SS Side Skirts +10 points B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 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 7 3+	**Points: 621** **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 May take one B	**Rules** Banehammer: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance 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 Searchlight +1 point SS Side Skirts +10 points B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 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 7 3+	**Points: 566** **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 May take one B	**Rules** Banesword: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance 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 Searchlight +1 point SS Side Skirts +10 points B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 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 7 3+	**Points: 548** **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 May take one B	**Rules** Doomhammer: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance 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 Searchlight +1 point SS Side Skirts +10 points B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 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 7 3+	**Points: 736** **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 May take one B	**Rules** Hellhammer: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance Fearless Transport 12 – Access Rear
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Searchlight +1 point SS Side Skirts +10 points B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 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 7 3+	**Points: 509** **Composition:** **1 Shadowsword**
Wargear Shadowsword: Volcano Cannon 2 Linked Heavy Bolters	**Options** May take one A 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 May take one B	**Rules** Shadowsword: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance 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:** A Mars Pattern +0 points E Augar Array +5 points E Searchlight +1 point SS Side Skirts +10 points B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 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 7 3+	**Points: 556** **Composition:** **1 Stormblade**
Wargear Stormblade: Plasma Blastgun and Heavy Bolter 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 May take one B	**Rules** Stormblade: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance 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 Searchlight +1 point SS Side Skirts +10 points B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 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 Stormblade	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 9 14 13 12 26 1 9 7 3+	**Points: 568** **Composition:** **1 Stormlord**
Wargear Stormlord: Vulcan Megabolter 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 May take one B	**Rules** Stormlord: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance 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 Searchlight +1 point SS Side Skirts +10 points B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 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 +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 7 3+	**Points: 908** **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 May take one B	**Rules** Stormhammer Lucius: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance Fearless Transport 12 – Access Rear.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Searchlight +1 point SS Side Skirts +10 points B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 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 7 3+	**Points: 671** **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 May take one B	**Rules** Stormhammer Mars Alpha: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance Fearless Transport 12 – Access Rear.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Searchlight +1 point B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 points	

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

Stormsword Stormsword	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 9 14 13 12 26 1 9 7 3+	**Points: 538** **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 May take one B	**Rules** Stormsword: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance Fearless Transport 12 – Access Rear.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Searchlight +1 point SS Side Skirts +10 points B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 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 7 3+	**Points: 420** **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 May take one B	**Rules** Crassus: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance Fearless Transport 35 – Access Rear.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Searchlight +1 point B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 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 7 3+	**Points: 512** **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 May take one B	**Rules** Dominus Bombard: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance Fearless

Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Searchlight +1 point B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 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 7 3+	**Points: 537** **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 May take one B	**Rules** Gorgon: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance Fearless Aquatic Open Topped Transport 50 – Access Front and Rear. Assault Ramps.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Searchlight +1 point B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points	

	B Mark of Tzeentch +24 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 7 3+	**Points: 572** **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 May take one B	**Rules** Macharius Battle Tank: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance Fearless
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Searchlight +1 point B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 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 7 3+	**Points: 363** **Composition:** **1 Macharius Omega**
Wargear Macharius Battle Tank: Plasma Blastgun	**Options** May take one S May take one M May take one P May take up to one of each E May take one B	**Rules** Macharius Battle Tank: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance Fearless Open Topped
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Searchlight +1 point B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 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 7 3+	**Points: 435** **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 May take one B	**Rules** Macharius Vanquisher: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance Fearless
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Searchlight +1 point B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 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 7 3+	**Points: 382** **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 May take one B	**Rules** Macharius Vulcan: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance Fearless
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Searchlight +1 point B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 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 7 3+	**Points: 354** **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 May take one B	**Rules** Minotaur Artillery: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance Fearless Open Topped
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Searchlight +1 point B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 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 7 3+	**Points: 370** **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 May take one B	**Rules** Praetor Launcher: Titanic Vehicle Tank Insanity Limited Ammo Poor Maintenance Fearless
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Searchlight +1 point B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 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 7 3+	**Points: 397** **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 up to one of each E May take one B	**Rules** Marauder Bomber: Titanic Vehicle Insanity Limited Ammo Poor Maintenance Fearless High Altitude Deep Strike
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +18 points B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 points	

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

Marauder Heavy Destroyer Marauder Destroyer	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 4+ 8 11 11 10 20 1 6 7 3+	**Points: 446** **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 up to one of each E	**Rules** Marauder Destroyer: Titanic Vehicle Insanity Limited Ammo Poor Maintenance Fearless High Altitude Deep Strike
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +18 points	

	B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 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

Support

Imperial Fortress	**M WS BS S T W I A Ld Sv**	**Points: 2319**
Gate	- - 4+ - 8 20 - - - 3+	**Composition:**
Gate Towers	- - 4+ - 8 30 - - - 3+	**1 Gate**
Walls	- - 4+ - 8 30 - - - 3+	**2 Gate Towers**
Towers	- - 4+ - 8 30 - - - 3+	**2 Walls**
		2 Towers
Wargear	**Options**	**Rules**
Gate: Heavy Gate Gate Tower: 2 Linked Heavy Bolters Wall: None Tower: 2 Linked Autocannons	May add as many sets of 1 Gate and 2 Gate Towers as you want for +957 points May add as many Walls as you want for +299 points each May add as many Towers as you want for +382 points	Gate: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gate Tower: Building Titanic Limited Ammo 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 Limited Ammo 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: 627** **Composition:** **1 Primaris Redoubt**
Wargear Primaris Redoubt: 2 Linked Turbolaser Destructors	**Options**	**Rules** Primaris Redoubt: Building Limited Ammo 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: 64** **Composition:** **1 Aegis Weapon Emplacement**
Wargear Aegis Weapon Emplacement: Long Lascannon	**Options** May swap Long Lascannon for H	**Rules** Aegis Weapon Emplacement: Building Limited Ammo 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: 446** **Composition:** **1 Aquila Strongpoint**
Wargear Aquila Strongpoint: Plasma Obliterator	**Options**	**Rules** Aquila Strongpoint: Building Limited Ammo 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: 395** **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 Limited Ammo 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: 427** **Composition:** **1 Imperial Bastion**
Wargear Imperial Bastion: 4 Heavy Bolters	**Options**	**Rules** Imperial Bastion: Building Limited Ammo 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: 472** **Composition:** **1 Plasma Obliterator**
Wargear Plasma Obliterator: Plasma Obliterator	**Options**	**Rules** Plasma Obliterator: Building Limited Ammo 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:**	