



Great Crusade Imperial Rule Set

Get's Hot: after get's hot is determined roll a D6. On a 2+ the get's hot rule is ignored

Foeblaster Bolter: any terminator may exchange their twin linked bolter for a Foeblaster Bolter for +5 points.

Back Pack Banner: any sergeant may have a BPB which grants the unit to automatically regroup for +10 points

Galvanic Motors: all vehicles may ignore immobilized results on a 4+

Battlefield Command Uplink: all land raider Prometheus and Halcyon command rhino's have it and captain's may have it for +20 points. It adds +1 to reserve rolls and grants all units within 18" gain +1 BS

Mark 3 Armor: Grants +1 strength

Special Issue Ammunition Bolters: includes Dragonfire bolts, hellfire bolts, kraken bolts, vengeance bolts, acid bolts, Hades bolts, Tempest bolts, Scorpius bolts, rad bolts, Metal storm bolts, inferno bolts, melta bolts, tracer bolts, Damnatus bolts, Ullanor bolts, Shield Breaker bolts, Smart Bolts, Turbo Penetrator bolts

Special Issue Ammunition Bolt Pistols: Dragonfire bolts, hellfire bolts, kraken bolts, vengeance bolts (range 12" strength 4 AP 3 Pistol, gets hot), acid bolts, Hades bolts, Tempest bolts, Scorpius bolts, rad bolts, Metal storm bolts, inferno bolts, melta bolts, tracer bolts, Damnatus bolts, Ullanor bolts, Shield Breaker bolts, Smart Bolts, Turbo Penetrator bolts

Storm bolters must be replaced with twin linked bolters

Vehicles may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, hunter killer missile for +20 points, twin linked bolters for +2 points, or a havoc launcher for +15 points

Assault cannons (with the exception of devastators, dreadnoughts, and 0 - 1 terminator) must be replaced with reaper autocannons. Twin linked assault cannons must be replaced quad guns

Missile launchers may be upgraded to carry plasma missiles for +35 points, rad missiles for +55 points or melta missiles for +40 points

All Power armor has acute senses special rule

Any model with MK 5 heresy armor will suffer instant death from a strength 6 or higher weapon that hits on a 6

Any space marine sergeant or any terminator may replace their close combat weapon with a Power Maul for +25 points

Missile launchers may be upgraded to carry Flakk missiles for +5 points

Any walker or tank may take lasher tendrils (all models within 6" lower their attacks by 2. If two vehicles have them the effect is cumulative)



Custodian list..... list may be taken by both marine legions and imperial army

HQ

The Emperor 550 points

[WS][BS][S][T][W][I][A][LD][SV]

Emperor] 7 5 5 6 7 8 5 12 0+

Unit Type: infantry

Wargear: Fireblade (master crafted force weapon), Eagle's Claw, Armor of The Imperium, Green wreath, psychic hood (counts as hood of hellfire)

Options: may take an emperor's gift APC for 90 points, an artificer land raider for 290 points, an artificer rhino for 80 points. May be accompanied by custodes Veterans in artificer or custodes in terminator armor

Special Rules

Eternal warrior, relentless, liturgies of battle, Orbital bombardment, Honor or death, feel no pain 3+, Master psyker, inspiring presence, iron will

Fireblade: may be used once per game to deal a ranged attack.

Green wreath: confers a 3+ invulnerable save

Armor of The Imperium: may re roll one armor save per turn

Custodes terminators count as troops as well as elites

Constantin Valdor 325 points

[WS][BS][S][T][W][I][A][LD][SV]

Valdor] 9 6 5 5 4 6 5 10 2+

Wargear: artificer or terminator armor, Ultra Guardian Spear, Master crafted power sword, frag grenades, krak grenades, melta bombs, storm shield

Options: may take an emperor's gift APC for 90 points, an artificer land raider for 290 points, an artificer rhino for 80 points. May be accompanied by custodes Veterans in artificer or custodes in terminator armor

Special rules

Rights of battle, god of war, fearless, eternal warrior, relentless, touch of the emperor (immune to all psychic powers), independent character, cold steel and courage

Lord of the custodes: Custodes veterans count as troops as well as elites

Amon Taumachian Custodes Infiltrator 175 points

[WS][BS][S][T][W][I][A][LD][SV]

Amon] 6 5 4 4 2 5 4 10 3+

Wargear: artificer scout armor, Master Guardian Spear, frag grenades, krak grenades, bolt pistol, storm shield

Special rules

Fearless, special issue ammunition, eternal warrior, relentless, touch of the emperor (immune to all psychic powers), independent character, counterattack, 4+ invulnerable save, infiltrate, scout

Custodes master infiltrator: Custodes infiltrator squads count as troops as well as fast attack

Sagittarus Custodes Ancient 275 points

[Front] [Side] [Rear] [BS][WS][S][I][A]

13 13 11 5 6 7 4 4

Unit composition: 1 (unique)

Type: walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: rending Twin Linked Autocannon, dreadnought close combat weapon with built in Storm Bolter, extra armor, searchlight, smoke launchers

Special Rules

Deep Strike, Fleet, Ferromantic Invulnerability, Dreadnought Lord

Warrior without Equal: may for go his normal attacks to make D6 attack at strength 10

Elites

Custodes Terminators 375 points

[WS][BS][S][T][W][I][A][LD][SV]

Terminator] 6 5 4 4 2 5 4 10 2+

Unit composition: 3 custodes terminators

Wargear: Cataphractii terminator armor, relic blade with auxiliary grenade launcher, twin linked bolter

Options: may include up to 7 more terminators for +125 points per model. Two terminators may replace their twin linked bolter for a heavy flamer for +5 points, twin linked auto cannon or multi-melta for +15 points. Any custodes terminator may replace both their twin linked bolter and relic blade for an immolator lance for +15 points (range template strength 6 AP 4 assault 1 melta, counts as a chain fist that strikes in initiative order in close combat). Any terminator may take digital weapons for +5 points per model. Any terminator may replace their relic blade for a power fist, chain fist, or thunder hammer for free or a storm shield for +10 points. May take an artificer land raider for 290 points if models are 6 or less.

Special rules

Fearless, special issue ammunition, eternal warrior, relentless, touch of the emperor (immune to all psychic powers), counterattack, deep strike

A force of their own: May operate independently from one another or as a squad at -1 to their leadership

Custodes Veterans **450 points**

[WS][BS][S][T][W][I][A][LD][SV]

Veteran] 7 6 4 4 2 6 5 10 2+

Unit composition: 4 Custodes Veterans

Wargear: artificer armor, Guardian Spear, frag grenades, krak grenades, Master crafted power sword, Master crafted Bolt pistol

Options: May include up to 6 more Custodes Veterans for 115 points per model. May take jump packs for +10 points per model. May take storm shields for +20 points per model. Any model may upgrade to terminator armor for +35 points, it is equipped with twin linked bolter and relic blade with auxiliary grenade launcher. May take an emperor's gift APC for 90 points, an artificer land raider for 290 points, an artificer rhino for 80 points.

Special rules

Fearless, special issue ammunition, eternal warrior, relentless, touch of the emperor (immune to all psychic powers), counterattack, 4+ invulnerable save, Deep strike (does NOT scatter)

A force of their own: May operate independently from one another or as a squad at -1 to their leadership

Custodes Shield Breakers **495 points**

[WS][BS][S][T][W][I][A][LD][SV]

Captain] 6 5 4 4 2 5 4 10 2+

Shield] 5 5 4 4 2 5 3 10 2+

Unit composition: 1 Custodes Shield Breaker captain and 2 shield breakers

Wargear: artificer armor, Master Crafted Bolter, Storm Shield, frag grenades, krak grenades, Melta Bombs, The Captain has a storm bolter and power fist

Options: May include 7 more shield breakers for 165 points per model. One custodes may carry the Aquilla Standard (counts as a locator beacon and all Imperial units within 18" may re roll leadership and psychic tests) for +15 points. Any Shield Breaker may carry digital lasers for +10 points. May take an emperor's gift APC for 90 points, an artificer land raider for 290 points, an artificer rhino for 80 points.

Special rules

Fearless, special issue ammunition, eternal warrior, relentless, touch of the emperor (immune to all psychic powers), counterattack

A force of their own: May operate independently from one another or as a squad at -1 to their leadership

Troops

Custodes Envoy Squad **420 points**

[WS][BS][S][T][W][I][A][LD][SV]

Captain] 6 5 4 4 2 5 4 10 2+

Envoy] 5 5 4 4 2 5 3 10 2+

Unit composition: 1 Custodes Envoy captain and 3 Envoys

Wargear: artificer armor, Guardian Spear, frag grenades, krak grenades, Bolt Pistol

Options: May include 6 more envoys for 100 points per model. One custodes may carry the Aquilla Standard (counts as a locator beacon and all Imperial units within 18" may re roll leadership and psychic tests) for +15 points. Any custodes may carry a storm shield for 20 points per model. Any model may exchange their guardian spear for a storm shield and gladius sword for free. Any model may have a jump pack for 25 points per model. The envoy captain may take digital lasers for +10 points. May take an emperor's gift APC for 90 points, an artificer land raider for 290 points, an artificer

rhino for 80 points.

Special rules

Fearless, eternal warrior, relentless, touch of the emperor (immune to all psychic powers), counterattack, 4+ invulnerable save, deep strike

A force of their own: May operate independently from one another or as a squad at -1 to their leadership

Fast Attack

Custodes Jet Bike Squad

320 points

[WS][BS][S][T] [W][I][A][LD][SV]
Captain] 6 5 4 4(5) 2 5 4 10 2+

Envoy] 5 5 4 4(5) 2 5 3 10 2+

Unit composition: 1 Custodes Envoy captain and 2 Envoys

Unit Type: Jet Bike

Wargear: artificer armor, Guardian Spear, frag grenades, krak grenades, Jet Bike (twin linked Bolter attached)

Options: May include 7 more envoys for 100 points per model. Up to two jet bikes may replace their linked bolters for a heavy flamer for +5 points, Linked auto cannon for +10 points, Multi-Melta for +15 points, or an assault cannon for +15 points. The envoy captain may take digital lasers for +10 points

Special rules

Fearless, eternal warrior, relentless, touch of the emperor (immune to all psychic powers), counterattack, 4+ invulnerable save, deep strike

A force of their own: May operate independently from one another or as a squad at -1 to their leadership

Custodes Infiltrator Squad

250 points

[WS][BS][S][T][W][I][A][LD][SV]
Infiltrator] 5 5 4 4 2 5 3 10 3+

Unit composition: 4 Infiltrators

Wargear: artificer scout armor, Guardian Spear, frag grenades, krak grenades, ripper pistol, Demo Charge

Options: May take Jump packs for 30 points per model, but loses scout

Special rules

Fearless, eternal warrior, relentless, touch of the emperor (immune to all psychic powers), counterattack, 4+ invulnerable save, infiltrate, scout, Stealth, move through cover, hit and run, fleet

A force of their own: May operate independently from one another or as a squad at -1 to their leadership

Heavy Support

Artificer land raider

290 points

[Front] [side] [Rear] [BS]
Land Raider] 14 14 14 5

Unit Composition: 1 to 3 Artificer Land Raiders

Unit Type: Fast tank

Wargear: 2 Master crafted twin linked lascannons, Master crafted twin linked heavy bolter, smoke launcher, searchlight, extra armor

Transport Capacity: 14 models

Options: may upgrade the linked heavy bolter to a master crafted linked lascannon for +25 points or a master crafted twin linked heavy flamer for free. May take a Master crafted linked bolter for +10 points, a master crafted multi-melta for +10 points, a master crafted combi plasma; melta; flamer; grenade launcher for +10 points, a master crafted havoc launcher for +15 points, a master crafted hunter killer missile for +10 points, frag assault launcher for +15 points, master crafted plasma gun for +15 points

Special rules

Power of the machine spirit, assault vehicle, Venerable

Custodes Ancient **185 points**

[Front] [Side] [Rear] [BS][WS][S][I][A]

Ancient] 13 13 11 5 6 6 4 3

Unit Composition: 1 to 3 Custodes Ancients

Unit Type: walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Master crafted dreadnought close combat weapon with built in master crafted twin linked bolter, master crafted multi-melta, smoke launchers

Options: may replace multi-melta for master crafted twin linked heavy bolters for +5 points, master crafted twin linked autocannons for +10 points, master crafted rotary lascannon for +30 points. May replace twin linked bolter for a master crafted heavy flamer for free or a master crafted plasma gun for +10 points. May take extra armor for +15 points and/or a hunter killer missile for +10 points.

Special rules

Power of the machine spirit, special issue ammunition, counterattack, Venerable

Dedicated transports

Artificer rhino **80 points**

[Front] [Side] [Rear] [BS]

Rhino] 12 12 11 5

Unit type: tank, fast

Wargear: master crafted twin linked bolter, smoke launcher, searchlight, extra armor

Transport capacity: 10 models

Access points: one rear assault ramp, two side hatches

Options: May take a pintle mounted master crafted multi-melta for +20 points, pintle mounted Master crafted linked bolter for +5 points, master crafted combi plasma; melta; flamer; grenade launcher for +10 points, a master crafted havoc launcher for +15 points, a master crafted hunter killer missile for +10 points, master crafted plasma gun for +15 points

Special rules

Power of the machine spirit, assault vehicle, special issue ammunition, Venerable

Emperor's gift **90 points**

[Front] [Side] [Rear] [BS]

Emperor's gift] 11(14) 11(14) 10 5

Wargear: 2 master crafted twin linked bolter, smoke launcher, searchlight, extra armor

Transport capacity: 12 models

Options: May take a pintle mounted master crafted multi-melta for +20 points, pintle mounted Master crafted linked bolter for +5 points, master crafted combi plasma; melta; flamer; grenade launcher for +10 points, a master crafted havoc launcher for +15 points, a master crafted hunter killer missile for

+10 points, master crafted plasma gun for +15 points

Special rules

Power of the machine spirit, assault vehicle, special issue ammunition, Venerable

Aquila lander 110 points

Front Side Rear BS

11 11 11 5

Unit Composition: 1 Aquila Lander

Unit Type: flyer, hover

Access points: one rear door

Transport capacity: 7 models in artificer armor

Wargear: nose mounted heavy bolter, 2 wing mounted lascannons

Options: may replace the heavy bolter for a multilaser for +10 points or an autocannon for +15 points

Special rules

Supersonic, deep strike



Sisters of silence list.....may be taken by both marine legions and imperial army

HQ

Janetia Krole 235 points

[WS][BS][S][T][W][I][A][LD][SV]

Janetia] 8 5 4 4 4 6 4 10 3+

Wargear: Artificer carapace armor, master crafted relic blade, master crafted bolt pistol, frag grenades, melta bombs

Options: May take an emperor's gift APC for 90 points, an artificer rhino for 80 points

Special rules

Rights of battle, fearless, eternal warrior, independent character, 3+ invulnerable save

Pariah: immune to all psychic powers and sorcery. All models that are not silent sisters have a max leadership of 7 when with in 6"

Psyker Bane: any model attempting to use psychic powers or sorcery within 24" suffer perils of the warp on ANY doubles

Amendera Kendel 200 points

[WS][BS][S][T][W][I][A][LD][SV]

Amendera] 7 4 4 4 3 6 4 10 3+

Wargear: Artificer carapace armor, master crafted rending relic blade, master crafted Infernus pistol, frag grenades, melta bombs

Options: May take an emperor's gift APC for 90 points, an artificer rhino for 80 points

Special rules

fearless, eternal warrior, independent character, 3+ invulnerable save

Pariah: immune to all psychic powers and sorcery. All models that are not silent sisters have a max leadership of 7 when with in 6"

Psyker Bane: any model attempting to use psychic powers or sorcery within 12" suffer perils of the warp on ANY doubles

Bane of Daemons: any daemon unit within 12" of Amendera has a -1 to both armor and invulnerable save (IE a 5+ invulnerable becomes a 6+ and so on)

Elites

Sisters of silence Oblivion Knights 90 points

[WS][BS][S][T][W][I][A][LD][SV]

Oblivion] 6 4 3 3 2 4 2 10 4+

Unit composition: 3 Oblivion Knights

Wargear: Carapace armor, bolt pistol, relic blade, frag grenades, krak grenades

Options: may include 7 more Oblivion Knights for 30 points each. Any oblivion knight may exchange their bolt pistol for a flame pistol for free or an Infernus pistol for +15 points. Any Oblivion Knight may take digital lasers for +10 points. May take an emperor's gift APC for 90 points, an artificer rhino for 80 points

Special rules

Fearless

Pariah: immune to all psychic powers and sorcery. All models that are not silent sisters have a max leadership of 7 when with in 6"

Psyker Bane: any model attempting to use psychic powers or sorcery within 12" suffer perils of the warp on ANY doubles

Sisters of Silence Excrutiatus squad 50 points

[WS][BS][S][T][W][I][A][LD][SV]

Excrutiatus] 7 4 3 4 3 4 3 10 4+

Unit composition: 1 Excrutiatus

Wargear: Carapace armor, master crafted plasma pistol, master crafted relic blade, frag grenades, krak grenades

Options: may include 4 more Excrutiatus for 50 points per model. Any Excrutiatus may replace plasma pistol for an Infernus pistol for +5 points. Any Excrutiatus may take digital lasers for +10 points. One Excrutiatus may have a psycannon for +20 points. May take an emperor's gift APC for 90 points, an artificer rhino for 80 points

Special rules

Fearless, 4+ invulnerable save

Pariah: immune to all psychic powers and sorcery. All models that are not silent sisters have a max leadership of 7 when with in 12"

Psyker Bane: any model attempting to use psychic powers or sorcery within 18" suffer perils of the warp on ANY doubles

Troops

Sisters of Silence Witchseeker team 100 points

[WS][BS][S]T][W][I][A][LD][SV]

Oblivion] 6 4 3 3 2 4 2 10 4+

Sister] 5 4 3 3 2 4 1 10 4+

Unit composition: 1 Oblivion Knight and 4 sisters

Wargear: Carapace armor, power weapon, bolt pistol or bolter, frag grenades, krak grenades

Options: may include 5 more sisters for 16 points each. The Oblivion Knight may replace her power weapon for a relic blade for +10 points or a thunder hammer for +15 points. The Oblivion knight may have digital lasers for +10 points. Two sisters may replace their bolters for a flamer or meltagun for free or an incinerator for +15 points. If neither option is taken two sisters may replace their power weapon for a relic blade for +10 points. May take an emperor's gift APC for 90 points, an artificer rhino for 80 points

Special rules

Fearless

Pariah: immune to all psychic powers and sorcery. All models that are not silent sisters have a max leadership of 7 when with in 6"

Psyker Bane: any model attempting to use psychic powers or sorcery within 12" suffer perils of the warp on ANY doubles

Sisters of Silence Novice Squad 70 Points

[WS][BS][S]T][W][I][A][LD][SV]

Oblivion] 6 4 3 3 2 4 2 10 4+

Novice] 4 3 3 3 2 3 1 9 5+

Unit composition: 1 Oblivion Knight and 4 Novice sisters

Wargear: The Oblivion Knight has Carapace armor a Power weapon and either a bolter or bolt pistol, the novice sisters have flak armor a close combat weapon and a bolt pistol.

Options: may include 15 more novice sisters for 10 points each. The Oblivion Knight may replace her power weapon for a relic blade for +10 points or a thunder hammer for +15 points. The Oblivion knight may have digital lasers for +10 points. Two sister may replace their bolt pistols for an Infernus pistol for +25 points or a flame pistol for +10 points. If the squad numbers 10 or less may take an emperor's gift APC for 90 points, an artificer rhino for 80 points

Special rules

Fearless

Pariah: immune to all psychic powers and sorcery. All models that are not silent sisters have a max leadership of 7 when with in 6"

Fast attack

Sisters of Silence Prosecutor Team

120 points

[WS][BS][S]T][W][I][A][LD][SV]

Oblivion] 6 4 3 3 2 4 2 10 4+

Prosecutor] 5 4 4 3 2 4 D6 10 4+

Unit composition: 1 Oblivion Knight and 3 Prosecutors

Wargear: Carapace armor, close combat weapon, bolt pistol, Relic blade (Oblivion Knight), frag grenades, krak grenades, En-Dogs (prosecutors)

Options: may include 3 more Prosecutors for 30 points per model. The Oblivion knight may have digital lasers for +10 points. Two of the En-Dogs may have either a flamer for +5 points or meltagun for +10 points.

Special rules

Fearless

Pariah: immune to all psychic powers and sorcery. All models that are not silent sisters have a max leadership of 7 when with in 6"

Psyker Bane: any model attempting to use psychic powers or sorcery within 12" suffer perils of the warp on ANY doubles

En-dogs: all close combat attacks are rending and roll 2D6 for running down a fleeing unit.

Heavy Support

Sisters of Silence Vigilator squad

170 points

[WS][BS][S]T][W][I][A][LD][SV]

Oblivion] 6 4 3 3 2 4 2 10 4+

Sister] 5 4 3 3 2 4 1 10 4+

Unit composition: 1 Oblivion Knight and 4 Sister Vigilators

Wargear: Carapace armor, Relic Blade, bolt pistol, frag grenades, krak grenades

Options: may include 5 more sisters for 16 points each. The Oblivion knight may have digital lasers for +10 points. 4 Sisters may replace their bolt pistols for an Infernus pistol for +25 points or a flame pistol for +10 points or may replace both their bolt pistol and relic blade for a flamer or meltagun for free, a psycannon for +15 points or an incinerator for +10 points.

Special rules

Fearless, titanic might, Eye of Vengeance

Pariah: immune to all psychic powers and sorcery. All models that are not silent sisters have a max leadership of 7 when with in 6"

Psyker Bane: any model attempting to use psychic powers or sorcery within 12" suffer perils of the warp on ANY doubles

Dedicated Transports

Artificer rhino

80 points

[Front] [Side] [Rear] [BS]

Rhino] 12 12 11 4

Unit type: tank, fast

Wargear: master crafted twin linked bolter, smoke launcher, searchlight, extra armor

Transport capacity: 10 models

Access points: one rear assault ramp, two side hatches

Options: May take a pintle mounted master crafted multi-melta for +20 points, pintle mounted Master crafted linked bolter for +5 points, master crafted combi plasma; melta; flamer; grenade launcher for

+10 points, a master crafted havoc launcher for +15 points, a master crafted hunter killer missile for +10 points, master crafted plasma gun for +15 points

Special rules

Power of the machine spirit, assault vehicle, special issue ammunition

Venerable: may make opponent re roll wither they glanced or penetrated

Emperor's gift 90 points

[Front] [Side] [Rear] [BS]

Emperor's gift] 11(14) 11(14) 10 4

Wargear: 2 master crafted twin linked bolter, smoke launcher, searchlight, extra armor

Transport capacity: 12 models

Options: May take a pintle mounted master crafted multi-melta for +20 points, pintle mounted Master crafted linked bolter for +5 points, master crafted combi plasma; melta; flamer; grenade launcher for +10 points, a master crafted havoc launcher for +15 points, a master crafted hunter killer missile for +10 points, master crafted plasma gun for +15 points

Special rules

Power of the machine spirit, assault vehicle, special issue ammunition, Venerable

Space Marine Legion additional list

HQ

Siege Breaker 200 points

WS BS S T W I A LD SV

5 5 5 4 2 5 3 9 3+

Unit composition: 1 Siege Breaker

Unit type: infantry

Wargear: power armor, bolt pistol, chainsword, frag and krak grenades, 3 Phosphex bombs

Options: may take a bolter for free, a twin linked bolter for +5 points, a combibolter for +10 points, or a volkite charger for +15 points. May replace the bolt pistol for a flame pistol for +5 points, an infernus pistol, needle pistol, or lightning claw for +10 points, a plasma pistol for +15 points, a volkite serpenta for +20 points, or a thunder hammer for +25 points. May replace the chainsword with a chain axe for +5 points, a lightning claw for +10 points, a power fist for +15 points, or a storm shield for +20 points. May take a jump pack for +10 points, a bike for +15 points, or a jetbike for +25 points. May take breacher charges for +10 points.

Special rules

Tank hunters, and they shall know no fear

Master of siege: devastators and havoc squads are a troop choice in an army that includes a siege breaker

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Senior Librarian 150 points

WS BS S T W I A LD SV

5 5 4 4 3 4 3 9 2+

Unit composition: 1 Senior Librarian

Unit type: infantry

Wargear: bolt pistol, force weapon, artificer armor, frag and krak grenades

Options: may replace bolt pistol with a flame pistol for free, an infernus pistol or needle pistol for +5 points, a plasma pistol for +10 points, a volkite serpenta for +15 points or a plasma blaster for +20 points. May take a jump pack for +15 points

Special rules

Master psyker, and they shall know no fear

Master Librarian: Librarians count as troops in a army lead by a senior librarian

Techmarine Lord 150 points

WS BS S T W I A LD SV

4 6 4 4 3 4 2 10 2+

Unit composition: 1 Techmarine Lord

Unit type: infantry

Wargear: bolt pistol, power weapon, artificer armor, frag and krak grenades, vortex grenades, Mechadendrites, servo harness

Options: may take a bolter for +5 points, a twin linked bolter for +10 points, a combibolter for +15 points, an arc rifle for +20 points, a graviton gun for +25 points, or a volkite charger for +30 points.

May replace the bolt pistol with a flame pistol or shredder bolter for +5 points, an infernus pistol or lightning claw for +10 points, a plasma pistol for +15 points, or a volkite serpenta for +20 points. May replace the power weapon with a cult mechanicus power axe for +20 points, a storm shield for +25 points, a lighting claw for +10 points, or a chain axe for +5 points. May take a bike for +10 points or a jetbike for +15 points. May take a jump pack for +5 points but may not take a bike or jetbike or terminator armor. May take terminator armor for +20 points but may not take a jump pack, bike, or a jetbike

Special rules

And they shall know no fear, blessings of the Omnissiah, independent character, bolster defenses, combat tactics

Shatter defenses: reduce all cover saves by 2

Master Techmarine: techmarines may be taken as troops this includes techmarine dreadnoughts

Their Number is Legion: may be placed back on the table for no additional points Maximum Fire:

Grants the relentless special rule

Chain Blades: all bolt weapons may re-roll failed to wound results in the first round of close combat

Primarch Honor Guard 175 points

[WS][BS][S][T][W][I][A][LD][SV]

Champion] 6 4 4 4 2 5 4 10 2+

Guard] 5 4 4 4 2 5 3 10 2+

Unit composition: 1 legion champion and 2 honor guards

Wargear: relic blade; if in artificer armor bolt pistol, krak grenades, frag grenades, bolter. If in terminator armor twin linked bolter.

Options: may include seventeen more honor guards for 55 points a piece. The legion champion may replace his relic blade for a thunder hammer for +5 points. Any honor guard including the champion may have digital lasers for +10 points. One honor guard may buy a legion banner (counts as a chapter banner) for +25 points. Any member may buy a storm shield for +15 points. Any Honor guard in terminator armor may replace RB for a power fist for free. May take a drop pod for 35 points, a rhino for 35 points or any land raider variant

Special rules

Their Number is Legion: may be placed back on the table for no additional points once they reach 10

models

Maximum Fire: Grants the relentless special rule

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Halcyon Command Rhino 60 points each

BS FRONT SIDE REAR

Halcyon Rhino 4 11 11 10

Unit Composition: 1 to 3 Halcyon Command Rhino

Vehicle Type: Tank

Transport Capacity: none

Wargear: Improved Communications, Orbital Bombardment, Twin linked Bolter, Searchlight, Smoke Launchers

Options: May purchase Extra Armor at +15 pts.

Improved Communications: If the Halcyon Command Rhino is deployed on the table then the Imperial player may re-roll a single Reserve roll once per turn. Additionally units may re-roll the Scatter and Distance dice when deploying via Deep Strike. They must accept the re-rolled result.

Orbital Bombardment: A Halcyon Command Rhino has the authority to call down a bombardment from a Strike Cruiser. This ability can be used once per turn in its Shooting phase, providing that the Halcyon Rhino did not move in the preceding Movement phase. Calling down an orbital bombardment otherwise counts as firing a ranged weapon

Captain 90 points

WS BS S T W I A LD SV

5 5 4 4 3 5 3 10 3+

Unit composition: 1 captain

Unit type: infantry

Wargear: bolt pistol, chainsword, power armor, frag and krak grenades

Options: may take a bolter for free, a twin linked bolter for +5 points, a Combibolter for +10 points, an arc rifle for +15 points, or a volkite charger for +20 points. May replace bolt pistol for a flame pistol for free, an infernus pistol for +5 points, a plasma pistol or lightning claw for +10 points, a needle pistol for +15 points, or a thunder hammer for +20 points. May replace chainsword with chain axe for +5 points, power weapon for +7 points, power maul or lightning claw for +10 points, power fist for +15 points, chain fist for +20 points, relic blade or storm shield for +25 points. May take digital weapons for +5 points. May take an auxiliary grenade launcher for +10 points. May take melta bombs for +5 points, Phosphex bombs for +20 points, rad grenades for +15 points, shroud bombs for +10 points, and/or vortex grenades for +50 points. May take a jump pack for +10 points, a bike for +15 points, or a jet bike for +25 points. May replace power armor with artificer armor for +15 points

Special rules

And they shall know no fear, combat tactics, iron halo, independent character

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Command squad 105 points

WS BS S T W I A LD SV

Champion 5 4 4 4 1 4 2 9 3+

Apothecary 4 4 4 4 1 4 2 9 3+

Veteran 4 4 4 4 1 4 2 9 3+

Unit composition: 1 apothecary and 4 veterans

Unit type: infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos if numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank if numbering 6 or less for +60 points, a Deathrain drop pod if numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino if numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: power armor, chainsword, bolter, bolt pistol, frag and krak grenades, Narthecium (apothecary only, provides a 4+ feel no pain to squad)

Options: may include 15 more veteran marines for 21 points each. One veteran may carry the company standard for +10 points. One veteran may be upgraded to a champion equipped with a power weapon and combat shield for +15 points. Any veteran may replace their bolter with a twin linked bolter for +2 points, a flamer for free, a meltagun or combibolter for +5 points, a plasma gun for +10 points, a heavy plasma gun for +15 points, or a volkite charger for +20 points. Any veteran may replace their bolt pistol with a flame pistol for free, an infernus pistol for +5 points, a plasma pistol or lightning claw for +10 points, a needle pistol for +15 points, or a volkite serpenta or thunder hammer for +20 points. Any veteran may exchange their chainsword for a chain axe for +5 points, a power weapon for +10 points, a power fist for +15 points, a chain fist for +20 points, or a storm shield for +25 points. Any veteran may have melta bombs for +5 points per model, rad grenades for +15 points per model, and/or shroud bombs for +10 points per model

Special rules

And they shall know no fear, combat tactics

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Maximum Fire: Grants the relentless special rule

Master of the Forge 100 points

WS BS S T W I A LD SV

4 6 4 4 3 4 2 10 2+

Unit composition: 1 Master of the Forge

Unit type: infantry

Wargear: bolter, bolt pistol, power weapon, artificer armor, frag and krak grenades, servo harness

Options: may replace servo harness with a conversion beamer for +20 points. May replace their bolter with a twin linked bolter for +2 points, a combibolter for +5 points, a plasma gun for +10 points, a heavy plasma gun or arc rifle for +15 points, or a volkite charger for +20 points. May replace their bolt pistol with a flame pistol for free, an infernus pistol for +5 points, a plasma pistol or lightning claw for +10 points, a needle pistol for +15 points, or a volkite serpenta for +20 points. May exchange their power weapon for a chain axe for free, a power fist for +10 points, a chain fist for +12 points, a thunder hammer for +15 points, or a storm shield for +20 points. May take melta bombs for +5 points, Phosphex bombs for +20 points, rad grenades for +15 points, shroud bombs for +10 points, and/or vortex grenades for +50 points. May take a bike for +5 points or a jet bike for +20 points

Special rules

And they shall know no fear, combat tactics, independent character, blessings of the Omnissiah, bolster

defenses

Lord of the armory: any dreadnought may be taken as a heavy support choice in place of an elite choice

Maximum Fire: Grants the relentless special rule

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Elites

Hurricane weapons battery 40 points

Front Side Rear

Hurricane 10 10 10

WS BS S T W I A LD SV

marines 4 4 4 4 1 4 1 8 3+

Unit composition: 1 hurricane weapons battery manned by two marines

Unit type: artillery

Transport: may be deployed in a drop pod for +35 points, deathrain drop pod for +45 points, or a dreadclaw for +55 points

Wargear marines: power armor, frag and krak grenades, bolt pistol

Wargear: quad heavy bolter

Options: may include 4 more Hurricane weapons batteries for +40 points each

Mole Mortar squad 50 points each

WS BS S T W I A LD SV

4 4 4 4 1 4 1 8 3+

Unit composition: between 1 and 10 Mole Mortar squads each manned by 1 marine

Unit type: infantry

Wargear: bolter, bolt pistol, frag and krak grenades, Mole mortar, power armor

Special rules

And they shall know no fear, combat tactics

Maximum Fire: Grants the relentless special rule

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Master of Signal 35 points

WS BS S T W I A LD SV

3 5 4 4 2 3 2 9 3+

Unit composition: 1 master of signal

Unit type: infantry

Wargear: bolt pistol, chainsword, power armor, frag and krak grenades

Options: may take a bolter for +5 points, a twin linked bolter or lightning claw for +10 points, a combibolter or arc rifle for +15 points, or a volkite charger for +20 points. May exchange his bolt pistol for a plasma pistol for +10 points, a volkite serpenta for +15 points, or a thunder hammer for +20 points. May exchange his chainsword for a chain axe for +15 points, a power weapon or lightning claw for +20 points, or a power fist for +25 points. May take a jump pack for +5 points, a bike for +10 points or a jetbike for +20 points. May take artificer armor for +15 points

Special rules

And they shall know no fear

Orbital bombardment: may be used every three turns

Maximum Fire: Grants the relentless special rule

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Champion 75 points

WS BS S T W I A LD SV
6 5 4 4 2 5 4 9 3+

Unit composition: 1 champion

Unit type: infantry

Wargear: bolt pistol, power weapon, power armor, frag and krak grenades

Options: May exchange his bolt pistol for a plasma pistol for +10 points, or a volkite serpenta for +15 points. May replace his power weapon with a relic blade for +15 points or a storm shield for +20 points. . May take a jump pack for +15 points and gain heroic intervention, a bike for +10 points or a jetbike for +20 points. May take artificer armor for +15 points

Special rules

And they shall know no fear

Honor of the legion: must always re roll failed attempts at heroic intervention and may fight charters or models of note one on one

Maximum Fire: Grants the relentless special rule

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Vigilator 45 points

WS BS S T W I A LD SV
4 5 4 4 2 5 3 9 3+

Unit composition: 1 Vigilator

Unit type: infantry

Wargear: bolter, bolt pistol, chainsword, power armor, frag and krak grenades

Options: may replace the bolter with a twin linked bolter for +5 points, a combibolter for +10 points or a volkite charger for +15 points. May replace the bolt pistol for a plasma pistol or lightning claw for +10 points, or a volkite serpenta for +15 points. May replace chainsword with a chain axe for +15 points, a lightning claw for +10 points, a storm shield for +25 points or a relic blade for +20 points.

May replace power armor for scout armor and gain move threw cover and infiltrate for free

Special rules

Scout, and they shall know no fear

Master scout: scout squads gain +1 WS and BS

Maximum Fire: Grants the relentless special rule

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Moritat 75 points

WS BS S T W I A LD SV
5 5 4 4 2 4 3 9 3+

Unit composition: 1 Moritat

Unit type: infantry

Wargear: bolt pistol, chainsword, frag, krak, and rad grenades, power armor

Options: may take a bolter for free, a volkite charger for +5 points, a volkite caliver for +10 points, or a volkite culverin for +15 points. May replace the bolt pistol for a flame pistol for free, an infernus pistol for +5 points, a plasma pistol for +7 points, or a volkite serpenta for +10 points. May replace the chainsword for a chain axe for +5 points, a power weapon for +10 points, or a storm shield for +15 points. May take artificer armor for +15 points. May take a jump pack for +5 points

Special rules

Scout, counter attack, and they shall know no fear

Lone killer: may never join squads except Serpents strike squads, and all Serpents strike squads

become a troop choice

Maximum Fire: Grants the relentless special rule

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Master Apothecary 75 points

WS BS S T W I A LD SV

5 5 5 4 2 5 3 9 3+

Unit composition: 1 Master apothecary

Unit type: infantry

Wargear: power armor, bolt pistol, chainsword, frag, rad, and krak grenades

Options: may take a bolter for free, a twin linked bolter for +5 points, a combibolter for +10 points, or a volkite charger for +15 points. May replace the bolt pistol for a flame pistol for +5 points, an infernus pistol, needle pistol, or lightning claw for +10 points, a plasma pistol for +15 points, a volkite serpenta for +20 points, or a thunder hammer for +25 points. May replace the chainsword with a chain axe for +5 points, a lightning claw for +10 points, a power fist for +15 points, or a storm shield for +20 points. May take a jump pack for +10 points, a bike for +15 points, or a jetbike for +25 points.

Special rules

And they shall know no fear, feel no pain 3+ on all units within 6"

Master apothecary: apothecary's may be in units of their own and are a troop choice

Maximum Fire: Grants the relentless special rule

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Serpents strike squad 200 points

WS BS S T W I A LD SV

4 4 4 4 1 4 2 9 3+

Unit composition: 5 Serpent marines

Unit type: infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: power armor, volkite serpenta, volkite charger, chainsword, frag and krak grenades

Options: two marines may exchange their volkite serpenta for a hand flamer for +5 points or a plasma pistol for +10 points. The entire squad may have jump packs for +15 points per model. Any marine may exchange his chainsword for a power weapon for +10 points. The entire squad may have melta bombs for +5 points per model, 3 Phosphex bombs for +20 points each, and/or shroud bombs for +10 points

Special rules

Fearless, furious charge, outflank, tank hunters

Techmarine detachment 40 points each

WS BS S T W I A LD SV

4 5 4 4 2 4 2 8 2+

Unit composition: between 1 and 5 Techmarines (each operate independently from one another)

Unit type: infantry

Wargear: artificer armor, bolt pistol, power weapon, servo arm, frag, krak and rad grenades, 10 Phosphex bombs

Options: may take a bolter for +5 points, a twin linked bolter for +10 points, a combibolter for +15 points, an arc rifle for +20 points, a graviton gun for +25 points, or a volkite charger for +30 points. May replace the bolt pistol with a flame pistol or shredder bolter for +5 points, an infernus pistol or lightning claw for +10 points, a plasma pistol for +15 points, or a volkite serpenta for +20 points. May replace the power weapon with a cult mechanicus power axe for +20 points, a storm shield for +25 points, a lightning claw for +10 points, a chain axe for +5 points, or a power fist for +15 points. May take a bike for +10 points or a jetbike for +15 points. May take a jump pack for +5 points but may not take a bike or jetbike or terminator armor. May take terminator armor for +20 points but may not take a jump pack, bike, or a jetbike. May take Mechadendrites for +5 points. May replace the servo arm for a servo harness for +20 points, a conversion beamer for +40 points, or an Arc cannon. May take Vortex Grenades for +75 points

Special rules

And they shall know no fear, blessings of the Omnissiah, independent character, bolster defenses, combat tactics

Maximum Fire: Grants the relentless special rule

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Prototype Terminator armor 99 points

WS BS S T W I A LD SV

4 4 4 4 2 4 3 8 2+

Unit composition: 3 Prototype Terminators

Unit type: infantry

Dedicated transport: may take a Hellfire Land Raider if numbering 6 or less for +200 points, a Land Raider Tartarus if numbering 7 or less for +245 points, a Land Raider Dragon if numbering 5 or less for +300 points, a Land Raider if numbering 6 or less for +250 points, a Land raider Spartan if numbering 10 or less for +265 points, a Spartan assault tank if numbering 15 or less for +300 points, a Land Raider Nightstorm if numbering 6 or less for +260 points, a Dreadclaw if numbering 10 or less for +55 points, a Land Raider Achilles if numbering 3 for +300 points, a Thunderhawk "Annihilator" Pattern Gunship if numbering 8 or less for +1000 points, a Land Raider Eradicator if numbering 5 or less for +260 points, a Land Raider Suppressor if numbering 6 or less for +240 points, a Land Raider Executioner if numbering 4 or less for +260 points, a Land Raider Proteus if numbering 5 or less for +225 points, a Caestus Assault Ram if numbering 10 or less for +275 points, a Stormeagle assault gunship if numbering 10 or less for +225 points, a Stormeagle Umbra Angelus pattern if numbering 10 or less for +190 points, a Storm Raptor assault gunship if numbering 10 or less for +190 points, a Drop Pod if numbering 6 or less for +35 points, a Deathrain drop pod if numbering 5 or less for +45 points, or an Intel Transport if numbering 20 or less for +700 points.

Wargear: Exo suit, quad bolter, power fist, frag, krak, and rad grenades, Grenade Harness

Options: may include 27 more Prototype Terminators for 33 points each. Any Prototype Terminator may exchange it's power fist for a storm shield for +25 points each

Special rules

Deep strike, and they shall know no fear, combat tactics, very bulky (counts as three models for transport purposes), special issue ammunition

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Cobra Terminator armor 250 points

WS BS S T W I A LD SV

4 4 4 4 1 4 2 8 2+

Unit composition: 5 Cobra Terminators

Unit type: infantry

Wargear: Cobra pattern terminator armor (2+ armor save 3+ invulnerable save), twin linked bolter, power weapon, frag, krak, rad, and vortex grenades

Options: may include 5 more Cobra Terminators for 50 points each. Any model may exchange their power weapon for a chain axe for free, a power fist for +10 points, a chain fist for +15 points, or a relic blade for +20 points

Special rules

Deep strike, and they shall know no fear, combat tactics, small in stature (only counts as 1 for transport purposes and may ride in rhinos)

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Tartorus Pattern terminator armor 120 points

WS BS S T W I A LD SV

4 4 4 4 1 5 2 8 2+

Unit composition: 3 Tartorus pattern terminator suits

Unit type: infantry

Dedicated transport: may take a Hellfire Land Raider if number 6 or less for +200 points, a Land Raider Tartarus if numbering 7 or less for +245 points, a Land Raider Dragon if numbering 5 or less for +300 points, a Land Raider if numbering 6 or less for +250 points, a Land raider Spartan if numbering 10 or less for +265 points, a Spartan assault tank if numbering 15 or less for +300 points, a Land Raider Nightstorm if numbering 6 or less for +260 points, a Dreadclaw if numbering 10 or less for +55 points, a Land Raider Achilles if numbering 3 for +300 points, a Thunderhawk "Annihilator" Pattern Gunship if numbering 8 or less for +1000 points, a Land Raider Eradicator if numbering 5 or less for +260 points, a Land Raider Suppressor if numbering 6 or less for +240 points, a Land Raider Executioner if numbering 4 or less for +260 points, a Land Raider Proteus if numbering 5 or less for +225 points, a Caestus Assault Ram if numbering 10 or less for +275 points, a Stormeagle assault gunship if numbering 10 or less for +225 points, a Stormeagle Umbra Angelus pattern if numbering 10 or less for +190 points, a Storm Raptor assault gunship if numbering 10 or less for +190 points, a Drop Pod if numbering 6 or less for +35 points, a Deathrain drop pod if numbering 5 or less for +45 points, or an Intel Transport if numbering 20 or less for +700 points.

Wargear: Tartorus terminator suit, twin linked bolter, power weapon

Options: may include 17 more Tartorus terminators for 40 points each. Any terminator may replace the power weapon with a lightning claw for +5 points, power fist for +10 points, chain fist for +15 points,

relic blade for +20 points, a power maul for +25 points, or a storm shield for +30 points. Any terminator may replace their twin linked bolter for a combi-melta, flamer, shotgun or grenade launcher for +5 points, a combi-plasma or lightning claw for +10 points, Volkite charger (range 15" strength 5 AP 5 assault 2, for each shot that hits roll another die) for +15 points or a thunderhammer for +20 points. 1 terminator if the squad number 5 models (2 if 10, 3 if 15, or 4 if 20) may replace their twin linked bolter for a Plasma Cannon for +40 points, multi-melta for +35 points, plasma blaster (range 18" strength 7 AP 2 assault 2) for +15 points, Repeating melta rifle for +20 points, heavy flamers for +5 points, Reaper autocannons for +20 points, assault cannons for +30 points, rotor cannon or for +25 points, twin linked heavy bolter for +20 points, twin linked lascannon for +50 points and conversion beamers for +60 points, or may keep the twin linked bolter and add a cyclone missile launchers for +30 or a havoc missile launcher for +20 points. The entire squad may have a grenade harness for +15 points per model

Special rules

Deep strike, and they shall know no fear, combat tactics, quick (strikes at initiative 3 when striking with a thunder hammer, power fist or chain fist), bulky

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Cataphractii terminator squad 138 points

WS BS S T W I A LD SV

4 4 4 4 1 4 2 8 2+

Unit composition: 3 Cataphractii pattern terminator suits

Unit type: infantry

Dedicated transport: may take a Hellfire Land Raider if number 6 or less for +200 points, a Land Raider Tartarus if numbering 7 or less for +245 points, a Land Raider Dragon if numbering 5 or less for +300 points, a Land Raider if numbering 6 or less for +250 points, a Land raider Spartan if numbering 10 or less for +265 points, a Spartan assault tank if numbering 15 or less for +300 points, a Land Raider Nightstorm if numbering 6 or less for +260 points, a Dreadclaw if numbering 10 or less for +55 points, a Land Raider Achilles if numbering 3 for +300 points, a Thunderhawk "Annihilator" Pattern Gunship if numbering 8 or less for +1000 points, a Land Raider Eradicator if numbering 5 or less for +260 points, a Land Raider Suppressor if numbering 6 or less for +240 points, a Land Raider Executioner if numbering 4 or less for +260 points, a Land Raider Proteus if numbering 5 or less for +225 points, a Caestus Assault Ram if numbering 10 or less for +275 points, a Stormeagle assault gunship if numbering 10 or less for +225 points, a Stormeagle Umbra Angelus pattern if numbering 10 or less for +190 points, a Storm Raptor assault gunship if numbering 10 or less for +190 points, a Drop Pod if numbering 6 or less for +35 points, a Deathrain drop pod if numbering 5 or less for +45 points, or an Intel Transport if numbering 20 or less for +700 points.

Wargear: Cataphractii terminator armor, twin linked bolter, power weapon, frag, krak, and rad grenades

Options: may include 22 more Cataphractii terminators for 46 points each. Any terminator may replace the power weapon with a lightning claw for +5 points, power fist for +10 points, chain fist for +15 points, relic blade for +20 points, power maul for +25 points, or a storm shield for +30 points. Any terminator may replace their twin linked bolter for a combi-melta, flamer, shotgun or grenade launcher for +5 points, a combi-plasma or lightning claw for +10 points, Volkite charger for +15 points or a thunderhammer for +20 points. 1 terminator if the squad number 5 models (2 if 10, 3 if 15, or 4 if 20) may replace their twin linked bolter for a Plasma Cannon for +40 points, multi-melta for +35 points, plasma blaster for +15 points, Repeating melta rifle for +20 points, heavy flamers for +5 points, Reaper

autocannons for +20 points, assault cannons for +30 points, rotor cannon for +25 points, twin linked heavy bolter for +20 points, twin linked lascannon for +50 points and conversion beamers for +60 points, or may keep the twin linked bolter and add a cyclone missile launchers for +30 or a havoc missile launcher for +20 points. The entire squad may have a grenade harness for +15 points per model
Special rules

Deep strike, and they shall know no fear, combat tactics, bulky, 5+ feel no pain

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Space Marine Heavy Support Specialists 150 points

During the last few centuries, several technological revelations have led some more Mechanicus-based chapters to incorporate new technology and weapons into their ranks. The use of new weapons, such as the Heavy Gauss Rifle, have been tested extensively by Heavy Support Specialists. HSS's are Space Marine Veterans drafted exclusively from 1st Company Devastators' or other heavy weapon squads, as they are already trained well in the art of fire support and suppression. The HSS troopers are all trained to use only a few pieces of the new technology available to them, however they are trained to use their equipment to the full extent of their purpose. HSS troopers have proved their worth many times. However, many chapters are reluctant to accept the new technology into their armories, as they feel that they are simply acting as "guinea pigs" for Mechanicus field testing.

WS BS S T W I A LD SV
4 5 4 4 2 4 2 9 3+

Unit Composition: 5 HSS

Unit type: Infantry

Wargear: Bolt Pistol, Bolter, Power Armor, Frag Grenades, Melta Bombs

Options: May include 5 more HSS's for 30 points each. Any HSS must take one of the following:

Power Weapon +5pts, Shock Sword for +20pts, Immolator for +25pts Stealth Armor for +30pts, Jump Pack for +15 points.

Special rules

They shall have no fear, combat tactics

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

High Veteran Squad 150 points

WS BS S T W I A LD SV
5 5 4 5 2 4 2 9 3+

Unit Composition: 5 High Veterans

Unit type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering

8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: Flawed Power Armor(rolls of 3 count as failing armor save), Achilles Pattern Bolter, Chainsword, Frag and Krak Grenades

Options: May include 5 more High Veterans for 30 points each. Any model may replace their chainsword for a chain axe for +10 points or a power weapon for +15 points

Special rules

Righteous fury, stubborn, aura of discipline, Desperadoes

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Proto-Astartes Battalion 120pts

The so-called Thunder Regiments of the Imperial Army helped lay the foundations for genetic engineering and the creation of the Primarchs. It was argued that without them, Unity would never have been possible and the Emperor would have been just another upstart tyrant...

WS BS S T I W A LD SV

Proto-Astartes 4 3 4 4 4 1 1 7 4+

Unit composition: 5 Proto-Astartes

Unit type: infantry

Wargear: Thunder Armor, Bolter, Close Combat Weapon, Frag Grenades

Options: May take up to fifteen additional Proto-Astartes at 20pts each

- Up to 50% (rounding down) of the models in the unit may replace their Close Combat Weapon with a Power Weapon for +10pts each or a relic blade for +25 points. the models may have master crafted combi-plasmas for +20 points

Special rules

Relentless, 5+ feel no pain, special issue ammunition

Thunder Warriors: Any non-Fearless unit assaulted by or wishing to assault a Proto-Astartes unit must make a Leadership test before they move. If they fail, they may not assault and their Weapon Skill and Initiative characteristics are reduced to 1 until the start of the next player's turn.

Powered Grapple: Proto-Astartes may choose to use no weapon in close combat, and if they do so then they may re-roll to wound. When making a Sweeping Advance, they roll twice and may choose either roll.

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Breacher siege squad 220 points

WS BS S T W I A LD SV

4 4 4 5 1 3 2 8 3+

Unit composition: 1 breacher siege sergeant and 9 breacher siege marines

Unit type: infantry

Wargear: power armor, siege shield, bolter, bolt pistol, frag and krak grenades

Options: may include up to 20 more breacher siege marines for 20 points each. One in every 5 may exchange their bolter for a flamer or lascutter for +2 points each, a meltagun for +5 points each, a plasma blaster for +10 points each, a graviton gun for +15 points each, or a volkite charger for +20 points each. The entire squad may have melta bombs for +5 points per model, gas grenades for +7 points per model, and/or breacher charges for +10 points per model. The sergeant may upgrade their power armor for artificer armor for +15 points. The sergeant may upgrade their bolter for a twin linked bolter for +5 points, a combibolter for +8 points or a plasma gun for +12 points.

Special rules

They shall have no fear, combat tactics

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule once they reach 15 models

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Hardened armor: the entire squad may re roll failed saves against blast and template weapons, but reduce their sweeping advance by 1”

Sternguard Veterans 115 points

WS BS S T W I A LD SV

4 4 4 4 1 4 2 9 3+

Unit composition: 1 sternguard sergeant and 4 sternguards

Unit type: infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: power armor, bolter, bolt pistol, frag and krak grenades

Options: may include 5 more sternguard veterans for 23 points each. 2 out of every 5 may exchange their bolter for a flamer, heavy bolter, autocannon, missile launcher, heavy stubber, rotor cannon, or heavy flamer for free, a meltagun or havoc missile launcher for +5 points, a multimelta or plasma gun for +10 points, an arc rifle, plasma cannon, heavy plasma gun, plasma blaster, or twin linked autocannon for +15 points, a volkite charger, Repeating melta rifle, or lascannon for +20 points, a grim lascannon or Graviton Gun for +25 points, a Volkite Caliver for +30 points, an assault cannon or Lancer for +35 points, a conversion beamer for +40 points, or a Volkite Culverin for +45 points. Any sternguard may replace their bolter with a twin linked bolter for +3 points, a combibolter for +6 points, or a bolter with M40 targeter for +10 points

Special rules

And they shall know no fear, combat tactics, combat squads, special issue ammunition
Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Rapier laser battery 55 points each

	Front	Side	Rear							
	WS	BS	S	T	W	I	A	LD	SV	
Rapier	10	10	10							
Marines	4	4	4	4	1	4	1	8	3+	

Unit Composition: between 1 and 3 Rapier laser batteries manned by 2 marines each

Unit type: artillery

Dedicated transport: drop pod for +35 points, Deathrain drop pod for +45 points, or a Dreadclaw for +55 points

Wargear Rapier: Rapier laser

Wargear space marines: bolter, bolt pistol, frag and krak grenades, power armor

Special rules

Hit the battery: roll a D6 every time the battery is shot at. On a 1-4 hit's the crew, on a 5 or 6 hit's the gun

Battery: each Rapier laser battery is deployed independently from one another

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Remembrancer 50 points Unit upgrade

	[WS]	[BS]	[S]	[T]	[W]	[I]	[A]	[LD]	[SV]
Remembrancer]	2	2	3	3	1	3	1	6	-

Unit composition: 1 Remembrancer

Unit type: infantry

Wargear: none

Special rules

Embedded Recorder: Is worth a single kill point and is attached to either a character or unit before the game begins

Terrified Civilian: are at -1 LD for all pinning tests

Worthy of Remembrance: Decreases enemy kill points by one or in missions not using kill points counts as an additional objective per each remembrancer that lives

Along for the ride: does not occupy space in a dedicated transport and all wounds allocated on them must be reallocated onto an additional model

Dreadnought Talon 100 points each

	Front	Side	Rear	WS	BS	S	I	A
	12	12	10	4	4	6	4	2

Unit Composition: between 1 and 5 Dreadnoughts

Unit Type: walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: twin linked heavy flamer, dreadnought close combat weapon with built in twin linked bolter, searchlight, smoke launchers

Options: may replace the twin linked heavy flamer for a twin linked heavy bolter, twin linked heavy

stubber, rotor cannon, or a frag cannon for free, twin linked autocannon for +5 points, a plasma cannon or heavy assault cannon for +10 points, a multimelta for +15 points, a twin linked lascannon for +20 points, Shrieker cannon, Nova Cannon, Butcher Cannon, or a punisher cannon for +25 points, Melta Cannon, Condensed Beam Projector, Storm Laser or a Rotary Lascannon for +30 points, a twin linked conversion beamer or a Heavy Conversion Beamer for +35 points, or a twin linked Volkite Culverin for +40 points. May replace the dreadnought close combat weapon with a chain fist for +10 points. May replace the built in twin linked bolter for a heavy flamer for +5 points, Plasma Blaster, meltagun, or a Grinder Rifle for +10 points, a Graviton Gun for +15 points, or a twin linked volkite charger for +20 points. May replace the entire dreadnought close combat weapon for a twin linked havoc launcher for free, a missile launcher for +5 points, or a twin linked autocannon for +10 points. May take extra armor for +5 points.

Venerable Dreadnought Talon 145 points each

Front Side Rear WS BS S I A
12 12 10 5 5 6 4 2

Unit Composition: between 1 and 3 Venerable Dreadnoughts

Unit Type: walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: twin linked heavy flamer, dreadnought close combat weapon with built in twin linked bolter, searchlight, smoke launchers

Options: may replace the twin linked heavy flamer for a twin linked heavy bolter, twin linked heavy stubber, rotor cannon, or a frag cannon for free, twin linked autocannon for +5 points, a plasma cannon or heavy assault cannon for +10 points, a multimelta for +15 points, a twin linked lascannon for +20 points, Shrieker cannon, Nova Cannon, Butcher Cannon, or a punisher cannon for +25 points, Melta Cannon, Condensed Beam Projector, Storm Laser or a Rotary Lascannon for +30 points, a twin linked conversion beamer or a Heavy Conversion Beamer for +35 points, or a twin linked Volkite Culverin for +40 points. May replace the dreadnought close combat weapon with a chain fist for +10 points. May replace the built in twin linked bolter for a heavy flamer for +5 points, Plasma Blaster, meltagun, or a Grinder Rifle for +10 points, a Graviton Gun for +15 points, or a twin linked volkite charger for +20 points. May replace the entire dreadnought close combat weapon for a twin linked havoc launcher for free, a missile launcher for +5 points, or a twin linked autocannon for +10 points. May take extra armor for +5 points.

Special rules

Venerable

Ironclad Dreadnought Talon 135 points each

Front Side Rear WS BS S I A
13 13 10 4 4 6 4 2

Unit Composition: between 1 and 5 Dreadnoughts

Unit Type: walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Seismic Hammer Adds +1 to the vehicle damage table) with built in meltagun, dreadnought close combat weapon with built in twin linked bolter, searchlight, smoke launchers

Options: may replace the dreadnought close combat weapon and twin linked bolter for hurricane bolters for free. If hurricane bolters are chosen may take special issue ammunition for +20 points per dreadnought. May replace the seismic hammer for a chain fist for free. May replace the twin linked

bolter for a heavy flamer for +5 points, Plasma , meltagun, or a Grinder Rifle for +10 points, a Graviton Gun for +15 points, or a twin linked volkite charger for +20 points. May replace the meltagun for a heavy flamer for +5 points, Plasma Blaster or a Grinder Rifle for +10 points, a Graviton Gun for +15 points, or a twin linked volkite charger for +20 points. May take two havoc missile launcher for +5 points each or two hunter killer missiles for +10 points each

Siege Dreadnought Talon 120 points each

Front Side Rear BS WS S I A
13 12 10 4 4 6 4 2

Squadron: between 1 and 3 Siege Dreadnoughts

Unit type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Inferno Cannon, Chainfist with built in Heavy Flamer, Searchlight, Smoke launchers, Extra armor

Options: May replace Inferno Cannon for a Multimelta or melta cannon for free, or Flamestorm cannon for +20 points. May take a Havoc Launcher for +15 points and or 2 Hunter killer missiles for +10 points each

Techmarine Dreadnought Talon 165 points each

Front Side Rear WS BS S I A
13 12 10 4 4 6 4 2

Unit composition: Between 1 and 3 Techmarine Dreadnoughts

Unit Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Plasma Cannon, Dreadnought close combat weapon with built in twin linked bolter, searchlight, smoke launcher, servo arm with built in twin linked bolter

Options: May take extra armor for +15 points. May replace either twin linked bolter for a heavy flamer for +5 points, meltagun for +10 points, plasma gun for +15 points. May replace the plasma cannon for an twin linked lascannon for +25 points, a flamestorm cannon for +15 points, or a twin linked conversion beamer for +45 points.

Special Rules

Blessing of the Ommissiah(+1), Bolster Defenses

Mark IV Dreadnought Talon 130 points each

Front Side Rear WS BS S I A
12 12 11 5 5 6 4 2

Unit Composition: between 1 and 10 Dreadnoughts

Unit Type: walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: twin linked heavy flamer, dreadnought close combat weapon with built in twin linked bolter, searchlight, smoke launchers

Options: may replace the twin linked heavy flamer for a twin linked heavy bolter, twin linked heavy stubber, rotor cannon, or a frag cannon for free, twin linked autocannon for +5 points, a plasma cannon or heavy assault cannon for +10 points, a multimelta for +15 points, a twin linked lascannon for +20 points, Shrieker cannon, Nova Cannon, Butcher Cannon, or a punisher cannon for +25 points, Melta

Cannon blast, Condensed Beam Projector, Storm Laser or a Rotary Lascannon for +30 points, a twin linked conversion beamer or a Heavy Conversion Beamer for +35 points, or a twin linked Volkite Culverin for +40 points. May replace the dreadnought close combat weapon with a chain fist for +10 points. May replace the built in twin linked bolter for a heavy flamer for +5 points, Plasma Blaster, meltagun, or a Grinder Rifle for +10 points, a Graviton Gun for +15 points, or a twin linked volkite charger for +20 points. May replace the entire dreadnought close combat weapon for a twin linked havoc launcher for free, a missile launcher for +5 points, or a twin linked autocannon for +10 points. May take extra armor for +5 points.

Special rules

Atomantic Shielding: have a 5+ invulnerable save from shooting attacks and a 6+ invulnerable save in close combat

Neural Fibre-bundles: you may ask your opponent to re-roll the result on the damage chart

Mark IV Venerable Dreadnought Talon 140 points each

Front Side Rear WS BS S I A

12 12 11 5 5 6 4 2

Unit Composition: between 1 and 5 Dreadnoughts

Unit Type: walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: twin linked heavy flamer, dreadnought close combat weapon with built in twin linked bolter, searchlight, smoke launchers

Options: may replace the twin linked heavy flamer for a twin linked heavy bolter, twin linked heavy stubber, rotor cannon, or a frag cannon for free, twin linked autocannon for +5 points, a plasma cannon or heavy assault cannon for +10 points, a multimelta for +15 points, a twin linked lascannon for +20 points, Shrieker cannon, Nova Cannon, Butcher Cannon, or a punisher cannon for +25 points, Melta Cannon, Condensed Beam Projector, Storm Laser, or a Rotary Lascannon for +30 points, a twin linked conversion beamer or a Heavy Conversion Beamer for +35 points, or a twin linked Volkite Culverin for +40 points. May replace the dreadnought close combat weapon with a chain fist for +10 points. May replace the built in twin linked bolter for a heavy flamer for +5 points, Plasma Blaster, meltagun, or a Grinder Rifle for +10 points, a Graviton Gun for +15 points, or a twin linked volkite charger for +20 points. May replace the entire dreadnought close combat weapon for a twin linked havoc launcher for free, a missile launcher for +5 points, or a twin linked autocannon for +10 points. May take extra armor for +5 points.

Special rules

Venerable

Atomantic Shielding: have a 5+ invulnerable save from shooting attacks and a 6+ invulnerable save in close combat

Neural Fibre-bundles: you may ask your opponent to re-roll the result on the damage chart

Mark IV Ironclad Dreadnought Talon 145 points each

Front Side Rear WS BS S I A

13 13 10 4 4 6 4 2

Unit Composition: between 1 and 7 Dreadnoughts

Unit Type: walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Seismic Hammer with built in meltagun, dreadnought close combat weapon with built in twin

linked bolter, searchlight, smoke launchers

Options: may replace the dreadnought close combat weapon and twin linked bolter for hurricane bolters for free. If hurricane bolters are chosen may take special issue ammunition for +20 points per dreadnought. May replace the seismic hammer for a chain fist for free. May replace the twin linked bolter for a heavy flamer for +5 points, Plasma Blaster, meltagun, or a Grinder Rifle for +10 points, a Graviton Gun for +15 points, or a twin linked volkite charger for +20 points. May replace the meltagun for a heavy flamer for +5 points, Plasma Blaster, or a Grinder Rifle for +10 points, a Graviton Gun for +15 points, or a twin linked volkite charger for +20 points. May take two havoc missile launcher for +5 points each or two hunter killer missiles for +10 points each

Special rules

Atomantic Shielding: have a 5+ invulnerable save from shooting attacks and a 6+ invulnerable save in close combat

Neural Fibre-bundles: you may ask your opponent to re-roll the result on the damage chart

Mark IV Siege Dreadnought Talon 120 points each

Front	Side	Rear	BS	WS	S	I	A
13	12	11	4	4	6	4	2

Squadron: between 1 and 6 Siege Dreadnoughts

Unit type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Inferno Cannon, Chainfist with built in Heavy Flamer, Searchlight, Smoke launchers, Extra armor

Options: May replace Inferno Cannon for a Multimelta or melta cannon for free, or Flamestorm cannon for +20 points. May take a Havoc Launcher for +15 points and or 2 Hunter killer missiles for +10 points each

Special rules

Atomantic Shielding: have a 5+ invulnerable save from shooting attacks and a 6+ invulnerable save in close combat

Neural Fibre-bundles: you may ask your opponent to re-roll the result on the damage chart

Mark IV Techmarine Dreadnought Talon 175 points each

Front	Side	Rear	WS	BS	S	I	A
13	12	10	5	5	6	4	3

Unit composition: Between 1 and 3 Techmarine Dreadnoughts

Unit Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Plasma Cannon, Dreadnought close combat weapon with built in twin linked bolter, searchlight, smoke launcher, servo arm with built in twin linked bolter

Options: May take extra armor for +15 points. May replace either twin linked bolter for a heavy flamer for +5 points, meltagun for +10 points, plasma gun for +15 points. May replace the plasma cannon for an twin linked lascannon for +25 points, a Flamestorm cannon for +15 points, or a twin linked conversion beamer for +45 points.

Special Rules

Blessing of the Ommissiah(+1), Bolster Defenses

Atomantic Shielding: have a 5+ invulnerable save from shooting attacks and a 6+ invulnerable save in close combat

Neural Fibre-bundles: you may ask your opponent to re-roll the result on the damage chart

Contemptor Talon 150 points each

Front Side Rear WS BS S I A

13 12 11 5 5 6 4 3

Unit Composition: between 1 and 20 Contemptor Dreadnoughts

Unit Type: walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: twin linked heavy flamer, dreadnought close combat weapon with built in twin linked bolter, searchlight, smoke launchers

Options: may replace the twin linked heavy flamer for a twin linked heavy bolter, twin linked heavy stubber, rotor cannon, or a frag cannon for free, twin linked autocannon for +5 points, a plasma cannon, dreadnought close combat weapon with in built twin linked bolter, or Heavy assault cannon for +10 points, a multimelta or chain fist with in built twin linked bolter for +15 points, a twin linked lascannon for +20 points, Shrieker cannon, Nova Cannon, Butcher Cannon, or a punisher cannon for +25 points, Melta Cannon, Condensed Beam Projector, Storm Laser, or a Rotary Lascannon for +30 points, a twin linked conversion beamer or a Heavy Conversion Beamer for +35 points, or a twin linked Volkite Culverin for +40 points. May replace the dreadnought close combat weapon with a chain fist for +10 points. May replace the built in twin linked bolter for a heavy flamer for +5 points, Plasma Blaster, meltagun, or a Grinder Rifle for +10 points, a Graviton Gun for +15 points, or a twin linked volkite charger for +20 points. May replace the entire dreadnought close combat weapon for a twin linked havoc launcher for free, or a twin linked autocannon for +10 points. May take extra armor for +5 points.

Special rules

Atomantic Shielding: have a 4+ invulnerable save from shooting attacks and a 5+ invulnerable save in close combat

Galvanic Motors: may ignore immobilized results on a 4+

Neural Fibre-bundles: you may ask your opponent to re-roll the result on the damage chart

Venerable Contemptor Talon 155 points each

Front Side Rear WS BS S I A

13 12 12 6 5 6 5 4

Unit Composition: between 1 and 10 Venerable Contemptor Dreadnoughts

Unit Type: walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: twin linked heavy flamer, dreadnought close combat weapon with built in twin linked bolter, searchlight, smoke launchers

Options: may replace the twin linked heavy flamer for a twin linked heavy bolter, twin linked heavy stubber, rotor cannon, or a frag cannon for free, twin linked autocannon for +5 points, a plasma cannon, dreadnought close combat weapon with in built twin linked bolter, or assault cannon for +10 points, a multimelta or chain fist with in built twin linked bolter for +15 points, a twin linked lascannon for +20 points, Shrieker cannon, Nova Cannon, Butcher Cannon, or a punisher cannon for +25 points, Melta Cannon, Condensed Beam Projector, Storm Laser, or a Rotary Lascannon for +30 points, a twin linked conversion beamer or a Heavy Conversion for +35 points, or a twin linked Volkite Culverin for +40 points. May replace the dreadnought close combat weapon with a chain fist for +10 points. May replace the built in twin linked bolter for a heavy flamer for +5 points, Plasma Blaster, meltagun, or a Grinder

Rifle for +10 points, a Graviton Gun for +15 points, or a twin linked volkite charger for +20 points. May replace the entire dreadnought close combat weapon for a twin linked havoc launcher for free, or a twin linked autocannon for +10 points. May take extra armor for +5 points.

Special rules

Venerable

Atomantic Shielding: have a 4+ invulnerable save from shooting attacks and a 5+ invulnerable save in close combat

Galvanic Motors: may ignore immobilized results on a 4+

Neural Fibre-bundles: you may ask your opponent to re-roll the result on the damage chart

Contemptor Techmarine Dreadnought Talon 200 points each

Front Side Rear WS BS S I A

13 12 10 6 6 6 4 4

Unit composition: Between 1 and 3 Techmarine Dreadnoughts

Unit Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Plasma Cannon, Dreadnought close combat weapon with built in twin linked bolter, searchlight, smoke launcher, servo arm with built in twin linked bolter

Options: May take extra armor for +15 points. May replace either twin linked bolter for a heavy flamer for +5 points, meltagun for +10 points, plasma gun for +15 points. May replace the plasma cannon for an twin linked lascannon for +25 points, a flamestorm cannon for +15 points, or a twin linked conversion beamer for +45 points.

Special Rules

Blessing of the Ommissiah(+1), Bolster Defenses

Atomantic Shielding: have a 5+ invulnerable save from shooting attacks and a 6+ invulnerable save in close combat

Neural Fibre-bundles: you may ask your opponent to re-roll the result on the damage chart

Galvanic Motors: may ignore immobilized results on a 4+

Carolus class Dreadnought 145 points

Front Side Rear BS WS S I A

11 11 11 4 5 10 4 3

Unit Composition: 1 Carolus Dreadnought

Unit type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: 2 Dreadnought close combat weapons each with twin linked bolters, jump jets (moves like jump infantry)

Options: May take extra armor for +15 points

Special rules

Scout

Ferromantic Invulnerability: The hull of the Carolus has been specially constructed to resist even the most determined assault and is almost preternaturally resilient. As a result, the Carolus is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition it reduces the effects of all rolls on the damage chart made against it (other than by Destroyer type weaponry), by -1.

Furibundus Class Dreadnought 145 points

Front Side Rear BS WS S I A
11 11 11 4 5 10 4 2

Unit Composition: 1 Furibundus Dreadnought

Unit type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: dreadnought close combat weapon with built in twin linked bolter, Grim Lascannon, searchlight

Options: May take extra armor for +15 points

Special rules

Scout

Ferromantic Invulnerability: The hull of the Furibundus has been specially constructed to resist even the most determined assault and is almost preternaturally resilient. As a result, the Furibundus is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition it reduces the effects of all rolls on the damage chart made against it (other than by Destroyer type weaponry), by -1.

Deredo class dreadnought 145 points

Front Side Rear BS WS S I A
11 11 11 4 5 10 4 2

Unit Composition: 1 Deredo Dreadnought

Unit type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: dreadnought close combat weapon with built in twin linked bolter, spifury missile launcher, searchlight

Options: May take extra armor for +15 points

Special rules

Scout

Ferromantic Invulnerability: The hull of the Deredo has been specially constructed to resist even the most determined assault and is almost preternaturally resilient. As a result, the Deredo is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition it reduces the effects of all rolls on the damage chart made against it (other than by Destroyer type weaponry), by -1.

dedicated transports

Assault Drop pod 20 points

Front Side Rear
11 11 11

Unit composition: 1 assault drop pod

Unit Type: vehicle, immobile

Access points: all around assault ramps

Transport capacity: 5 assault marines without jump packs or 5 vanguard marines

Special rules

Drop pod assault: counts as deep striking and only 5% of drop pods may arrive on the first turn

Inertial guidance system: should a drop pod land on impassible terrain move the drop pod the minimum distance required to get it out of said terrain. If it lands on infantry models (friend or foe) the models

count as killed. Should it land on a vehicle count it as a ramming attack

Melta Breaching charges: all models that exit the drop pod have melta bombs for the next two turns

Land speeder storm 25 points

Front Side Rear BS

10 10 10 4

Unit composition: 1 land speeder storm

Unit type: Skimmer, opened topped, fast

Transport capacity: 5 scouts or reconnaissance marines

Wargear: heavy bolter, jamming beacon, cerberus launcher

Options: may replace the heavy bolter for a heavy flamer or rotor cannon for free, a multimelta or autocannon for +5 points, or an assault cannon for +25 points

Special rules

Scout, deep strike

Drop Pod 35 points

Front Side Rear BS

12 11 11 4

Unit composition: 1 drop pod

Unit Type: vehicle, opened topped, immobile

Access points: 5 assault ramps

Transport capacity: 12 models in scout or power armor, 1 dreadnought, 1 rapier laser battery, 1 thunderfire cannon, 1 viper cannon, 1 hurricane weapon battery, or 6 terminators

Wargear: twin linked bolter

Options: may replace the twin linked bolter with a deathwind missile launcher for +20 points. May take a locator beacon for +10 points

Special rules

Drop pod assault: counts as deep striking and only 5% of drop pods may arrive on the first turn

Inertial guidance system: should a drop pod land on impassible terrain move the drop pod the minimum distance required to get it out of said terrain. If it lands on infantry models (friend or foe) the models count as killed. Should it land on a vehicle count it as a ramming attack

Rhino 35 points

Front Side Rear BS

11 11 10 4

Unit composition: 1 rhino

Unit type: tank

Access points: two on each side and one on the rear

Transport capacity: 10 models

Wargear: twin linked bolter, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Repair: if the vehicle suffers an immobilization result roll a D6 in the shooting phase. On a 4 the vehicle is no longer immobile

Rhino Deimos 37 points

Front Side Rear BS

11 10 10 4

Unit composition: 1 Rhino Deimos

Unit type: tank, fast

Transport capacity: 12 models in power or scout armor, or 1 Primarch and 5 honor guards in power armor

Access points: 2 side doors, 1 rear assault ramp

Fire points: 4 models may fire from the top hatch

Wargear: twin linked bolter, searchlight

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Rhino mark 1B 38 points

Front Side Rear BS

10 10 10 4

Unit composition: 1 Rhino mark 1B

Unit type: tank, fast

Transport capacity: 14 models in power or scout armor, or 1 Primarch and 6 honor guards in artificer armor

Access points: 2 side doors, 1 rear assault ramp

Fire points: 6 models may fire from the top hatch

Wargear: twin linked bolter, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, or combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Testudo 40 points

[Front] [Side] [Rear] [BS]

Testudo] 13 11 10 4

Unit type: tank

Wargear: turret mounted Exterminator Autocannon, hull heavy bolter, searchlight, smoke launchers, RT mod

Transport: 15 models in power or scout armor

Access points: 2 side hatches and a rear assault ramp

Options: linked bolter for +2 points, a multi-melta for +15 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points, extra armor for +15 points

Thunderer Rhino 45 points

[Front] [Side] [Rear] [BS]

Thunderer] 11 10 10 4

Unit type: tank, fast, opened topped

Access points: 2 side hatches and a rear assault ramp

Transport capacity: 13 models in power armor or scout armor

Wargear: Searchlight, Smoke Launcher, twin linked bolter

Option: extra armor for +15 points, linked bolter for +2 points, a multi-melta for +15 points, a combi

plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points

Limited availability: limited to one per army with the exception of the space wolfs, white scars and world eaters

Deathrain drop pod 45 points

Front Side Rear BS

13 12 12 5

Unit composition: 1 Deathrain drop pod

Unit Type: vehicle, immobile

Access points: 5 assault ramps

Transport capacity: 10 models in power or scout armor, 5 terminators, 1 dreadnought, 1 rapier laser battery, 1 thunderfire cannon, 1 viper cannon, or 1 hurricane weapon battery

Wargear: twin linked bolter, havoc charges

Special rules

Drop pod assault: counts as deep striking and only 5% of drop pods may arrive on the first turn

Inertial guidance system: should a drop pod land on impassible terrain move the drop pod the minimum distance required to get it out of said terrain. If it lands on infantry models (friend or foe) the models count as killed. Should it land on a vehicle count it as a ramming attack

Melta Breaching charges

Thunder 50 points

[Front] [Side] [Rear] [BS]

Thunder] 12 11 10 4

Unit type: tank

Wargear: turret mounted twin linked bolter, pintle mount heavy flamer, extra armor, siege shield

Transport: 12 models in power or scout armor

Fire points: 6

Access points: 2 side hatches and a rear assault ramp

Options: linked bolter for +2 points, a multi-melta for +15 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points

Honorius rhino 50 points

Front Side Rear BS

12 12 10 4

Unit Composition: 1 Honorius Rhino

Unit type: fast tank

Access points: 1 rear assault ramp

Transport capacity: 8 marines in power armor

Wargear: pintle mounted foebalster bolter, extra armor, searchlight, smoke launchers

Special rules

Ceramite plating:

Land Speeder Chariot 50 points

Front side rear BS

10 10 10 4

Unit Composition: 1 Land Speeder Chariot

Unit type: fast, opened topped skimmer

Transport capacity: 1 independent character

Wargear: hull mount heavy bolter

Options: may replace the heavy bolter for a heavy flamer for free or a multimelta for +10 points

Special rules

Deep strike

Dreadclaw 55 points

Front Side Rear BS

Dreadclaw 13 13 13 4

Unit Composition: 1 Dreadclaw drop pod

Vehicle Type: Open Topped

Transport capacity: 10 models in power, scout or terminator armor

Wargear: Extra Armor, twin linked missile launcher, frag assault launchers

Special Rules

Inertial Guidance System (pg 69 C:SM), Immobile, Drop Pod Assault (pg 69 C:SM)

Lucius pattern dreadnought drop pod 65 points

Front Side Rear

13 13 13

Unit composition: 1 dreadnought drop pod

Unit Type: vehicle, immobile

Access points: all around

Transport capacity: 1 dreadnought

Wargear: none

Special rules

Assault vehicle

Drop pod assault: counts as deep striking and only 5% of drop pods may arrive on the first turn

Inertial guidance system: should a drop pod land on impassible terrain move the drop pod the minimum distance required to get it out of said terrain. If it lands on infantry models (friend or foe) the models count as killed. Should it land on a vehicle count it as a ramming attack

Caestus Assault Ram 275 points

Front Side Rear BS

13 13 11 4

Squadron: 1 Caestus assault ram

Unit type: Skimmer, Fast

Access points: 2 front assault ramps

Transport: 10 models in power, artificer, or terminator armor

Wargear: 1 hull mounted Twin linked Magna-melta, 2 wing mounted Firefury missile batteries, extra armor

Options: may take a Teleport homer for +15 points and/or frag assault launcher for +10 points

Special rules

Assault vehicle, afterburners, deep strike

Caestus ram: has a 5+ invulnerable save and adds +1 to the vehicle damage chart when ramming

Troops

Fire Wasp 12 points

WS BS S T W I A LD SV
2 2 3 4 2 2 1 10 3+

Unit Composition: 1 Fire Wasp

Unit type: Infantry (40mm Base)

Wargear: Flamer, Searchlight, Iron Halo, Close Combat Weapon

Options: May include 19 more Fire Wasps for +12 points each. Any Fire Wasp may replace their flamer for a meltagun for +8 points or a heavy stubber for free.

Special Rules

Fearless, Move Threw Cover

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Tactical squad 75 points

WS BS S T W I A LD SV
4 4 4 4 1 4 1 8 3+

Unit composition: 4 tactical marines and a sergeant

Unit type: infantry:

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: bolter, bolt pistol, chainsword (sergeant only), frag and krak grenades, power armor

Options: may include 15 more tactical marines for 15 points each. 1 in every 5 marines may exchange their bolter for a flamer for free, a meltagun for +5 points, a plasma gun or lascutter for +10 points, a heavy plasma gun for +20 points, a volkite charger for +25 points. 1 in every 5 marines may exchange their bolter for a rotor cannon, heavy bolter, heavy flamer, or multimelta for free, a missile launcher, an autocannon, or heavy stubber for +5 points, havoc launcher for +10 points, plasma cannon or arc rifle for +15 points, a lascannon for +20 points, Graviton Gun for +25 points, a volkite culverin for +30 points, an assault cannon or grim lascannon for +35 points, or a conversion beamer for +40 points. The sergeant may exchange his bolt pistol for a flame pistol for free, a plasma pistol for +5 points, an infernus pistol or lighting claw for +10 points, a needle pistol for +15 points, or a volkite serpenta or thunder hammer for +20 points. The sergeant may exchange his chainsword for a chain axe for +5 points, a power weapon or lighting claw for +10 points, a power maul for +15 points, a power fist for +20 points, or a storm shield for +25 points. The sergeant may exchange his power armor with artificer armor for +20 points

Special rules

Combat tactics, and they shall know no fear, combat squads

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule once they reach 10 models

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Reconnaissance squad 125 points

WS BS S T W I A LD SV

4 4 4 4 1 4 1 8 3+

Unit composition: 5 reconnaissance marines

Unit type: infantry

Dedicated transport: may take a land speeder storm is numbering 5 models for +25 points, a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: power armor, bolter, bolt pistol, frag and krak grenades

Options: may include 15 more reconnaissance marines for +15 points. Any marine may exchange their bolter for a shotgun or chainsword for free, a sniper rifle for +5 points. For every 10 marines in the squad 1 may exchange their bolter for a heavy bolter, autocannon, or heavy flamer for +10 points, or a missile launcher for +15 points

Special rules

Scout, outflank, acute senses

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule once they reach 10 models

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Scout Squad 50 points

WS BS S T W I A LD SV

Sergeant 4 4 4 4 1 4 2 9 4+

Scout 3 3 3 3 1 3 1 9 4+

Unit composition: one scout sergeant and 4 scouts

Unit type: infantry

Dedicated transport: land speeder storm for +25 points

Wargear: bolter, bolt pistol, scout armor, frag and krak grenades

Options: may include 25 more scouts for 10 points each. Any model may replace their bolter with a shotgun, combat knife, or sniper rifle for free. One out of every 7 scouts may replace their bolter with a heavy bolter with hellfire shells or a heavy flamer for +5 points, or a missile launcher for +10 points.

The sergeant may exchange their bolter for a double barreled shotgun or flame pistol for free, a twin linked bolter or infernus pistol for +5 points, needle pistol for +7 points, a combibolter or plasma pistol for +10 points, or a volkite serpenta for +15 points . The sergeant may exchange their bolt pistol for a chain axe for +5 points, a power weapon for +10 points, a power maul for +15 points, a power fist for +20 points or a storm shield for +25 points.

Special rules

And they shall know no fear, combat tactics, combat squads, infiltrate, move through cover, scout

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule once they reach 10 models

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Fast Attack

Seeker squad 175 points

WS BS S T W I A LD SV

4 5 4 4 1 4 2 7 3+

Unit composition: 5 seeker marines

Unit type: infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: power armor, bolter, bolt pistol, frag and krak grenades

Options: may include 5 more seekers for +15 points each. Any seeker marine may exchange their bolter for a twin linked bolter for +5 points or a combi bolter for +10 points.

Special rules

Special ammunition

Marked for Death: choose one enemy unit and the seeker squad now gains preferred enemy against it

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule once they reach 10 models

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Assault Squad 80 points

WS BS S T W I A LD SV

4 4 4 4 1 4 2 8 3+

Unit composition: one assault marine sergeant and 4 assault marines

Unit type: infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, an assault drop pod if numbering only 5 for +20 points, an assault drop pod is numbering 5 for +20 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: bolt pistol, chainsword, power armor, frag and krak grenades

Options: may include 15 more assault marines for 16 points each. The entire squad may have jump packs for +5 points each but may not ride in a transport other than a flier or super heavy. Any assault marine may exchange their bolt pistol for a shredder bolter for +8 points each. 1 out of every 5 assault marines may exchange their bolt pistol and/or chainsword for a flame pistol for +3 points, a flamer or chain axe for +5 points, an infernus pistol for +7 points, a meltagun for +10 points, a plasma pistol for +12 points, a needle pistol for +15 points, a plasma gun for +17 points, a volkite serpenta for +20 points, or a volkite charger for +25 points. The sergeant may exchange his bolt pistol for a flame pistol for +5 points, an infernus pistol or lightning claw for +10 points, a needle pistol for +12 points, a plasma pistol for +15 points, a volkite serpenta for +20 points, or a thunder hammer for +25 points. The sergeant may exchange his chainsword for a chain axe for +5 points, a power weapon for +8 points, a lightning claw for +10 points, a power maul or power fist for +15 points, a chain fist for +20 points, or a storm shield for +25 points. The sergeant may exchange his power armor for artificer armor for +15 points. The entire squad may have rad grenades for +15 points per model

Special rules

And they shall know no fear, combat tactics, combat squads, deep strike (jump packs only)

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule once they reach 10 models

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Raptor squad 72 points 0-1

WS BS S T W I A LD SV

5 0 4 4 2 5 4 7 3+

Unit composition: 3 raptors

Unit type: jump infantry

Wargear: 2 chainswords, frag, krak, and rad grenades, melta bombs, power armor, forge fire face plate (range template strength 7 AP 2 heavy 1, ignores invulnerable saves and cover saves), jump pack

Options: may include 12 more raptors for 24 points each. Any model may exchange both their chainswords for 2 chain axes for +5 points, 2 power weapons for +15 points, 2 power fists for +20 points, 2 thunder hammers for +35 points, 2 relic blades or 2 lightning claws for +25 points, or two chain fists for +30 points

Special rules

Deep strike, scout, heroic intervention

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule once they reach 10 models

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Vanguard veteran squad 115 points

WS BS S T W I A LD SV

4 4 4 4 1 4 2 9 3+

Unit Composition: 1 Vanguard sergeant and 4 vanguard marines

Unit type: infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, an assault drop pod if numbering only 5 for +20 points, an assault drop pod is numbering 5 for +20 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: bolt pistol, chainsword, power armor, frag and Krak grenades, power weapon (sergeant only)

Options: may include 5 more vanguard veterans for 23 points each. The entire squad may have jump packs for +10 points each. Any vanguard may replace their bolt pistol for a shredder bolter for +8 points each. Any Vanguard may exchange their bolt pistol for a flame pistol for +3 points each, an infernus pistol for +7 points each, a lightning claw for +10 points each, a plasma pistol for +12 points each, a needle pistol for +15 points each, a volkite serpenta for +20 points each, or a thunder hammer for +25 points each. Any vanguard may exchange their chainsword for a chain axe for +5 points each, a power weapon for +7 points each, a lightning claw for +10 points each, a power fist for +12 points each, a chain fist for +20 points each, or a storm shield for +25 points each. The sergeant may exchange his bolt pistol for a flame pistol for +5 points, an infernus pistol or lightning claw for +10 points, a needle pistol for +12 points, a plasma pistol for +15 points, a volkite serpenta for +20 points, or a thunder hammer for +25 points. The sergeant may exchange his power weapon for a chain axe for free, a lightning claw for +5 points, a relic blade for +10 points, or a storm shield for +15 points. The sergeant may exchange his power armor for artificer armor for +15 points. The entire squad may have rad grenades for +15 points per model

Special rules

And they shall know no fear, combat tactics, deep strike (jump packs only), combat squads, heroic intervention, special issue ammunition

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule once they reach 10 models

Chain Blades: all bolt pistols may re-roll failed to wound results in the first round of close combat

Bike Squad 75 points

WS BS S T W I A LD SV

4 4 4 5 1 4 2 8 3+

Unit Composition: 1 bike sergeant and 2 bikes

Unit type: bike

Wargear: bolt pistol, chainsword, frag and krak grenades, bike with twin linked bolter, power armor

Options: may include 7 additional bikes for 25 points each. Any bike may exchange their twin linked bolter for twin linked flamers for +15 points or twin linked melta guns for +25 points. The sergeant may exchange their power armor for artificer armor for +20 points. The sergeant may exchange their bolt pistol for a flame pistol for free, an infernus pistol for +5 points, a needle pistol or lightning claw for +7 points, a plasma pistol for +10 points, a twin linked bolter for +12 points, or a combibolter for +15 points. The sergeant may exchange their chainsword for a chain axe for +5 points, a power weapon or lightning claw for +8 points, a power maul for +12 points, a power fist for +17 points, a chain fist for +21 points, or a storm shield for +25 points. Two bikers in every 4 may exchange their bolt pistol for a flamer for free, twin linked bolter for +2 points, a meltagun for +5 points, a plasma gun for +8 points, or a heavy plasma gun for +12 points. The entire squad may have melta bombs for +5 points each and/or gas grenades for +8 points each

Special rules

And they shall know no fear, combat tactics, combat squads

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Chain Blades: all bolt pistols may re-roll failed to wound results in the first round of close combat

Scout Bike Squad 60 points

WS BS S T W I A LD SV

4 4 4 5 1 4 2 8 4+

Unit Composition: 1 bike sergeant and 2 bikes

Unit type: bike

Wargear: bolt pistol, chainsword, frag and krak grenades, bike with twin linked bolter, scout armor

Options: may include 7 additional bikes for 25 points each. Any bike may exchange their twin linked bolter for twin linked flamers for +15 points or twin linked melta guns for +25 points. The sergeant may exchange their scout armor for power armor for +20 points. The sergeant may exchange their bolt pistol for a flame pistol for free, an infernus pistol for +5 points, a needle pistol or lightning claw for +7 points, a plasma pistol for +10 points, a twin linked bolter for +12 points, or a combibolter for +15 points. The sergeant may exchange their chainsword for a chain axe for +5 points, a power weapon or lightning claw for +8 points, a power maul for +12 points, a power fist for +17 points, a chain fist for +21 points, or a storm shield for +25 points. Two bikers in every 4 may exchange their bolt pistol for a flamer for free, twin linked bolter for +2 points, a meltagun for +5 points, a plasma gun for +8 points, or a heavy plasma gun for +12 points. The entire squad may have melta bombs for +5 points each and/or gas grenades for +8 points each

Special rules

And they shall know no fear, combat tactics, combat squads, scout, infiltrate

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Chain Blades: all bolt pistols may re-roll failed to wound results in the first round of close combat

Attack Bike squad 35 points each

WS BS S T W I A LD SV

4 4 4 5 2 4 2 8 3+

Unit Composition: between 1 and 5 attack bikes

Unit type: bike

Wargear: bolt pistol, chainsword, frag and krak grenades, bike with twin linked bolter and heavy bolter, power armor

Options: Any bike may exchange their twin linked bolter for twin linked flamers for +15 points or twin linked melta guns for +25 points. Any bike may exchange their heavy bolter for a heavy flamer or rotor cannon for free, an autocannon for +5 points, multimelta or havoc missile launcher for +10 points, a conversion beamer for +75 points, an assault cannon for +40 points, a lascannon for +50 points. The entire squad may have melta bombs for +5 points each and/or gas grenades for +8 points each

Special rules

And they shall know no fear, combat tactics

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule once they reach 5 models

Chain Blades: all bolt pistols may re-roll failed to wound results in the first round of close combat

Bullock Jetbike squad 90 points

WS BS S T W I A LD SV

4 4 4 5 1 4 2 8 3+

Unit Composition: 1 jetbike sergeant and 2 jetbikes

Unit type: jetbike

Wargear: bolt pistol, chainsword, frag and krak grenades, jetbike with twin linked bolter, power armor

Options: may include 7 additional jetbikes for 25 points each. Any bike may exchange their twin linked bolter for twin linked flamers for +15 points or twin linked melta guns for +25 points. The sergeant may exchange their power armor for artificer armor for +20 points. The sergeant may exchange their bolt pistol for a flame pistol for free, an infernus pistol for +5 points, a needle pistol or lightning claw for +7 points, a plasma pistol for +10 points, a twin linked bolter for +12 points, or a combibolter for +15 points. The sergeant may exchange their chainsword for a chain axe for +5 points, a power weapon or lightning claw for +8 points, a power maul for +12 points, a power fist for +17 points, a chain fist for +21 points, or a storm shield for +25 points. Two bikers in every 4 may exchange their bolt pistol for a flamer for free, twin linked bolter for +2 points, a meltagun for +5 points, a plasma gun for +8 points, or a heavy plasma gun for +12 points. The entire squad may have melta bombs for +5 points each and/or gas grenades for +8 points each

Special rules

Deep strike, And they shall know no fear, combat tactics, combat squads

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Chain Blades: all bolt pistols may re-roll failed to wound results in the first round of close combat

Bullock Jetbike chariot squad 45 points each

WS BS S T W I A LD SV

4 4 4 5 2 4 2 8 3+

Unit Composition: between 1 and 5 bullock chariots

Unit type: bike

Wargear: bolt pistol, chainsword, frag and krak grenades, jetbike with twin linked bolter and heavy

bolter, power armor

Options: Any bike may exchange their twin linked bolter for twin linked flamers for +15 points or twin linked melta guns for +25 points. Any bike may exchange their heavy bolter for a heavy flamer or rotor cannon for free, an autocannon for +5 points, multimelta or havoc missile launcher for +10 points, a conversion beamer for +75 points, an assault cannon for +40 points, a lascannon for +50 points. The entire squad may have melta bombs for +5 points each and/or gas grenades for +8 points each

Special rules

Deep strike, And they shall know no fear, combat tactics, combat squads

Their Number is Legion: may be placed back on the table for no additional points once they reach 5 models

Chain Blades: all bolt pistols may re-roll failed to wound results in the first round of close combat

Maximum Fire: Grants the relentless special rule once they reach 5 models

Scimitar Jetbike squadron 145 points

WS BS S T W I A LD SV

4 4 4 5 2 4 2 9 2+

Unit composition: 2 Scimitar jetbikes and 1 Scimitar jetbike sergeant

Unit type: jet bikes

Wargear: space marine Scimitar jetbike with heavy bolter, Artificer Armor, frag and krak grenades, bolt pistol, chainsword

Options: any sky hunter jetbike may replace the heavy bolter for a multimelta, havoc missile launcher, autocannon, or graviton gun for +5 points Volkite Culvarin (range 45" strength 6 AP 5 heavy 4, any shot that hit roll an extra die) for +25 points, twin linked autocannon for +10 points, a heavy flamer for free, or a plasma cannon for +15 points. May include 7 more sky hunters for +45 points each. The entire squad may have melta bombs for +5 points each or rad grenades (if assaulting or being assaulted the enemy is at minus 1 strength and toughness for 2 rounds) for +15 points each. The sergeant may exchange his bolt pistol for a hand flamer for +5 points, a plasma pistol for +10 points, or an infernus pistol for +15 points. The sergeant may exchange his chainsword for a power weapon for +10 points, a chain axe for +15 points, or a power fist or lighting claw for +20 points. May include 7 more scimitar jetbikes for 49 points each

Special rules

Deep strike, and they shall know no fear, combat tactics, combat squads

Maximum Fire: Grants the relentless special rule once they reach 5 models

Their Number is Legion: may be placed back on the table for no additional points once they reach 5 models

Hurricane Jetbike squadron 150 points

WS BS S T W I A LD SV

4 5 4 5 3 4 2 9 3+

Unit composition: 3 Hurricane Jetbikes

Unit Type: jetbike

Wargear: 2 twin linked bolters, power armor, power sword, rotary bolt pistol, frag, krak, and rad grenades

Options: may include 2 more hurricane jetbikes for 50 points each. Any jetbike may upgrade either set of twin linked bolters for a combi flamer, combi shotgun, or a combi grenade launcher for +7 points, combi melta gun for +12 points, combi plasma gun for +17 points, combi graviton gun for +24 points, or a combi volkite charger for +28 points. Any bike may upgrade their power sword to a relic blade for +15 points or a thunder hammer for +25 points. Any jetbike may upgrade their rotary bolt pistol to a

rotary hand flamer for +5 points, rotary infernus pistol for +15 points, rotary plasma pistol for +25 points, or a rotary volkite Serpenta for +35 points

Special rules

Deep strike, special issue ammunition, and they shall know no fear, combat tactics

Their Number is Legion: may be placed back on the table for no additional points once they reach 5 models

Tactical Support Squad 130 points

WS BS S T W I A LD SV

4 4 4 4 1 4 1 8 3+

Unit Composition: One Tactical support sergeant and 4 tactical support marines

Unit Type: infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos if numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank if numbering 6 or less for +60 points, a Deathrain drop pod if numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino if numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, an assault drop pod if numbering only 5 for +20 points, an assault drop pod if numbering 5 for +20 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: bolt pistol, chainsword (sergeant only), flamer, power armor, frag and krak grenades

Options: may include 5 more Tactical support marines for 26 points each. The whole squad may exchange their flamers for rotor cannons for +5 points per model, heavy flamers for +7 points per model, meltagun for +10 points per model, plasma gun for +12 points per model, heavy plasma gun for +15 points per model, or volkite caliver for +20 points per model. The sergeant may exchange their power armor for artificer armor for +20 points

Special rules

And they shall know no fear, combat tactics, combat squads

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Stormtalon 130 points each

Front Side Rear BS

11 11 11 4

Unit Composition: between 1 and 5 Stormtalon gunships

Unit type: fast, skimmer

Wargear: Twin linked heavy bolter, twin linked assault cannon

Options: may replace the twin linked heavy bolter for a twin linked lascannon for +20 points, a typhoon missile launcher for +25 points or a Skyhammer missile for +25 points

Special rules

Ceramite plating: melta weapons never roll an extra D6

Supersonic: may move 36" if it does not shoot

Harpy Interceptor 120 points each

Front Side Rear BS

11 11 10 4

Unit Composition: between 1 and 5 Harpy Interceptors

Unit type: flyer

Wargear: Twin linked heavy bolter, twin linked missile pods

Options: may take four hunter killer missiles for +10 points each. May replace the twin linked heavy bolters for twin linked lascannons for +25 points. May replace the twin linked missile launcher for a twin linked autocannon for free

Special rules

Deep strike, Ceramite armor

Storm hawk 225 points each

[Front] [Side] [Rear] [BS]

Storm hawk] 12 12 10 4

Unit Composition: 1 to 3 Storm Hawk

Unit Type: Fast skimmer

Transport capacity: 12 models and a walker

Wargear: twin linked autocannon, twin linked heavy bolter, 4 under wing hellstrike missiles, extra armor, searchlight, locator beacon

Special rules

Power of the machine spirit , assault vehicle, Ceramite armor

Storm Hawk Vahanas 225 points each

[Front] [Side] [Rear] [BS]

Storm hawk] 12 12 10 5

Unit Composition: 1 to 3 Storm Hawk Vahanas

Unit Type: Fast skimmer

Transport capacity: any HQ and honor guard

Wargear: twin linked typhoon missile launcher, twin linked plasma cannon, 4 under wing hellstrike missiles, extra armor, searchlight, locator beacon

Stormeagle assault gunship 225 points each

Front Side Rear BS

12 12 12 4

Unit Composition: between 1 and 3 Stormeagle assault gunship's

Unit type: fast, skimmer

Access points: 2 side, one rear, one front assault ramp

Transport: 20, or 10 terminators or jump infantry

Wargear: one hull mount twin linked heavy bolter, one hull mount vengeance launcher, ceramite plating, searchlight, smoke launcher

Options: may exchange the twin linked heavy bolter for a twin linked autocannon for free, a twin linked multimelta for +15 points, or a typhoon missile launcher for +25 points. May take either 4 Hellstrike missile for +40 points or 2 twin linked lascannons for +60 points. May have extra armor for +15 points.

Special rules

Deep strike, assault vehicle, power of the machine spirit

Stormeagle Umbra Angelus pattern 190 points each

Front Side Rear BS

12 12 12 4

Unit Composition: between 1 and 3 Stormeagle Umbra Angelus pattern

Unit type: flyer

Access points: 2 side, one rear, one front assault ramp

Transport: 20, or 10 terminators or jump infantry

Wargear: one hull mount twin linked heavy bolter, searchlight

Options: may exchange it's twin linked heavy bolter for a twin linked multimelta for +15 points or a typhoon missile launcher for +25 points. May take either 4 wing mounted Hellstrike missiles for +40 points or 2 twin linked lascannons for +60 points. May take a dorsal mounted vengeance launcher for +30 points but loses 10 transport capacity, may take sponson mounted heavy bolters for +20 points but loses 5 transport capacity. May take extra armor for +15 points

Special rules

Deep strike, hover mode, assault vehicle, power of the machine sprit, scout, venerable, Ceramite armor

Stormcrow fighter 85 points each

Front Side Rear BS

11 11 10 4

Unit composition: between 1 and 20 Stormcrow fighters

Unit type: flier

Wargear: 2 twin linked autocannons

Special rules

Deep strike, supersonic, agile, power of the machine spirit

Lotus interceptor 135 points each

Front Side Rear BS

11 11 10 4

Unit composition: between 1 and 20 Lotus interceptors

Unit type: flier

Wargear: hull mount twin linked lascannon, hull mount havoc missile launcher, 8 tactical bombs

Options: may replace the havoc missile launcher with a twin linked autocannon for free. May replace the tactical bombs with Heavy bombs for +15 points each

Special rules

Deep strike, supersonic, strafing run, power of the machine spirit

Predator Centurion 45 points each

Front Side Rear BS

13 10 10 4

Unit Composition: between 1 and 3 Predator Centurions

Unit Type: tank, fast

Transport capacity: 8 models in power armor

Wargear: turret mounted twin linked heavy bolter, searchlight, smoke launchers

Options: May have sponson heavy bolters or heavy flamers for +10 points or lascannons at +20 points but loses the transport capacity if it takes sponsons. May replace the turret twin linked heavy bolter for a twin linked heavy flamer for free. may take combi-plasmas for +10, combi-meltas for +15 points,

combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +2 points

Butcher Predator 110 points each

Front Side Rear BS

13 10 10 5

Unit Composition: between 1 and 3 Butcher Predators

Unit type: fast, tank

Access points: 2 side hatches, one rear assault ramp

Transport capacity: 8 marines in power or scout armor

Wargear: turret mounted twin linked Butcher cannon, searchlight, smoke launchers, extra armor

Options: may have sponson heavy bolters or heavy flamers for +15 points, autocannons for +25 points, or lascannons for +40 points but loses the transport capacity. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +2 points

Predator Exterminator 120 points

Front Side Rear BS

12 12 10 4

Unit Composition: between 1 and 3 Predator exterminator

Unit type: tank

Wargear: turret mounted exterminator autocannon, extra armor, smoke launchers, searchlight

Options: may have sponson heavy bolters for +20 points, heavy flamers for +15 points, autocannons for +30 points. May have a coaxial twin linked bolter for +5 points or a heavy flamer for +10 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +2 points

Perturabo storm tank 185 points each

[Front] [Side] [Rear] [BS]

Perturabo] 14 13 10 4

Unit Composition: 1 to 3 Perturabo Storm Tank

Unit type: Fast, tank

Wargear: Rotary Lascannon, 2 hot shot lasgun sponsons, 2 rear facing havoc launchers, searchlight, smoke launchers extra armor, power of the machine spirit

Options: linked bolter for +2 points, a multi-melta for +15 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points

Torvalon strike tank 135 points each

Front Side Rear BS

12 12 9 4

Unit Composition: between 1 and 8 Torvalon strike tanks

Unit type: tank, fast

Wargear: rotary autocannon, sponson rotor cannons, 2 rear mounted quad heavy bolters

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +2 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Scout, stealth, infiltrate

Land Speeder Squadron 45 points each

Front Side Rear BS

10 10 10 4

Unit composition: between 1 and 5 land speeders

Unit type: skimmer, fast

Wargear: heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer or rotor cannon for free, an autocannon for +5 points, a multimelta or graviton gun for +10 points, or an assault cannon for +15 points

Special rules

Deep strike

Land Speeder Mark 1 squadron 48 points each

Front Side Rear BS

10 10 11 4

Unit composition: between 1 and 5 land speeders

Unit type: skimmer, fast

Wargear: heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer or rotor cannon for free, an autocannon for +5 points, a multimelta or graviton gun for +10 points, or an assault cannon for +15 points

Special rules

Deep strike

Land Speeder Tornado squadron 55 points each

Front Side Rear BS

11 11 10 4

Unit composition: between 1 and 5 land speeders

Unit type: skimmer, fast

Wargear: heavy bolter, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer or rotor cannon for free, an autocannon for +5 points, a multimelta or graviton gun for +10 points, or an assault cannon for +15 points. May replace the hull mount heavy bolter with a heavy flamer or rotor cannon free, a havoc launcher or graviton gun for +5 points, a multimelta for +10 points, a twin linked autocannon for +15 points, a plasma cannon for +20 points, an assault cannon for +30 points, a dreadnought assault cannon for +35 points, or a twin linked assault cannon for +40 points

Special rules

Deep strike

Land Speeder Tornado mark 2 squadron 57 points each

Front Side Rear BS

12 12 12 4

Unit composition: between 1 and 5 land speeders

Unit type: skimmer, fast

Wargear: heavy bolter, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer or rotor cannon for free, an autocannon for +5 points, a multimelta or graviton gun for +10 points, or an assault cannon for +15 points. May

replace the hull mount heavy bolter with a heavy flamer or rotor cannon free, a havoc launcher or graviton gun for +5 points, a multimelta for +10 points, a twin linked autocannon for +15 points, a plasma cannon for +20 points, an assault cannon for +30 points, a dreadnought assault cannon for +35 points, or a twin linked assault cannon for +40 points

Special rules

Deep strike

Land Speeder Tornado mark 1 squadron 50 points each

Front Side Rear BS

10 10 11 4

Unit composition: between 1 and 5 land speeders

Unit type: skimmer, fast

Wargear: heavy bolter, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer or rotor cannon for free, an autocannon for +5 points, a multimelta or graviton gun for +10 points, or an assault cannon for +15 points. May replace the hull mount heavy bolter with a heavy flamer or rotor cannon free, a havoc launcher or graviton gun for +5 points, a multimelta for +10 points, a twin linked autocannon for +15 points, a plasma cannon for +20 points, an assault cannon for +30 points, a dreadnought assault cannon for +35 points, or a twin linked assault cannon for +40 points

Special rules

Deep strike

Land Speeder Typhoon 60 points each

Front Side Rear BS

10 10 10 4

Unit composition: between 1 and 5 land speeders

Unit type: skimmer, fast

Wargear: heavy bolter, 2 havoc launchers, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer or rotor cannon for free, an autocannon for +5 points, a multimelta or graviton gun for +10 points, or an assault cannon for +15 points. May exchange the 2 havoc launchers for 2 hunter killer missiles for free, a cyclone missile launcher for +5 points or a typhoon missile launcher for +10 points

Special rules

Deep strike

Command speeder 35 points each

Front Side Rear BS

11 10 9 4

Unit composition: between 1 and 3 command speeders

Unit type: skimmer, fast, opened topped

Wargear: hull mount volkite charger, hull mount heavy bolter, searchlight, smoke launchers

Options: may replace the volkite charger for volkite caliver for +25 points. May replace the heavy bolter for a heavy flamer, inferno cannon, or graviton gun for free, a plasma cannon, multimelta, or Flamestorm cannon for +20 points

Special rules

Deep strike

Land Speeder Tempest 100 points each 0-1

Front Side Rear BS

11 10 10 4

Unit composition: 1 land speeder tempest

Unit type: skimmer, fast

Wargear: one nose mount Heavy assault cannon, one fuselage twin linked missile launcher, extra armor

Special rules

Deep strike

Afterburner: may become a flier permanently but may not fire weapons on the same turn it becomes one or chooses to become a skimmer again

Grav Attack tank 100 points each

[Front] [Side] [Rear] [BS]

Grav] 12 12 10 4

Unit Composition: 1 to 3 Grav Attack Tank

Unit Type: Fast, Tank, skimmer

Wargear: Turret mounted lascannon, hull mounted havoc missile launcher, searchlight, smoke launchers, extra armor.

Options: May replace the turret mounted lascannon for a conversion beamer for +40 points. linked bolter for +2 points, a multi-melta for +15 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points

Grav attack storm 100 points each

[Front] [Side] [Rear] [BS]

Storm] 12 12 10 4

Unit Composition: 1 to 3 Grav Attack Storms

Unit Type: Fast, Tank, skimmer

Wargear: Turret mounted autocannon, searchlight, smoke launcher, jamming beacon, Orbital linkup

Options: linked bolter for +2 points, a multi-melta for +15 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points, extra armor for +15 points

Whirlwind Hyperios 95 points each

Front Side Rear BS

11 11 10 4

Unit composition: between 1 and 5 Whirlwind Hyperios

Unit Type: tank

Wargear: Twin linked Hyperios missile launcher, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Heavy Support

Viper Jetbike squadron 100 each

WS BS S T W I A LD SV

4 5 5 6 1 4 2 9 2+

Unit composition: between 1 and 5 Viper Jetbikes

Unit Type: jetbike

Wargear: 2 twin linked bolters, plasma cannon, artificer armor, frag, krak, and rad grenades, bolt pistol, power weapon

Options: may replace the plasma cannon with a quad heavy bolter or a twin linked havoc launcher for free or a quad lascannon for +30 points. Any jetbike may replace the power sword with a relic blade for +20 points

Special rules

Deep strike, iron halo, and they shall know no fear, combat tactics, combat squads

Maximum Fire: Grants the relentless special rule once they reach 5 models

Their Number is Legion: may be placed back on the table for no additional points once they reach 5 models

Viper cannon 75 points

	Front	Side	Rear									
Viper	10	10	10	WS	BS	S	T	W	I	A	LD	SV
marines	4	4	4	4	1	4	1	8	3+			

Unit composition: 1 Viper cannon manned by two marines

Unit type: artillery

Dedicated transport: drop pod for +35 points, Deathrain drop pod for +45 points, or a Dreadclaw for +55 points

Wargear marines: power armor, frag and krak grenades, bolt pistol

Wargear: Graviton cannon

Options: may include 2 more Viper cannons for +75 points each

Special rules

Immobile

Chain Blades: all bolt pistols may re-roll failed to wound results in the first round of close combat

Thudd gun battery 60 points each

	Front	Side	Rear									
Thudd gun	10	10	10	WS	BS	S	T	W	I	A	LD	SV
Marines	4	4	4	4	1	4	1	8	3+			

Unit Composition: between 1 and 3 Thudd gun batteries manned by 2 marines each

Unit type: artillery

Dedicated transport: drop pod for +35 points, Deathrain drop pod for +45 points, or a Dreadclaw for +55 points

Wargear Thudd gun: Thudd gun

Wargear space marines: bolter, bolt pistol, frag and krak grenades, power armor

Options: may include 3 more marines per gun for 16 points each. Once there are 5 marines manning it, it may fire every turn

Special rules

Immobile

Hit the battery: roll a D6 every time the battery is shot at. On a 1-4 hit's the crew, on a 5 or 6 hit's the gun

Battery: each thudd gun is deployed independently from one another

Slow rate of fire: the thudd gun may fire twice over 2 turns. However it must spend one turn reloading

Chain Blades: all bolt pistols may re-roll failed to wound results in the first round of close combat

Earthshaker cannon 75 points each

Front Side Rear

Earthshaker 11 11 11

WS BS S T W I A LD SV

Marines 4 4 4 4 1 4 1 8 3+

Unit Composition: between 1 and 3 Earthshaker cannons manned by 3 marines

Unit type: artillery

Wargear earthshaker cannon: earthshaker cannon

Wargear space marines: bolter, bolt pistol, frag and krak grenades, power armor

Options: the earthshaker cannon may be upgraded to fire indirectly (range G36"-240" strength 9 AP 3 ordinance 1, 5" blast)

Special rules

Immobile

Hit the battery: roll a D6 every time the battery is shot at. On a 1-4 hit's the crew, on a 5 or 6 hit's the gun

Battery: each earthshaker cannon is deployed independently from one another

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Medusa siege gun 100 points each

Front Side Rear

Medusa 11 11 11

WS BS S T W I A LD SV

Marines 4 4 4 4 1 4 1 8 3+

Unit Composition: between 1 and 3 Medusa Siege gun manned by 3 marines

Unit type: artillery

Wargear Medusa: Medusa siege gun

Wargear space marines: bolter, bolt pistol, frag and krak grenades, power armor

Options: the Medusa siege gun may be upgraded to fire indirectly (range G24"-120" strength 9 AP 3 ordinance 1, 5" blast)

Special rules

Immobile

Hit the battery: roll a D6 every time the battery is shot at. On a 1-4 hit's the crew, on a 5 or 6 hit's the gun

Battery: each medusa siege gun is deployed independently from one another

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Heavy Mortar battery 50 points each

Front Side Rear

Mortar 10 10 10

WS BS S T W I A LD SV

Marines 4 4 4 4 1 4 1 8 3+

Unit Composition: between 1 and 3 Heavy mortars manned by 3 marines

Unit type: artillery

Wargear Heavy mortar: Heavy mortar

Wargear space marines: bolter, bolt pistol, frag and krak grenades, power armor

Options: may take siege shells for +10 points, infernus shells for +20 points

Special rules

Immobile

Hit the battery: roll a D6 every time the battery is shot at. On a 1-4 hit's the crew, on a 5 or 6 hit's the gun

Battery: each Heavy mortar is deployed independently from one another

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Devastator squad 60 points

WS BS S T W I A LD SV

4 4 4 4 1 4 1 8 3+

Unit composition: 1 devastator sergeant and 4 devastator marines

Unit Type: infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, an assault drop pod if numbering only 5 for +20 points, an assault drop pod is numbering 5 for +20 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: bolter, bolt pistol, frag and krak grenades, power armor signum (sergeant only)

Options: may include 15 more marines for 12 points each. Any marine may replace their bolter with assault cannons for +40 points, conversion beamers for +50 points, Plasma guns for +10 points, meltaguns for +5 points, flamers for free, and Twin linked autocannons for +25 points, Grim Lascannon +45 points, Heavy Stubbers for +5 points, Lancer for +35 points, Graviton Gun for +25 points, Havoc Launcher for +10 points, Volkite Culverin for +35 points, Rotor cannon for +5 points, an arc rifle for +15 points. If the sergeant chooses none of these options they may replace their bolter with a flame pistol for free, a twin linked bolter for +2 points, an infernus pistol for +5 points, a needle pistol for +7 points, a plasma pistol or lightning claw for +10 points, a volkite serpenta for +15 points, or a thunder hammer for +20 points. Also if the sergeant does not choose a heavy weapon may replace their bolt pistol with a chainsword for free, a chain axe for +5 points, a power weapon for +7 points, a lightning claw for +10 points, a power maul for +12 points, a power fist for +15 points, or a storm shield for +20 points

Special rules

And they shall know no fear, combat tactics, combat squads

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule once they number 10 models

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Havoc Squad 200 points

WS BS S T W I A LD SV

4 4 4 4 1 4 1 8 3+

Unit composition: 10 havoc marines

Unit type: infantry

Wargear: rotor cannon, power armor, bolt pistol, frag and krak grenades

Options: may include 10 more havoc marines for 20 points each. The whole squad may exchange their rotor cannon for a heavy bolter, flamer, or heavy flamer for free, a missile launcher with all special issue ammo, an autocannon, heavy stubber, or meltagun for +5 points each, multimelta, plasma gun, or havoc launcher for +10 points each, plasma cannon or arc rifle for +15 points each, a lascannon for +20 points each, Graviton Gun for +25 points each, a volkite culverin for +30 points each, an assault cannon or grim lascannon for +35 points each, or a conversion beamer for +40 points each, but the whole squad MUST have the same weapon

Special rules

And they shall know no fear

Detailed fire plan: the squad may split it's ranged attack between 2 different targets after passing a leadership test

Their Number is Legion: may be placed back on the table for no additional points once they reach 20 models

Maximum Fire: Grants the relentless special rule once they number 10 models

Chain Blades: all heavy bolters may re-roll failed to wound results in the first round of close combat

Terminator Devastator squad 165 points

WS BS S T W I A LD SV

2 5 4 4 2 1 1 9 2+

Unit composition: 3 Devastator terminators

Unit Type: infantry

Dedicated transport: may take a Hellfire Land Raider if number 6 or less for +200 points, a Land Raider Tartarus if numbering 7 or less for +245 points, a Land Raider Dragon if numbering 5 or less for +300 points, a Land Raider if numbering 6 or less for +250 points, a Land raider Spartan if numbering 10 or less for +265 points, a Spartan assault tank if numbering 15 or less for +300 points, a Land Raider Nightstorm if numbering 6 or less for +260 points, a Dreadclaw if numbering 10 or less for +55 points, a Land Raider Achilles if numbering 3 for +300 points, a Thunderhawk "Annihilator" Pattern Gunship if numbering 8 or less for +1000 points, a Land Raider Eradicator if numbering 5 or less for +260 points, a Land Raider Suppressor if numbering 6 or less for +240 points, a Land Raider Executioner if numbering 4 or less for +260 points, a Land Raider Proteus if numbering 5 or less for +225 points, a Caestus Assault Ram if numbering 10 or less for +275 points, a Stormeagle assault gunship if numbering 10 or less for +225 points, a Stormeagle Umbra Angelus pattern if numbering 10 or less for +190 points, a Storm Raptor assault gunship if numbering 10 or less for +190 points, a Drop Pod if numbering 6 or less for +35 points, a Deathrain drop pod if numbering 5 or less for +45 points, or an Intel Transport if numbering 20 or less for +700 points.

Wargear: terminator armor, rotor cannon, power sword, frag, krak, and rad grenades

Options: may include 7 more Devastator terminators for +55 points each. Any terminator may exchange their power weapon for a power fist for +10 points, a chain fist for +15 points or a storm shield for +20 points. Any terminator may exchange their rotor cannon for a twin linked heavy bolter for +5 points, a Reaper autocannon or heavy flamer for +10 points, a plasma blaster for +15, a plasma cannon for +25 points, an assault cannon for +35 points, a twin linked lascannon for +45 points, a volkite Culverin or multimelta for +30 points or a conversion beamer for +70 points. Any terminator

may have a havoc missile launcher for +15 points or a cyclone missile launcher for +35 points

Special rules

Bulky, deep strike, 5+ or 4+ invulnerable save

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule once they number 10 models

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Space Marine Heavy Support Specialists 150 points

During the last few centuries, several technological revelations have led some more Mechanicus-based chapters to incorporate new technology and weapons into their ranks. The use of new weapons, such as the Heavy Gauss Rifle, have been tested extensively by Heavy Support Specialists. HSS's are Space Marine Veterans drafted exclusively from 1st Company Devastators' or other heavy weapon squads, as they are already trained well in the art of fire support and suppression. The HSS troopers are all trained to use only a few pieces of the new technology available to them, however they are trained to use their equipment to the full extent of their purpose. HSS troopers have proved their worth many times. However, many chapters are reluctant to accept the new technology into their armories, as they feel that they are simply acting as "guinea pigs" for Mechanicus field testing.

WS BS S T W I A LD SV

4 5 4 4 2 4 2 9 3+

Unit Composition: 5 HSS

Unit type: Infantry

Wargear: Bolt Pistol, Boltgun, Power Armor, Frag Grenades, Melta Bombs

Options: May include 5 more HSS's for 30 points each. Any HSS must take one of the following: Oxy-acetylene +15pts (The HSS trooper has been fitted with systems allowing them to disperse oxy-acetylene propellant with a single touch. A trooper upgraded in this manner can deliver the heat of a blast furnace from the palm of his hand. A trooper with Oxy-acetylene counts as having a Power Weapon that may be used every other turn as a flamestorm cannon), Servo Arm for +25pts, Force Field Generator for +40 points, Advance Targeting Protocols for +20 points, Stabilizers for +30 points, Heavy Gauss Rifle for +25pts, Gatling Cannon for +35pts, "Stinger" Launcher for +30pts, Nuclear Catapult for +70pts

Special rules

And they shall know no fear, combat tactics, combat squads

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Maximum Fire: Grants the relentless special rule once they number 10 models

Chain Blades: all bolters may re-roll failed to wound results in the first round of close combat

Devastation Drone 20 points

WS BS S T W I A LD SV

2 - 3 5 1 1 - 10 4+

Unit Composition: 1 Devastation Drone

Unit type: Infantry (40mm Base)

Wargear: Implosion Charge

Special Rules

Fearless, Move Threw Cover

Dreadknight 130 points each

WS BS S T W I A LD SV

5 4 6 6 4 4 3(4) 8 2+ (5+ invulnerable)

Unit Composition: between 1 and 10 Dreadknights

Unit type: monstrous creature

Wargear: 2 dreadnought close combat weapons

Options: may take 2 of the following weapons; quad gun for +40 points, punisher gatling cannon for +35 points, twin linked Flamestorm cannon for +30 points. May replace one dreadnought close combat weapon for a seismic hammer for +10 points or a chain fist for +25 points. May take a personal teleporter for +75 points.

Special rules

And they shall know no fear, combat tactics, combat squads, deep strike

Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

Thunderfire cannon 100 points each

Front Side Rear

Cannon 11 11 11

WS BS S T W I A LD SV

Techmarine 4 4 4 4 2 4 2 9 2+

Unit composition: between 1 and 5 Thunderfire cannons each manned by 1 techmarine

Unit type: artillery

Wargear thunderfire: thunderfire cannon

Wargear techmarine: bolt pistol, artificer armor, servo harness, frag and krak grenades

Options: the techmarine may exchange their bolt pistol for a flame pistol for +3 points, a needle pistol for +5 points, an infernus pistol for +10 points, a plasma pistol for +15 points, or a volkite serpenta for +20 points

Special rules

And they shall know no fear, combat tactics, blessing of the Ommissah, bolster defenses

Hades Breaching Drill 35 points each

Front Side Rear BS

11 10 10 4

Unit composition: between 1 and 20 Hades Breaching Drills

Unit Type: tank

Wargear: 4 chain fists, Melta-cutter

Special rules

Deep strike

Lumbering: may only move 6" a turn but may always fire it's Melta-cutter

Predator battle tank 60 points each

Front Side Rear BS

13 12 10 4

Unit composition: between 1 and 5 Predator battle tanks

Unit type: tank

Access points: one rear hatch, two side assault ramps

Transport capacity: 6 models in power or scout armor

Wargear: autocannon, searchlight, smoke launchers

Options: may take sponson heavy bolters or heavy flamers for +15 points, or lascannons for +25 points but loses the transport capacity. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Repair: if the vehicle suffers an immobilization result roll a D6 in the shooting phase. On a 6 the vehicle is no longer immobile

Predator Deimos 55 points each

Front Side Rear BS

13 11 10 4

Unit composition: between 1 and 5 Predator Deimos

Unit type: tank, fast

Access points: one rear hatch, two side assault ramps

Transport capacity: 5 models in power or scout armor

Wargear: Predator cannon, searchlight

Options: may take sponson heavy bolters or heavy flamers for +15 points, or lascannons for +25 points but loses the transport capacity. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Predator mark 3 50 points each

Front Side Rear BS

12 12 10 4

Unit composition: between 1 and 5 Predator mark 3

Unit type: tank

Access points: one rear hatch, two side assault ramps

Transport capacity: 6 models in power or scout armor

Wargear: autocannon, searchlight, smoke launchers

Options: may take sponson heavy bolters or heavy flamers for +15 points, or lascannons for +25 points but loses the transport capacity. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Predator mark 1 45 points each

Front Side Rear BS

11 11 11 4

Unit composition: between 1 and 5 Predator mark 1

Unit type: tank, fast

Access points: one rear hatch, two side assault ramps

Transport capacity: 8 models in power or scout armor

Wargear: Predator cannon, searchlight, smoke launchers

Options: may take sponson heavy bolters or heavy flamers for +15 points, or lascannons for +25 points but loses the transport capacity. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15

points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Cleaver Pattern Predator 70 points each

Front Side Rear BS

13 11 10 4

Unit composition: Between 1 and 3 Cleaver Predators

Unit type: tank

Transport Capacity: 5 models in power or scout armor

Wargear: Searchlight, Smoke launchers, Turret mounted Autocannon

Options: May take Heavy Plating (increasing all its armor facing by +1) for +25 points. Extra armor for +15 points. May add side sponson Havoc Launchers for +25 points, Reaper autocannons for +40 points, or heavy flamers for +20 points but loses the transport capacity. May take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, combi-grenade launcher for +5 points, twin linked bolter for +2 points, or a havoc launcher for +15 points

Predator Infernus 90 points each

Front Side Rear BS

13 11 10 4

Unit Composition: 1 to 3 Predator Infernus

Unit type: fast tank

Transport capacity: 7 units in power armor or carapace armor

Wargear: turret mounted Flamestorm cannon, searchlight, smoke launchers

Options: may replace the Flamestorm cannon for a Magna-melta cannon for +30 points and the loss of 2 transport capacity. May take sponson heavy bolters or heavy flamers for +20 points or lascannons for +50 points but loses the transport capacity. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +2 points, and/or extra armor for +10 points

Predator Executioner 125 points each

Front Side Rear BS

13 11 10 4

Unit Composition: between 1 and 3 Predator Executioners

Unit type: tank

Wargear: turret mounted plasma destroyer, smoke launchers, searchlight

Options: may have sponson heavy bolters for +20 points, heavy flamers for +15 points, lascannons for +55 points. May replace the Plasma destroyer for a heavy conversion beamer for +15 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +2 points

Predator Doomsayer 110 points each

Front Side Rear BS

14 12 10 4

Unit composition: between 1 and 5 Predator Doomsayers

Unit type: tank

Wargear: Hades Autocannon, 2 sponson mount twin linked autocannons, extra armor, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points,

twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20

Predator Annihilator 125 points 0-1

Front Side Rear BS

13 11 10 4

Unit composition: 1 Predator Annihilator

Unit type: tank

Access points: 2 side hatches, 1 rear hatch

Transport capacity: 4 units in power or scout armor

Wargear: turret mount twin linked lascannon, smoke launchers, searchlight

Options: may take sponson heavy bolters or heavy flamers for +15 points, or lascannons for +25 points but loses the transport capacity. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Repair: if the vehicle suffers an immobilization result roll a D6 in the shooting phase. On a 4 the vehicle is no longer immobile

Predator Annihilator Demos 120 points 0-1

Front Side Rear BS

12 11 10 4

Unit composition: 1 Predator Annihilator Demos

Unit type: tank

Access points: 2 side hatches, 1 rear hatch

Transport capacity: 3 units in power or scout armor

Wargear: turret mount twin linked lascannon, smoke launchers, searchlight

Options: may take sponson heavy bolters or heavy flamers for +15 points, or lascannons for +25 points but loses the transport capacity. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Spearhead Sentry gun 35 points

Front Side Rear BS

10 10 10 4

Unit composition: 1 Spearhead Sentry gun

Unit type: artillery

Wargear: twin linked heavy flamer, searchlight

Options: may replace the twin linked heavy flamer for a twin linked heavy stubber for free, a twin linked heavy bolter for +5 points, a twin linked rotor cannon for +10 points, or a twin linked assault cannon for +20 points. May take 9 more Spearhead Sentry guns for 35 points each

Whirlwind 85 points each

Front Side Rear BS

11 11 10 4

Unit composition: between 1 and 3 Whirlwinds

Unit type: tank

Wargear: Whirlwind multiple missile launcher, searchlight, smoke launchers

Options: may replace the Incendiary missiles for Rad Missiles for +45 points. may take combi-plasmas for +10, combi-meltas for +15 points, or combi-flamers for +5 points, twin linked bolter for +2 points , a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Repair: if the vehicle suffers an immobilization result roll a D6 in the shooting phase. On a 6 the vehicle is no longer immobile

Whirlwind mark 1C 87 points each

Front Side Rear BS

11 10 10 4

Unit composition: between 1 and 3 Whirlwinds

Unit type: tank

Wargear: Whirlwind multiple missile launcher, searchlight, smoke launchers

Options: may replace the Incendiary missiles for Rad Missiles for +45 points. may take combi-plasmas for +10, combi-meltas for +15 points, or combi-flamers for +5 points, twin linked bolter for +2 points , a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Whirlwind Mark 1B 89 points each

Front Side Rear BS

10 10 11 4

Unit composition: between 1 and 3 Whirlwinds

Unit type: tank

Wargear: Whirlwind multiple missile launcher, searchlight, smoke launchers

Options: may replace the Incendiary missiles for Rad Missiles for +45 points. may take combi-plasmas for +10, combi-meltas for +15 points, or combi-flamers for +5 points, twin linked bolter for +2 points , a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Whirlwind Demos 88 points

Front Side Rear BS

11 10 10 4

Unit composition: between 1 and 3 Whirlwinds

Unit type: tank, fast

Wargear: Whirlwind multiple missile launcher, searchlight, smoke launchers

Options: may replace the Incendiary missiles for Rad Missiles for +45 points. may take combi-plasmas for +10, combi-meltas for +15 points, or combi-flamers for +5 points, twin linked bolter for +2 points , a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Hunter Antiaircraft tank 155 points each

Front Side Rear BS

11 10 10 4

Unit composition: between 1 and 10 Hunter Anti Aircraft tanks

Unit Type: tank

Wargear: Hunter antiaircraft missile launcher, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Long Tom Missile tank 150 points each

Front Side Rear BS

13 12 10 4

Unit Composition: between 1 and 3 Long Toms

Unit Type: tank

Wargear: Long Tom Multiple missile launcher, pintle mounted heavy bolter, smoke launchers, searchlight, extra armor

Options: the pintle mounted heavy bolter may be upgraded to a multimelta for +15 points

Thor Multi Launcher 145 points each

Front Side Rear BS

Thor 12 11 10 4

Unit Composition: between 1 and 3 Thor Multi launchers

Unit type: tank

Wargear: 2 twin linked missile launchers with vanquisher pattern krak missiles, hull heavy bolter

Options: A Thor Multi Launcher may take any of the following: Pintle-mounted Twin linked bolter for +2 points, Hunter-killer missile for +10 points, Dozer blade for +5 points,, a multi-melta for +15 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points, extra armor for +15 points, siege shield for +10 points

Bombard Dreadnought Talon 160 points each

Front Side Rear WS BS S I A

12 12 10 3 6 5 3 1

Unit Composition: between 1 and 5 Bombard Dreadnoughts

Unit type: walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: assault cannon, whirlwind missile launcher, searchlight, smoke launcher

Options: the assault cannon may be upgraded to twin linked lascannons for +20 points, multimelta or plasma cannon for +10 points, twin linked heavy bolters or heavy flamers for free or twin linked autocannons for +5 points. May be equipped with extra armor for +15 points

Mark IV Bombard Dreadnought Talon 180 points each

Front Side Rear WS BS S I A

12 12 10 3 6 5 3 1

Unit Composition: between 1 and 5 Bombard Dreadnoughts

Unit type: walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: assault cannon, whirlwind missile launcher, searchlight, smoke launcher

Options: the assault cannon may be upgraded to twin linked lascannons for +20 points, multimelta or plasma cannon for +10 points, twin linked heavy bolters or heavy flamers for free or twin linked

autocannons for +5 points. May be equipped with extra armor for +15 points

Special Rules

Atomantic Shielding: have a 5+ invulnerable save from shooting attacks and a 6+ invulnerable save in close combat

Neural Fibre-bundles: you may ask your opponent to re-roll the result on the damage chart

Vindicator siege tank 115 points each

Front Side Rear BS

13 11 10 4

Unit composition: between 1 and 3 vindicator siege tanks

Unit type: tank

Wargear: demolisher cannon , searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Repair: if the vehicle suffers an immobilization result roll a D6 in the shooting phase. On a 6 the vehicle is no longer immobile

Vindicator Mark 3 120 points each

Front Side Rear BS

12 12 10 4

Unit composition: between 1 and 3 vindicator Mark 3

Unit type: tank

Wargear: demolisher cannon , searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Vindicator Demos 122 points each

Front Side Rear BS

12 11 10 4

Unit composition: between 1 and 3 vindicator demos

Unit type: tank, fast

Wargear: demolisher cannon , searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Vindicator "Detonator" 125 points each

Front Side Rear BS

14 10 10 4

Unit composition: Between 1 and 3 Vindicator Detonators

Unit type: tank

Wargear: Searchlight, Smoke launchers, dozer blade, hull mounted battle cannon

Options: May take Heavy Plating (increasing all its armor facing by +1) for +25 points. Extra armor for +15 points. May take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, combi-grenade launcher for +5 points, twin linked bolter for +2 points, Reaper autocannon for

+25 points, or a havoc launcher for +15 points

Vindicator "Annihilator" 145 points each

Front Side Rear BS

14 10 10 4

Unit composition: Between 1 and 3 Vindicator Annihilators

Unit type: tank

Wargear: Searchlight, Smoke launchers, dozer blade, hull mounted Vanquisher battle cannon

Options: May take Heavy Plating (increasing all its armor facing by +1) for +25 points. Extra armor for +15 points. May take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, combi-grenade launcher for +5 points, twin linked bolter for +2 points, Reaper autocannon for +25 points, or a havoc launcher for +15 point

Vindicator Stormshell 170 points each

Front Side Rear BS

13 11 10 4

Unit Composition: 1 to 3 Vindicator Stormshells

Unit type: Tank

Wargear: Stormshell cannon, twin linked bolter, Extra Armor, searchlight

Options: combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, Siege Shield for +10 points, combi grenade launcher for +5 points, two Hunter killer missile launchers for +10 points each, dozer blade for +5 points, Hellfire stormshells (range template strength 1 AP 3 heavy 1, poisoned 2+) for +10 points, Multi-shot Shells (range template strength 9 AP 5 heavy 3) for +15 points.

Onager siege tank 185 points each

Front Side Rear BS

13 10 10 5

Unit Composition: between 1 and 3 Onager siege tanks

Unit type: tank

Wargear: Hull mounted Onager cannon, searchlight, smoke launchers, dozer blade, siege shield

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +2 points

Goliath Siege tank 145 points each

Front Side Rear BS

13 13 11 5

Unit composition: between 1 and 3 Goliath Siege tanks

Unit Type: tank

Wargear: extra armor, searchlight, smoke launchers, Targeter, siege blade, hull mounted Thunderer cannon

Options: may be given shock absorbers for +15 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +2 points, and/or extra armor for +10 points

Saber Tank hunter 100 points each

[Front] [Side] [Rear] [BS]

Saber] 13 11 10 4

Unit Composition: 1 to 3 Saber Tank Hunters

Unit type: tank

Wargear: Saber autocannon, searchlight, smoke launcher, extra armor

Options: may replace autocannon for Neutron laser projector for +45 points or a laser destroyer for +45 points. linked bolter for +2 points, a multi-melta for +15 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points, may take a siege shield for +10 points.

Olympia storm tank 200 points each

Front Side Rear BS

13 13 13 4

Unit Composition: 1 to 3 Olympia storm tanks

Unit type: Tank

Wargear: hull mounted punisher cannon, 2 sponson mount meltaguns, 2 rear mounted cyclone missile launchers, searchlight, smoke launchers, extra armor

Special rules

Scout

Ferromantic Invulnerability: The hull of the Olympia has been specially constructed to resist even the most determined assault and is almost preternaturally resilient. As a result, the Olympia is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition it reduces the effects of all rolls on the damage chart made against it (other than by Destroyer type weaponry), by -1.

Tourbadon siege tank 195 points each

Front Side Rear BS

13 13 13 4

Unit composition: between 1 and 4 Tourbadon siege tanks

Unit Type: tank

Wargear: Vanquisher missile cannon, 2 sponson twin linked missile launchers with vanquisher pattern krak missiles, 2 rear mount cyclone missile launchers, 4 rear mount havoc missile launchers, Havoc charges, extra armor, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20

Special rules

Repair: if the vehicle suffers an immobilization result roll a D6 in the shooting phase. On a 4 the vehicle is no longer immobile

Ceramite plating: melta weapons never roll an extra D6

Grav Battle tank 150 points each

Front Side Rear BS

13 12 11 4

Unit composition: between 1 and 10 Grav Battle tanks

Unit type: skimmer

Wargear: turret mount battle cannon with coaxial heavy bolter, hull mount twin linked heavy bolter,

searchlight, smoke launchers

Options: may replace the heavy bolter with a heavy flamer for free, an autocannon for +5 points, a multimelta for +10 points, or a lascannon for +15 points. May replace the hull mount twin linked heavy bolter for a twin linked heavy flamer or twin linked rotor cannon for free, twin linked lascannon for +30 points, twin linked plasma cannon for +25 points, or a twin linked assault cannon for +40 points. May replace the turret mount battle cannon for a vanquisher battle cannon for +25 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20

Special rules

Deep strike

Storm Raptor assault gunship 190 points each

Front Side Rear BS

12 12 12 4

Unit Composition: between 1 and 3 Storm Raptor assault gunships

Unit type: flyer

Access points: 2 side, one rear, one front assault ramp

Transport: 25, or 12 terminators or jump infantry

Wargear: one hull mount twin linked heavy bolter, searchlight

Options: may exchange it's twin linked heavy bolter for a twin linked multimelta for +15 points or a twin linked autocannon for free. May take either 4 wing mounted Hellstrike missiles for +40 points or 2 twin linked lascannons for +60 points. May take a dorsal mounted battle cannon for +20 points but loses 10 transport capacity, may take sponson mounted heavy bolters for +20 points but loses 5 transport capacity. May take extra armor for +15 points

Special rules

Deep strike, hover mode, assault vehicle, power of the machine spirit

Deathstorm Drop Pod 95 POINTS each

BS FRONT SIDE REAR

Deathstorm Drop Pod 4 12 12 12

Unit Composition: 1 to 5 Deathstorm Drop Pod

Vehicle Type: Open Topped

Wargear: Whirlwind Launchers (a weapon destroyed result destroys all weapons)

Options: May replace its Whirlwind launcher with assault cannons for +20 points, plasma cannons for +30 points, or lascannons for +40 points

Special Rules

Inertial Guidance System (pg 69 C:SM), Immobile, Drop Pod Assault (pg 69 C:SM)

Automated Weapons: When a Deathstorm drop pod lands it opens fire indiscriminately. After landing, each unit (enemy or friendly) within 12" of the Deathstorm and in line of sight comes under attack as a hail of missiles sweep the surrounding area. Roll to hit using the Deathstorm's BS4 for either D3 Whirlwind attacks or D3 assault cannon attacks against each target unit.

Medusa 150 points each

Front Side Rear BS

12 10 10 4

Unit Composition: between 1 and 3 Medusas

Unit type: tank, open topped

Wargear: searchlight, smoke launchers, hull mounted heavy bolter, Medusa Siege cannon
Options: May replace hull heavy bolter for a heavy flamer for free. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May take Phosphex shells for +20 points and/or Fracture shells for +30 points

Basilisk 145 points each

Front Side Rear BS
12 10 10 4

Unit Composition: between 1 and 3 Basilisks

Unit type: tank, open topped

Wargear: searchlight, smoke launchers, hull mounted heavy bolter, Earthshaker cannon

Options: May replace hull heavy bolter for a heavy flamer for free. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Griffon 90 points each

Front Side Rear BS
12 10 10 4

Unit Composition: between 1 and 3 Griffons

Unit type: tank, open topped

Wargear: searchlight, smoke launchers, hull mounted heavy bolter, Griffon Heavy mortar

Options: May replace hull heavy bolter for a heavy flamer for free. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers or twin linked bolter for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +5 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special Rules

Accurate Bombardment

Colossus 160 points each

Front Side Rear BS
12 10 10 4

Unit Composition: between 1 and 3 Colossus

Unit type: tank, open topped

Wargear: searchlight, smoke launchers, hull mounted heavy bolter, Colossus Siege mortar

Options: May replace hull heavy bolter for a heavy flamer for free. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers or twin linked bolter for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +5 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Bombard 155 points each

Front Side Rear BS
13 10 10 4

Unit Composition: between 1 and 3 Bombards

Unit type: tank, open topped

Wargear: searchlight, smoke launchers, Bombard Heavy Siege mortar

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special Rules

Indirect fire, slow rate of fire

Light Bombard 145 points each

Front Side Rear BS

12 10 10 4

Unit Composition: between 1 and 3 Bombards

Unit type: tank, open topped

Wargear: searchlight, smoke launchers, Bombard Siege mortar

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special Rules

Indirect fire, slow rate of fire

Deathstrike 180 points each

Front Side Rear BS

12 10 10 4

Unit Composition: between 1 and 3 Deathstrikes

Unit type: tank

Wargear: searchlight, smoke launchers, hull mounted heavy bolter, Deathstrike missile

Options: May replace hull heavy bolter for a heavy flamer for free. May replace the deathstrike missile with a vortex missile for +75 points or a rad missile for +50 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special Rules

T-minus five minutes to launch

Land Raider 250 points each

Front Side Rear BS

14 14 14 4

Unit composition: between 1 and 3 Land Raiders

Unit type: tank

Access points: front assault ramp, two side doors

Transport capacity: 12 models in scout or power armor or 6 terminators

Wargear: two sponson twin linked lascannons, hull mount twin linked heavy bolter, searchlight, smoke launcher

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Power of the machine spirit, assault vehicle

Land Raider Proteus 225 points each

Front Side Rear BS
14 14 14 4

Squadron: between 1 and 3 Land Raider Proteus

Unit type: Tank

Access points: 2 side doors

Transport: 10 models in power or scout armor, or 5 terminators

Wargear: 2 sponson twin linked lascannons. Searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, Heavy Bolter or Multimelta for +10 points, twin linked bolter for +2 points. May Have extra armor for +15 points, dozer blade for +5 points, and or armored Ceramite (is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition it reduces the effects of all rolls on the damage chart made against it (other than by Destroyer type weaponry), by -1.) for +20 points

Special Rules

Scout, power of the machine spirit, Explorator Augury web

Land Raider Hellfurry 235 points each

Front Side Rear BS
14 14 14 4

Squadron: between 1 and 3 Land Raider Hellfurry

Unit type: Tank

Access points: 2 side doors

Transport: 11 models in power or scout armor, or 5 terminators

Wargear: 2 sponson twin linked lascannons, pintle mount twin linked heavy bolter Searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, Heavy Bolter or Multimelta for +10 points, twin linked bolter for +2 points. May Have extra armor for +15 points, dozer blade for +5 points, and or armored Ceramite (is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition it reduces the effects of all rolls on the damage chart made against it (other than by Destroyer type weaponry), by -1.) for +20 points

Special Rules

Scout, power of the machine spirit, Explorator Augury web

Hellfire Land Raider 200 points

Front Side Rear BS
14 14 14 4

Unit Composition: 1 Hellfire Land Raider

Unit type: fast, tank

Access points: front assault ramp, 2 side doors

Transport capacity: 15 models in power or scout armor, or 6 terminators

Wargear: 2 sponsons each with a lascannon, pintle mounted heavy bolter, searchlight, smoke launchers, extra armor

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +2 points, and or a dozer blade for +5 points

Special rules

Assault vehicle, 4+ invulnerable save, Scout, power of the machine spirit, Explorator Augury web, Ferromantic Invulnerability

Land raider Spartan 265 points each

Front Side Rear BS
14 14 14 4

Unit composition: between 1 and 3 Land Raiders Spartans

Unit type: tank

Access points: front assault ramp, two side doors

Transport capacity: 20 models in scout or power armor or 10 terminators

Wargear: two sponson lascannons, two pintle mounted heavy bolters, searchlight, smoke launchers, extra armor

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20

Special rules

Ceramite armor, power of the machine spirit

Spartan assault tank 300 points each

[Front] [Side] [Rear] [BS]
Spartan] 14 14 14 4

Unit Composition: 1 to 3 Spartan assault tanks

Unit type: tank

Transport capacity: 25 models in power armor or 15 terminators

Access points: 2 side hatches and a front assault ramp

Wargear: hull mounted twin linked heavy bolters, 2 quad lascannon sponsons, extra armor, searchlight, smoke launchers, ceramite armor

Options: may replace both the quad lascannon sponsons for rapier laser batteries for free. May replace the twin linked heavy bolters for twin linked heavy flamers for free or twin linked autocannons for +10 points. linked bolter for +2 points, a multi-melta for +15 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points

Special rules

Power of the machine spirit, assault vehicle, Ceramite armor, Venerable

Land Raider Ares 300 points each

Front Side Rear BS
Land Raider Ares 14 14 14 4

Unit Composition: between 1 and 3 Land Raider Ares

Unit type: tank

Wargear: Dozer Blade, searchlight, smoke launchers, hull mounted demolisher cannon, Hull mounted twin linked assault cannon, 2 sponson twin linked heavy flamer

Options: may take extra armor for +15 points. linked bolter for +2 points, a multi-melta for +15 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points

Special Rules

Power of the machine spirit

Land Raider Helios 260 points 0-1

Front Side Rear BS

14 14 14 4

Unit composition: 1 land raider helios

Unit type: tank

Wargear: 2 sponson twin linked lascannons, whirlwind missile launcher, searchlight, smoke launchers

Options: may replace the whirlwind missile launcher for a hyperios missile launcher for +10 points. . may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

LAND RAIDER ACHILLES 300 points each

Front Side Rear BS

Achilles 14 14 14 4

Unit Composition: between 1 and 3 Land Raider Achilles

Unit type: tank

Access Points: One door on each side

Transport: 6 models in power or scout armor, or 3 terminators

Wargear: Hull-mounted Thunderfire cannon, Two sponson-mounted twin-linked multi-meltas, Searchlight and smoke launchers, Extra Armor

Options: A Land Raider Achilles may take any of the following: Pintle-mounted Twin linked bolter for +2 points, Hunter-killer missile for +10 points, Dozer blade for +5 points,, a multi-melta for +15 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points Siege shield for +10 points

Special Rules:

Power of the Machine Spirit, Ferromantic Invulnerability

Land Raider Thunderhead 260 points each

Front Side Rear BS

Thunderhead 14 14 14 4

Unit Composition: between 1 and 3 Land Raider Thunderhead

Unit type: tank

Wargear: Hull-mounted Thunderfire cannon, 2 sponson mounted hurricane bolters, smoke launcher, searchlight, siege shield, dozer blade, hull mounted twin linked assault cannons

Options: A Land Raider Thunderhead may take any of the following: Pintle-mounted Twin linked bolter for +2 points, Hunter-killer missile for +10 points, Dozer blade for +5 points,, a multi-melta for +15 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points, extra armor for +15 points

Special rules

Power of the machine spirit

Marksmen: if the land raider does not move or shoot any other weapons the thunderfire cannon is shot at BS 5

Land Raider Eradicator 260 points each

BS Front Side Rear

4 14 14 14

Unit Composition: between 1 and 3 Land raider Eradicators

Unit type: tank

Transport Capacity: 10 in power or scout armor, or 5 terminators

Wargear: Hull mounted twin linked Plasma Cannon, 2 Sponson mounted Hurricane Plasmas (counts as 3 twin linked plasma guns), Frag Assault Launcher, Smoke Launchers, Searchlights, power of the machine spirit

Options: combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points

Special Rules

Assault Ramp, Power of the machine spirit

LAND RAIDER HUNTER 260 points each

Front Side Rear BS

14 14 14 4

Unit composition: Between 1 and 3 Land raider Hunters

Unit Type: Tank

Wargear: Hull mounted Twin Linked Heavy Bolter, 2 Sponson Plasma Lances (range 48" strength 7 AP 2 Heavy 1, Lance, Get's Hot, Ordinance, small blast), Smoke Launchers, Search light

Transport Capacity: 12 models in power or scout armor, or 6 terminators

Options: May take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, combi-grenade launcher for +10 points, twin linked bolter for +2 points, extra armor for +10 points, multi melta for +20 points

Special Rules

Assault Ramp, Power of the machine spirit

Land Raider Executioner 260 points each

Front Side Rear BS

14 14 14 3

Unit composition: Between 1 and 3 Land Raider Executioners

Unit type: tank

Transport: 8 models in scout or power armor, or 4 terminators

Wargear: Searchlight, Smoke launchers, 2 sponson twin linked plasma cannons, hull mounted Plasma Megacannon

Options: Extra armor for +15 points. May take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, combi-grenade launcher for +5 points, twin linked bolter for +2 points, Plasma Gun for +15 points, or a havoc launcher for +15 points. May replace Plasma Megacannon for a Battlecannon for +10 points or a Quad gun for free

Special Rules

Assault Ramp, Power of the machine spirit

Dangerous weapon: The Plasma megacannon is a very dangerous weapon, and therefore, enemy shots made against THIS vehicle add 1 to their roll on the vehicle damage chart

Land Raider Deimos 265 points each

Front Side Rear BS

14 14 14 4

Unit composition: Between 1 and 3 Land raider Deimos

Unit Type: Tank

Wargear: Hull mounted Twin Linked Autocannon, 2 Sponson Twin Linked Plasma cannons, Turret Mounted Siegebreaker cannon, Siege Shield, Dozer Blade, Searchlight, Extra Armor, smoke launcher

Options: may take combi-plasma for +10, combi-melta for +15 points, combi-flamer for +5 points, Combi-grenade launcher for +10 points, Combi-Shotgun for +5 points, twin linked bolter for +2 points, or a havoc launcher for +15 points.

Special Rules

Power of the Machine Spirit, Ferromantic Invulnerability

Land Raider Nightstorm 260 Points each

BS Front Side Rear

Nightstorm 4 14 14 14

Unit Composition: between 1 and 3 Land Raider Nightstorms

Unit type: tank

Transport capacity: 12 models in power armor or 6 terminators

Access points: 2 side hatches and a front assault ramp

Wargear: Twin-Linked Missile Launcher, Two Nightstorm Cannons, Smoke Launchers, Searchlight

Options: Can have up to Two Pintle Mounted Missile Launchers + 10 points each. Extra Armor +15 points

Special rules

Relic of The Past, Power of the Machine Spirit, Assault Vehicle

Pintle Mounted Missile Launchers: Are treated as an additional defensive weapons that can be used by one of the passengers.

Relic of the Past: . Any Friendly Space Marine unit within 6" of the hull may re-roll any failed Moral or Leadership Tests. However if the Land Raider is Destroyed/Wrecked one unit must remain within 2" of the Destroyed/Wrecked Land Raider as they bravely protect it from any enemy until a thunderhawk is able to take it for repairs. If the unit protecting it is destroyed or moved more than 2" away it becomes an objective for both players.

Land Raider Suppressor 240 points each

Front Side Rear BS

14 14 14 4

Unit composition: Between 1 and 3 Land raider Suppressors

Unit Type: Tank, Fast

Wargear: Pintle Mounted Twin Linked Bolter, 2 Sponsons each housing 2 Havoc Launchers, Hull mounted twin linked heavy Flamer

Transport Capacity: 12 models in power or scout armor, or 6 terminators

Options: May Replace Havoc Sponsons with quad guns for +20 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, combi-grenade launcher for +10 points, twin linked bolter for +2 points, extra armor for +10 points

Special Rules

Assault Ramp, Power of the machine spirit

Land Raider Dragon 300 points each

Front Side Rear BS

14 14 14 4

Unit Composition: between 1 and 3 Land raider Dragons

Unit Type: tank

Access points: front assault ramp, 2 side doors

Transport capacity: 10 models in power or scout armor or 5 terminators

Wargear: two sponsons each with a twin linked multimelta, hull mounted twin linked heavy flamer,

smoke launchers, searchlight, extra armor

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +2 points

Special rules

Assault vehicle, power of the machine spirit, Ceramite armor

Land Raider Tartarus 245 points each

Front Side Rear BS

14 14 14 4

Unit Composition: between 1 and 3 Land raider Tartarus

Unit Type: tank, fast

Access points: front assault ramp, 2 side doors

Transport capacity: 14 models in power or scout armor or 7 terminators

Wargear: two sponson twin linked heavy bolters, hull mounted twin linked heavy bolter, searchlight, smoke launchers, extra armor

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +2 points

Special rules

Assault vehicle, scout, power of the machine spirit

Land Raider Prometheus 270 points 0-1

Front Side Rear BS

14 14 14 4

Unit composition: 1 land raider Prometheus

Unit type: tank

Wargear: 2 sponson quad heavy bolters, searchlight, smoke launchers, extra armor

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20

Special rules

Power of the machine spirit, orbital bombardment (may be used every three turns),

Improved communications

Thunderfire Defence battery 100 points+ master of the forge and 3+ Thunderfire cannons

Thunderfire barrage: range 60" strength 6 AP 5 apocalypse barrage (2 for each thunderfire cannon)

Battery: all models are part of the same unit

Overwatch: may declare overwatch during their movement phase. May not move, shoot or assault but once the enemy has had it's movement phase it may then fire

Armored Spearhead 50 points + models

3+ land raiders of any variant

One must be designated as the command tank

Strike force: all tanks in the formation must be deployed within 6" of the command tank

Command tank: as long as the command tank is alive all tanks in the formation ignore crew shaken results

Dreadclaw Talon 50 points + models

3+ dreadclaws with occupants

Into the fire: has the orbital bombardment asset. After the bombardment has happened the dreadclaws then deep strike in within 12" of the blast.

Ancients assault force 50 points + Models

1+ techmarine

3+ dreadnoughts of any type

Strike force: all dreadnoughts must be deployed within 12" of the techmarine

Wisdom of the ancients: the formation gains the Flank march asset

Caestus Trident assault force 50 points + models

3 Caestus rams loaded with squads

Deep strike

Fire Riders: range 24" strength 6 AP 3 apocalyptic barrage 3. melta

Super Heavies

Ultra Dreadnought Talon 400 points each

Front Side Rear WS BS S I A

14 12 10 1 5 8 3 2

Unit Composition: between 1 and 3 Ultra Dreadnoughts

Unit Type: Super heavy walker

Structure points: 3

Wargear: left arm quad lascannon, right arm rapier assault cannon, searchlight, smoke launchers, extra armor

Special rules

Power of the machine spirit, Ceramite armor

Fellblade 475 points each

Front Side Rear BS

14 13 11 4

Unit Composition: between 1 and 5 fellblades

Unit type: super heavy tank

Structure points: 3

Wargear: turret mount banesblade battle cannon, co axel autocannon, 2 sponson mount 2 twin linked heavy bolters, hull mount twin linked heavy bolter, hull mount demolisher cannon, searchlight, smoke launchers

Options: may replace 2 sets of twin linked heavy bolters for lascannons for +30 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 15) for free or take a second set of sponsons for +50 points

Lucius pattern Fellblade 495 points each

Front Side Rear BS

14 13 12 4

Unit Composition: between 1 and 5 Fellblades

Unit type: super heavy tank

Structure points: 3

Wargear: turret mount baneblade battle cannon, co axel autocannon, 2 sponson mount 2 twin linked heavy bolters, hull mount twin linked heavy bolter, hull mount demolisher cannon, searchlight, smoke launchers

Options: may replace 2 sets of twin linked heavy bolters for lascannons for +30 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 13) for free or take a second set of sponsons for +50 points

Mars pattern Fellblade 510 points each

Front Side Rear BS

14 13 13 4

Unit Composition: between 1 and 5 Fellblades

Unit type: super heavy tank

Structure points: 4

Wargear: turret mount baneblade battle cannon, co axel autocannon, 2 sponson mount 2 twin linked heavy bolters, hull mount twin linked heavy bolter, hull mount demolisher cannon, searchlight, smoke launchers

Options: may replace 2 sets of twin linked heavy bolters for lascannons for +30 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 14) for free or take a second set of sponsons for +50 points

Mark 1 Fellblade 450 points each

Front Side Rear BS

14 12 11 4

Unit Composition: between 1 and 5 fellblades

Unit type: super heavy tank

Structure points: 3

Wargear: turret mount baneblade battle cannon, co axel autocannon, two sponsons each with 3 heavy bolters and a lascannon, hull mount demolisher cannon, hull mount twin linked heavy bolter, searchlight, smoke launchers, extra armor.

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points.

Fellhammer 500 points each

Front Side Rear BS

14 13 12 4

Unit Composition: between 1 and 5 Fellhammers

Unit type: super heavy tank

Structure points: 3

Wargear: turret mount Hellhammer cannon, co axel autocannon, 2 sponson mount twin linked heavy flamers and lascannon, hull mount twin linked heavy bolter, hull mount demolisher cannon, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 14) for free or take a second set of sponsons for +50 points

Fellhammer 450 points each

Front Side Rear BS

14 13 12 4

Unit Composition: between 1 and 5 Fellhammers

Unit type: super heavy tank

Structure points: 3

Transport capacity: 25

Access points: counts as opened topped for passengers embarking/disembarking

Wargear: hull mount Termor cannon, 2 sponson mount twin linked heavy flamers or heavy bolters and lascannon, hull mount twin linked heavy bolter, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 14) for free or take a second set of sponsons for +50 points

Fellsword 450 points each

Front Side Rear BS

14 13 12 4

Unit Composition: between 1 and 5 Fellswords

Unit type: super heavy tank

Structure points: 3

Wargear: hull mount Banesword quake cannon, 2 sponson mount twin linked heavy flamers or heavy bolters and lascannon, hull mount twin linked heavy bolter, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 14) for free or take a second set of sponsons for +50 points

Fellsword 520 points each

Front Side Rear BS

14 13 12 4

Unit Composition: between 1 and 5 Fellswords

Unit type: super heavy tank

Structure points: 3

Wargear: hull mount Stromsword cannon, 2 sponson mount twin linked heavy flamers or heavy bolters and lascannon, hull mount twin linked heavy bolter, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points,

twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 14) for free or take a second set of sponsons for +50 points

Fellhammer 450 points each

Front Side Rear BS

14 13 12 4

Unit Composition: between 1 and 5 Fellhammers

Unit type: super heavy tank

Structure points: 3

Transport capacity: 25

Access points: counts as opened topped for passengers embarking/disembarking

Wargear: hull mount Magma cannon, 2 sponson mount twin linked heavy flamers or heavy bolters and lascannon, hull mount twin linked heavy bolter, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 13) for free or take a second set of sponsons for +50 points

Fellsword 500 points each

Front Side Rear BS

14 12 11 4

Unit Composition: between 1 and 5 Fellswords

Unit type: super heavy tank

Structure points: 3

Wargear: hull mount volcano cannon, 2 sponson mount twin linked heavy flamers or heavy bolters and lascannon, hull mount twin linked heavy bolter, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 13) for free or take a second set of sponsons for +50 points. May replace the lascannons with targeters (+1 BS) for free

Mars pattern Fellsword 500 points each

Front Side Rear BS

14 13 13 4

Unit Composition: between 1 and 5 Fellswords

Unit type: super heavy tank

Structure points: 4

Wargear: hull mount mars pattern volcano cannon, 2 sponson mount twin linked heavy flamers or heavy bolters and lascannon, hull mount twin linked heavy bolter, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 14) for free or take a second set of sponsons for +50 points. May replace the lascannons with targeters (+1 BS) for free

Fellblade **435 points each**

Front Side Rear BS

14 12 11 4

Unit Composition: between 1 and 5 Fellblades

Unit type: super heavy tank

Structure points: 3

Wargear: hull mount plasma blast gun, 2 sponson mount twin linked heavy flamers or heavy bolters and lascannon, hull mount twin linked heavy bolter, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 13) for free or take a second set of sponsons for +50 points.

Fellord **450 points each**

Front Side Rear BS

14 13 12 4

Unit Composition: between 1 and 5 Fellord

Unit type: super heavy tank

Structure points: 3

Transport capacity: 40

Fire points: 20 models may fire from the top

Access points: counts as opened topped for passengers embarking/disembarking

Wargear: hull mount vulcan mega bolter, 2 sponson mount twin linked heavy flamers or heavy bolters and lascannon, hull mount twin linked heavy bolter, searchlight, smoke launchers, 2 passenger mounted heavy stubbers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 13) for free or take a second set of sponsons for +50 points.

Special rules

All power to the weapons: if the Fellord does not move it may fire it's vulcan mega bolter twice

Decimator **560 points each**

Front Side Rear BS

14 14 12 4

Unit Composition: between 1 and 3 Decimators

Unit type: Super heavy tank

Structure points: 4

Wargear: turret mounted baneblade battle cannon with coaxial lascannon, a set of sponsons with a set of twin linked heavy flamers and a turret mounted autocannon, hull mounted demolisher cannon, hull mounted twin linked heavy bolters

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +2 points

Fellhammer 750 points each

[front] [side] [rear] [BS]

Fellhammer] 14 14 12 4

Unit Composition: between 1 and 3 Fellhammers

Unit type: Super heavy tank

Structure points: 4

Wargear: 2 turreted twin linked Baneblade battle cannons, 2 turreted twin linked heavy bolters, 4 turreted lascannons, 4 sponson twin linked heavy bolters, extra armor, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +2 points

Fellknife 550 points each

Front Side Rear BS

14 13 12 4

Unit composition: between 1 and 3 Fellknife

Unit Type: Super heavy tank

Structure points: 4

Wargear: Turret mount Twin linked Accelerator cannon, two sponson mount quad lascannon, hull mount twin linked heavy bolter, hull mount demolisher cannon, searchlight, smoke launchers

Options: may upgrade quad lascannons to rapier laser destroyer for free. May upgrade twin linked heavy bolters for twin linked heavy flamers for free. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Mammoth 600 points each

Front Side Rear BS

14 14 12 4

Unit composition: between 1 and 5 Mammoths

Structure points: 4

Wargear: hull mount Turbo Vanquisher Cannon, 2 sponsons each with a Grim Lascannon, extra armor

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20

Special rules

Power of the machine spirit

Hercules 350 points each

[Front] [Side] [Rear] [BS]

Hercules] 14 12 11 4

Unit type: Super heavy tank

Unit Composition: 1 to 3 Hercules

Structure points: 2

Wargear: 3 twin linked Heavy lascannons, 2 lascannons

Options: linked bolter for +2 points, a multi-melta for +15 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points, extra armor for +15 points

Dominus Siege Bombard 320 points each

Front Side Rear BS
14 13 12 4

Squadron: between 1 and 3 Dominus Siege Bombard

Unit type: Super Heavy Tank

Structure Points: 2

Wargear: Triple Barreled Bombard, Two Front Mounted Heavy Bolter

Options: May replace any Heavy Bolter with Heavy Flamers for free, Autocannons for +5 points, Lascannons for +10 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, havoc missile launcher for +10 points, twin linked bolter for +2 points, Have extra armor for +15 points, dozer blade for +5 points.

Praetor Assault Launcher 350 points each

Front Side Rear BS
14 13 12 4

Squadron: between 1 and 3 Praetor Assault Launcher

Unit type: Super Heavy Tank

Structure Points: 2

Wargear: Praetor Launcher, Two Front Mounted Heavy Bolter

Options: May replace any Heavy Bolter with Heavy Flamers for free, Autocannons for +5 points, Lascannons for +10 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +2 points. Have extra armor for +15 points, dozer blade for +5 points.

Malcador Defender 340 points each

Front Side Rear BS
13 12 11 4

Unit Composition: 1 to 3 Malcador Defenders

Unit type: Super heavy tank

Structure points: 2

Wargear: Five upper hull mounted Heavy bolters, Hull mounted Demolisher Cannon, 2 sponson heavy Bolters, searchlight

Options: May replace sponson heavy bolters for either Lascannons for +30 points or autocannons for +20 points. combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20 points

Special Rules

Engine Damage

Malcador 300 points each

Front Side Rear BS
13 12 11 4

Unit Composition: 1 to 3 Malcadors

Unit type: Super heavy tank

Structure points: 2

Wargear: Turret mounted Battle Cannon, Hull mounted Heavy bolter, 2 sponson heavy stubbers, searchlight

Options: May replace sponson heavy stubbers for either Lascannons for +30 points or autocannons for +20 points. May exchange hull mounted heavy bolter for a lascannon for +15 points or a autocannon for +5 points. combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20 points

Special Rules

Engine Damage

Malcador Infernus 295 points each

Front Side Rear BS

13 12 11 4

Unit Composition: 1 to 3 Malcador Infernus

Unit type: Super heavy tank

Structure points: 2

Wargear: Hull mount Inferno Gun, 2 sponson heavy stubbers, searchlight

Options: May replace sponson heavy stubbers for either Lascannons for +30 points or autocannons for +20 points. combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20. May upgrade fuel to chemical ammunition for +10 points (wounds on 2+ and is strength 1).

Special Rules

Engine Damage, Highly Flammable

Malcador Annihilator 330 points each

Front Side Rear BS

14 12 11 4

Unit Composition: 1 to 3 Malcadors Annihilators

Unit type: Super heavy tank

Structure points: 2

Wargear: Turret mounted twin linked lascannon, Hull mounted Demolisher cannon, 2 sponson heavy stubbers, searchlight

Options: May replace sponson heavy stubbers for either Lascannons for +30 points or autocannons for +20 points. combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20 points

Special Rules

Engine Damage

Malcador Suppressor 280 points each

Front Side Rear BS

13 12 11 4

Unit Composition: 1 to 3 Malcador Suppressors

Unit type: Super heavy tank

Structure points: 2

Wargear: Five upper hull mounted heavy flamers, 2 sponson inferno cannons, hull mount Stormshell cannon, searchlight, smoke launchers

Options: may replace the heavy flamers for Punisher gatling cannons for free, autocannons for +10 points each, Inferno cannons for +20 points each, or Flamestorm cannons for +30 points each. May

replace the sponson Inferno cannons with punisher gatling cannons for free, twin linked autocannons for +10 points, or Flamestorm cannons for +20 points. May take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20 points

Special Rules

Engine Damage

Malcador Havoc **290 points each**

Front Side Rear BS

13 12 11 4

Unit Composition: 1 to 3 Malcador Havocs

Unit type: Super heavy tank

Structure points: 2

Wargear: Five upper hull mounted Havoc missile launchers, 2 Sponson quad heavy bolters, hull mounted Vanquisher missile cannon, searchlight, smoke launchers

Options: may replace the Havoc missile launchers with missile launchers with special issue ammunition for +25 points or cyclone missile launchers for +15 points. May replace the quad heavy bolters with quad autocannons (range 54" strength 7 AP 3 heavy 4+D6) for +20 points or twin linked havoc missile launchers for +5 points. May take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20 points

Special Rules

Engine Damage

FERRUS **350 points each**

Front Side Rear BS

14 13 12 4

Unit Composition: 1 to 3 FERRUS

Unit type: Super heavy tank

Structure points: 2

Wargear: Turret mounted FERRUS Battle cannon, hull mounted twin linked heavy stubber, two sponson heavy stubbers

Options: May replace sponson heavy stubbers for either heavy bolters or heavy flamers for +10 points. combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20 points

FERRUS Vulcan **425 points each**

Front Side Rear BS

14 13 12 4

Unit Composition: 1 to 3 FERRUS Vulcan

Unit type: Super heavy tank

Structure points: 2

Wargear: Turret mounted Vulcan Mega Bolter, hull mounted twin linked heavy stubber, two sponson heavy stubbers

Options: May replace sponson heavy stubbers for either heavy bolters or heavy flamers for +10 points. combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for

+5 points, multi melta for +20 points

FERRUS Vanquisher 400 points each

Front Side Rear BS

14 13 12 4

Unit Composition: 1 to 3 FERRUS Vanquishers

Unit type: Super heavy tank

Structure points: 2

Wargear: Turret mounted twin linked Vanquisher Battle cannon, hull mounted twin linked heavy stubber, two sponson heavy stubbers

Options: May replace sponson heavy stubbers for either heavy bolters or heavy flamers for +10 points, combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20 points

Mastodon super heavy transport 700 points each

Front Side Rear BS

14 12 13 4

Unit Composition: between 1 and 3 Mastodon's

Structure points: 4

Transport capacity: 40

Access points: front assault ramp, 2 side doors

Wargear: hull mounted Mastodon cannon, hull mounted twin linked assault autocannons, 4 sponson mounted Flamestorm cannons, 2 twin linked heavy bolter turrets, two pintle mounted twin linked heavy bolters, searchlight, extra armor, smoke launchers

Special Rules

True Might of the Ommissiah: Ignores all crew shaken and stunned results, Improved Communications, Ferromantic Invulnerability, Orbital Bombardment

Intel Transport 700 points

Front Side Rear BS

14 14 12 4

Unit Composition: 1 Intel Transport tank

Unit type: Super heavy tank

Structure points: 3

Transport capacity: 40 marines, or 20 terminators

Access points: front assault ramp, 2 side ramps

Wargear: hull mount turbo laser destroyer, hull mount quake cannon, Helios missile system, sponson quad lascannons

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +2 points

Gorgon 450 points

Front Side Rear BS

14 14 10 4

Unit Composition: 1 Gorgon

Unit type: Super heavy tank, Opened topped

Structure points: 3

Transport capacity: 50

Wargear: 2 twin linked heavy stubbers and 2 Gorgon Mortars

Options: May replace Gorgon mortars with four Heavy Stubbers for +10 points, Four Heavy bolters for +50 points or Four Heavy Flamers for +50 points

Special Rules

Heavy Armored Prow

Amphibious: Treats water terrain as open rather than difficult or dangerous

Minotaur 285 points each

Front Side Rear BS

13 12 14 4

Unit Composition: 1 to 3 Minotaur's

Unit type: Super heavy tank

Structure points: 2

Wargear: Hull mounted twin linked earthshaker cannons, smoke launchers, searchlight.

Options: combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20.

Typhon heavy siege tank 350 points each

Front Side Rear BS

14 14 14 4

Unit composition: between 1 and 4 Typhon heavy siege tanks

Unit type: super heavy tank

Structure points: 2

Wargear: Dreadhammer siege cannon, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +2 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Cerberus Heavy tank destroyer 395 points each

Front Side Rear BS

14 14 13 4

Unit composition: between 1 and 4 Cerberus

Unit type: super heavy tank

Structure points: 2

Wargear: twin linked neutron laser battery, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +2 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Power of the machine spirit , assault vehicle, Ceramite armor

Venerable: may make opponent re roll wither they glanced or penetrated

Harbinger Heavy Bomber 1100 points each

Front Side Rear BS

12 12 11 4

Unit composition: between 1 and 5 Harbinger heavy bombers

Unit type: super heavy flier

Structure points: 9

Wargear: 2 nose mounted twin linked rotor cannon with AA mount, 2 wing mounted twin linked autocannons with AA mount, 48 heavy bombs

Options: may replace the rotor cannons with assault cannons for +15 points. May replace half or all bombs with 6 or 12 Hellstorm bombs for free

Special rules

Large target

Might of the Omnissiah: ignores crew stunned and crew shaken results

Thunderhawk gunship 900 points

Front Side Rear BS

12 12 12 4

Unit composition: 1 thunderhawk gunship

Unit type: super heavy flyer, hover

Structure points: 4

Access points: one front assault ramp, two side doors

Transport capacity: 30 (dreadnoughts count as ten, bikes count as 5, jetbikes count as 6, attack bikes count as 10, attack jetbikes count as 11, skyhunter jet bikes count as 8)

Wargear: hull mounted thunderhawk cannon, four sponson twin linked heavy bolters, two hull mounted lascannons, six heavy bombs

Options: may replace the thunderhawk cannon with a turbo laser destroyer for +20 points. May exchange it's six heavy bombs for six Hellstrike missiles for free

Special rules

Ceramite armor

Thunderhawk transporter 455 points

Front Side Rear BS

12 12 12 4

Unit composition: 1 thunderhawk transport

Unit type: super heavy flyer, hover

Structure points: 3

Transport capacity: 2 rhino hulls or one land raider hull

Wargear: four twin linked heavy bolters

Options: may take six Hellstrike missiles for +60 points

Special rules

Ceramite armor

Unloading vehicles: if the transporter does not move that turn the vehicle may move instead

Thunderhawk "Annihilator" Pattern Gunship 1000 points each

Front Side Rear BS

12 12 10 4

Unit Composition: 1 to 3 Thunderhawk Annihilator

Unit type: Super heavy Flier

Structure points: 4

Transport: 16 models in power or scout armor, 8 terminators, 5 bikes, 4 attack bikes, a dreadnoughts or a land speeder

Access points: 3

Wargear: Hull-mounted thunderhawk cannon OR Turbo laser destructor (+20 pts), six hellfire missiles OR six bomb pylons, two hull mounted lascannons, four sponson mounted twin linked heavy bolters, and three thunderfire cannons (1 on each wing, 3rd on hull)

Special rules:

Hover mode and cerimite armor

All power to afterburners: The amount of power required to fire all of the thunderhawks weaponry is immense, so it requires extremely powerful reactors kept in a state of barely controlled overload.

Because of the power that it is capable of outputting, instead of firing the primary weapon and smaller weapons the gunship can move further and still fire its barrage at the end of the move. However, this maneuver can only be performed every other turn.

Storm Bird 1750 points

[Front] [Side] [Rear] [BS]

Storm bird] 12 12 10 4

Unit Type: super heavy flyer

Structure points: 5

Transport capacity: 100 (even assault marines and terminators count as a single model) or 40 bikes or 30 attack bikes or 6 rhino hulls or 12 dreadnoughts, or 4 land raider hulls or a single fellblade

Wargear: 2 wing mounted twin linked autocannons, nose mounted vulcan mega bolter, turret mounted Quad Gun, 4 wing mounted bomb pylons

Options: may exchange the bomb pylons for hellstrike missiles

Special rules

Large target, Ceramite armor

Siege Tower 5000 points each

Front Side Rear BS

14 14 10 4

Unit composition: between 1 and 3 Siege towers

Unit Type: super heavy tank

Structure points: 12

Access points: rear hatch, front assault ramp located on the top

Transport capacity: 5000 infantry, terminators count as one, may not transport jetbikes, bikes, or jump infantry, dreadnoughts count as 5

Wargear: 2 twin linked hull mounted inferno guns, 3 hull mounted twin linked Dreadhammer siege cannon, 10 sponson Flamestorm cannons, 10 sponson inferno cannons, searchlight, smoke launchers

Siege Drill 3000 points each

Front Side Rear BS

14 13 10 4

Unit composition: between 1 and 10 Siege drills

Unit Type: super heavy tank

Structure points: 8

Void Shields: 2

Wargear: twin linked Titan Chain fist 6D6 for armor penetration, Executioner plasma cannon, 4 rotor cannons, 6 punisher gatling cannon, 4 twin linked Melta cannons

Imperial Army Add on list

HQ

JUBAC STARSIGHT 110 POINTS

WS BS S T W I A LD Sv

Jubac Starsight 4 4 3 3 2 3 4 10 4+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primaris Psyker)

Wargear: Carapace Armor, Force Weapon, Las Pistol, Frag and Krak Grenades, Psychic Hood

Special rules

Eternal Warrior, Independent Character

Psyker: Jubac Starsight may cast the Lightning Arc and Nightshroud psychic powers exactly like a Primaris Psyker.

Calth 5th Infantry: Trained under the watchful gaze of the sons of Macragge, the Calth 5th Infantry have the same tactical philosophy of Roboute Guilliman and his Astartes. All Company Command Squads, Infantry Platoons, Veterans and Rough Riders in the army gain the Combat Tactics special rule. They may never exchange this rule. The army cannot contain Penal or Conscript units.

DAVIT BRAY BEASTMAN WARLEADER 110 POINTS

WS BS S T W I A LD Sv

Davit Bray 6 3 4 3 3 4 5 10 4+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Company Commander)

Wargear: Master Crafted Plasma Pistol, Carapace Armor, Power Sword, Frag and Krak Grenades

Rules

Eternal Warrior, Independent Character, Infiltrate, Fleet, Furious Charge

Warleader: Your compulsory Troop choices must be Beastmen Herds in an army including Davit Bray.

Beastman Herds count as Troop Choices in an army that includes Davit Bray.

Company Commander: An Imperial Army led by Davit Bray does not require a Space Marine character to lead it. He may issue the same orders as a Company Commander. Orders may only be issued to Beastman units

RUKHSANA SAIID– UXOR OF THE GENO FIVE TWO CHILIAD +70 POINTS REPLACES COMPANY COMMANDER

WS BS S T W I A LD Sv

Rukhsana Saiid 5 4 3 3 3 4 4 9 4+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Company Commander)

Wargear: Hotshot Las Pistol, Carapace Armor, Power Sword. Frag and Krak Grenades

Special Rules

Eternal Warrior, Inspirational Hero (C:IG pg 63), Fleet (applies to squad), Move Through Cover (applies to squad)

Geno Five Two Chiliad: Your compulsory Troop choices must be Gene Troopers in an army including Rukhsana Saiid. may take carapace armor at +20 points per squad. Each Gene Trooper squad counts as having a Vox Caster.

Company Commander: An Imperial Army led by Rukhsana Saiid does not require a Space Marine character to lead it. She may issue the same orders as a Company Commander.

ANDREI ORNATOV +70 POINTS REPLACES COMPANY COMMANDER

WS BS S T W I A LD Sv

Andrei Ornatov 5 4 3 3 3 4 3 9 4+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Company Commander)

Wargear: Master Crafted Bolt Pistol, Carapace Armor, Power Sword, Frag and Krak Grenades

Special Rules

Eternal Warrior, Forward you Dogs! (C:IG pg 65), Send in the Next Wave (C:IG pg 65)

Urslavik 12th Infantry: Your compulsory Troop choices must be Conscript squads taken as Troop Choices in an army including Andrei Ornate.

ELITES

LUCIFER BLACK SQUAD 90 POINTS

WS BS S T W I A LD Sv

Lucifer Black Captain 4 4 3 3 2 3 2 9 4+

Lucifer Black 4 4 3 3 1 3 1 8 4+

Squad Composition: 1 Lucifer Black Captain and 4 Lucifer Blacks

Unit Type: Infantry

Dedicated transport: Centaur +25 points if only numbering 5 models, Land speeder storm +35 points if only numbering 5 models, Aquila lander +110 points if only numbering 7 or less models, Chimera +35 points, Rhino +50 points, Rhino Deimos +57 points, Rhino mark 1B +58 points, Arvus Lighter +75 points, Valkyrie assault carrier +100 points, Chimedon +110 points, Imperial Charon +125 points, Chimerax +130 points, Chimerro +165 points

Wargear: Hot Shot Lasgun, Carapace Armor, Frag and Krak Grenades, Melta Bombs (Captain only)

Options: May include up to seven additional Lucifer Blacks at +17 points per model The Lucifer Black Captain may exchange his HotShot Lasgun for a HotShot Laspistol and close combat weapon for no extra points or a Bolt Pistol and Power Weapon for +5 points. Any of the squad may replace their HotShot Lasgun with a Combat Shotgun or Sniper Rifle for free. Up to two Lucifer Blacks may replace their HotShot Lasguns with a Flamer or Grenade Launcher for free or Melta Gun for +5 pts or a Plasma Gun +10 pts.

Special Rules

Stubborn, Counter Attack

DESCUNE +50 POINTS REPLACES LUCIFER BLACK CAPTAIN

WS BS S T W I A LD Sv

Descune 5 4 3 3 3 4 4 9 4+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Company Commander)

Wargear: Hotshot Las Pistol, Carapace Armor, Power Sword, Frag and Krak Grenades

Special Rules

Eternal Warrior, Independent Character, Stubborn

Bajolur Captain of the Lucifer Blacks: Lucifer Black squads may be taken as Troop Choices. The Lucifer Black squad he leads counts as an HQ choice, they may take Regimental Advisors.

OPERATIVE CELL 80 POINTS

WS BS S T W I A LD Sv

Operative Sergeant 3 4 3 3 1 3 2 9 4+

Operative 3 4 3 3 1 3 1 8 4+

Squad Composition: 1 Operative Sergeant and 4 Operatives

Unit Type: Infantry

Dedicated transport: Centaur +25 points if only numbering 5 models, Land speeder storm +35 points if only numbering 5 models, Aquila lander +110 points if only numbering 7 or less models, Chimera +35 points, Rhino +50 points, Rhino Deimos +57 points, Rhino mark 1B +58 points, Arvus Lighter +75 points, Valkyrie assault carrier +100 points, Chimedon +110 points, Imperial Charon +125 points, Chimerax +130 points, Chimerro +165 points

Wargear: Hot Shot Lasgun, Carapace Armor, Frag and Krak Grenades, Melta Bombs (Sergeant only)

Options: May include up to seven additional Operatives at +16 points per model. The Operative Sergeant may exchange his Hot Shot Lasgun for a HotShot Laspistol and close combat weapon for no extra points or a Bolt Pistol and Power Weapon for +5 points. Any of the squad may replace their HotShot Lasgun with a Combat Shotgun or Sniper Rifle for free. Up to two Operatives may replace their Hotshot Lasguns with a Flamer or Grenade Launcher for free or Melta Gun for +5 pts, a Plasma Gun +10 pts. Or a hellshot for +15 points.

Special Rules

Stubborn, Scout, Move Through Cover

Salamander Command Tank 50 points

Front Side Rear BS

12 12 10 3

Unit composition: between 1 and 5 Salamander Command tanks

Unit type: tank, fast, opened topped

Wargear: heavy flamer, hull mount heavy bolter, searchlight, smoke launchers

Options: may replace the heavy bolter with a heavy flamer for free or a multimelta for +10 points. May replace the heavy flamer for a heavy bolter for free. May take a pintle mount twin linked bolter or heavy stubber for +5 points, extra armor for +10 points, track guards for +15 points, and/or a hunter killer missile or havoc launcher for +20 points

Special rules

Scout, infiltrate, Surveyor, Improved comms

Orbital Bombardment: A Salamander Command tank has the authority to call down a bombardment from a Cruiser. This ability can be used once per turn in its Shooting phase, providing that the Halcyon Rhino did not move in the preceding Movement phase. Calling down an orbital bombardment otherwise counts as firing a ranged weapon

Rapier laser battery 45 points each

Front Side Rear

Rapier 10 10 10

WS BS S T W I A LD SV

Guard 3 3 3 3 1 3 1 7 5+

Unit Composition: between 1 and 3 Rapier laser batteries manned by 2 guard each

Unit type: artillery

Wargear Rapier: Rapier laser

Wargear Army: lasgun, laspistol, frag and krak grenades, flak armor

Special rules

Hit the battery: roll a D6 every time the battery is shot at. On a 1-4 hit's the crew, on a 5 or 6 hit's the gun

Battery: each rapier laser battery is deployed independently from one another

Techpriest Engineeer 40 points each

WS BS S T W I A LD SV

3 3 3 3 1 3 2 8 3+

Unit composition: between 1 and 5 Techpriest Engineeers each operate independently from one another

Unit type: infantry

Wargear: power armor, laspistol, power weapon, krak and frag grenades, servo arm

Options: the engineeer may replace the power weapon with a cult mechanicus power axe (+1 strength power weapon, two handed) for +15 points. May replace the laspistol with a bolt pistol for +5 points, a twin linked bolter for +7 points, a combibolter for +10 points, a plasma pistol for +12 points, a hotshot laspistol for +15 points, or a volkite serpenta for +17 points. May replace power armor with artificer armor for +15 points. May take melta bombs for +5 points. May replace the servo arm with a servo harness for +15 points

Special rules

Blessings of the Ommissah

Ogryn squad 110 points

WS BS S T W I A LD SV

Ogryn 4 3 5 5 3 2 3 6 5+

Bone head 5 3 5 5 3 2 3 7 5+

Unit composition: 1 bone head and 2 ogryns

Unit type: infantry

Dedicated transport: Aquila lander +110 points if only numbering 4 or less models, Chimera +35 points if numbering 6 or less models, Rhino +50 points if numbering 5 or less models, Rhino Deimos +57 points if numbering 6 or less models, Rhino mark 1B +58 points if numbering 7 or less models, Arvus Lighter +75 points if numbering 6 or less, Valkyrie assault carrier +100 points if numbering 6 or less, Chimedon +110 points if numbering 6 or less, Imperial Charon +125 points if numbering 6 or less, Chimerax +130 points if numbering 6 or less, Chimerro +165 points if numbering 5 or less

Wargear: ripper gun , flak armor, frag grenades

Options: may include 12 more ogryns for 33 points each. The bone head may take a power weapon for +20 points.

Special rules

Bulky, furious charge, stubborn

Ratling Squad 20 points

WS BS S T W I A LD SV

2 4 2 2 1 4 1 6 6+

Unit composition: 3 Ratlings

Unit type: infantry

Wargear: plate armor, laspistol, sniper rifle

Options: may include 27 more Ratlings for 7 points each

Special rules

Infiltrate, stealth

Storm trooper squad 75 points

WS BS S T W I A LD SV

Storm 3 4 3 3 1 3 1 7 4+

Sergeant 3 4 3 3 1 3 2 8 4+

Unit composition: 1 storm trooper sergeant and 4 storm troopers

Unit type: infantry

Dedicated transport: Centaur +25 points if only numbering 5 models, Land speeder storm +35 points if only numbering 5 models, Aquila lander +110 points if only numbering 7 or less models, Chimera +35 points, Rhino +50 points, Rhino Deimos +57 points, Rhino mark 1B +58 points, Arvus Lighter +75 points, Valkyrie assault carrier +100 points, Chimedon +110 points, Imperial Charon +125 points, Chimerax +130 points, Chimerro +165 points

Wargear: Hellgun, Hellpistol, close combat weapon, frag and Krak grenades, carapace armor

Options: may include 10 more storm troopers for 12 points each. any storm trooper may replace their Hellgun for a hotshot lasgun for +8 points each. Any storm trooper may replace their Hellpistol for a hot shot laspistol for +5 points each. 2 out of every 5 may replace may replace their Hellgun/hot shot lasgun for a flamer or grenade launcher for +5 points, meltagun for +10 points, plasma gun for +15 points and/or a hellshot for +20 points. 2 storm troopers may form a heavy weapons team consisting of a heavy bolter or heavy flamer for +15 points, a plasma cannon for +30 points, a lascannon for +45 points, an autocannon for +20 points, a missile launcher or twin linked havoc launcher for +25 points, a twin linked heavy stubber for +10 points

Special rules

Deep strike, special operations

Grenadier squad 80 points

WS BS S T W I A LD SV

Grenadier 4 4 3 3 1 3 1 8 4+

Sergeant 4 4 3 3 1 3 2 8 4+

Unit composition: 1 grenadier sergeant and 4 grenadiers

Unit type: infantry

Dedicated transport: Centaur +25 points if only numbering 5 models, Land speeder storm +35 points if only numbering 5 models, Aquila lander +110 points if only numbering 7 or less models, Chimera +35 points, Rhino +50 points, Rhino Deimos +57 points, Rhino mark 1B +58 points, Arvus Lighter +75 points, Valkyrie assault carrier +100 points, Chimedon +110 points, Imperial Charon +125 points, Chimerax +130 points, Chimerro +165 points

Wargear: Hellgun, frag and Krak grenades

Options: may include 15 more grenadiers for 10 points each. One model may take a vox caster for +5 points. 2 out of every 10 may exchange their hellguns for a flamer for +5 points, a grenade launcher for +3 points or a meltagun for +8 points. 2 models in the squad may exchange their Hellgun for a heavy stubber for +5 points or a heavy flamer for +10 points. The entire squad may have melta bombs for +5 points each.

Special rules

Stubborn

Iron discipline: ignores the -1 leadership value if under half strength

Hades Breaching Drill 35 points each

Front Side Rear BS

11 10 10 4

Unit composition: between 1 and 20 Hades Breaching Drills

Unit Type: tank

Wargear: 4 chain fists, Melta-cutter

Special rules

Deep strike

Lumbering: may only move 6" a turn but may always fire it's Melta-cutter

Dedicated Transports

Centaur 25 points

Front Side Rear BS

11 10 10 3

Unit composition: 1 centaur

Unit type: tank, fast, opened topped

Transport capacity: 5 imperial army

Wargear: heavy stubber, searchlight, smoke launchers

Options: may take extra armor for +5 points, rough terrain modifications for +10 points, mine sweeper for +7 points, and/or track guards for +10 points

Chimera 35 points

Front Side Rear BS

12 11 10 3

Unit Composition: 1 chimera

Unit type: tank

Access points: one rear assault ramp

Transport capacity: 12 models in Flak or carapace armor or 6 Orygrys

Wargear: Multilaser, hull mount heavy bolter, searchlight, smoke launchers

Options: may replace the multilaser for a heavy flamer or heavy bolter for free, an autocannon for +5 points, a twin linked heavy bolter for +10 points, or a plasma cannon (which reduces transport capacity to 6) for +20 points. May replace the heavy bolter for a heavy flamer for free. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Scout

Land speeder storm 35 points

Front Side Rear BS

10 10 10 4

Unit composition: 1 land speeder storm

Unit type: Skimmer, opened topped, fast

Transport capacity: 5 veterans or 5 storm troopers

Wargear: heavy bolter, jamming beacon, cerberus launcher

Options: may replace the heavy bolter for a heavy flamer or rotor cannon for free, a multimelta or autocannon for +5 points, or an assault cannon for +25 points

Special rules

Scout, deep strike

Rhino 50 points

Front Side Rear BS

11 11 10 3

Unit composition: 1 rhino

Unit type: tank

Access points: two on each side and one on the rear

Transport capacity: 10 models

Wargear: twin linked bolter, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Repair: if the vehicle suffers an immobilization result roll a D6 in the shooting phase. On a 6 the vehicle is no longer immobile

Rhino Deimos 57 points

Front Side Rear BS

11 10 10 3

Unit composition: 1 Rhino Deimos

Unit type: tank, fast

Transport capacity: 12 models in flak or carapace armor

Access points: 2 side doors, 1 rear assault ramp

Fire points: 4 models may fire from the top hatch

Wargear: twin linked bolter, searchlight

may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Rhino mark 1B 58 points

Front Side Rear BS

10 10 10 3

Unit composition: 1 Rhino mark 1B

Unit type: tank, fast

Transport capacity: 14 models in flak or carapace armor

Access points: 2 side doors, 1 rear assault ramp

Fire points: 6 models may fire from the top hatch

Wargear: twin linked bolter, searchlight, smoke launchers

may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Arvus Lighter 75 points

Front Side Rear BS

10 10 10 3

Unit Composition: 1 Arvus lighter

Unit Type: flyer, hover

Access points: one rear door

Transport capacity: 12 models in flak or carapace armor, or 6 orgyns

Options: may have a searchlight for +1 points. May have twin linked multilasers or two Hellstrike missiles for +20 points or twin linked autocannon or two twin linked heavy stubbers for +25 points

Special rules

Deep strike

Valkyrie assault carrier 100 points

Front Side Rear BS

12 12 10 3

Unit Composition: 1 Valkyrie

Unit type: skimmer, fast

Access points: two side assault ramps

Transport capacity: 12 models

Wargear: multilaser, two Hellstrike missiles, searchlight, smoke launchers, extra armor

Options: May replace the multilaser for a multimelta or lascannon for +15 points. May replace both Hellstrike missiles for two hellfury missile (range 72" strength 4 AP 5 Heavy 1, large blast, ignores cover, one shot) for +25 points per missile or a multiple rocket pod for +30 points. May take sponson heavy bolters for +10 points, sponson autocannons for +15 points or sponson multilasers for +5 points

Special rules

Deep strike, scout

Aquila lander 110 points

Front Side Rear BS

11 11 11 3

Unit Composition: 1 Aquila Lander

Unit Type: flyer, hover

Access points: one rear door

Transport capacity: 7 models in flak or carapace armor

Wargear: nose mounted heavy bolter

Options: may replace the heavy bolter for a multilaser for +10 points or an autocannon for +15 points

Special rules

Supersonic, deep strike

Chimedon 110 points

	BS	front	side	rear
Chimedon]	3	12	10	10

Type: Tracked, Normal

Transport: Twelve models

Fire Points: six hull lasguns are permanently mounted to the chassis for use by the passengers. The Chimedon top hatch may be used in the same manner as the hatch on a Chimera.

Access Points: 1 rear access hatch

Options: The Chimedon may take any upgrades available to the Chimera. The Chimedon must select either a hull heavy bolter or hull heavy flamer for +5 points. may replace their conqueror cannon with a battle cannon for +25 points. However, if a "6" is rolled on any dice during the scatter roll and a "hit" is rolled on the scatter die, the battlecannon is destroyed as if a "weapon destroyed" result was rolled on the vehicle damage tables from a penetrating hit.

Weapons: Conqueror Cannon

SPECIAL RULES

Amphibious: As chimera variants generally do not modify the basic hull, the Chimerax is amphibious

Imperial Charon 125 points

	BS	front	side	rear
Charon	3	13	12	10

Type: Tracked, Normal, Open-Topped

Crew: 2 Guardsmen

Transport: 12, remember that Ogryns and models in terminator armor count as two models.

Fire Points: The Charon is open-topped, however due to the presence of the Siege Blade the passengers may only shoot to the side or rear.

access Points: While open-topped, the Charons side walls are still massive and inhibit movement. Passengers can only get out of the rear hatch.

Options: The Turret Heavy bolter may be replaced with a heavy flamer for no cost.

Weapons: Mine Throwers, Turret Heavy Bolter

SPECIAL RULES

Siege blade: The front of a Charon is covered by a massive bulldozer blade which serves as both armor and also helps to charge through the toughest obstacles. As armor, the blade provides a virtually impenetrable barrier making the vehicle armor 13 on the front. In addition, the vehicle does not count as open topped against direct fire weapons fired from its front arc. The Siege Blade is so massive and the Charon is so built for the type of assault that it performs that the Charon completely ignores difficult and dangerous terrain effects and removes the difficult/dangerous terrain as it passes over it. Further the blade prevents would be saboteurs from getting at any vulnerable part of the Charon. If the Charon tank shocks a unit, the unit may not perform a death or glory move.

Mine Throwers: Mine throwers are principally used to counter enemy minefields and destroy obstructions in the Charon's path, however they can also be used to stun infantry as the vehicle approaches. The Mine throwers are treated as a single weapon which uses the ordnance template.

Mine Throwers

Range	Str	AP	Special
24"	4	5	Ordnance 1, causes Pinning

Dedicated assault vehicle: The Charon is built for the express purpose of delivering combat troops into assault. Troops in a Charon may assault on the turn they disembark

Open-Topped: Because it is Open-topped, Ogryns in a Charon do not have the "It's Dark in Deer" rule when mounting a Charon.

Wide Tracks: The Charon's wide tracks made it very hard to stop. It counts as having the "track guards" upgrade automatically.

Chimerax **130 points**

[Front] [Side] [Rear] [BS]

Chimerax] 12 10 10 3

Type: Tracked, Normal

Transport: Twelve models

Fire Points: six hull lasguns are permanently mounted to the chassis for use by the passengers. While the Chimerax still has a top hatch, the large turret prevents anybody using it from shooting into the forward arc of the vehicle.

Access Points: 1 rear access hatch

Options: The Chimerax may take any upgrades available to the Chimera. The Chimerax must select either a hull heavy bolter or hull heavy flamer for +5 points.

Weapons: Quad gun

SPECIAL RULES

Amphibious: As chimera variants generally do not modify the basic hull, the Chimerax is amphibious.

Chimerro **165 points**

	BS	front	side	rear
Chimerro]	3	12	10	10

Type: Tracked, Normal

Fire Points: six hull lasguns are permanently mounted to the chassis for use by the passengers. The Chimerro top hatch is welded shut to support the missile rack and may not be used.

Access Points: 1 rear access hatch

Transport: 10, remember that Ogryns and models in terminator armor count as two models.

Options: The Chimerro may take any upgrades available to the Chimera. The Chimerax must select either a hull heavy bolter or hull heavy flamer for +5 points.

Weapons: HK missile rack, Multilaser

SPECIAL RULES

Amphibious: As chimera variants generally do not modify the basic hull, the Chimerro is amphibious.

HK Missile Rack: The Chimerro is characterized by a multi-tube or reloading Hunter Killer Missile rack. This allows the Chimerro to fire a single Hunter Killer missile every turn.

TROOPS

CLONE TROOPER SQUAD 100 POINTS

WS BS S T W I A LD Sv

Clone Trooper 3 3 3 3 1 3 1 8 5+

Clone Sergeant 3 3 3 3 1 3 2 8 5+

Squad Composition: 1 Clone Sergeant and 9 Clone Troopers

Unit Type: Infantry

Wargear: Lasguns, Flak Armor, Frag and Krak Grenades

Options: Up to two Clone Troopers may replace their Lasguns for a Flamer or Grenade Launcher for +5 points or a Heavy Stubber for +10 points. The Clone Sergeant may exchange his Lasgun for a Las pistol and close combat weapon for no additional cost or a Power weapon and Las pistol for +5 points.

The squad may take a Chimera as a dedicated transport for +35 points

Special rules

We are Legion: Any Clone Trooper squad of three models or less may be removed from play at the start of the Imperial Army Movement phase. It counts as being destroyed by the opposing player and the first time it is removed it awards a Kill Point if the mission requires it. Once a squad of Clone Troopers is destroyed it may be immediately brought back into play as a new unit held in reserve. When reserves become available it is deployed as per the mission. Clone Trooper squads brought back into play do not award further Kill Points and no longer count as scoring. They arrive with as many models and exactly the same armaments as its full strength predecessor.

Its Okay, We're Only Clones: Clone Troopers have little value for their own lives. They are Fearless.

CORVINE SLEIGHT AMBASSADOR OF DESTRUCTION +60 POINTS

WS BS S T W I A LD Sv

Corvine Sleight 4 4 4 3 1 3 2 8 5+

Unit Composition: One Veteran Squad in the army may replace its Sergeant with Sergeant Corvine Sleight.

Wargear: Flak Armor, Twin Linked Autocannon, Bolt Pistol, Frag and Krak Grenades, Close Combat Weapon

Special Rules

Stubborn (applies to unit), Suspensor Rig (Relentless – does not apply to squad), Its Up To Us Lads (C:IG pg 59).

Squad may take doctrines, the benefits of which also apply to Sergeant Corvine Sleight.

OLLANIUS PIUS +40 POINTS

WS BS S T W I A LD Sv

Ollanius Pius 3 3 3 3 1 3 1 10 5+

Unit Composition: One Imperial Guard Infantry Squad in the army may replace a Guardsman with Ollanius Pius

Unit Type: Infantry

Wargear: Las Pistol, Flak Armor, Lasgun, Frag and Krak Grenades

Special Rules

Independent Character, Inspirational Hero (C:IG pg 63), Iron Will (C:IG pg 63)

Gene trooper squad 85 POINTS

WS BS S T W I A LD Sv

Gene Trooper 3 3 3 3 1 3 1 8 5+

Gene Sergeant 3 3 3 3 1 3 2 8 5+

Squad Composition: 1 Gene Sergeant and 9 Gene Troopers

Unit Type Infantry

Wargear: Lasguns, Flak Armor (5+ Save), Frag and Krak Grenades

Options Up to two Gene Troopers may replace their Lasguns for a Flamer or Grenade Launcher for +5 points or a Meltagun for +10 points.. The squad may take war pikes for +30 points. The unit gains the Furious Charge and Counter Attack special rules. The Gene Sergeant may exchange his Lasgun for a Laspistol and close combat weapon for no additional cost or a Power weapon and Las pistol for +5 points. The squad may take a Chimera as a dedicated transport for +35 points

Special rules

Fleet, Stubborn, Move through Cover

Remembrancer 50 points Unit upgrade

[WS][BS][S][T][W][I][A][LD][SV]

Remembrancer] 2 2 3 3 1 3 1 6 -

Unit composition: 1

Unit type: infantry

Wargear: none

Special rules

Embedded Recorder: Is worth a single kill point and is attached to either a character or unit before the game begins

Terrified Civilian: are at -1 LD for all pinning tests

Worthy of Remembrance: Decreases enemy kill points by one or in missions not using kill points counts as an additional objective per each remembrancer that lives

Along for the ride: does not occupy space in a dedicated transport and all wounds allocated on them must be reallocated onto an additional model

Platoon command squad 30 points

WS BS S T W I A LD SV

Commander 4 4 3 3 1 3 2 8 5+

Guardsmen 3 3 3 3 1 3 1 7 5+

Unit composition: 1 commander and 4 guardsmen

Unit type: infantry

Wargear: flakk armor, laspistol, lasgun, close combat weapon, frag grenades

Options: the commander may exchanger their laspistol for a bolt pistol for +1 point, a flame pistol for

+3 points, an hot shot laspistol for +5 points, an infernus pistol for +7 points, or a plasma pistol for +10 points. The commander may exchange their chainsword for a chain axe for +7 points, a power weapon for +12 points, a power maul for +18 points, or a power fist for +25 points. The commander may exchange their lasgun for a bolter for +2 points, a twin linked bolter for +6 points, or a combibolter for +12 points. One guard may have a med pack for +30 points. One guard may carry the platoon standard for +15 points. One guard may have a vox caster for +5 points. 2 guard may form a heavy weapons team (same stats as guard but +1 wound) consisting of a heavy bolter, heavy stubber, or autocannon for +5 points, a mortar for +10 points, a missile launcher or twin linked heavy stubber for +15 points, a rotor cannon for +20 points, a plasma cannon for +25 points, or a lascannon for +30 points. One guard may exchange their lasgun for a heavy flamer for +10 points. Any remaining unupgraded guard may replace their lasgun with a flamer, grenade launcher, or sniper rifle for +5 points, a meltagun for +7 points, a plasma gun for +10 points, or a heavy plasma gun for +15 points

Special rules

Junior officer (commander only)

Infantry squad 40 points

WS BS S T W I A LD SV

3 3 3 3 1 3 1 7 5+

Unit composition: one sergeant and nine infantry

Unit type: infantry

Wargear: lasgun, laspistol (sergeant only), chainsword (sergeant only) frag grenades, flakk armor

Options: the sergeant may exchange their laspistol for a bolt pistol for +1 point, a flame pistol for +3 points, an hot shot laspistol for +5 points, an infernus pistol for +7 points, or a plasma pistol for +10 points. The sergeant may exchange their chainsword for a chain axe for +7 points, a power weapon for +12 points, a power maul for +18 points, or a power fist for +25 points. The sergeant may exchange either their laspistol and chainsword for a lasgun or shotgun for free, an autogun for +3 points a bolter for +5 points, a twin linked bolter for +10 points, or a combibolter for +15 points. Any Imperial army infantry may exchange their lasgun for an autogun for +3 points each. One army may exchange their lasgun for a flamer, grenade launcher, or sniper rifle for +5 points, a meltagun for +7 points, a plasma gun for +10 points, or a heavy plasma gun for +15 points. Two army may form a heavy weapon team (same stats but +1 wound) consisting of a heavy bolter, heavy stubber, or autocannon for +5 points, a mortar for +10 points, a missile launcher or twin linked heavy stubber for +15 points, a rotor cannon for +20 points, a plasma cannon for +25 points, or a lascannon for +30 points. One army may have a vox caster for +5 points

Heavy weapons squad 50 points

WS BS S T W I A LD SV

3 3 3 3 2 3 1 7 5+

Unit composition: three heavy weapons teams

Unit type: infantry

Wargear: lasgun, heavy stubber, close combat weapon, flak armor, frag grenades

Options: any heavy weapons team may exchange the heavy stubber for a heavy bolter, heavy flamer, or autocannon for free, mortar for +5 points, a missile launcher or twin linked heavy stubber for +10 points, a rotor cannon for +15 points, a plasma cannon for +20 points, or a lascannon for +25 points

Special weapons squad 35 points

WS BS S T W I A LD SV

3 3 3 3 1 3 1 7 5+

Unit composition: 6 guard

Unit type: infantry

Wargear: 3 lasgun, 3 flamers, flak armor, chainsword

Options: may exchange any flamer for a grenade launcher or sniper rifle for free, a meltagun for +5 points, a plasma gun for +8 points, a heavy plasma gun for +12 points, or a demolition charge for +15 points

Worker rabble 25 points

WS BS S T W I A LD SV

2 2 2 2 1 2 2 5 6+

Unit composition: 20 workers

Unit type: infantry

Wargear: auto pistol, chainsword

Options: may include 40 more workers for 2 points per model. One worker in every 10 may exchange both their auto pistol and chainsword for a flamer for +3 points, a grenade launcher for +6 points, or a heavy stubber for +10 points

Special rules

Terrified Civilian: are at -1 LD for all pinning tests

Fire Support Squad 40 points

WS BS S T W I A LD SV

3 3 3 3 1 3 1 7 5+

Unit composition: 3 fire support teams

Unit type: infantry

Wargear: autogun, heavy stubber, flak armor, frag grenades

Options: may replace heavy stubber for a heavy bolter for +5 points or an autocannon for +10 points

Special rules

Stubborn

Conscript squad 40 points

WS BS S T W I A LD SV

2 2 3 3 1 3 1 6 5+

Unit composition: 20 conscripts

Unit type: infantry

Wargear: lasgun, flak armor

Options: may include 30 more conscripts for 4 points each. Any model may exchange their lasgun for an autogun for +3 points each

Veteran squad 65 points

WS BS S T W I A LD SV

3 4 3 3 1 3 1 8 5+

Unit composition: one sergeant and 4 veterans

Unit type: infantry

Wargear: lasgun, laspistol (sergeant only), chainsword (sergeant only), frag and krak grenades, flak armor

Options: may include 5 more veterans for 13 points each. The sergeant may exchange their laspistol for a bolt pistol for +2 points, a flame pistol for +5 points, a hell pistol for +7 points, a hot shot laspistol for +10 points, an infernus pistol for +12 points, or a plasma pistol for +15 points. The sergeant may

exchange their chainsword for a chain axe for +7 points, a power weapon for +12 points, a power maul for +17 points, or a power fist for +22 points. The sergeant may exchange both their laspistol and chainsword for a shotgun for free or a bolter for +5 points. Any veteran may exchange their lasgun for a shotgun for free or an autogun for +4 points. 3 veterans may exchange their lasgun for a flamer, grenade launcher, or sniper rifle for +5 points each, a meltagun for +7 points, a plasma gun for +10 points, or a heavy plasma gun for +15 points. Two army may form a heavy weapon team (same stats but +1 wound) consisting of a heavy bolter, heavy stubber, or autocannon for +5 points, a mortar for +10 points, a missile launcher or twin linked heavy stubber for +15 points, a rotor cannon for +20 points, a plasma cannon for +25 points, or a lascannon for +30 points. One army may have a vox caster for +5 points. The entire squad may replace their flak armor for carapace armor for +30 points, gain camo cloaks, snare mines, and reduce their armor save to 6+ for +15 points, or may be equipped with melta bombs and one veteran has a demolition charge for +35 points

Penal Legion squad 75 points

WS BS S T W I A LD SV
3 3 3 3 1 3 2 8 5+

Unit composition: one Penal legion custodian and 9 penal legionaries

Unit type: infantry

Wargear: lasgun, laspistol (custodian only), chainsword (custodian only), flak armor

Special rules

Desperadoes, scout, stubborn

Engineer squad 45 points

WS BS S T W I A LD SV
4 3 3 3 1 3 2 8 5+

Unit composition: one sergeant and 4 engineers

Unit type: infantry

Wargear: shotgun, frag and krak grenades

Options: may include 15 more engineers for 7 points each. 2 out of every 5 may exchange their shotguns for a Mole mortar (add +1 wound as there are 2 imperial army) for +15 points each. The entire squad may have melta bombs for +7 points each. One engineer may take a demolition charge for +10 points. One engineer may have a vox caster for +5 points. The entire squad may have gas grenades for +5 points each

FAST ATTACK

BEASTMAN HERD 90 POINTS

WS BS S T W I A LD Sv
Beastman 4 2 3 3 1 3 1 6 6+
Herd Bray 4 2 3 3 1 3 2 7 6+

Squad Composition: 1 Herd Bray and 9 Beastmen

Unit Type: Infantry

Wargear: Two Close Combat Weapons, Frag Grenades

Options: The Herd may be joined by up to 10 additional Beastmen at +8 points each. The Herd Bray may replace his Close Combat Weapons with two handed close combat weapon for +5 points or an Eviscerator for +25 points. The Beastmen (not including the Bray) may replace their Close Combat Weapons with two handed close combat weapon for +40 points

Special Rules

Furious Charge, Fleet, Infiltrate, Subhuman (May only be joined by Beastman Characters)

Rough Rider squad 40 points

WS BS S T W I A LD SV

3 3 3 3 1 3 2 7 5+

Unit composition: 1 rough rider sergeant and 2 rough riders

Unit type: Cavalry

Wargear: hunting lance, laspistol, chainsword, frag and Krak grenades, flak armor

Options: may include 17 more rough riders for 13 points each. The entire squad may trade out their horses for a bike armed with twin linked lasguns for +10 points or a jetbike armed with twin linked hot shot lasguns for +20 points. The sergeant may exchange their laspistol for a bolt pistol for +2 points, a flame pistol for +5 points, an infernus pistol for +7 points, a needle pistol for +10 points, or a plasma pistol for +15 points, the sergeant may exchange their chainsword for a chain axe for +7 points, a power weapon for +14 points, or a power maul for +18 points. Any rough rider may take a lasgun for +1 points, a shotgun for +2 points, or an autogun for +3 points. The sergeant may take the same options but may also take a bolter for +7 points, a twin linked bolter for +10 points, or a combibolter for +15 points. The entire squad may have melta bombs for +5 points each. Two rough riders in every five may exchange their hunting lance for a flamer, sniper rifle, or grenade launcher for +5 points each, a meltagun for +7 points each, a plasma gun for +13 points, or a heavy plasma gun for +17 points

Grav Attack tank 90 points each

[Front] [Side] [Rear] [BS]

Grav] 12 12 10 3

Unit Composition: between 1 and 3 Grav Attack Tank

Unit Type: Fast, Tank, skimmer

Wargear: Turret mounted lascannon, hull mounted havoc missile launcher, searchlight, smoke launchers, extra armor.

Options: May replace the turret mounted lascannon for a conversion beamer for +40 points, linked bolter for +10 points, a multi-melta for +10 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points

Grav attack storm 90 points each

[Front] [Side] [Rear] [BS]

Storm] 12 12 10 3

Unit Composition: between 1 and 3 Grav Attack Storm

Unit Type: Fast, Tank, skimmer

Wargear: Turret mounted autocannon, searchlight, smoke launcher, jamming beacon, Orbital linkup

Options: twin linked bolter for +2 points, a multi-melta for +15 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points, extra armor for +15 points

Perturabo storm tank 185 points each

[Front] [Side] [Rear] [BS]

Perturabo] 14 13 10 3

Unit Composition: between 1 and 3 Perturabo Storm Tank

Unit type: Fast, tank

Wargear: Rotary Lascannon, 2 hot shot lasgun sponsons, 2 rear facing havoc launchers, searchlight, smoke launchers extra armor, power of the machine spirit

Options: twin linked bolter for +2 points, a multi-melta for +15 points, a combi plasma; melta; flamer;

grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points

Torvalon strike tank 135 points each

Front Side Rear BS

12 12 9 3

Unit Composition: between 1 and 8 Torvalon strike tanks

Unit type: tank, fast

Wargear: rotary autocannon, 2 sponson rotor cannons, 2 rear mounted quad heavy bolters

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +2 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Scout, stealth, infiltrate

Avenger Strike Fighter 150 points each

Front Side Rear BS

12 10 10 3

Unit Composition: between 1 and 5 Avenger strike fighters

Unit Type: flyer

Wargear: 1 hull mounted Avenger bolt cannon, 2 wing mounted lascannons, defensive heavy stubber

Options: may take six tactical bombs (range bomb strength 6 AP 4 heavy 1, barrage, bomb, 3" blast, one use only) for +40 points, two Hellstrike missiles for +20 points, two missile launchers for +40 points, two autocannons for +30 points or two multilasers for +25 points

Special rules

Deep strike, strafing run

Thunderbolt fighter 180 points each

Front Side Rear BS

11 11 10 3

Unit Composition: between 1 and 3 Thunderbolts

Unit Type: flyer

Wargear: two twin linked autocannons, twin linked lascannon

Options: may take six tactical bombs for +40 points, four Hellstrike missiles for +20 points, or four skystrike missiles

Special rules

Deep strike, repair, supersonic

Lightning strike fighter 145 points each

Front Side Rear BS

10 10 10 3

Unit Composition: between 1 and 3 Lightning

Unit Type: flyer

Wargear: one long barreled autocannon, two lascannons

Options: may replace the autocannon with two Hellstrike missiles or six tactical bombs and the strafing run special rule for free. May take four Hellstrike missiles for +40 points, for hellfury missiles for +40 points, six tactical bombs for +40 points, or six skystrike missiles for +50 points

Special rules

Agile, supersonic, deep strike

Vendetta gunship 130 points per model

Front Side Rear BS

12 12 10 3

Unit Composition: between 1 and 5 Vendetta gunships

Unit type: skimmer, fast

Wargear: 3 twin linked lascannons, searchlight, extra armor, smoke launchers

Options: May replace two twin linked lascannons for two hellfury missile for free or a multiple rocket pod for +5 points. May take sponson heavy bolters for +10 points, sponson autocannons for +15 points or sponson multilasers for +5 points

Special rules

Deep strike, scout

Vulture gunship 105 points each

Front Side Rear BS

12 12 10 3

Unit Composition: between 1 and 5 Vulture gunships

Unit Type: flyer, hover

Wargear: one nose mounted heavy bolter, one twin linked multilaser, 2 Hellstrike missiles, searchlight, extra armor

Options: may replace it's twin linked multilaser for a twin linked autocannon for free, twin linked missile launcher for +10 points, twin linked lascannon for +15 points, or two multiple rocket pods for +20 points. May replace it's two Hellstrike missiles for two hellfury missiles for +20 points, two multiple rocket pods for +30 points, six hunter killer missiles or six tactical bombs for +40 points

Special rules

Strafing run, vector dancer

Predator Exterminator 110 points

Front Side Rear BS

12 12 10 3

Unit Composition: between 1 and 3 Predator exterminator

Unit type: tank

Wargear: turret mounted exterminator autocannon, extra armor, smoke launchers, searchlight

Options: may have sponson heavy bolters for +20 points, heavy flamers for +15 points, autocannons for +30 points. May have a coaxial twin linked bolter for +5 points or a heavy flamer for +10 points.

Hellhound 130 points each

Front Side Rear BS

12 12 10 3

Unit Composition: between 1 and 5 hellhounds

Unit type: tank, fast

Wargear: hull heavy bolter, turret inferno cannon, searchlight, smoke launchers

Options: may replace the heavy bolter for a heavy flamer for free or a multimelta for +15 points. May replace the heavy bolter for a heavy flamer for free. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Bane Wolf 130 points each

Front Side Rear BS

12 12 10 3

Unit Composition: between 1 and 5 Bane Wolf

Unit type: tank, fast

Wargear: hull heavy bolter, turret mount Chem cannon, searchlight, smoke launchers

Options: may replace the heavy bolter for a heavy flamer for free or a multimelta for +15 points. May replace the heavy bolter for a heavy flamer for free. : may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Devil Dog 120 points per model

Front Side Rear BS

12 12 10 3

Unit Composition: between 1 and 5 Devil dogs

Unit type: tank, fast

Wargear: hull heavy bolter, turret mount Melta cannon, searchlight, smoke launchers

Options: may replace the heavy bolter for a heavy flamer for free or a multimelta for +15 points. May replace the heavy bolter for a heavy flamer for free. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Land Speeder Squadron 40 points each

Front Side Rear BS

10 10 10 3

Unit composition: between 1 and 5 land speeders

Unit type: skimmer, fast

Wargear: heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer or rotor cannon for free, an autocannon for +5 points, a multimelta or graviton gun for +10 points, or an assault cannon for +15 points

Special rules

Deep strike

Land Speeder Mark 1 squadron 42 points each

Front Side Rear BS

10 10 11 3

Unit composition: between 1 and 5 land speeders

Unit type: skimmer, fast

Wargear: heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer or rotor cannon for free, an autocannon for +5 points, a multimelta or graviton gun for +10 points, or an assault cannon for +15 points

Special rules

Deep strike

Vanquisher land speeder 65 points each

[Front] [Side] [Rear] [BS]
Vanquisher] 10 10 10 3

Squadron: between 1 and 5

Unit type: fast, skimmer, opened topped

Wargear: plasma cannon, heavy bolter, searchlight, smoke launcher

Special rules

Deep strike

Land Speeder Tornado squadron 50 points each

Front Side Rear BS
11 11 10 3

Unit composition: between 1 and 5 land speeders

Unit type: skimmer, fast

Wargear: heavy bolter, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer or rotor cannon for free, an autocannon for +5 points, a multimelta or graviton gun for +10 points, or an assault cannon for +15 points. May replace the hull mount heavy bolter with a heavy flamer or rotor cannon free, a havoc launcher or graviton gun for +5 points, a multimelta for +10 points, a twin linked autocannon for +15 points, a plasma cannon for +20 points, an assault cannon for +30 points, a dreadnought assault cannon for +35 points, or a twin linked assault cannon for +40 points

Special rules

Deep strike

Land Speeder Tornado mark 2 squadron 53 points each

Front Side Rear BS
12 12 12 3

Unit composition: between 1 and 5 land speeders

Unit type: skimmer, fast

Wargear: heavy bolter, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer or rotor cannon for free, an autocannon for +5 points, a multimelta or graviton gun for +10 points, or an assault cannon for +15 points. May replace the hull mount heavy bolter with a heavy flamer or rotor cannon free, a havoc launcher or graviton gun for +5 points, a multimelta for +10 points, a twin linked autocannon for +15 points, a plasma cannon for +20 points, an assault cannon for +30 points, a dreadnought assault cannon for +35 points, or a twin linked assault cannon for +40 points

Special rules

Deep strike

Land Speeder Tornado mark 1 squadron 45 points each

Front Side Rear BS
10 10 11 3

Unit composition: between 1 and 5 land speeders

Unit type: skimmer, fast

Wargear: heavy bolter, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer or rotor cannon for free, an autocannon for +5 points, a multimelta or graviton gun for +10 points, or an assault cannon for +15 points. May replace the hull mount heavy bolter with a heavy flamer or rotor cannon free, a havoc launcher or

graviton gun for +5 points, a multimelta for +10 points, a twin linked autocannon for +15 points, a plasma cannon for +20 points, an assault cannon for +30 points, a dreadnought assault cannon for +35 points, or a twin linked assault cannon for +40 points

Special rules

Deep strike

Land Speeder Typhoon 55 points each

Front Side Rear BS

10 10 10 3

Unit composition: between 1 and 5 land speeders

Unit type: skimmer, fast

Wargear: heavy bolter, 2 havoc launchers, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer or rotor cannon for free, an autocannon for +5 points, a multimelta or graviton gun for +10 points, or an assault cannon for +15 points. May exchange the 2 havoc launchers for 2 hunter killer missiles for free, a cyclone missile launcher for +5 points or a typhoon missile launcher for +10 points

Special rules

Deep strike

Command speeder 30 points each

Front Side Rear BS

11 10 9 3

Unit composition: between 1 and 3 command speeders

Unit type: skimmer, fast, opened topped

Wargear: hull mount volkite charger, hull mount heavy bolter, searchlight, smoke launchers

Options: may replace the volkite charger for volkite caliver for +25 points. May replace the heavy bolter for a heavy flamer, inferno cannon, or graviton gun for free, a plasma cannon, multimelta, or Flamestorm cannon for +20 points

Special rules

Deep strike

Hydra 75 points each

Front Side Rear BS

12 10 10 3

Unit Composition: between 1 and 5 Hydra Flack Tanks

Unit type: tank

Wargear: turret mounted 2 twin linked Hydra Autocannons, hull heavy bolter, searchlight, smoke launchers, auto-targeting system

Options: May replace hull heavy bolter for a heavy flamer for free. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Tauros 40 points each

Front Side Rear BS

10 10 10 3

Unit Composition: between 1 and 3 Tauros

Unit type: tank, open topped, fast

Wargear: searchlight, smoke launchers, heavy flamer turret

Options: may replace the heavy flamer with a Tauros grenade launcher for +5 points per tauros. Any Tauros may take one hunter killer missile for +10 points, extra armor for +15 points and/or a homing beacon for +20 points

Special rules

Scout

All terrain vehicle, Galvanic motors

Tauros Venator 60 points each

Front Side Rear BS

11 10 10 3

Unit Composition: between 1 and 3 Tauros Venators

Unit type: tank, open topped, fast

Wargear: searchlight, smoke launchers, Twin linked multilaser turret

Options: may replace the twin linked multilaser for a twin linked lascannon for +15 points per tauros. Any Tauros may take one hunter killer missile for +10 points, extra armor for +15 points and/or a homing beacon for +20 points

Special rules

Scout

All terrain vehicle, Galvanic motors

Salamander Scout tank 40 points each

Front Side Rear BS

12 12 10 3

Unit composition: between 1 and 20 Salamander scout tanks

Unit type: tank, fast, opened topped

Wargear: autocannon, hull mount heavy bolter, searchlight, smoke launchers

Options: may replace the heavy bolter with a heavy flamer for free or a multimelta for +10 points. May take a pintle mount twin linked bolter or heavy stubber for +5 points, extra armor for +10 points, track guards for +15 points, and/or a hunter killer missile or havoc launcher for +20 points

Special rules

Scout, infiltrate

Cyclops demolition vehicle 15 points each

Front Side Rear BS

10 10 10 3

Unit composition: between 1 and 5 Cyclops demolition vehicles and an imperial army officer who mans them

Unit type: Tank (may not tank shock or ram)

Wargear cyclops: High Demolition charge

Wargear operator: laspistol, carapace armor

Special rules

Operator: the cyclops may not function if more then 48" away from it's operator

Damage: any rolls of 5 when shots hit the cyclops automatically destroy it

Scout Sentinel 30 points each

Front Side Rear WS BS S I A

10 10 10 3 3 5 3 1

Unit Composition: between 1 and 10 Scout Sentinels

Unit type: walker, opened topped

Wargear: multilaser, searchlight, smoke launchers

Options: any sentinel may take a chain fist for +10 points each. Any sentinel may exchange it's multilaser for a heavy flamer for +2 points each, an autocannon for +5 points each, a missile launcher for +10 points each, or a lascannon for +15 points each.

Special rules

Scout, move threw cover

Drop Sentinel 40 points each

Front Side Rear WS BS S I A

11 11 10 3 3 5 3 1

Unit Composition: between 1 and 10 Drop Sentinels

Unit type: walker, opened topped

Wargear: heavy bolter, searchlight, smoke launchers

Options: any sentinel may replace the heavy bolter for a heavy flamer for free or a multimelta for +10 points each.

Special rules

Deep strike, move threw cover

Armored Sentinel 50 points each

Front Side Rear WS BS S I A

12 10 10 3 3 5 3 1

Unit Composition: between 1 and 5 Armored sentinels

Unit type: walker

Wargear: multilaser, searchlight, smoke launchers, extra armor

Options: any sentinel may take a chain fist for +10 points each. Any sentinel may exchange it's multilaser for a heavy flamer for +3 points each, an autocannon for +6 points each, a missile launcher for +12 points each, a plasma cannon for +17 points each, or a lascannon for +15 points each

Assault Sentinel 55 points each

[Front] [Side] [Rear] [BS][WS][S][I][A]
Sentinel] 11 10 10 3 3 5 3 1

Unit Composition: between 1 and 5 Assault Sentinels

Unit type: fast, walker, opened topped

Wargear: rotor cannon, searchlight, smoke launchers, rough terrain modification

Options: may replace the rotor cannon for an assault cannon for +20 points

Heavy Support

Sentry gun 15 points each

Front Side Rear BS

10 10 10 2

Unit composition: between 1 and 30 Sentry guns

Unit type: tank, immobile

Wargear: twin linked heavy flamer, searchlight, smoke launchers

Options: may replace the twin linked heavy flamer for a twin linked heavy stubber for free, a twin linked heavy bolter for +5 points, a twin linked missile launcher for +10 points, a twin linked lascannon for +15 points, or a twin linked assault cannon for +20 points. May take extra armor for +5 points

Turret Emplacement 70 points each

Front Side Rear BS

13 13 13 3

Unit composition: between 1 and 10 Turrets

Unit type: immobile tank

Wargear: heavy flamer, searchlight

Options: may replace the heavy flamer for a multilaser, autocannon or missile launcher for +3 points, twin linked heavy bolter, twin linked autocannon or inferno cannon for +10 points, a multimelta for +15 points, a plasma cannon for +20 points, a lascannon for +25 points, a demolisher cannon for +30 points, a battle cannon for +35 points, a plasma destroyer for +40 points, or a vanquisher battle cannon for +50 points

Thudd gun battery 60 points each

Front Side Rear

Thudd gun 10 10 10

WS BS S T W I A LD SV

guard 3 3 3 3 1 3 1 7 5+

Unit Composition: between 1 and 3 Thudd gun batteries manned by 2 guard each

Unit type: artillery

Wargear Thudd gun: Thudd gun

Wargear army: lasgun, laspistol, frag and krak grenades, flak armor

Options: may include 3 more guard per gun for 4 points each. Once there are 5 marines manning it, it may fire every turn

Special rules

Immobile

Hit the battery: roll a D6 every time the battery is shot at. On a 1-4 hit's the crew, on a 5 or 6 hit's the gun

Battery: each thudd gun is deployed independently from one another

Slow rate of fire: the thudd gun may fire twice over 2 turns. However it must spend one turn reloading

Earthshaker cannon 65 points each

Front Side Rear

Earthshaker 11 11 11

WS BS S T W I A LD SV

Guard 3 3 3 3 1 3 1 7 5+

Unit Composition: between 1 and 3 Earthshaker cannons manned by 3 guard

Unit type: artillery

Wargear earthshaker cannon: earthshaker cannon

Wargear army: lasgun, laspistol, frag and krak grenades, flak armor

Options: the earthshaker cannon may be upgraded to fire indirectly (range G36"-240" strength 9 AP 3 ordinance 1, 5" blast)

Special rules

Immobile

Hit the battery: roll a D6 every time the battery is shot at. On a 1-4 hit's the crew, on a 5 or 6 hit's the gun

Battery: each Earthshaker cannon is deployed independently from one another

Medusa siege gun 90 points each

Front Side Rear

Medusa 11 11 11
WS BS S T W I A LD SV

Guard 3 3 3 3 1 3 1 7 5+

Unit Composition: between 1 and 3 Medusa Siege gun manned by 3 guard

Unit type: artillery

Wargear Medusa: Medusa siege gun

Wargear army: lasgun, laspistol, frag and krak grenades, flak armor

Options: the Medusa siege gun may be upgraded to fire indirectly (range G24"-120" strength 9 AP 3 ordinance 1, 5" blast)

Special rules

Immobile

Hit the battery: roll a D6 every time the battery is shot at. On a 1-4 hit's the crew, on a 5 or 6 hit's the gun

Battery: each Medusa siege gun is deployed independently from one another

Heavy Mortar battery 40 points each

Front Side Rear

Mortar 10 10 10
WS BS S T W I A LD SV

Guard 3 3 3 3 1 3 1 7 5+

Unit Composition: between 1 and 3 Heavy mortars manned by 3 guard

Unit type: artillery

Wargear Heavy mortar: Heavy mortar

Wargear army: lasgun, laspistol, frag and krak grenades, flak armor

Options: may take siege shells for +10 points, infernus shells for +20 points

Special rules

Immobile

Hit the battery: roll a D6 every time the battery is shot at. On a 1-4 hit's the crew, on a 5 or 6 hit's the gun

Battery: each Heavy Mortar battery is deployed independently from one another

Thunderfire cannon 90 points each

Front Side Rear

Thunderfire 10 10 10
WS BS S T W I A LD SV

Engineer 3 3 3 3 1 3 2 8 3+

Unit Composition: between 1 and 3 thunderfire cannons, each manned by an engineer

Unit type: artillery

Wargear thunderfire: thunderfire cannon

Wargear: Techpriest engineer: power armor, laspistol, power weapon, krak and frag grenades, servo arm

Options: the engineer may replace the power weapon with a cult mechanicus power axe (+1 strength power weapon, two handed) for +15 points. May replace the laspistol with a bolt pistol for +5 points, a twin linked bolter for +7 points, a combibolter for +10 points, a plasma pistol for +12 points, a hotshot laspistol for +15 points, or a volkite serpenta for +17 points. May replace power armor with artificer armor for +15 points. May take melta bombs for +5 points

Special rules

Hit the battery: roll a D6 every time the battery is shot at. On a 1-4 hit's the crew, on a 5 or 6 hit's the gun

Battery: each Thunderfire cannon is deployed independently from one another

Predator battle tank 75 points each

Front Side Rear BS

13 12 10 3

Unit composition: between 1 and 5 Predator battle tanks

Unit type: tank

Access points: one rear hatch, two side assault ramps

Transport capacity: 5 models in flak or carapace armor

Wargear: autocannon, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Repair: if the vehicle suffers an immobilization result roll a D6 in the shooting phase. On a 6 the vehicle is no longer immobile

Predator Executioner 115 points each

Front Side Rear BS

13 11 10 3

Unit Composition: between 1 and 3 Predator Executioners

Unit type: tank

Wargear: turret mounted plasma destroyer, smoke launchers, searchlight

Options: may have sponson heavy bolters for +20 points, heavy flamers for +15 points, lascannons for +55 points. May replace the Plasma destroyer for a heavy conversion beamer for +15 points

Predator Deimos 80 points each

Front Side Rear BS

13 11 10 3

Unit composition: between 1 and 5 Predator Deimos

Unit type: tank, fast

Access points: one rear hatch, two side assault ramps

Transport capacity: 5 models in flak or carapace armor

Wargear: Predator cannon, searchlight

Options: may take sponson heavy bolters or heavy flamers for +15 points, or lascannons for +25 points but loses the transport capacity. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Predator mark 3 85 points each

Front Side Rear BS

12 12 10 3

Unit composition: between 1 and 5 Predator mark 3

Unit type: tank

Access points: one rear hatch, two side assault ramps

Transport capacity: 6 models in flak or carapace armor

Wargear: autocannon, searchlight, smoke launchers

Options: may take sponson heavy bolters or heavy flamers for +15 points, or lascannons for +25 points but loses the transport capacity. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Predator mark 1 70 points each

Front Side Rear BS

11 11 11 3

Unit composition: between 1 and 5 Predator mark 1

Unit type: tank, fast

Access points: one rear hatch, two side assault ramps

Transport capacity: 8 models in flak or carapace armor

Wargear: Predator cannon, searchlight, smoke launchers

Options: may take sponson heavy bolters or heavy flamers for +15 points, or lascannons for +25 points but loses the transport capacity. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Cleaver Pattern Predator 60 points each

Front Side Rear BS

13 11 10 3

Unit composition: Between 1 and 3 Cleaver Predators

Unit type: tank

Transport Capacity: 5 models in carapace armor

Wargear: Searchlight, Smoke launchers, Turret mounted Autocannon

Options: May take Heavy Plating (increasing all its armor facing by +1) for +25 points. Extra armor for +15 points. May add side sponson Havoc Launchers for +25 points, Reaper autocannons for +40 points, or heavy flamers for +20 points but loses transport capacity. May take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, combi-grenade launcher for +5 points, twin linked bolter for +2 points, or a havoc launcher for +15 points

HIGH PALATINE MIKA VOGELTHAL +75 POINTS ONE LEMAN RUSS TANK MAY BE UPGRADED

Special Rules

Leman Russ Tank Ace (C:IG pg 58), Crack Shot (C:IG pg 58 – also applies to shooting against Primarchs), All Leman Russ in the Squadron gain the Scout special rule.

Leman Russ battle tank 140 points each

Front Side Rear BS

14 13 10 3

Unit Composition: between 1 and 10 Leman Russ Battle tanks

Unit Type: Tank

Wargear: turret mount battle cannon, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer for free or a lascannon for +15 points. May take sponson heavy bolters or heavy flamer for +20 points, multimelta for +30 points, or plasma cannon for +40 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May take Infernus shells (ignores cover saves) for +15 points

Special rules

Lumbering Behemoth

Leman Russ Exterminator 140 points each

Front Side Rear BS

14 13 10 3

Unit Composition: between 1 and 10 Leman Russ Exterminator

Unit Type: Tank

Wargear: turret mount Exterminator autocannon, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer for free or a lascannon for +15 points. May take sponson heavy bolters or heavy flamer for +20 points, multimelta for +30 points, or plasma cannon for +40 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Lumbering Behemoth

Leman Russ Vanquisher 145 points each

Front Side Rear BS

14 13 10 3

Unit Composition: between 1 and 10 Leman Russ Vanquisher

Unit Type: Tank

Wargear: turret mount Vanquisher Battle cannon, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer for free or a lascannon for +15 points. May take sponson heavy bolters or heavy flamer for +20 points, multimelta for +30 points, or plasma cannon for +40 points. may have a coaxial twin linked bolter or heavy stubber for +5 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Lumbering Behemoth

Leman Russ Eradicator 150 points each

Front Side Rear BS

14 13 10 3

Unit Composition: between 1 and 10 Leman Russ Eradicator

Unit Type: Tank

Wargear: turret mount Nova Cannon, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer for free or a lascannon for +15 points. May take sponson heavy bolters or heavy flamer for +20 points, multimelta for +30 points, or plasma cannon for +40 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points,

plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points
Special rules

Lumbering Behemoth

Leman Russ Demolisher 155 points each

Front Side Rear BS

14 13 11 3

Unit Composition: between 1 and 10 Leman Russ Demolisher

Unit Type: Tank

Wargear: turret mount Demolisher cannon, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer for free or a lascannon for +15 points. May take sponson heavy bolters or heavy flamer for +20 points, multimelta for +30 points, or plasma cannon for +40 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Lumbering Behemoth

Leman Russ Punisher 160 points each

Front Side Rear BS

14 13 11 3

Unit Composition: between 1 and 10 Leman Russ Punishers

Unit Type: Tank

Wargear: turret mount Punisher gatling cannon, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer for free or a lascannon for +15 points. May take sponson heavy bolters or heavy flamer for +20 points, multimelta for +30 points, or plasma cannon for +40 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Lumbering Behemoth

Leman Russ Executioner 165 points each

Front Side Rear BS

14 13 11 3

Unit Composition: between 1 and 10 Leman Russ Executioners

Unit Type: Tank

Wargear: turret mount Executioner plasma cannon, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer for free or a lascannon for +15 points. May take sponson heavy bolters or heavy flamer for +20 points, multimelta for +30 points, or plasma cannon for +40 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Lumbering Behemoth

Leman Russ Conqueror 130 points each 0-1

Front Side Rear BS

14 13 11 3

Unit Composition: between 1 and 3 Leman Russ Conquerors

Unit Type: Tank

Wargear: turret mount Conqueror cannon, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer for free or a lascannon for +15 points. May take sponson heavy bolters or heavy flamer for +20 points, multimelta for +30 points, or plasma cannon for +40 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May Augur shells (gets hot, on a 4+ penetration to vehicles and permanently reduces the armor facing it hits) for +20 points

Special rules

Lumbering Behemoth

Leman Russ Annihilator 145 points 0-1

Front Side Rear BS

14 13 10 3

Unit Composition: 1 Leman Russ Annihilator

Unit Type: Tank

Wargear: turret mount Twin linked lascannon, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer for free or a lascannon for +15 points. May take sponson heavy bolters or heavy flamer for +20 points, multimelta for +30 points, or plasma cannon for +40 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Lumbering Behemoth

Leman Russ Praetorian 130 points each

Front side Rear BS

14 13 10 3

Unit composition: Between 1 and 5 Leman Russ Praetorians

Unit type: tank, fast

Wargear: Searchlight, Smoke launchers, Turret mount Twin linked Multilaser, hull mounted heavy bolter

Options: May replace hull heavy bolter for a heavy flamer for free, lascannon for +15 points, plasma cannon for +25 points. May take sponson heavy bolters, heavy flamers, or autocannons for +20 points, lascannons or multimeltas for +30 points, plasma cannons or assault cannons for +40 points. May take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Lumbering Behemoth

Leman Russ Thunderer 170 points

Front side Rear BS
14 13 11 3

Unit composition: Between 1 and 5 Leman Russ Thunderer

Unit type: tank

Wargear: Searchlight, Smoke launchers, Turret mount Thunderfire cannon , hull mounted heavy bolter

Options: May replace hull heavy bolter for a heavy flamer, lascannon for +15 points, plasma cannon for +25 points. May take sponson heavy bolters or heavy flamers for +20 points,, autocannons for +25 points, lascannons or multimeltas for +30 points, plasma cannons or assault cannons for +40 points.

Special rules

Lumbering Behemoth

Leman Russ Incinerator.....165 points each

BS front side rear
LR 3 14 12 10

Unit Composition: between 1 and 10 Leman Russ Incinerator

Type: Tank

Options: The Leman Russ Incinerator may take any upgrades available to the Leman Russ Vanquisher. The Leman Russ Incinerator may take sponson heavy flamers at +10 points.

Weapons

Melta-cannon

Hull Lascannon

SPECIAL RULES

Battery Feedback: Because of the feedback problem, if the Incinerator suffers a “weapon destroyed” result on the penetrating hit table, the vehicle is destroyed

Lumbering Behemoth

Thunderer 120 points each

Front Side Rear BS
14 13 11 3

Unit Composition: between 1 and 5 Thunderers

Unit type: tank

Wargear: searchlight, smoke launchers, hull mounted Demolisher cannon

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Lumbering Behemoth

Destroyer 150 points each

Front Side Rear BS
14 13 10 3

Unit Composition: between 1 and 5 Destroyers

Unit type: tank

Wargear: searchlight, smoke launchers, hull mounted Laser Destroyer

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 Points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Bombard 145 points each

Front Side Rear BS

13 10 10 3

Unit Composition: between 1 and 5 Bombards

Unit type: tank, open topped

Wargear: searchlight, smoke launchers, Bombard Heavy Siege mortar

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special Rules

Indirect fire, slow rate of fire

Light Bombard 135 points each

Front Side Rear BS

12 10 10 3

Unit Composition: between 1 and 5 Bombards

Unit type: tank, open topped

Wargear: searchlight, smoke launchers, Bombard Siege mortar

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special Rules

Indirect fire, slow rate of fire

Deathstrike 150 points each

Front Side Rear BS

12 10 10 3

Unit Composition: between 1 and 5 Deathstrikes

Unit type: tank

Wargear: searchlight, smoke launchers, hull mounted heavy bolter, Deathstrike missile

Options: May replace hull heavy bolter for a heavy flamer for free. May replace the deathstrike missile with a vortex missile for +75 points or a rad missile for +50 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special Rules

T-minus five minutes to launch

Manticore 160 points each

Front Side Rear BS

12 10 10 3

Unit Composition: between 1 and 5 Manticores

Unit type: tank

Wargear: searchlight, smoke launchers, hull mounted heavy bolter, Storm Eagle Rockets

Options: May replace hull heavy bolter for a heavy flamer for free. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Griffon 70 points each

Front Side Rear BS

12 10 10 3

Unit Composition: between 1 and 5 Griffons

Unit type: tank, open topped

Wargear: searchlight, smoke launchers, hull mounted heavy bolter, Griffon Heavy mortar

Options: May replace hull heavy bolter for a heavy flamer for free. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special Rules

Accurate Bombardment

Colossus 140 points each

Front Side Rear BS

12 10 10 3

Unit Composition: between 1 and 5 Colossus

Unit type: tank, open topped

Wargear: searchlight, smoke launchers, hull mounted heavy bolter, Colossus Siege mortar

Options: May replace hull heavy bolter for a heavy flamer for free. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Medusa 135 points each

Front Side Rear BS

12 10 10 3

Unit Composition: between 1 and 5 Medusas

Unit type: tank, open topped

Wargear: searchlight, smoke launchers, hull mounted heavy bolter, Medusa Siege cannon

Options: May replace hull heavy bolter for a heavy flamer for free. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Basilisk 125 points each

Front Side Rear BS

12 10 10 3

Unit Composition: between 1 and 5 Basilisks

Unit type: tank, open topped

Wargear: searchlight, smoke launchers, hull mounted heavy bolter, Earthshaker cannon

Options: May replace hull heavy bolter for a heavy flamer for free. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Olympia storm tank 200 points each

Front Side Rear BS

13 13 13 3

Unit Composition: 1 to 3 Olympia storm tanks

Unit type: Tank

Wargear: hull mounted punisher cannon, 2 sponson mount meltaguns, 2 rear mounted cyclone missile launchers, searchlight, smoke launchers, extra armor

Special rules

Scout

Ferromantic Invulnerability: The hull of the Olympia has been specially constructed to resist even the most determined assault and is almost preternaturally resilient. As a result, the Olympia is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition it reduces the effects of all rolls on the damage chart made against it (other than by Destroyer type weaponry), by -1.

Vindicator "Detonator" 100 points each

Front Side Rear BS

14 10 10 3

Unit composition: Between 1 and 3 Vindicator Detonators

Unit type: tank

Wargear: Searchlight, Smoke launchers, dozer blade, hull mounted battle cannon

Options: May take Heavy Plating (increasing all its armor facing by +1) for +25 points. Extra armor for +15 points. May take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, combi-grenade launcher for +5 points, twin linked bolter for +2 points, Twin linked autocannon for +25 points, or a havoc launcher for +15 points

Vindicator "Annihilator" 125 points each

Front Side Rear BS

14 10 10 3

Unit composition: Between 1 and 3 Vindicator Annihilators

Unit type: tank

Wargear: Searchlight, Smoke launchers, dozer blade, hull mounted Vanquisher battle cannon

Options: May take Heavy Plating (increasing all its armor facing by +1) for +25 points. Extra armor for +15 points. May take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, combi-grenade launcher for +5 points, twin linked bolter for +2 points, Twin linked autocannon for +25 points, or a havoc launcher for +15 points

Vindicator Stormshell 145 points each

Front Side Rear BS

13 11 10 3

Unit Composition: 1 to 3 Vindicator Stormshells

Unit type: Tank

Wargear: Stormshell cannon, twin linked bolter, Extra Armor, searchlight

Options: combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, Siege Shield for +10 points, combi grenade launcher for +5 points, two Hunter killer missile launchers for +10 points each, dozer blade for +5 points, Hellfire stormshells (range template strength 1 AP 3 heavy 1, poisoned 2+) for +10 points, Multi-shot Shells (range template strength 9 AP 5 heavy 3) for +15 points.

Deathstorm Drop Pod 95 POINTS each

BS FRONT SIDE REAR

Deathstorm Drop Pod 3 12 12 12

Unit Composition: 1 to 3 Deathstorm Drop Pod

Vehicle Type: Open Topped

Wargear: Whirlwind Launchers (a weapon destroyed result destroys all weapons)

Options: May replace its Whirlwind launcher with assault cannons for +20 pts

Special Rules

Inertial Guidance System (pg 69 C:SM), Immobile, Drop Pod Assault (pg 69 C:SM)

Automated Weapons: When a Deathstorm drop pod lands it opens fire indiscriminately. After landing, each unit (enemy or friendly) within 12" of the Deathstorm and in line of sight comes under attack as a hail of missiles sweep the surrounding area. Roll to hit using the Deathstorm's BS4 for either D3 Whirlwind attacks or D3 assault cannon attacks against each target unit.

Thor Multi Launcher 145 points each

Front Side Rear BS

Thor 12 11 10 3

Unit Composition: between 1 and 3 Thor Multi launchers

Unit type: tank

Wargear: 4 twin linked missile launchers with vanquisher pattern krak missiles, hull heavy bolter

Options: A Thor Multi Launcher may take any of the following: Pintle-mounted Twin linked bolter for +2 points, Hunter-killer missile for +10 points, Dozer blade for +5 points,, a multi-melta for +15 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points, extra armor for +15 points, siege shield for +10 points

Land Raider 235 points each

Front Side Rear BS

14 14 14 3

Unit composition: between 1 and 3 Land Raiders

Unit type: tank

Access points: front assault ramp, two side doors

Transport capacity: 12 models in Flak or carapace armor or 6 Orygrys

Wargear: two sponson twin linked lascannons, hull mount twin linked heavy bolter, searchlight, smoke launcher

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Land Raider Proteus 215 points each

Front Side Rear BS

14 14 14 3

Squadron: between 1 and 3

Unit type: Tank

Transport: 10 models

Wargear: 2 sponson twin linked lascannons. Searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, Heavy Bolter or

Multimelta for +10 points. May Have extra armor for +15 points, dozer blade for +5 points, and or armored Ceramite (is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition it reduces the effects of all rolls on the damage chart made against it (other than by Destroyer type weaponry), by -1.) for +20 points

Special Rules

Scout, power of the machine spirit, Explorator Augury web

Hellfire Land Raider 180 points

Front Side Rear BS

14 14 14 3

Unit Composition: 1 Hellfire Land Raider

Unit type: fast, tank

Access points: front assault ramp, 2 side doors

Transport capacity: 15 models in carapace or flak armor, or 6 ogryn

Wargear: 2 sponsons each with a lascannon, pintle mounted heavy bolter, searchlight, smoke launchers, extra armor

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +5 points, and or a dozer blade for +5 points

Special rules

Assault vehicle, 4+ invulnerable save, Scout, power of the machine spirit, Explorator Augury web, Ferromantic Invulnerability

LAND RAIDER HUNTER 260 points each

Front Side Rear BS

14 14 14 3

Unit composition: Between 1 and 3 Land raider Hunters

Unit Type: Tank

Wargear: Hull mounted Twin Linked Heavy Bolter, 2 Sponson Plasma Lances, Smoke Launchers, Search light

Transport Capacity: 12

Options: May take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, combi-grenade launcher for +10 points, twin linked bolter for +2 points, extra armor for +10 points, multi melta for +20 points

Special Rules

Assault Ramp, Power of the machine spirit

Land Raider Deimos 250 points each

Front Side Rear BS

14 14 14 3

Unit composition: Between 1 and 3 Land raider Deimos

Unit Type: Tank

Wargear: Hull mounted Twin Linked Autocannon, 2 Sponson Twin Linked Plasma cannons, Turret Mounted Siegebreaker cannon, Siege Shield, Dozer Blade, Searchlight, Extra Armor, smoke launcher

Options: may take combi-plasma for +10, combi-melta for +15 points, combi-flamer for +5 points, Combi-grenade launcher for +10 points, Combi-Shotgun for +5 points, or a havoc launcher for +15 points.

Special Rules

Power of the Machine Spirit, Ferromantic Invulnerability

Land Raider Suppressor 230 points each

Front Side Rear BS

14 14 14 3

Unit composition: Between 1 and 3 Land raider Suppressors

Unit Type: Tank, Fast

Wargear: Pintle Mounted Twin Linked Bolter, 2 Sponsons each housing 2 Havoc Launchers, Hull mounted twin linked heavy Flamer

Transport Capacity: 12

Options: May Replace Havoc Sponsons with quad guns for 20 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, combi-grenade launcher for +10 points, twin linked bolter for +2 points, extra armor for +10 points, multi melta for +20 points

Special Rules

Assault Ramp, Power of the machine spirit

Land Raider Executioner 245 points each

Front Side Rear BS

14 14 14 2

Unit composition: Between 1 and 3 Land Raider Executioners

Unit type: tank

Transport: 8 models in flak or carapace armor

Wargear: Searchlight, Smoke launchers, 2 sponson twin linked plasma cannons, hull mounted Plasma Megacannon

Extra armor for +15 points. May take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, combi-grenade launcher for +5 points, twin linked bolter for +2 points, Plasma Gun for +15 points, or a havoc launcher for +15 points. May replace Plasma Megacannon for a Battlecannon for +10 points or a Quad gun for free

Special Rules

Assault Vehicle, Power of the machine spirit

Dangerous weapon: The Plasma megacannon is a very dangerous weapon, and therefore, enemy shots made against THIS vehicle add 1 to their roll on the vehicle damage chart

Land Raider Thunderhead 260 points each

Front Side Rear BS

Thunderhead 14 14 14 3

Unit Composition: between 1 and 3 Land Raider Thunderhead

Unit type: tank

Wargear: Hull-mounted Thunderfire cannon, 2 sponson mounted hurricane bolters, smoke launcher, searchlight, siege shield, dozer blade, hull mounted twin linked assault cannons

Options: A Land Raider Thunderhead may take any of the following: Pintle-mounted Twin linked bolter for +2 points, Hunter-killer missile for +10 points, Dozer blade for +5 points,, a multi-melta for +15 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points, extra armor for +15 points

Special rules

Power of the machine spirit

Marksman: if the land raider does not move or shoot any other weapons the thunderfire cannon is shot

at BS 4

Land Raider Eradicator 260 points each

BS Front Side Rear

3 14 14 14

Unit Composition: between 1 and 3 Land raider Eradicators

Unit type: tank

Transport Capacity: 10

Wargear: Hull mounted twin linked Plasma Cannon, 2 Sponson mounted Hurricane Plasmas (counts as 3 twin linked plasma guns), Frag Assault Launcher, Smoke Launchers, Searchlights, power of the machine spirit

Options: combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20 points

Special Rules

Assault Ramp, Power of the machine spirit

LAND RAIDER ACHILLES 275 points each

Front Side Rear BS

Achilles 14 14 14 3

Unit Composition: between 1 and 3 Land Raider Achilles

Unit type: tank

Access Points: One door on each side

Transport: 6 models

Wargear: Hull-mounted Thunderfire cannon, Two sponson-mounted twin-linked multi-meltas, Searchlight and smoke launchers, Extra Armor

Options: A Land Raider Achilles may take any of the following: twin linked bolter for +2 points, a multi-melta for +15 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points, Hunter-killer missile for +10 points, Dozer blade for +5 points, Siege shield for +10 points

Special Rules:

Power of the Machine Spirit, Ferromantic Invulnerability

Land Raider Ares 275 points each

Front Side Rear BS

Land Raider Ares 14 14 14 3

Unit Composition: between 1 and 3 Land Raider Ares

Unit type: tank

Wargear: Dozer Blade, searchlight, smoke launchers, hull mounted demolisher cannon, Hull mounted twin linked assault cannon, 2 sponson twin linked heavy flamer

Options: may take extra armor for +15 points. twin linked bolter for +2 points, a multi-melta for +15 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points

Special Rules

Assault Ramp, Power of the machine spirit

Spartan assault tank 275 points each

[Front] [Side] [Rear] [BS]

Spartan] 14 14 14 3

Unit Composition: between 1 and 3 Spartan assault tanks

Unit type: tank

Transport capacity: 25 models in flak or carapace armor or 15 ogryns

Access points: 2 side hatches and a front assault ramp

Wargear: hull mounted twin linked heavy bolters, 2 quad lascannon sponsons, extra armor, searchlight, smoke launchers, ceramite armor

Options: may replace both the quad lascannon sponsons for rapier laser batteries for free. May replace the twin linked heavy bolters for twin linked heavy flammers for free or twin linked autocannons for +10 points. twin linked bolter for +2 points, a multi-melta for +15 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points

Special rules

Power of the machine spirit, assault vehicle, Ceramite armor

Venerable: may make opponent re roll wither they glanced or penetrated

Land Raider Spartan 255 points each

Front Side Rear BS

14 14 14 3

Unit Composition: between 1 and 3 Land Raider Spartan

Unit type: tank

Transport capacity: 20 models in flak or carapace armor or 10 ogryns

Access points: 2 side hatches and a front assault ramp

Wargear: two sponson lascannons, two pintle mounted heavy bolters, extra armor, searchlight, smoke launchers

Options: twin linked bolter for +2 points, a multi-melta for +15 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points

Special rules

Ceramite armor

Super Heavies

Mark 1 Baneblade 400 points each

Front Side Rear BS

14 12 11 3

Unit Composition: between 1 and 5 baneblades

Unit type: super heavy tank

Structure points: 3

Wargear: turret mount baneblade battle cannon, co axel autocannon, two sponsons each with 3 heavy bolters and a lascannon, hull mount demolisher cannon, hull mount twin linked heavy bolter, searchlight, smoke launchers, extra armor.

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points.

Baneblade 425 points each

Front Side Rear BS

14 13 11 3

Unit Composition: between 1 and 5 Baneblades

Unit type: super heavy tank

Structure points: 3

Wargear: turret mount baneblade battle cannon, co axel autocannon, 2 sponson mount twin linked heavy bolters and lascannon, hull mount twin linked heavy bolter, hull mount demolisher cannon, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 15) for free or take a second set of sponsons for +50 points

Lucius pattern baneblade 445 points each

Front Side Rear BS

14 13 12 3

Unit Composition: between 1 and 5 Baneblades

Unit type: super heavy tank

Structure points: 3

Wargear: turret mount baneblade battle cannon, co axel autocannon, 2 sponson mount twin linked heavy bolters and lascannon, hull mount twin linked heavy bolter, hull mount demolisher cannon, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 13) for free or take a second set of sponsons for +50 points

Mars pattern baneblade 460 points each

Front Side Rear BS

14 13 13 3

Unit Composition: between 1 and 5 Baneblades

Unit type: super heavy tank

Structure points: 4

Wargear: turret mount baneblade battle cannon, co axel autocannon, 2 sponson mount twin linked heavy bolters and lascannon, hull mount twin linked heavy bolter, hull mount demolisher cannon, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 14) for free or take a second set of sponsons for +50 points

Hellhammer 450 points each

Front Side Rear BS

14 13 12 3

Unit Composition: between 1 and 5 Hellhammers

Unit type: super heavy tank

Structure points: 3

Wargear: turret mount Hellhammer cannon, co axel autocannon, 2 sponson mount twin linked heavy flamers and lascannon, hull mount twin linked heavy bolter, hull mount demolisher cannon, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 14) for free or take a second set of sponsons for +50 points

Banehammer 400 points each

Front Side Rear BS

14 13 12 3

Unit Composition: between 1 and 5 Banehammers

Unit type: super heavy tank

Structure points: 3

Transport capacity: 25

Access points: counts as opened topped for passengers embarking/d disembarking

Wargear: hull mount Termor cannon, 2 sponson mount twin linked heavy flamers or heavy bolters and lascannon, hull mount twin linked heavy bolter, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 14) for free or take a second set of sponsons for +50 points

Banesword 400 points each

Front Side Rear BS

14 13 12 3

Unit Composition: between 1 and 5 Baneswords

Unit type: super heavy tank

Structure points: 3

Wargear: hull mount Banesword quake cannon, 2 sponson mount twin linked heavy flamers or heavy bolters and lascannon, hull mount twin linked heavy bolter, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 14) for free or take a second set of sponsons for +50 points

Stromsword 470 points each

Front Side Rear BS

14 13 12 3

Unit Composition: between 1 and 5 Stromswords

Unit type: super heavy tank

Structure points: 3

Wargear: hull mount Stromsword cannon, 2 sponson mount twin linked heavy flamers or heavy bolters and lascannon, hull mount twin linked heavy bolter, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 13) for free or take a second set of sponsons for +50 points

Doomhammer 400 points each

Front Side Rear BS

14 13 12 3

Unit Composition: between 1 and 5 Stromswords

Unit type: super heavy tank

Structure points: 3

Transport capacity: 25

Access points: counts as opened topped for passengers embarking/disembarking

Wargear: hull mount Magma cannon, 2 sponson mount twin linked heavy flamers or heavy bolters and lascannon, hull mount twin linked heavy bolter, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 13) for free or take a second set of sponsons for +50 points

Shadowsword 450 points each

Front Side Rear BS

14 12 11 3

Unit Composition: between 1 and 5 Shadowwords

Unit type: super heavy tank

Structure points: 3

Wargear: hull mount volcano cannon, 2 sponson mount twin linked heavy flamers or heavy bolters and lascannon, hull mount twin linked heavy bolter, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 13) for free or take a second set of sponsons for +50 points. May replace the lascannons with targeters (+1 BS) for free

Mars pattern Shadowsword 500 points each

Front Side Rear BS

14 13 13 3

Unit Composition: between 1 and 5 Shadowwords

Unit type: super heavy tank

Structure points: 4

Wargear: hull mount mars pattern volcano cannon, 2 sponson mount twin linked heavy flamers or heavy bolters and lascannon, hull mount twin linked heavy bolter, searchlight, smoke launchers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun

for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 14) for free or take a second set of sponsons for +50 points. May replace the lascannons with targeters (+1 BS) for free

Stormblade 435 points each

Front Side Rear BS

14 12 11 3

Unit Composition: between 1 and 5 Stormblades

Unit type: super heavy tank

Structure points: 3

Wargear: hull mount plasma blast gun, 2 sponson mount twin linked heavy flamers or heavy bolters and lascannon, hull mount twin linked heavy bolter, searchlight, smoke launchers

Options: May take 6 deathstrike missiles for +50 points each. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 13) for free or take a second set of sponsons for +50 points.

Stromlord 450 points each

Front Side Rear BS

14 13 12 3

Unit Composition: between 1 and 5 Stormblades

Unit type: super heavy tank

Structure points: 3

Transport capacity: 40

Fire points: 20 models may fire from the top

Access points: counts as opened topped for passengers embarking/disembarking

Wargear: hull mount vulcan mega bolter, 2 sponson mount twin linked heavy flamers or heavy bolters and lascannon, hull mount twin linked heavy bolter, searchlight, smoke launchers, 2 passenger mounted heavy stubbers

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May replace the sponson weapons with armor plates (increasing it's side armor to 13) for free or take a second set of sponsons for +50 points.

Special rules

All power to the weapons: if the Stromlord does not move it may fire it's vulcan mega bolter twice

Hellfury 500 points each

The Hellfury is built around the same STC chassis as the Baneblade. Its armament favors long bouts of promethium, allowing the Hellfire to move forward in support of infantry in urban areas. The distinctive features of the Hellfury is its Hellfury cannon and Inferno cannons. Infantry under cover of urban areas are sought out by the ultra sensitive infra-red sensors mounted on top of the inferno cannons so that they may be purged with flame.

BS Front Side Rear

3 14 13 12

Unit: 1 to 3 Hellfury

Type: Super-heavy tank

Structure points: 3

Weapons and Equipment: Turret mounted Hellfury cannon, Hull mounted Demolisher cannon, Two sponsons, each with a twin Inferno cannon, Searchlight, smoke launchers, rough terrain modification

Options: The Hellfury may be given the following vehicle upgrades from the imperial guard codex: hunter-killer missile, pintle-mounted heavy stubber or storm-bolter. A Hellfury may either replace its two side sponsons with armour plates, which increase its side armour to 14 at no extra cost or it may instead add two extra sponsons (for a total of two sponsons per side), each with one twin Inferno cannon, for +100 points.

Hellfury cannon Range *24" strength 7 AP 3 Heavy 1, Hellstorm, primary weapon, no cover saves allowed

When firing this weapon, designate a target unit and place the appropriate template so that it is at least partially over as many unit members as possible. The whole template must be in range and line of sight. Roll to hit once, using the Hell fury's BS. If you hit, then all models partially or wholly under the template are hit. if you miss, they are each hit on a roll of 4+

The Hellfury can only carry a limited amount of promethium for the Hellfury cannon and Inferno cannons. After each shot roll a D6, on a 1 that cannon is out of fuel and cannot fire again during this battle.

1 Any failed rolls to wound or penetrate a vehicles armor may be re-re rolled.

Stormhammer 750 points each

[front] [side] [rear] [BS]

Stormhammer] 14 14 12 3

Unit Composition: between 1 and 3 Stormhammers

Unit type: Super heavy tank

Structure points: 4

Wargear: 2 turreted twin linked Baneblade battle cannons, 2 turreted twin linked heavy bolters, 4 turreted lascannons, 4 sponson twin linked heavy bolters, extra armor, searchlight, smoke launchers

Leviathan 1250 points each

[front] [side] [rear] [BS]

Leviathan] 14 14 13 3

Unit Composition: between 1 and 3 Leviathan

Unit type: Super heavy tank

Structure points: 5

Void Shields: 4

Transport capacity: 50

Fire points: 10 right. 10 left, 5 rear

Access points: one rear hatch that counts as 3

Wargear: turret mounted baneblade battle cannon, hull mounted Doomsday Cannon, 6 twin linked lascannons

Options: may have 6 twin linked heavy bolters for +150 points

Special rules

Careful planning, supreme headquarters, general staff

Capitol Imperialis 1600 points each

[Front] [Side] [Rear] [BS]

Capitol Imperialis] 14 14 13 3

Unit Composition: between 1 and 3 Capitol Imperialis

Unit type: Super heavy tank

Structure points: 8

Void Shields: 6

Transport capacity: 100, or 10 tanks or 3 baneblade hulls

Fire points: 20 right, 20 left, 10 rear

Access points: one rear hatch that counts as 3, and one front access hatch that counts as 2

Wargear: Turreted Volcano cannon, 6 sponson plasma cannons

Special rules

Slow and steady: always counts as stationary for occupants firing their weapons, ignores driver stunned results, may ignore drives damaged on a 4+ and treats terrain 12" or lower as clear

Gorgon 430 points

Front Side Rear BS

14 14 10 3

Unit Composition: 1 Gorgon

Unit type: Super heavy tank, Opened topped

Structure points: 3

Transport capacity: 50

Wargear: 2 twin linked heavy stubbers and 2 Gorgon Mortars

Options: May replace Gorgon mortars with four Heavy Stubbers for +10 points, Four Heavy bolters or

Four Heavy Flamers for +50 points

Special Rules

Heavy Armored Prow

Amphibious: Treats water terrain as open rather than difficult or dangerous

FERRUS 325 points each

Front Side Rear BS

14 13 12 3

Unit Composition: 1 to 3 FERRUS

Unit type: Super heavy tank

Structure points: 2

Wargear: Turret mounted FERRUS Battle cannon, hull mounted twin linked heavy stubber, two sponson heavy stubbers

Options: May replace sponson heavy stubbers for either heavy bolters or heavy flamers for +10 points, combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20 points

FERRUS Omega 355 points each

Front Side Rear BS

14 13 12 3

Squadron: between 1 and 3 Ferrus Omegas

Unit type: Super Heavy Tank

Structure Points: 2

Wargear: Omega Pattern Plasma Blast gun

Options: May take sponson Heavy bolters or Heavy flamers for +10 points, Autocannon for +20 points, may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, Have extra armor for +15

points, dozer blade for +5 points.

FERRUS Vanquisher 375 points each

Front Side Rear BS

14 13 12 3

Unit Composition: 1 to 3 FERRUS Vanquishers

Unit type: Super heavy tank

Structure points: 2

Wargear: Turret mounted twin linked Vanquisher Battle cannon, hull mounted twin linked heavy stubber, two sponson heavy stubbers

Options: May replace sponson heavy stubbers for either heavy bolters or heavy flamers for +10 points, combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20 points

FERRUS Vulcan 405 points each

Front Side Rear BS

14 13 12 3

Unit Composition: 1 to 3 FERRUS Vulcan

Unit type: Super heavy tank

Structure points: 2

Wargear: Turret mounted Vulcan Mega Bolter, hull mounted twin linked heavy stubber, two sponson heavy stubbers

Options: May replace sponson heavy stubbers for either heavy bolters or heavy flamers for +10 points, combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20 points

Malcador Infernus 270 points each

Front Side Rear BS

13 12 11 3

Unit Composition: 1 to 3 Malcador Infernus

Unit type: Super heavy tank

Structure points: 2

Wargear: Hull mount Inferno Gun, 2 sponson heavy stubbers, searchlight

Options: May replace sponson heavy stubbers for either Lascannons for +30 points or autocannons for +20 points, combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20. May upgrade fuel to chemical ammunition for +10 points (wounds on 2+ and is strength 1).

Special Rules

Engine Damage, Highly Flammable

Malcador Suppressor 272 points each

Front Side Rear BS

13 12 11 3

Unit Composition: 1 to 3 Malcador Suppressors

Unit type: Super heavy tank

Structure points: 2

Wargear: Five upper hull mounted heavy flamers, 2 sponson inferno cannons, hull mount Stormshell cannon, searchlight, smoke launchers

Options: may replace the heavy flamers for Punisher gatling cannons for free, autocannons for +10 points each, Inferno cannons for +20 points each, or Flamestorm cannons for +30 points each. May replace the sponson Inferno cannons with punisher gatling cannons for free, twin linked autocannons for +10 points, or Flamestorm cannons for +20 points. May take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20 points

Special Rules

Engine Damage

Malcador 275 points each

Front Side Rear BS

13 12 11 3

Unit Composition: 1 to 3 Malcadors

Unit type: Super heavy tank

Structure points: 2

Wargear: Turret mounted Battle Cannon, Hull mounted Heavy bolter, 2 sponson heavy stubbers, searchlight

Options: May replace sponson heavy stubbers for either Lascannons for +30 points or autocannons for +20 points. May exchange hull mounted heavy bolter for a lascannon for +15 points or a autocannon for +5 points. combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20 points

Special Rules

Engine Damage

Malcador Havoc 285 points each

Front Side Rear BS

13 12 11 3

Unit Composition: 1 to 3 Malcador Havocs

Unit type: Super heavy tank

Structure points: 2

Wargear: Five upper hull mounted Havoc missile launchers, 2 Sponson quad heavy bolters, hull mounted Vanquisher missile cannon, searchlight, smoke launchers

Options: may replace the Havoc missile launchers with missile launchers with special issue ammunition for +25 points or cyclone missile launchers for +15 points. May replace the quad heavy bolters with quad autocannons (range 54" strength 7 AP 3 heavy 4+D6) for +20 points or twin linked havoc missile launchers for +5 points. May take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20 points

Special Rules

Engine Damage

Malcador Annihilator 305 points each

Front Side Rear BS

14 12 11 3

Unit Composition: 1 to 3 Malcadors Annihilators

Unit type: Super heavy tank

Structure points: 2

Wargear: Turret mounted twin linked lascannon, Hull mounted Demolisher cannon, 2 sponson heavy stubbers, searchlight

Options: May replace sponson heavy stubbers for either Lascannons for +30 points or autocannons for +20 points. combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20 points

Special Rules

Engine Damage

Malcador Defender 315 points each

Front Side Rear BS

13 12 11 3

Unit Composition: 1 to 3 Malcador Defenders

Unit type: Super heavy tank

Structure points: 2

Wargear: Five upper hull mounted Heavy bolters, Hull mounted Demolisher Cannon, 2 sponson heavy Bolters, searchlight

Options: May replace sponson heavy bolters for either Lascannons for +30 points or autocannons for +20 points. combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20 points

Special Rules

Engine Damage

Crassus Armored Transport 250 points each

Front Side Rear BS

14 13 12 3

Squadron: between 1 and 3

Unit type: Super Heavy Tank

Structure Points: 2

Access points: One Rear Hatch, two units may embark at time

Transport: 35 models

Wargear: 2 front mounted sponson with Heavy bolters, two side sponsons with Heavy bolters, searchlight, smoke launchers

Options: May replace any Heavy Bolter with Heavy Flamers for free, Autocannons for +5 points, Lascannons for +10 points. May replace it's side sponsons with armor plates increasing it's side armor to 14 for free. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, Have extra armor for +15 points, dozer blade for +5 points.

Special rules

Overdrive: May move 12" in the movement phase

Dominus Siege Bombard 280 points each

Front Side Rear BS

14 13 12 3

Squadron: between 1 and 3

Unit type: Super Heavy Tank

Structure Points: 2

Wargear: Triple Barreled Bombard, Two Front Mounted Heavy Bolter

Options: May replace any Heavy Bolter with Heavy Flamers for free, Autocannons for +5 points, Lascannons for +10 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, Have extra armor for +15 points, dozer blade for +5 points.

Praetor Assault Launcher 300 points each

Front Side Rear BS

14 13 12 3

Squadron: between 1 and 3

Unit type: Super Heavy Tank

Structure Points: 2

Wargear: Praetor Launcher, Two Front Mounted Heavy Bolter

Options: May replace any Heavy Bolter with Heavy Flamers for free, Autocannons for +5 points, Lascannons for +10 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, Have extra armor for +15 points, dozer blade for +5 points.

Minotaur 275 points each

Front Side Rear BS

13 12 14 3

Unit Composition: 1 to 3 Minotaur's

Unit type: Super heavy tank

Structure points: 2

Wargear: Hull mounted twin linked earthshaker cannons, smoke launchers, searchlight.

Options: combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20.

Valdor tank hunter 320 points each

Front Side Rear BS

13 12 11 3

Unit Composition: 1 to 3 Valdor's

Unit type: Super heavy tank

Structure points: 2

Wargear: Neutron laser projector, Sponson Heavy Stubber, smoke launchers, searchlight

Options: May replace sponson heavy stubber for either Lascannon for +15 points, Heavy bolter or heavy flamer for +5 points, or autocannons for +10 points. combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20.

Special rules

Feedback: If the Valdor fails to penetrate armor roll a D6. On a 1 the Valdor suffers a glancing hit

Unstable reactor

Mastodon super heavy transport 700 points each

Front Side Rear BS

14 12 13 4

Unit Composition: between 1 and 3 Mastodon's

Structure points: 4

Transport capacity: 40

Access points: front assault ramp, 2 side doors

Wargear: hull mounted Mastodon cannon, hull mounted twin linked assault autocannons, 4 sponson mounted Flamestorm cannons, 2 twin linked heavy bolter turrets, two pintle mounted twin linked heavy bolters, searchlight, extra armor, smoke launchers

Special Rules

True Might of the Omnissiah: Ignores all crew shaken and stunned results

Improved Communications, Orbital Bombardment, Ferromantic Invulnerability

Marauder bomber 400 points each

Front Side Rear BS

11 11 10 3

Unit Composition: between 1 and 5 Marauder bombers

Unit Type: super heavy flyer

Structure points: 3

Wargear: one twin linked lascannon, two twin linked heavy bolters, twelve heavy bombs

Options: may exchange it's bomb payload for two Hellstorm bombs for free

Marauder destroyer 425 points each

Front Side Rear BS

11 11 10 3

Unit Composition: between 1 and 5 Marauder destroyers

Unit Type: super heavy flyer

Structure points: 3

Wargear: three twin linked autocannons, one twin linked heavy bolter, one twin linked assault cannon, six heavy bombs

Options: may take eight Hellstrike missiles for +80 points

Assassins list may be taken by custodes, sisters, marine legions or imperial army

HQ

OFFICIO ASSASSINORUM MASTER 180 points

WS BS S T W I A LD Sv

Officio Assassinorum Master 6 5 4 4 3 6 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Temple: The Master must be from one of the following Temples: Callidus, Culexus, Eversor, Vanus, Venenum, Vindicare.

Callidus Temple

Operating covertly, the Callidus teaches its Operatives to get close to their target for the longest time of all the temples. To achieve its exacting tasks, the Temple specializes in the use and development of

the shape altering drug Polymorphine. With this a Callidus can masquerade as any human being they choose, from a beautiful young woman to a crippled old man.

Wargear: C'Tan Phase Sword (Ignores all saves), Polymorphine (May Assault after Deep Strike), Hit and Run and Furious Charge, A Word In Your Ear (Re Roll opponent's Seize Initiative), Neural Shredder

Culexus Temple

Since the dawn of the Imperium, the Emperor and his servants have made use of those known as pariahs – humans that have, or appear to have, no presence in the Warp. There is just a void. They are, to all intents and purposes soulless. The Officio Assassinorum makes use of these cursed humans in the Culexus Temple.

Wargear: Power Weapon, Etherium Any unit wishing to shoot at or charge the Culexus Assassin, and any psyker

trying to target him with a psychic power, must first pass a Leadership test. If the test is failed they may not target the Assassin, and may not attack another target instead, Animus Speculum: The animus speculum has the following profile. For every psyker within 12" of the Culexus Assassin, add +1 to the animus speculum's Assault value (ie,

Assault 2 becomes Assault 3 if there is one psyker within 12"). Range: 12" Strength: 5 AP: 1 Assault 2, Psyk-Out Grenades Instead of firing the animus speculum, the Culexus Assassin may throw a psyk-out grenade. This is only useful against psykers. Psyk-out grenades have a range of 6". Roll to hit as normal. If the psyker is hit, he must pass a Leadership test on 2D6. For each point the psyker fails the test by, he loses 1 Wound. Saving throws may be taken as normal. For example, a psyker (with Ld 7, due to the Soulless rule, below) rolls 9, and so loses 2 Wounds,

SPECIAL RULES

Psychic Abomination: Any psyker within 6" of the Culexus Assassin at the start of their turn must pass a Morale check or fall back. If they are with a unit, then the unit will also fall back.

Soulless: Any unit (friend or foe) with a model within 12" of the Culexus Assassin counts as having Leadership 7, unless it would normally be less than this.

Psyker Assassin: The Culexus Assassin can always target a psyker specifically with any shooting attacks, regardless of whether the psyker is in a unit, an independent character, etc. The Culexus Assassin may ignore other models when charging into an assault if this will allow it to get into contact with a psyker.

Life Drain: The Culexus Assassin may use this ability when in close combat with a psyker. Before any attacks are worked out, but after models are moved, both players roll 2D6 and add the Leadership value of their respective models (remember the Soulless rule above). If the Culexus Assassin scores higher, the psyker loses 1 Wound, with no saving throws of any type allowed (not even Invulnerable saves). This is worked out at the start of every round of close combat and wounds inflicted by this attack count towards the combat resolution. All other close combat attacks are worked out as normal. This power can only be used to affect one psyker per turn.

Eversor Temple

The Eversor is capable of literally ripping the heart out of any rebellion, leaving havoc and destruction in its wake. Such brutality ensures that renegades are cleansed and no would be successors take over as the enemy are utterly destroyed by the Eversor's unstoppable attack.

Wargear: Executioner Pistol: The executioner pistol is a bolt pistol/needle pistol combi-weapon, and may be fired as one or the other, but not both in the same turn. These have the profile given below. The needle pistol always wounds on a roll of 4+, regardless of the target's Toughness. A needle pistol has an Armor Penetration of D6 against vehicles.

Bolt Pistol: Range: 12" Strength: 4 AP: 5 Pistol or Needle Pistol: Range: 12" Strength: X AP: 6 Pistol, Neuro-Gauntlet This is a close combat weapon. Roll to hit as normal, but don't roll to wound. Instead each hit causes one wound on a D6 roll of 4+ regardless of the target's Toughness, and with no Armor

save allowed (Invulnerable saves may be taken as normal). Vehicles hit by a neuro-gauntlet take a glancing hit on a D6 roll of 6, regardless of the vehicle's Armor Value, Combat Drugs The Eversor Assassin can charge 12" in the Assault phase (or double the distance of the dice roll if moving through difficult terrain). When the Eversor charges into combat, it gains an extra D6 Attacks rather than just +1 Attack.

SPECIAL RULES

Fast Shot: The Eversor's heightened metabolism allows it to act with incredible speed. The Eversor never counts as moving when firing its executioner pistol (so it may always fire twice).

Bio-Meltdown! If the Eversor is killed, place a 5" blast marker centered over the model. Any model touched by the template takes an automatic Strength 10 AP 2 hit. The Eversor is then removed from play.

Vanus Temple

The galaxy is a dangerous place for the many foes of the Imperium. A lift may plummet, their vehicle may crash, they may stumble across a forgotten minefield, or be vaporized in the overload of a ship's Plasma Reactor. Often such accidents are caused by an unseen Vanus agent.

Wargear: MK2 Stalker Bolter (range 48" strength 4 AP 2 heavy 2, rending), Vibro Blade (Rending close combat weapon), Saboteur (May force enemy to re roll reserves), Jinx (One selected enemy model is -d3 Ld), Close Shave After deployment, one selected enemy model suffers D6 wounds (to a minimum remaining wounds of 1). May take an Inv save to ignore each wound.

Venenum Temple

Armed with complex bioweapons, containing the most deadly poisons the Imperium can create, Venenum Masters are walking death. They can kill with a touch, their bodies filled with toxins that only they are immune to, and many have died to the kiss of a beautiful stranger..

Wargear: Hellfire Pistol (master crafted Bolt Pistol with AP3, Poisoned 2+), Venom Blade (power weapon, Poisoned 2+), Soften Up (After Deployment, one selected enemy unit suffers d6 Wounds AP1), Poison Resistance (Only Affected by Poison on 6+), Kiss of Death (may be deployed as a non special character on the enemies side, may strike at a target with a strength 8 AP 1 attack however once done the assassin model must be placed in place of the model it was disguised as)

Vindicare Temple

Cold, unfeeling and distant - the Vindicare Master brings inglorious death to the Emperor's enemies with a Sniper's bullet. Masters have been known to wait in a position for weeks before taking a shot. Many rebellions and cults have been ended with one perfect shot from a Vindicare's rifle.

Wargear: Master crafted twin linked Exitus Rifle The exitus rifle is treated as a sniper rifle (range 36", hits on a 2+, wounds on a 4+) with an AP value of 2. In addition, the Vindicare has one of each of the following special rounds, which may be fired instead of a normal shot (keep a note of which special rounds have been fired). The special rounds are used one at a time and you must declare that you are using one of the special shots before you roll the dice to hit.

Shield-Breaker: The shot ignores any Invulnerable save.

Turbo-Penetrator: This inflicts 2 Wounds on any model wounded. If fired at a vehicle, the shot has an Armor Penetration value of 3D6.

Hellfire: The shot wounds on a 2+ instead of a 4+.

Exitus Pistol

Spy Mask: The Vindicare's spy mask reduces the cover save of his target by -1 (a 6+ save is negated, a 5+ cover save becomes a 6+ save, and so on). In addition, the spy mask means the Vindicare rolls 2D6x5 for determining how far he can see when the Night Fighting rules are being used.

Stealth Suit: Any unit wishing to shoot at the Vindicare Assassin must test to see if he can be seen, using the Night Fighting rules as described in the Warhammer 40,000 rulebook (the unit must be within 2D6x3 inches of the Vindicare or it must select another target). If the Night Fighting rules are being used, the Assassin can only be seen if he is within half the normal range of the unit's vision (ie, if they

score an 18, they can only see the Assassin if he is within 9").

SPECIAL RULES

Marksman: You may nominate the model targeted by the Vindicare Assassin when he is shooting, such as a Sergeant or a heavy weapons trooper. This means you get to choose which model is taken off, not the enemy. In addition, the Vindicare can target any model in range and line of sight, regardless of any targeting restrictions (such as independent characters within 6" of another unit).

Eristede Kell 160 Points

WS4 BS6 S4 T4 W2 I5 A2 Ld9 Sv4+

Weapons and Wargear: Widowmaker, Exitus Pistol, Stealth Suit, Spy Mask, Camo Cloak

Widowmaker

Range 60" S- Ap2 Heavy 1, Pinning, Rending

The Widowmaker wounds on 3's, regardless of the enemy's toughness. Kell also has access to the unique rounds used by standard Vindicare Assassins

Camo Cloak: Adds +1 to Kell's cover saves.

Special Rules

Marksman, Infiltrate, Dodge, Rapid Fire

The Hammer Falls: Before the game starts, after all units and Infiltrators have been deployed, you may perform a single round of shooting from Kell at any enemy unit within range and LoS. This is worked out exactly as a normal shooting phase, except that Kell may only use the Widowmaker. The target and any enemy units within 3" of the target must take a Pinning test once the damage is calculated.

Rapid Fire: If Kell does not move during the Movement Phase, he may fire his Exitus Pistol twice, at different targets if he wishes. Also, he is considered to have a separate supply of Hellfire, Shield-Breaker and Turbo-Penetrator rounds which he may use in the pistol (remember he may only use each round once).

Master Vindicare: Vindicare assassins may be taken as troops

Iota 140 Points

WS5 BS5 S4 T4 W2 I5 A3 Ld9 Sv4++

Weapons and Wargear: Animus Speculum, Psyk-out Grenades

Iota's Animus Speculum may fire a single shot instead of the regular profile: Range 6" S8 Ap1 Assault 1, Blast

Special Rules

Infiltrate, Dodge, Life Drain, Soulless, Sense of Impending Doom, Touch of the Pariah

Touch of the Pariah: Any of Iota's attacks cause Instant Death against psykers or indeed any model considered to be a psyker (such as Grey Knight Justicars).

Sense of Impending Doom: At the start of each player turn, any unit within 12" of Iota must take a Pinning test. Fearless models are unaffected.

Master Culexus: Culexus assassins may be taken as troops

Koyne 170 Points

WS6 BS5 S4 T4 W2 I5 A3 Ld10 Sv4++

Weapons and Wargear: C'tan Phase Blade, Neural Shredder, Polymorphine, Poison Blades

Once per game, Koyne's Neural Shredder may fire a focussed bolt of neurological energy. This counts as a normal Neural Shredder shot, but the target's Leadership value is halved before damage is calculated.

Special Rules

Hit And run, A Word In Your Ear... , Blademaster, Sudden Onslaught

Blademaster: During the Assault Phase, Koyné may reduce her attacks by one in order to choose one model in base contact. That model has it's WS value halved for that Assault Phase.

Sudden Onslaught: If Koyné assaults in the same turn she arrives via Polymorphine, she gains an extra D3 attacks.

Master Callidus: Callidus assassins may be taken as troops

The Garantine 170 Points

WS6 BS4 S5 T4 W3 I5 A3 Ld8 Sv4+

Weapons and wargear: Neuro-Gauntlet, Power Weapon, Melta Bombs, MK-II Executioner Pistol
MK-II Executioner Pistol This weapon was designed especially for the Garantine, as any other weapon would be damaged irreparably by the Garantine's constant fits of rage. As a result, it has been fitted with increased ammo capacity allowing the Garantine to deliver a bigger punch than the still reliable MK-I Executioner

Range 12" S4 Ap5 Assault 3

or

Range 12" SX (wounds on 4's) Ap4 Assault 2

Special Rules

Infiltrate, Fearless, Dodge, Enhanced Combat Drugs

Hulking Monstrosity: The Garantine is a hulking beast, a result of the constant metabolic strain of the combat drugs. He easily matches even an Astartes in terms of size and strength. Because of this, he has +1 WS, S, and W (already included in his profile).

Unleashed Rage: At the start of each game turn, the Garantine must take a Leadership test, if failed, he gains the Rage, Furious Charge, Move Through Cover and Fleet rules for the rest of the game as stimms flood his system, causing him to lose any sense of self preservation or sanity.

Enhanced Combat Drugs: Instead of gaining D6 attacks when he charges, you may roll 2D6 and choose the highest when determining the number of extra attacks gained when the Garantine assaults. If a double 1 or 2 is rolled the Garantine takes a single wound with no saves of any kind allowed as the stimms reach a lethal dose.

Master Eversor: Eversor assassins may be taken as troops

Elites

Culexus Temple Assassin 105 points each

WS BS S T W I A Ld Sv

Assassin 5 5 4 4 2 5 3 10 4+

Unit Composition: 1 to 4

Unit Type: Infantry

WARGEAR:

Etherium: Any unit wishing to shoot at or charge the Culexus Assassin, and any psyker trying to target him with a psychic power, must first pass a Leadership test. If the test is failed they may not target the Assassin, but may attack another target instead.

Animus Speculum: The animus speculum has the following profile. For every psyker within 12" of the Culexus Assassin, add +1 to the animus speculum's Assault value (ie, Assault 2 becomes Assault 3 if there is one psyker within 12").

Psyk-Out Grenades: Instead of firing the animus speculum, the Culexus Assassin may throw a psyk-out grenade. This is only useful against psykers. Psik-out grenades have a range of 6". Roll to hit as normal. If the psyker is hit, he must pass a Leadership test on 2D6. For each point the psyker fails the test by, he loses 1 Wound. Saving throws may be taken as normal. For example, a psyker (with Ld 7,

due to the Soulless rule, below) rolls 9, and so loses 2 Wounds.

SPECIAL RULES

Psychic Abomination: Any psyker within 6" of the Culexus Assassin at the start of their turn must pass a Morale check or fall back. If they are with a unit, then the unit will also fall back.

Soulless: Any unit (friend or foe) with a model within 12" of the Culexus Assassin counts as having Leadership 7, unless it would normally be less than this.

Psyker Assassin: The Culexus Assassin can always target a psyker specifically with any shooting attacks, regardless of whether the psyker is in a unit, an independent character, etc. The Culexus Assassin may ignore other models when charging into an assault if this will allow it to get into contact with a psyker

Life Drain: The Culexus Assassin may use this ability when in close combat with a psyker. Before any attacks are worked out, but after models are moved, both players roll 2D6 and add the Leadership value of their respective models (remember the Soulless rule above). If the Culexus Assassin scores higher, the psyker loses 1 Wound, with no saving throws of any type allowed (not even Invulnerable saves). This is worked out at the start of every round of close combat and wounds inflicted by this attack count towards the combat resolution. All other close combat attacks are worked out as normal. This power can only be used to affect one psyker per turn.

Venenum Temple Assassin 145 points each

WS BS S T W I A Ld Sv

Assassin 5 5 4 4 2 5 3 10 4+

Unit Composition: 1 to 4

Unit Type: Infantry

WARGEAR: Hellfire Pistol, Venom Blade (power weapon, Poisoned 2+), Soften Up (After Deployment, one selected enemy unit suffers d6 Wounds AP1), Poison Resistance (Only Affected by Poison on 6+), Kiss of Death (may be deployed as a non special character on the enemies side, may strike at a target with a strength 6 AP 2 attack however once done the assassin model must be placed in place of the model it was disguised as)

Eversor Temple Assassin 95 points each

WS BS S T W I A Ld Sv

Assassin 5 5 4 4 2 5 3 10 4+

Unit Composition: 1 to 4

Unit Type: Infantry

WARGEAR: Executioner Pistol: The executioner pistol is a bolt pistol/needle pistol combi-weapon, and may be fired as one or the other, but not both in the same turn. These have the profile given below. The needle pistol always wounds on a roll of 4+, regardless of the target's Toughness. A needle pistol has an Armour Penetration of D6 against vehicles.

Bolt Pistol: Range: 12" Strength: 4 AP: 5 Pistol or Needle Pistol, Neuro-Gauntlet This is a close combat weapon. Roll to hit as normal, but don't roll to wound. Instead each hit causes one wound on a D6 roll of 4+ regardless of the target's Toughness, and with no Armor save allowed (Invulnerable saves may be taken as normal). Vehicles hit by a neuro-gauntlet take a glancing hit on a D6 roll of 6, regardless of the vehicle's Armor Value, Combat Drugs The Eversor Assassin can charge 12" in the Assault phase (or double the distance of the dice roll if moving through difficult terrain). When the Eversor charges into combat, it gains an extra D6 Attacks rather than just +1 Attack.

SPECIAL RULES

Fast Shot: The Eversor's heightened metabolism allows it to act with incredible speed. The Eversor never counts as moving when firing its executioner pistol (so it may always fire twice).

Bio-Meltdown! If the Eversor is killed, place a 5" blast marker centered over the model. Any model touched by the template takes an automatic Strength 5 hit save taken as normal. The Eversor is then removed from play.

Troops

Death-Cult Assassins 40 points each

WS BS S T W I A Ld Sv

Death-Cult Assassin 5 4 4 3 2 5 2 8 5+

Number/squad: 1-10 Death-Cult Assassins

Weapons: 2 Power weapons

SPECIAL RULES

Independent: Death-Cult Assassins operate independently during the game and may not join units or ride in vehicles.

Fearless: Death-Cult Assassins are assumed to pass all Morale checks, even if failure is normally automatic, and cannot be pinned.

Infiltrate: Death-Cult Assassins are extremely adept at infiltration work, and may use the Infiltrators scenario special rule when allowed to by the mission.

Invulnerable: Assassins are preternaturally agile, able to dart aside from incoming blows, so their saving throw is Invulnerable.

Fast attack

Callidus Temple Assassin 120 points Each

WS BS S T W I A Ld Sv

Assassin 5 5 4 4 2 5 3 10 4+

Unit Composition: 1 to 4

Unit Type: Infantry

Wargear: C'Tan Phase Sword (Ignores all saves), Polymorphine (May Assault after Deep Strike), Hit and Run and Furious Charge, A Word In Your Ear (Re Roll opponent's Seize Initiative), Neural Shredder. Enemy uses Leadership instead of Toughness),

Heavy Support

Vanus Temple assassin 115 points Each

WS BS S T W I A Ld Sv

Assassin 5 5 4 4 2 5 3 10 4+

Unit Composition: 1 to 4

Unit Type: Infantry

Wargear: Stalker Bolter, Vibro Blade, Saboteur (May force enemy to re roll reserves), Jinx (One selected enemy model is -d3 Ld), Close Shave After deployment, one selected enemy model suffers D6 wounds (to a minimum remaining wounds of 1). May take an Inv save to ignore each wound.

Vindicare Temple Assassin 110 points each

WS BS S T W I A Ld Sv

Assassin 5 5 4 4 2 5 3 10 4+

Unit Composition: 1 to 4

Unit Type: Infantry

WARGEAR: Exitus Rifle

Exitus Pistol

Spy Mask: The Vindicare's spy mask reduces the cover save of his target by -1 (a 6+ save is negated, a 5+ cover save becomes a 6+ save, and so on). In addition, the spy mask means the Vindicare rolls 2D6x5 for determining how far he can see when the Night Fighting rules are being used.

Stealth Suit: Any unit wishing to shoot at the Vindicare Assassin must test to see if he can be seen, using the Night Fighting rules as described in the Warhammer 40,000 rulebook (the unit must be within 2D6x3 inches of the Vindicare or it must select another target). If the Night Fighting rules are being used, the Assassin can only be seen if he is within half the normal range of the unit's vision (ie, if they score an 18, they can only see the Assassin if he is within 9").

SPECIAL RULES

Marksman: You may nominate the model targeted by the Vindicare Assassin when he is shooting, such as a Sergeant or a heavy weapons trooper. This means you get to choose which model is taken off, not the enemy. In addition, the Vindicare can target any model in range and line of sight, regardless of any targeting restrictions (such as independent characters within 6" of another unit).

Adeptus Titanicus list may be taken by Astartes legions, custodes, sisters, or army

Apocalypse class Titan 25000 points

Front Side Rear BS WS S I
14 14 14 7 2 D 1

Unit Composition: 1 Apocalypse titan

Unit Type: Super Heavy Walker

Structure points: 35

Void Shields: 25

Transport: 800 (even terminators and assault marines count as a single model aboard the Apocalypse. It may not transport tanks)

Wargear: 7 defense lasers, heavy Hailstorm cannon, Mega cannon, 2 coaxial heavy volcano cannons
Special rules

Reactor Meltdown: should the enemy score an apocalyptic explosion on the damage chart all units within 20D6 inches must be removed from play

Towering monstrosity: The titans main weapons may not attack infantry or jet bike models under 112" away. Carapace weapons suffer from a 48" minimum range against non titan units. It can move 24" minimum and a max of 36" if it chooses to move

Boarding: for every enemy unit that makes it up the stairs on the titan's leg may enter it. Roll a D6 at the end of every turn/ on a 1 to 3 the enemy unit is destroyed. On a 4 or 5 the battle keeps raging inside of the titan. On a 6 the titan loses D3 structure points and suffers two hits on the super heavy damage table at -2 to the roll.

Emperor Class Titan 9000 points

Front Side Rear BS WS S I
14 14 14 5 3 D 1

Unit Composition: 1 to 2 Emperor Titans

Unit Type: Super Heavy Walker

Structure points: 12

Void Shields: 16

Transport: 400 (even terminators and assault marines count as a single model aboard the emperor. It may not transport tanks)

Wargear: Plasma Annihilator, Hailstorm cannon, 9 defense batteries, defense laser, 4 mega long range

bombard cannons, 1 D Day cannon, 24 twin linked bolters, 8 twin linked autocannons

Weapons

Special rules

Reactor Meltdown: should the enemy score an apocalyptic explosion on the damage chart all units within 6D6 inches must be removed from play

Towering monstrosity: The titans main weapons may not attack infantry or jet bike models under 72" away. Carapace weapons suffer from a 36" minimum range against non titan units. It can move 24" minimum and a max of 36" if it chooses to move

Boarding: for every enemy unit that makes it up the stairs on the titan's leg may enter it. Roll a D6 at the end of every turn/ on a 1 to 3 the enemy unit is destroyed. On a 4 or 5 the battle keeps raging inside of the titan. On a 6 the titan loses D3 structure points and suffers two hits on the super heavy damage table at -2 to the roll.

Dies Irae Emperor class titan 9750 points

Front Side Rear BS WS S I

14 14 14 6 4 D 1

Unit Composition: 1 (unique)

Structure points: 14

Void Shields: 17

Transport: 400 (even terminators and assault marines count as a single model aboard the emperor. It may not transport tanks)

Wargear: Plasma Annihilator, Hailstorm cannon, 9 defense batteries, defense laser, 4 mega long range bombard cannons, 1 D Day cannon, 24 twin linked bolters, 8 twin linked autocannons

Special rules

Reactor Meltdown: should the enemy score an apocalyptic explosion on the damage chart all units within 6D6 inches must be removed from play

Towering monstrosity: The titans main weapons may not attack infantry or jet bike models under 72" away. Carapace weapons suffer from a 36" minimum range against non titan units. It can move 24" minimum and a max of 36" if it chooses to move

Boarding: for every enemy unit that makes it up the stairs on the titan's leg may enter it. Roll a D6 at the end of every turn/ on a 1 to 3 the enemy unit is destroyed. On a 4 or 5 the battle keeps raging inside of the titan. On a 6 the titan loses D3 structure points and suffers two hits on the super heavy damage table at -2 to the roll.

Venerable: An Emperor titan is extremely hard to kill and whenever he suffers a glancing or penetrating hit you may ask your opponent to re roll the result on the Vehicle Damage table. However, you must accept the second result, even if it is worse.

Warmonger Class Titan 10000 points

Front Side Rear BS WS S I

14 14 14 6 2 D 1

Unit Composition: 1 to 2 Warmonger titans

Unit Type: Super Heavy Walker

Structure points: 14

Void Shields: 18

Transport: 400 (even terminators and assault marines count as a single model aboard the emperor. It may not transport tanks)

Wargear: 7 defense batteries, Mega defense laser, 4 Quad Guns, 24 twin linked bolter, 8 twin linked autocannons, 9 Hydra Missiles

Special rules

Reactor Meltdown: should the enemy score an apocalyptic explosion on the damage chart all units within 6D6 inches must be removed from play

Towering monstrosity: The titans main weapons may not attack infantry or jet bike models under 72" away. Carapace weapons suffer from a 36" minimum range against non titan units. It can move 24" minimum and a max of 36" if it chooses to move

Boarding: for every enemy unit that makes it up the stairs on the titan's leg may enter it. Roll a D6 at the end of every turn/ on a 1 to 3 the enemy unit is destroyed. On a 4 or 5 the battle keeps raging inside of the titan. On a 6 the titan loses D3 structure points and suffers two hits on the super heavy damage table at -2 to the roll.

Hydra Missiles: each missile is a one shot weapon meaning it only has 9 shots

Warlord Battle titan 2500 points each

Front side rear WS BS S I A
14 14 13 2 4 10 1 3

Unit Composition: 1 to 2 Warlord battle titans

Unit Type: Super Heavy Walker

Structure points: 9

Void Shields: 6

Wargear: two arm weapons from the following list; laser blaster, gatling blaster, melta cannon, plasma destructor, quake cannon, volcano cannon, or a titan close combat weapon. Two carapace weapons from the following list; vulcan mega bolter, vortex missile, apocalypse missile launcher, inferno gun, plasma blastgun, double barreled turbo laser

Special rules

Reactor Meltdown: If the warlord suffers an Apocalyptic Explosion result on the catastrophic damage chart, its reactor goes nuclear! This is same as an Apocalyptic Explosion, except that the range is 6D6", and models within range suffer a Destroyer hit.

Towering Monstrosity: Because of its immense size, it is difficult for the warlord to engage targets that are too close. If suffers the following limitations: The carapace mounted weapon on the Reaver has a minimum range of 18". A warlord's Titan close combat weapon can only be used against gargantuan creatures and super-heavy vehicles.

Caracalla class titan 3000 points each

Front Side Rear WS BS S I A
13 13 12 3 3 10 1 4

Unit Composition: 1 to 2 Caracalla titans

Unit Type: Super Heavy Walker

Structure points: 10

Void Shields: 4

Wargear: four arm weapons from the following list; PDQ cannon, siege drill (titan close combat weapon that adds plus 1 to the damage chart), shock cannon, Heavy Dispersion flamer. Two carapace weapons chosen from the following list; discharge barrage cannon, cyclic ordinance cannon

Special rules

Agile

Reaver Battle titan 1250 points each

WS BS S FRONT SIDE REAR I A
2 4 10 14 14 13 1 2

UNIT: 1 to 3 Reaver Titans

TYPE: Super-heavy walker

STRUCTURE POINTS: 6

VOID SHIELDS: 4

WEAPONS AND EQUIPMENT: The Reaver must choose three weapons from the following list:
One carapace weapon from the following list: Double-barrelled Turbo-Laser, Plasma Blastgun, Inferno Gun, Vulcan Mega-bolter, Apocalypse Missile Launcher, Vortex Support Missile, Quake cannon

Two arm weapons from the following list: Gatling Blaster, Melta Cannon, Volcano Cannon, Laser Blaster, Titan Close Combat Weapon, Titan Chain fist 6D6 for armor penetration, Apocalypse Missile Launcher

SPECIAL RULES

Reactor Meltdown: If the Reaver suffers an Apocalyptic Explosion result on the catastrophic damage chart, its reactor goes nuclear! This is same as an Apocalyptic Explosion, except that the range is 6D6", and models within range suffer a Destroyer hit.

Towering Monstrosity: Because of its immense size, it is difficult for the Reaver to engage targets that are too close. If suffers the following limitations: The carapace mounted weapon on the Reaver has a minimum range of 18". A Reaver's Titan close combat weapon can only be used against gargantuan creatures and super-heavy vehicles.

REAVER BATTLE TITAN (HUN VARIANT) 1000 points each

WS BS S FRONT SIDE REAR I A

2 4 10 13 12 10 1 2

UNIT: 1 to 3 Reaver Titan (Hun variant)

TYPE: Super-heavy walker

STRUCTURE POINTS: 6

VOID SHIELDS: 4

WEAPONS AND EQUIPMENT:

2 arm weapons from the following list: Double-barrelled Turbo-laser Destructor; Plasma Blastgun; Inferno Gun; Vulcan Mega-bolter; Apocalypse Missile Launcher; Titan close combat weapon, Titan Chain fist 6D6 for armor penetration

SPECIAL RULES

Reactor Meltdown: If the Reaver suffers an Apocalyptic Explosion result on the catastrophic damage chart, its reactor goes nuclear! This is same as an Apocalyptic Explosion, except that the range is 6D6", and models within range suffer a Destroyer hit.

Towering Monstrosity: Because of its immense size, it is difficult for the Reaver to engage targets that are too close. A Reaver's Titan close combat weapon can only be used against gargantuan creatures and super-heavy vehicles

Reserve Power: The lack of a carapace weapon mount gives the Hun large power reserves from its plasma reactor. It gains the following abilities: The Hun may re roll failed attempts to refresh collapsed void shields. Fire a single Primary Weapon and move an extra D6" (as per the Fleet rule). Fire no weapons at all and move an extra 2D6" (as per the Fleet rule).

REAVER BATTLE TITAN (GOTH VARIANT) 1150 points each

WS BS S FRONT SIDE REAR I A

2 4 10 14 14 12 1 2

UNIT: 1 to 3 Reaver Titan (Goth variant)

TYPE: Super-heavy walker

STRUCTURE POINTS: 6

VOID SHIELDS: 4

WEAPONS AND EQUIPMENT:

2 arm weapons from the following list: Double-barrelled Turbo-laser Destructor; Plasma Blastgun; Inferno Gun; Vulcan Mega-bolter; Apocalypse Missile Launcher; Titan close combat weapon, Titan Chain fist 6D6 for armor penetration

1 carapace weapon from the following list: Apocalypse Missile Launcher; Double-barrelled Turbo-laser Destructor; Plasma Blastgun; Vulcan Mega-bolter, Inferno gun, quake cannon

SPECIAL RULES

Reactor Meltdown: If the Reaver suffers an Apocalyptic Explosion result on the catastrophic damage chart, its reactor goes nuclear! This is same as an Apocalyptic Explosion, except that the range is 6D6", and models within range suffer a Destroyer hit.

Towering Monstrosity: Because of its immense size, it is difficult for the Reaver to engage targets that are too close. If suffers the following limitations: The carapace mounted weapon on the Reaver has a minimum range of 18". A Reaver's Titan close combat weapon can only be used against gargantuan creatures and super-heavy vehicles.

Corsair Battle titan 2000 points each

Front Side Rear WS BS S I A

14 14 13 5 3 10 3 5 (7)

Unit Composition: 1 to 3 Corsair Battle Titans

Unit Type: Super Heavy Walker

Structure points: 7

Void Shields: 6

Wargear: 2 Thunderfists (attacks at strength D even against infantry), smoke launchers

Special rules

Fleet

Reactor Meltdown: If the Corsair suffers an Apocalyptic Explosion result on the catastrophic damage chart, its reactor goes nuclear! This is same as an Apocalyptic Explosion, except that the range is 6D6", and models within range suffer a Destroyer hit.

Titan Slayer: has preferred enemy against all super heavies and gargantuan creatures

Reserve Power: may run 2D6" in the shooting phase and may reroll when attempting to bring back void shields

Warhound 750 points each

Front Side Rear BS WS I A

14 13 12 4 2 1 1

UNIT: 1 to 2 Warhound

STRUCTURE POINTS: 3

VOID SHIELDS: 2

WEAPONS AND EQUIPMENT:

2 arm weapons from the following list: Double-barrelled Turbo-laser Destructor; Plasma Blastgun; Inferno Gun; Vulcan Mega-bolter

SPECIAL RULES

Reactor Meltdown: If the Warhound Annihilator suffers an Apocalyptic Explosion result on the catastrophic damage chart, its reactor goes nuclear! This is same as an Apocalyptic Explosion, except that the range is 6D6", and models within range suffer a Destroyer hit

Agile: In the shooting phase may fire all weapons, or fire one weapon and move an extra D6" or fire no

weapons and move an extra 2D6”.

Warhound Annihilator 950 points each

Front Side Rear BS WS I A

14 13 12 4 2 1 1

UNIT: 1 to 3 Warhound Annihilators

STRUCTURE POINTS: 4

VOID SHIELDS: 1

WEAPONS AND EQUIPMENT:

2 arm weapons from the following list: Apocalypse Missile launcher, Gatling Blaster, Melta Cannon, Laser Blaster, Quake Cannon, Volcano Cannon, Vortex missile, Plasma Destructor

SPECIAL RULES

Reactor Meltdown: If the Warhound Annihilator suffers an Apocalyptic Explosion result on the catastrophic damage chart, its reactor goes nuclear! This is same as an Apocalyptic Explosion, except that the range is 6D6”, and models within range suffer a Destroyer hit

Limited ammunition: Any roll to hit that is a 1 means the weapon has run out of ammunition and may not be used for the rest of the game.

Stop gap: when taking structure point damage it loses D3

KNIGHT PALADIN 300 points each

WS BS S FRONT SIDE REAR I A

3 4 10 13 12 11 2 1(3)

UNIT: 1 to 5 Knight Paladins

TYPE: Super-heavy walker

STRUCTURE POINTS: 2

VOID SHIELDS: 1

WEAPONS AND EQUIPMENT: 1 Knight Battle Cannon; 1 Dreadnought CCW, 1 Twin-linked Heavy Bolter

KNIGHT WARDEN 475 points each

WS BS S FRONT SIDE REAR I A

3 4 10 14 13 12 2 1

UNIT: 1 to 4 Knight Wardens

TYPE: Super-heavy walker

STRUCTURE POINTS: 2

VOID SHIELDS: 1

WEAPONS AND EQUIPMENT: Vulcan Mega-bolter, hull mounted warden missile launcher

SPECIAL RULES:

Lumbering: The Knight Warden is a heavy defensive vehicle. It’s thick armor and potent weapons leave little room for a large powerplant within its hull. The Warden can move up to 6” per turn.

KNIGHT LANCER 300 points each

WS BS S FRONT SIDE REAR I A

3 4 10 13 11 10 4 1(2)

UNIT: 1 to 5 Knight Lancer

TYPE: Super-heavy walker

STRUCTURE POINTS: 2

VOID SHIELDS: 1

WEAPONS AND EQUIPMENT: 1 Knight Battle Cannon; 1 Knight Power Lance

SPECIAL RULES:

Agile: In the shooting phase the Knight Lancer may divert some of the energy from its weapons towards its legs, so it can choose to either: Fire all available weapons as normal. Fire no weapons at all and move an extra 2D6" (as per the Fleet rule).

KNIGHT Errant 400 points each

WS BS S FRONT SIDE REAR I A

3 4 10 13 11 10 4 1(3)

UNIT: 1 to 5 Knight Errants

TYPE: Super-heavy walker

STRUCTURE POINTS: 2

VOID SHIELDS: 1

WEAPONS AND EQUIPMENT: Thermal Lance, dreadnought close combat weapon, twin linked heavy bolter

KNIGHT Crusader 475 points each

WS BS S FRONT SIDE REAR I A

3 4 10 14 13 13 2 1

UNIT: 1 to 4 Knight Crusaders

TYPE: Super-heavy walker

STRUCTURE POINTS: 2

VOID SHIELDS: 1

WEAPONS AND EQUIPMENT: Quake Cannon, turbo laser destroyer, twin linked heavy bolters

SPECIAL RULES:

Lumbering: The Knight Crusader is a heavy defensive vehicle. It's thick armor and potent weapons leave little room for a large powerplant within its hull. The Crusader can move up to 10" per turn.

KNIGHT Castellan 450 points each

WS BS S FRONT SIDE REAR I A

3 4 10 14 13 13 2 1

UNIT: 1 to 4 Knight Castellans

TYPE: Super-heavy walker

STRUCTURE POINTS: 2

VOID SHIELDS: 1

WEAPONS AND EQUIPMENT: Quake Cannon, Gatling Blaster, twin linked heavy bolters

SPECIAL RULES:

Lumbering: The Knight Castellan is a heavy defensive vehicle. It's thick armor and potent weapons leave little room for a large powerplant within its hull. The Castellan can move up to 10" per turn.

KNIGHT Barron 375 points

WS BS S FRONT SIDE REAR I A

5 4 10 14 12 10 5 3(4)

UNIT: 1 knight Barron

STRUCTURE POINTS: 3

VOID SHIELDS: 2

WEAPONS AND EQUIPMENT: 1 Knight Battle Cannon; 1 Knight Power Lance, twin linked heavy bolter

SPECIAL RULES:

Agile: In the shooting phase the Knight Barron may divert some of the energy from its weapons towards its legs, so it can choose to either: Fire all available weapons as normal. Fire no weapons at all and move an extra 2D6" (as per the Fleet rule).



Squats may be taken by imperial army, marine legions, assassins, sisters of silence, adeptus custodes, titan legions and/or adeptus mechanicus

Preferred enemy orks, slow and purposeful, master plasma tech (plasma weapons do not over heat)

HQ

0-1 ancestor lord 160 points

WS BS S T W I A LD SV

5 4 4 5 3 3 3 10 2+

Unit Composition: 1 ancestor lord

Unit Type: Infantry

Wargear: artificer helm (5+ invulnerable save and prevents from being pinned), exo-armor (2+ save and all weapons are master crafted), power axe, Graviton Gun, frag and krak grenades, melta bombs, psychic hood

Options: may replace the power axe for a lightning maul (thunder hammer) for +25 points. May take a servo arm for +5 points, may also master craft the exo armor (allowing to re-roll armor saves, increases his invulnerable save to 4+, and prevents instant death) for +35 points. May replace the Graviton Gun for a plasma lance for +30 points. May take a war trike (counts as a space marine bike but has twin linked squat autoguns) for +30 points (may also be equipped with exo armor while riding the trike)

Special rules

Feel no pain, independent character, psyker

Lord of the Hearthguard: Hearthguard become troops instead of elites

Hammer of fury psychic power: range 12" strength 5 AP 2 assault 3. Any model or squad hit by the psychic power may not move, shoot or assault in their next turn

The Slayer: may re-roll hit in close combat

Warlord 75 points

WS BS S T W I A LD SV
5 4 4 5 3 4 3 10 5+

Unit Composition: 1 warlord

Unit Type: Infantry

Wargear: power axe, flakk armor, squat auto pistol, frag and krak grenades

Options: may replace the power axe for a lightning maul (thunder hammer) for +25 points. May take a servo arm for +5 points. May replace the flak armor for carapace armor for +5 points or exo armor (2+ save and all weapons are master crafted) for +30 points. May replace the squat auto pistol for a bolt pistol or flame pistol for +5 points, plasma pistol for +10 points, infernus pistol for +15 points or a Graviton Gun for +25 points

Special rules

Feel no pain, independent character

Overlord 50 points

WS BS S T W I A LD SV
5 4 4 4 2 3 3 10 5+

Unit Composition: 1 overlord

Unit Type: Infantry

Wargear: power axe, flakk armor, squat auto pistol, frag and krak grenades

Options: may replace the power axe for a lightning maul (thunder hammer) for +25 points. May take a servo arm for +5 points. May replace the flak armor for carapace armor for +5 points or exo armor (2+ save and all weapons are master crafted) for +30 points. May replace the squat auto pistol for a bolt pistol or flame pistol for +5 points, plasma pistol for +10 points, infernus pistol for +15 points or a Graviton Gun for +25 points

Special rules

Feel no pain, independent character

Lord 40 points

WS BS S T W I A LD SV
4 4 3 4 1 3 2 10 5+

Unit Composition: 1 lord

Unit Type: Infantry

Wargear: power axe, flakk armor, squat auto pistol, frag and krak grenades

Options: may replace the power axe for a lightning maul (thunder hammer) for +25 points. May take a servo arm for +5 points. May replace the flak armor for carapace armor for +5 points or exo armor (2+ save and all weapons are master crafted) for +30 points. May replace the squat auto pistol for a bolt pistol or flame pistol for +5 points, plasma pistol for +10 points, infernus pistol for +15 points or a Graviton Gun for +25 points

Special rules

Feel no pain, independent character

Elites

Hearthguard 70 points

	WS	BS	S	T	W	I	A	LD	SV
Hearthguard	4	3	4	4	1	3	1	9	5+
Champion	4	3	4	4	1	3	2	10	5+

Unit Composition: 5 Hearthguard

Unit Type: Infantry

Wargear: squat bolter, bolt pistol, chain axe, frag and krak grenades

Options: may include 5 more hearthguard for 14 points per model. Any model may replace their flak armor for carapace armor for +5 points per model or exo-armor for +25 points per model. Any model may replace their chain axe for a power axe for +15 points or a power fist for +25 points. Two models may replace all their ranged weapons with a flamer or meltagun for free, plasma gun or heavy Graviton Gun for +5 points, autocannon for +10 points, plasma cannon for +15 points or a squat heavy bolter for +25 points. One model may be upgraded to a champion (armed with a storm shield and relic blade that adds +3 strength) for +20 points

Slayers 85 points

	WS	BS	S	T	W	I	A	LD	SV
Slayer	5	2	5	4	1	3	2	9	6+
Champion	6	2	5	5	1	4	3	10	6+

Unit Composition: 5 slayers

Unit Type: Infantry

Wargear: squat auto pistol, power axe, frag and krak grenades, melta bombs

Options: any model may upgrade their power axe to a power fist for +15 points. One model may be upgraded to a champion (armed with a storm shield and relic blade that adds +3 strength) for +25 points

Special rules

Poisoned 3+, fearless, 3+ feel no pain

Honor: the slayers do not wear armor, merely their skin is so thick that it provides a 6+ armor save.

Veteran Squats 70 points

	WS	BS	S	T	W	I	A	LD	SV
Veteran	4	4	3	4	1	2	1	10	5+
Champion	5	4	3	4	1	3	2	10	5+

Unit Composition: 5 veteran squats

Unit Type: Infantry

Wargear: squat autoguns, flak armor, frag and krak grenades

Options: any model may replace the squat autogun for a squat auto pistol (range 12" strength 3 AP 6 pistol 2) and a close combat weapon for free. Two models may replace the squat autogun for a flamer for free, a meltagun for +5 points, a plasma gun or autocannon for +10 points, a plasma cannon or squat bolter for +15 points or a squat heavy bolter for +25 points. Any model in the squad may exchange their flak armor for carapace armor for +5 points. One model may be upgraded to a champion (armed with a storm shield and relic blade that adds +3 strength) for +20 points

Troops

Warrior squad 45 points

WS BS S T W I A LD SV
4 3 3 4 1 2 1 8 5+

Unit Composition: 5 warriors

Unit Type: Infantry

Wargear: squat autoguns, flak armor, frag grenades

Options: any model may replace the squat autogun for a squat auto pistol and a close combat weapon for free. Two models may replace the squat autogun for a flamer for free, a meltagun for +5 points, a plasma gun or autocannon for +10 points, a plasma cannon or squat bolter for +15 points or a squat heavy bolter for +25 points. Any model in the squad may exchange their flak armor for carapace armor for +5 points. May include 5 more warriors for 9 points per model

Beserker squad 36 points

WS BS S T W I A LD SV
5 2 4 3 1 4 4 9 -

Unit Composition: 3 Beserkers

Unit Type: Infantry

Wargear: frag and Krak grenades, melta bombs, squat auto pistol, chain axe

Options: may include 7 more Beserkers for 12 points per model. Any model may upgrade to carapace armor for +8 points. Any model may exchange their squat auto pistol for a bolt pistol for +5 points. Any model may upgrade their chain axe to a power axe for +10 points. Two models may upgrade their squat auto pistols to plasma pistols for +10 points.

Thunderer squad 45 points

WS BS S T W I A LD SV
2 5 3 4 1 1 1 8 4+

Unit Composition: 5 Thunderers

Unit Type: Infantry

Wargear: frag and Krak grenades, melta bombs, squat autogun

Options: may include 15 more Thunderers for 9 points each. Any model may replace their squat autogun for a squat bolter for +10 points. For every 10 models in the squad 4 may replace their squat autogun for a autocannon for +10 points, plasma cannon for +15 points, squat heavy bolter for +25 points, or a lascannon for +20 points.

Dedicated transports

War Wagon 40 points

Front Side Rear BS
11 11 10 3

Unit Composition: 1 squat war wagon

Unit Type: tank, fast, opened topped

Transport capacity: 12 squats, or 6 exo armored squats

Wargear: 2 twin linked squat autoguns, searchlight, smoke launchers, extra armor

Fast attack

War trike squadron 90 points

WS BS S T W I A LD SV
4 3 3 4(5) 1 2 1 8 5+

Unit Composition: 3 war trikes

Unit Type: bikes

Wargear: squat war trike (armed with twin linked squat autoguns), squat auto pistol, chain axe, frag and krak grenades

Options: may include 7 more war trikes for 30 points each. Two squats may be given flamers for free, meltaguns for +10 points, plasma guns for +5 points or a squat bolter (range 30" strength 4 AP 3 heavy 2) for +15 points. Any model in the squad may have carapace armor for +5 points

Attack trike squadron 45 points

WS BS S T W I A LD SV
4 3 3 4(5) 1 2 2 8 4+

Unit Composition: 1 attack trike

Unit Type: bikes

Wargear: squat attack trike (armed with twin linked squat autoguns and a autocannon), squat auto pistol, chain axe, frag and krak grenades

Options: may include 4 more attack trikes for 45 points each. Any attack trike autocannon may be upgraded to a plasma cannon for +10 points or a squat heavy bolter for +20 points

Gyrocopter squadron 60 points

Front Side Rear BS
10 10 10 3

Unit Composition: 1 gyrocopter

Unit Type: skimmer, fast, opened topped

Wargear: autocannon, extra armor, smoke launchers, searchlight

Options: may include 4 more gyrocopters for 60 points each. Any gyrocopter may replace their autocannon for a twin linked autocannon for +5 points, a plasma cannon for +10 points or a twin linked squat heavy bolter for +15 points

Iron Eagle gyrocopter 100 points

Front Side Rear BS
12 12 10 3

Unit Composition: 1 Iron Eagle gyrocopter

Unit Type: flyer, fast

Wargear: hull mount vanquisher battle cannon with AA mount

Options: may include 9 more Iron Eagle's for 100 points each. Any iron eagle may replace the vanquisher battle cannon with a laser destroyer for +20 points

Heavy Support

Squat Rapier Laser Battery 130 points

Front Side Rear
10 10 10

WS BS S T W I A LD SV
4 3 3 4 1 2 1 8 4+

Unit Composition: 1 rapier laser battery and one engineer

Unit Type: Infantry

Wargear: squat autogun, servo arm, frag and krak grenades, rapier laser array

Options: May include 4 more engineers with rapier laser batteries for 130 points each

Special rules

Weapons specialists: may re-roll misses once per turn

Mole mortar squad 70 points

WS BS S T W I A LD SV

4 3 3 4 1 2 1 8 4+

Unit Composition: 1 one engineer

Unit Type: Infantry

Wargear: squat autogun, servo arm, frag and krak grenades, mole mortar

Options: may include 4 more mole mortars and engineers for 70 points each

Special rules

Weapons specialists: may re-roll misses once per turn

Squat thudd gun battery 85 points

Front Side Rear

10 10 10

WS BS S T W I A LD SV

4 3 3 4 1 2 1 8 4+

Unit Composition: 1 thudd gun and one engineer

Unit Type: Infantry

Wargear: squat autogun, servo arm, frag and krak grenades, thudd gun

Options: may include 4 more thudd guns and engineers for 85 points each

Battle suit 80 points

WS BS S T W I A LD SV

5 4 5(10) 7 3 3 2 10 1+

Unit Composition: 1 battle suit

Unit Type: Infantry (60 mm base)

Wargear: chain fist (uses basic initiative), autocannon, advanced squat exo armor (1+ save)

Options: may include 9 more battle suits for 80 points each. Any battle suit may replace the autocannon for a heavy flamer for free, a plasma cannon for +15 points, or a squat heavy bolter for +20 points

Special rules

Move threw cover

Exo trike squadron 70 points

WS BS S T W I A LD SV

5 3 4 4(5) 1 3 1 9 2+

Unit Composition: 1 exo trike

Unit Type: bikes

Wargear: squat war trike (armed with twin linked squat autoguns), plasma lance, frag and krak grenades

Options: may include 3 more exo trikes for 70 points each. Any exo trike may replace the twin linked squat autoguns for twin linked squat bolters for +10 points

War Crawler 170 points

Front Side Rear BS

14 13 12 3

Unit Composition: 1 War Crawler

Unit Type: tank

Transport capacity: 5 squads in regular or exo armor

Wargear: two sponson each with a twin linked autocannon, pintle mounted heavy flamer, smoke launcher, searchlight, extra armor

Options: may include 4 more war crawlers for 170 points each. May replace the twin linked autocannons for twin linked plasma cannons for +15 points, twin linked squat heavy bolters for +25 points or twin linked lascannons for +20 points. May replace the pintle mounted heavy flamer for a squat heavy bolter for +20 points. A battle cannon may be fitted onto the main hull for +30 points

Thunder-fire cannon 190 points

Front Side Rear BS

12 12 10 4

Unit Composition: 1 thunder-fire cannon

Unit Type: immobile tank

Wargear: tribarreled earthshaker cannon

Options: may include 9 more thunder-fire cannons for 190 points each. Any thunder-fire cannon may upgrade to extra armor for +10 points. Any thunder-fire cannon may upgrade the tribarreled earthshaker cannon to a tribarreled medusa siege cannon (range 48" strength 10 AP 2 ordinance 3, 5" blast, twin linked, roll 2d6 for armor penetration) for +50 points or a tribarreled bombard siege mortar for +120 points

Super heavies

Leviathan 1250 points each

[front] [side] [rear] [BS]

Leviathan] 14 14 13 3

Unit Composition: between 1 and 3 Leviathan

Unit type: Super heavy tank

Structure points: 5

Void Shields: 4

Transport capacity: 50

Fire points: 10 right, 10 left, 5 rear

Access points: one rear hatch that counts as 3

Wargear: turret mounted baneblade battle cannon, hull mounted Doomsday cannon, 6 twin linked lascannons

Options: may have 6 twin linked squat heavy bolters for +150 points

Special rules

Careful planning, supreme headquarters, general staff

Capitol Imperialis 1600 points each

[Front] [Side] [Rear] [BS]

Capitol Imperialis] 14 14 13 3

Unit Composition: between 1 and 3 Capitol Imperialis

Unit type: Super heavy tank

Structure points: 8

Void Shields: 6

Transport capacity: 100, or 10 tanks or 3 baneblade hulls

Fire points: 20 right, 20 left, 10 rear

Access points: one rear hatch that counts as 3, and one front access hatch that counts as 2

Wargear: Turreted Volcano cannon, 6 sponson plasma cannons

Special rules

Slow and steady: always counts as stationary for occupants firing their weapons, ignores driver stunned results, may ignore drives damaged on a 4+ and treats terrain 12" or lower as clear

Colossus 2250 points each

Front Side Rear BS

14 13 13 3

Unit Composition: between 1 and 3 colossus

Unit type: Super heavy tank

Structure points: 9

Void Shields: 6

Wargear: hull and turret mounted Doomsday cannon, 4 sponson mounted lascannons, 4 deathstike missiles

Cyclops 3000 points each

Front Side Rear BS

14 14 14 3

Unit Composition: between 1 and 3 Cyclops

Unit type: Super heavy tank

Structure points: 12

Void Shields: 5

Wargear: hull mounted hellfury cannon, turret mounted baneblade cannon, 2 hull mounted melta cannons (range 72" strength 10 AP 1 ordinance 1, 10" blast, roll 3D6 +10 for armor penetration), 6 vortex missiles

Land Train 2000 points each

Front Side Rear BS

13 13 13 4

Unit Composition: between 1 and 3 land trains

Unit type: Super heavy tank

Structure points: 8

Void Shields: 2

Wargear: hull mounted demolisher cannon, turret mounted demolisher cannon, hull mounted bombard cannon, whirlwind missile launcher, hull mounted medusa cannon, 2 quad lascannons

Overlord Armored airship 450 points each

Front Side Rear BS

12 10 10 3

Unit Composition: between 1 and 3 Overlord Armored airships

Unit type: Super heavy flyer, fast

Structure points: 3

Void Shields: 1

Wargear: 6 turret mounted battle cannons with AA mount, 200 heavy bombs

Goliath Mega cannon 1500 points each

Front Side Rear BS

11 11 11 3

Unit Composition: between 1 and 3 Goliath Mega cannons

Unit type: immobile Super heavy tank

Structure points: 4

Wargear: Goliath mega cannon



The Primarchs

The Primarchs were the twenty genetically engineered "sons" of the Emperor. The Emperor used his own DNA in their creation, and they were designed to be far superior to the average human: larger, stronger, hardier, faster, and smarter. They were also incredibly charismatic, as their main role was to be generals and leaders of the Imperial military. They were created in a secret underground laboratory on Luna under tightest security. However, the forces of Chaos managed to spirit them away just prior to their maturation. These were scattered across the galaxy, beyond the Emperor's reach, and all of them landed on different worlds. The Emperor could sense that the Primarchs were alive, but was unable to reach them. The genetic material of each one of them was used to found a single Space Marine Legion, twenty in total. As the Emperor found them, he was generally pleased by their actions, and quickly gave them the leadership of their respective legion. That time is now past and the last of their kind now rally the Imperium to try and reclaim all that has been lost by Horus' betrayal.

All models with the designation *Primarch* count as two models for transport purposes with the exception of Magnus and Sanguinius who count as 3 do to their size

Primarch's benefit from the following special rules:

Independent Character, Deep Strike, Eternal Warrior, Fleet, Relentless, Acute Senses, Invulnerable 4+ Save, Feel No Pain

Ever Onwards!: A Primarch can never capture an objective. For him the road to victory rolls ever onwards. Applies only to Russ, Angron, Fulgrim, Jaghatai Khan, Sanguinius, Mortarion, Vulkan, and Lorgar

Majestic: Primarchs may be targeted by shooting even if they have joined a unit (unless he is leading a unit of Primarch Honor Guard).

Inspiring Presence: The Primarch and any allied Space Marine units within 18" of the Primarch are Fearless. In addition, all models in a unit containing a Primarch gain the Counter Attack special rule.

Titanic Might: Such is the power of the Primarchs that they may re-roll all failed rolls to wound with close combat and shooting attacks.

Heroic Strike: Primarchs always roll 2d6 and pick the highest for armor penetration rolls. Instead of

making their normal attacks in close combat, the Primarch may instead make a single attack which hits and wounds automatically. Against vehicles it causes an automatic penetrating hit against its target. The Heroic Strike is AP 1.

Primarch Armor: The artifice incorporated into the armor of the Primarchs means that none but the most determined of attacks can penetrate it. The armor provides a 1+ armor save (remembering that a roll of a 1 is always a failure).

Fallen Hero: Should a Primarch be reduced to 0 wounds or be taken out of the game in some manner, do not remove the model from the table. Instead place the model on its side (as practically possible). The model now forms an additional objective in missions that have objectives. In missions that use Kill Points the Primarch counts as D3 kill points. Furthermore all allied Imperial units that remain within 6" of the gravely wounded Primarch gain the Counter Attack and Fearless universal special rules and all Astartes of the Primarch's Legion on the battlefield are Fearless.



LEGIO I - DARK ANGELS

HQ

THE PRIMARCH LION EL'JONSON 450 POINTS

WS BS S T W I A LD Sv

Lion El'Jonson 9 6 6 6 5 6 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, Lion Sword, Lion Helm, Master Crafted Bolt Pistol, Frag Grenades and Melta Bombs

Dedicated Transport

May select a Land Raider of any type as a dedicated transport.

Special Rules

Primarch, Rites of Battle (C:SM pg 85), Surprise Attack (C:SM pg 85), Redeploy d3 friendly units before Scout moves but after Firestorm, Master Strategist (the army may add or minus 1 to reserve rolls), Favoritism (all Favored units with 12" gain +1 Attack in combat)

Legion Tactics

If you include Lion El'Jonson then all units in your army keep the Combat Tactics special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

BROTHER REDEMPTOR NEMIEL 160 POINTS

WS BS S T W I A LD Sv

Redemptor Nemiel 5 4 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chaplain)

Wargear: Crozius Aquilium, Power Armor, Master Crafted Plasma Pistol, Frag and Krak Grenades

Special Rules

Honor of the Chapter (C:SM pg 58), Rosarius, Eternal Warrior, Independent Character, Favored (applies to any unit he joins)

Redemptor: Nemiel inspires his brothers to greater acts of glory in the name of the Lion. At his side even the most powerful of attacks can be turned aside. At the start of each Dark Angels turn Nemiel may invoke the protection of the Emperor on a single friendly infantry unit within 12". The unit receives an invulnerable 5+ save. This ability lasts until the start of the next Dark Angels turn.

Tarquín HESPERIDES THE FIRST CAPTAIN OF THE RAVENWING 220 POINTS

WS BS S T W I A LD Sv

Tarquín Hesperides 6 5 4 4(5) 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Bike Infantry (Space Marine Captain)

Wargear: Master crafted Power Sword, Power Armor, Frag and Krak Grenades, Bolt Pistol, Space Marine Bike or Jetbike, Astartes Grenade Launcher (replaces bike's twin linked bolters)

Special Rules

And They Shall Know No Fear, Iron Halo, Combat Tactics, Independent Character, Eternal Warrior, Favored (applies to any unit he joins)

Mounted Assault: If the army includes Tarquín Hesperides, Dark Angel Space Marine Bike Squads of at least five models may be taken as Troops choices.

Raven's Master: If the army includes Tarquín Hesperides then all ravenwing squads may be taken as

troops

LUTHER SECOND TO THE LION 240 POINTS

WS BS S T W I A LD Sv

Luther 6 5 4 4 4 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter Master)

Wargear: Master crafted +2 Strength Power Sword, Artificer Armor, Combi-Plasma Gun, Bolt Pistol, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Rites of Battle (C:SM pg 85), Inspiring Presence (counts as a Chapter Banner), Redeploy d3 friendly units before Scout moves but after Firestorm, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character

Legion Tactics: If you include Luther then all units in your army exchange the Combat Tactics special rule for the Stubborn universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

MERIR ASTELAN CHAPTER COMMANDER 215 POINTS

WS BS S T W I A LD Sv

Merir Astelan 6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter Master)

Wargear: Master crafted Relic Blade, Cataphractii Terminator Armor, Twin-linked Bolter

Special Rules

Honor of the Chapter (C:SM pg 58), Eternal Warrior, Rites of Battle (C:SM pg 85), Independent Character

Master of Deathwing: If you include Merir Astelan then Dark Angel Deathwing squads may be taken as Troop choices instead of Elites.

Hadwyn 150 points

WS BS S T W I A LD SV

4 4 4 4 2 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Power Armor, Rotary Bolt Pistol, Master Crafted Power Weapon, Krak and Frag Grenades

Special Rules

And They Shall Know No Fear, Combat Tactics, Stubborn, Counter Attack (applies to all Dark Angels units within 12”), Independent Character

Hold the Line: Any Dark Angels unit that has clear line of site to Hadwyn are stubborn

Israfael Chief Librarian 235 points

WS BS S T W I A LD SV

4 4 4 4 4 5 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Artificer Armor, Master Crafted Force Weapon, bolt pistol, frag and krak grenades, psychic hood

Special rules

And They Shall Know No Fear, Combat Tactics, Stubborn, Independent Character, Master Psyker

Alajos 9th captain 160 points

WS BS S T W I A LD SV
4 5 4 4 3 5 3 10 2+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: Artificer armor, relic blade, heavy plasma gun, frag and krak grenades

Special rules

Stubborn, Favored, iron halo, combat tactics

Zhebdek Abaddas Captain of 7th company 160 points

WS BS S T W I A LD SV
5 4 4 4 3 4 3 10 2+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: Artificer armor, +1 strength Power Sword, Bolter, Frag and Krak Grenades, artificer armor

Special Rules

Eternal Warrior, Independent Character, Stubborn, Iron Halo

Cadmus Captain of the 8th company 165 points

WS BS S T W I A LD SV
5 4 4 4 3 4 3 10 2+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: Artificer armor, Lighting claw, Combi-melta, Frag and Krak Grenades

Special Rules

Eternal Warrior, Independent Character, Stubborn, Iron Halo

Zeriah Captain of the 14th assault company 185 points

WS BS S T W I A LD SV
5 4 4 4 3 4 3 10 3+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: 2 Master Crafted +1 Strength (meaning +2 total strength) lightning claws, Frag and Krak Grenades, Melta Bombs, Jump Pack, power armor

Special Rules

Eternal Warrior, Independent Character, Stubborn, Iron Halo, Counter-attack, Furious Charge

Baalakai 215 points

WS BS S T W I A LD Sv
6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter Master)

Wargear: Master Crafted Relic Blade, Heavy Plasma Gun, Frag and Krak Grenades , artificer armor

Special Rules

And They Shall Know No Fear, Rites of Battle (C:SM pg 85), Inspiring Presence (counts as a Chapter Banner), Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Orbital Bombardment,

stubborn

Captain Zarphirial 190 points

WS BS S T W I A LD SV

7 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Master Crafted Relic Blade, Master Crafted plasma pistol, artificer armor, Frag and Krak Grenades. Melta bombs

Special Rules

And They Shall Know No Fear, Rites of Battle (C:SM pg 85), stubborn, Eternal Warrior, Combat Tactics, Independent Character, Master Iron Halo, Unfavored

Sirphas 200 points

WS BS S T W I A LD SV

6 5 4 4 2 5 2 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (space marine Librarian)

Wargear: Artificer armor, Master Crafted Force weapon, storm shield, Frag and Krak Grenades, psychic hood

Special Rules

And They Shall Know No Fear, stubborn, Eternal Warrior, Combat Tactics, Independent Character, unfavored, master psyker

True Call

Talos Dreadnought lord 235 points

Front Side Rear WS BS S I A

13 13 10 1 7 5 4 2

Unit Composition: 1 (Unique)

Unit Type: walker, fast

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: 2 twin linked assault cannons, 2 hull mount heavy bolters, extra armor, smoke launchers, searchlight

Special rules

Venerable, favored

Dreadnought lord

Elites

BATTLE SERGEANT KHOL +65 POINTS

WS BS S T W I A LD Sv

Khol 6 4 4 4 2 4 3 10 3+

Unit Composition: One Sternguard Veteran Squad in the army may replace its Sergeant with Battle Sergeant Khol.

Wargear: Power Armor, Bolter, Bolt Pistol, Power Sword, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Combat Tactics, Eternal Warrior, Special Issue Ammunition, Bolter

Drill (see C:SM pg 91), Favored (applies to unit)

THE LORD CYPHER KEEPER OF SECRETS +130 POINTS

WS BS S T W I A LD Sv

The Lord Cypher 5 6 4 4 2 5 3 10 3+

Unit Composition: One Sternguard Veteran Squad in the army may replace a veteran with The Lord Cypher

Wargear: Power Sword, Power Armor, Bolter, Plasma Pistol, Bolt Pistol, Frag and Krak Grenades
Special Rules

Honor of the Chapter (C:SM pg 58), Battle Forged Heroes (C:SM pg 85), Applies to his Sternguard Squad, Inspiring Presence (counts as a Chapter Banner), Combat Tactics, Special Issue Ammunition, Eternal Warrior, 3+ invulnerable save

Trick-Shot: Cypher may fire both of his weapons, or one of his weapons counting as twin-linked.

Plasma Pistoleer: At the start of each assault phase, Cypher must roll an initiative test. If the test is passed, Cypher uses his plasma pistol in close combat, and counts as striking with an S:7 power weapon. If the roll for the initiative test is a 1, Cypher suffers a Gets Hot! Wound.

Archaic Weaponry: If Cypher is in your army, all models in your army may re roll saves to prevent Gets Hot! wounds.

ZAHARIEL EL'ZURIAS APPRENTICE LIBRARIAN 110 POINTS

WS BS S T W I A LD Sv

Zahariel 5 4 4 4 2 4 2 9 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Librarian)

Wargear: Power Armor, Force weapon, Rotary Bolt Pistol, Frag and Krak Grenades, Psychic Hood
Special Rules

And They Shall Know No Fear, Eternal Warrior, Combat Tactics, Psyker, Independent Character
Terrorsight

TITUS ANCIENT OF RITES 175 POINTS

WS BS S I A FRONT SIDE REAR

Titus 5 4 6 4 2 13 13 10

Unit Composition: 1 (Unique)

Vehicle Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Dreadnought Close Combat Weapon with built in twin linked bolter, Assault Cannon, Smoke Launchers. Searchlight

Options: May replace his Twin Linked Bolter with a Heavy Flamer for no additional points. May take Extra Armor for +15 points

TECHMARINE ASKELON +60 POINTS

WS BS S T W I A LD Sv

Askelon 4 4 4 4 1 4 2 9 3+

Unit Composition: One Dark Angels Sternguard Squad in the army may replace a Veteran with Techmarine Askelon

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Servo Harness, Melta Bombs, Signum

Special Rules

And They Shall Know No Fear, Combat Tactics, Blessing of the Ommissiah, Bolster Defenses, Favored (applies to unit)

Mortis dreadnought 105 points each

WS BS S I A FRONT SIDE REAR

4 5 7 4 2 12 12 10

Unit Composition: 1 to 5 mortis dreadnoughts

Vehicle Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: two missile launchers, smoke launchers, searchlight

Option: may replace the two missile launchers for two twin linked heavy bolters or flammers for free, two twin linked autocannons for +10 points, two plasma cannons for +20 points, two assault cannons, Shrieker cannons, nova cannons, multimeltas, or Punisher Cannons for +30 points, two twin linked lascannons, 2 melta cannons, 2 Butcher Cannons, or two Condensed Beam Projectors for +50 points, 2 Heavy Conversion Beamer or 2 twin linked Conversion Beamers for +70 points. May take Extra Armor for +15 points, may take a cyclone missile launcher for +15 points or 2 havoc launchers.

Special Rules

Helical Targeting Array

Uzziel Interrogator chaplain 140 points

WS BS S T W I A LD SV

4 4 4 4 2 5 3 10 3+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: Power Armor, Crozius Aquilium, Blade of Reason, Frag and Krak Grenades

Special Rules

Honor of the Chapter (C:SM pg 58), Rosarius, Eternal Warrior, Independent Character, Favored (applies to any unit he joins)

Master Interrogator: Roll 2D6 for each kill by the Blade of Reason and add it to the total score

Fearful Figurehead: All enemy units within 18" are at -1 leadership

Black Angels 325 points

WS BS S T W I A LD SV

5 0 4 4 1 5 2 10 2+

Unit Composition: 5 Black Angels

Unit Type: Infantry

Wargear: Artificer armor, master crafted relic blade, storm shield, Frag and Krak Grenades, melta bombs, Superior Jump Pack

Options: May include 15 more Black Angels for 65 points each

Special Rules

And They Shall Know No Fear, stubborn, unfavored, deep strike, Heroic Intervention

Deathwing 275 points

WS BS S T W I A LD SV

5 5 5 5 1 4 3 9 3+

Unit composition: 5 Deathwing terminators

Unit type: infantry

Dedicated transport: may take a Hellfire Land Raider if numbering 6 or less for +200 points, a Land Raider Tartarus if numbering 7 or less for +245 points, a Land Raider Dragon if numbering 5 or less for +300 points, a Land Raider if numbering 6 or less for +250 points, a Land raider Spartan if numbering 10 or less for +265 points, a Spartan assault tank if numbering 15 or less for +300 points, a Land Raider Nightstorm if numbering 6 or less for +260 points, a Dreadclaw if numbering 10 or less for +55 points, a Land Raider Achilles if numbering 3 for +300 points, a Thunderhawk "Annihilator" Pattern Gunship if numbering 8 or less for +1000 points, a Land Raider Eradicator if numbering 5 or less for +260 points, a Land Raider Suppressor if numbering 6 or less for +240 points, a Land Raider Proteus if numbering 5 or less for +225 points, a Caestus Assault Ram if numbering 10 or less for +275 points, a Stormeagle assault gunship if numbering 10 or less for +225 points, a Stormeagle Umbra Angelus pattern if numbering 10 or less for +190 points, a Storm Raptor assault gunship if numbering 10 or less for +190 points, a Drop Pod if numbering 6 or less for +35 points, a Deathrain drop pod if numbering 5 or less for +45 points, or an Intel Transport if numbering 20 or less for +700 points.

Wargear: Cataphractii or Tartorus terminator armor, twin linked bolter, power weapon, frag, krak, and rad grenades, melta bombs

Options: may include 15 more Deathwing terminators for 55 points each. Any terminator may exchange their twin linked bolter with a combibolter or lightning claw for +10 points, a plasma blaster or thunder hammer for +15 points, or a volkite charger for +20 points. 2 in every 7 terminators may exchange their twin linked bolter with a twin linked heavy bolter, heavy flamer, rotor cannon, or Reaper autocannon for +5 points, a multimelta for +10 points, a twin linked lascannon for +15 points, a volkite culiven for +25 points, a plasma cannon for +20 points, an assault cannon for +30 points, or a conversion beamer for +35 points, or may keep the twin linked bolter and add on a cyclone missile launcher for +20 points or a havoc launcher for +15 points. Any model may exchange their power weapon for a chain axe for free, a lightning claw for +5 points, a power fist for +15 points, a chain fist for +20 points, or a relic blade for +25 points

Special rules

Deep strike, stubborn, 3+ invulnerable save, counter attack, special issue ammunition

Troops

Knights of Caliban 70 points

[WS][BS][S][T][W][I][A][LD][SV]

Knights] 5 4 3 3 1 3 2 7 3+

Unit Composition: 5 knights of Caliban

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering

13 or less for +45 points

Wargear: Power Armor, Frag and Krak Grenades, Rotary Bolt Pistol, Master crafted Power Sword
Options: may include up to 15 more Knights for 14 points per model. 2 knights may exchange both their weapons for a set of master crafted lightning claws for +30 points each

Special Rules

And They Shall Know No Fear, Combat Tactics, unfavored

Flawed armor: any roll to hit on the Knights from a strength 5 or more weapon that is a 6 will cause instant death

Questing: Knights: gain Preferred Enemy; Monstrous Creatures, and count as having S5 and Ld10 when in an assault against them.

MYKAEL THE KNIGHT SERGEANT +25 POINTS

WS BS S T W I A LD Sv

Mykael Knight Sergeant 5 4 4 4 1 4 2 9 3+

Unit Composition: One Tactical squad Space Marine Sergeant in the army may be replaced with the Knight Sergeant.

Unit Type: Infantry

Wargear: Power Armor, Chainsword, Bolt Pistol & Bolter, Frag and Krak Grenades

Options: The Knight Sergeant may exchange his chainsword for a power weapon for +15 points, a power fist for +25 points or a thunder hammer or relic blade for +30 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads, Counter Attack (applies to squad), Fearless (applies to squad)

Recon Sergeant Gemenoth +30 points

WS BS S T W I A LD SV

5 4 4 4 1 4 2 10 4+

Unit Composition: 1 scout squad may upgrade their sergeant to Gemenoth for +30 points

Unit Type: Infantry

Wargear: scout armor, sniper rifle, bolt pistol, frag grenade, melta bomb, signum

Special rules

And they shall know no fear, stubborn, acute senses, Favored

Coordinated Sniper fire: once per game Gemenoth may use his Signum on the Whole squad, but he himself may not fire

Abdaziel Magron +45 points

WS BS S T W I A LD SV

4 4 4 4 1 4 3 10 3+

Unit Composition: 1 Tactical Squad May replace it's Sergeant for Abdaziel Magron for +45 points

Unit Type: Infantry

Wargear: Power Armor, Two Master Crafted Lightning Claws, Bolter, Frag and Krak Grenades

Special rules

And they shall know no fear, stubborn, acute senses, unfavored

Tragan +50 points

WS BS S T W I A LD SV

5 4 4 4 1 4 3 10 3+

Unit Composition: 1 tactical squad may replace it's sergeant with Tragan for +50 points

Unit Type: Infantry

Wargear: power armor, lighting claw, storm shield, Frag and Krak Grenades

Special rules

Counter-attack (applies to squad), and they shall know no fear, unfavored

Agents 35 points

WS BS S T W I A LD SV

2 2 3 3 1 3 1 6 6+

Unit Composition: 10 agents

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: scrap armor, autogun, close combat weapon, Frag and Krak Grenades

Options: may include 40 more agents for 3 points each. One in every ten models may replace their autogun for a flamer for +5 points

Special Rules

Desperadoes (C:IG page 41)

Fast Attack

GAZARDIEL THE WINGED BLADE +25 POINTS

WS BS S T W I A LD Sv

Gazardiel 4 4 4 4 1 4 2 9 3+

Unit Composition: One Assault squad Space Marine Sergeant in the army may be replaced with Gazardiel.

Unit Type: Jump Infantry

Wargear: Power Armor, Chainsword, Bolt Pistol, Jump Pack, Frag and Krak Grenades

Options: Gazardiel may exchange his chainsword for a power weapon for +15 points, a power fist for +25 points or a thunder hammer or relic blade for +30 points

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads, Hit and Run (applies to squad), Furious Charge, unfavored

Corswain Paladin of the Lion +50 points

WS BS S T W I A LD SV

6 5 4 4 1 5 3 10 2+

Unit Composition: 1 assault squad without jump packs may replace their sergeant for Corswain for +50 points

Unit Type: Infantry

Wargear: Artificer armor, bolt pistol, master crafted power weapon, frag and krak grenades

Special rules

Fearless, Favored (applies to squad), Furious Charge (applies to squad), combat tactics

Knight Champion: all favored units within 12" gain preferred enemy

Ravenwing 120 points

WS BS S T W I A LD SV

5 4 4 4 1 4 2 9 3+

Unit composition: 3 ravenwing

Unit type: cavalry

Wargear: Caliban war horse, bolt pistol, power weapon, frag and krak grenades, melta bombs

Options: may include 17 more ravenwing for 40 points each. Any model may upgrade to a bike for +5 points or a jetbike for +10 points. Any model may exchange their bolt pistol for a flame pistol for +5 points, an infernus pistol for +10 points, a plasma pistol for +15 points, or a volkite serpenta for +20 points. Any model may exchange their power weapon for a relic blade or thunder hammer for +15 points.

Special rules

Scout, infiltrate, 6+ invulnerable save

Ravenwing Taint Hunters 180 points

WS BS S T W I A LD SV

4 4 4 4 1 4 2 10 2+

Unit Composition: 3 ravenwing Taint hunters

Unit type: bike

Wargear: artificer armor, plasma pistol, frag and krak grenades, bike with twin linked plasma guns

Options: may include 17 more Taint Hunters for 60 points each. 6 bikes may be upgraded to attack bikes with twin linked plasma guns and a plasma cannon for +70 points

Ravenwing Taint Hunter Land Speeder 125 points

Front Side Rear BS

11 11 10 4

Unit Composition: 1 Taint Hunter Land Speeder

Unit type: skimmer, fast

Wargear: 2 plasma cannons, searchlight, smoke launchers, extra armor

Options: May include 9 more Taint Hunter Land Speeders for 125 points each

Heavy Support

Mortis Terminator squad 225 points

WS BS S T W I A LD SV

3 5 4 4 1 3 1 10 2+

Unit Composition: 5 Mortis Terminators

Unit Type: Infantry

Dedicated transport: may take a Hellfire Land Raider if number 6 or less for +200 points, a Land Raider Tartarus if numbering 7 or less for +245 points, a Land Raider Dragon if numbering 5 or less for +300 points, a Land Raider if numbering 6 or less for +250 points, a Land raider Spartan if

numbering 10 or less for +265 points, a Spartan assault tank if numbering 15 or less for +300 points, a Land Raider Nightstorm if numbering 6 or less for +260 points, a Dreadclaw if numbering 10 or less for +55 points, a Land Raider Achilles if numbering 3 for +300 points, a Thunderhawk "Annihilator" Pattern Gunship if numbering 8 or less for +1000 points, a Land Raider Eradicator if numbering 5 or less for +260 points, a Land Raider Suppressor if numbering 6 or less for +240 points, a Land Raider Proteus if numbering 5 or less for +225 points, a Caestus Assault Ram if numbering 10 or less for +275 points, a Stormeagle assault gunship if numbering 10 or less for +225 points, a Stormeagle Umbra Angelus pattern if numbering 10 or less for +190 points, a Storm Raptor assault gunship if numbering 10 or less for +190 points, a Drop Pod if numbering 6 or less for +35 points, a Deathrain drop pod if numbering 5 or less for +45 points, or an Intel Transport if numbering 20 or less for +700 points.

Wargear: 2 twin linked bolters, terminator armor

Options: may include 10 more mortis terminators for 45 points each. Any mortis terminator may exchange both their twin linked bolters for 2 heavy flamers for +20 points, two plasma cannons for +60 points, two Reaper autocannons for +30 points, two assault cannons for +75 points. Any mortis terminator may take a cyclone missile launcher for +30 points or a havoc missile launcher for +15 points

Land Raider Punisher 240 points each

Front Side Rear BS

14 14 14 4

Unit Composition: between 1 and 3 Land Raider Punisher's

Unit Type: Tank

Transport Capacity: 14 models in power or scout armor or 7 terminators

Access Points: front assault ramp, 2 side hatches

Wargear: hull mounted punisher cannon, 2 sponsons each with a twin linked combi-flamer, pintle mounted Flamestorm cannon, extra armor

Special Rules

Assault vehicle, power of the machine spirit, special issue ammunition

Predator Executionator 180 points each

Front Side Rear BS

13 11 10 4

Unit Composition: between 1 and 3 Predator Executionator

Unit Type: Tank

Wargear: Turret mounted executioner plasma cannon with co-axel twin linked plasma gun

Options: May Have extra armor for +15 points. May take sponson plasma cannons for +45 points or exterminator autocannon for +40 points

Special Rules

Venerable, power of the machine spirit

Super Heavies

Land Raider Exterminus 550 points each

Front Side Rear BS

14 14 14 5

Unit Composition: Between 1 and 3 Land Raider Exterminus

Unit Type: Super Heavy Tank

Structure points: 2

Access points: 1 front assault Ramp, 2 side access doors

Transport: 30 models in power or scout armor, or 15 Terminators. Can Transport multiple squads
Wargear: 2 sponsons each with 2 twin linked assault cannons, hull mounted twin linked Flamestorm cannon, Helios missile launcher, pintle mounted Multimelta, Frag Assault Launcher, searchlight, smoke launchers

Special Rules

Power of the Machine Spirit

Command Tank: all Dark Angels tanks within 12" may ignore gun crew shaken

Beast of the Legion: all Dark Angels within 6" have the Counter-attack, Stealth, and fearless universal rules

Stormfire 625 points

Front Side Rear BS

14 14 12 4

Unit Composition: 1 (Unique)

Unit Type: super heavy tank

Structure points: 4

Void shields: 1

Transport capacity: Lion El Jonson and 5 Primarch honor guard in artificer armor or 3 terminator armored ones

Access points: rear assault ramp

Wargear: hull mount plasma blast gun, hull mount twin linked heavy bolter, 2 sponson twin linked assault cannons with turret lascannons, searchlight, smoke launchers, extra armor

Bahamut Siege Tank 2000 points each

Front Side Rear BS

13 11 14 4

Unit Composition: between 1 and 3 Bahamut siege tanks

Unit Type: super heavy tank

Structure points: 5

Void shields: 4

Wargear: two sponson each with a quad lascannon and a vulcan mega bolter, hull mounted Bahamut cannon, rough terrain modifications, siege shield, searchlight, smoke launchers

Ordinatus Armageddon 1500 points each

Front Side Rear BS

14 14 12 4

Unit composition: between 1 and 3 Ordinatus Armageddon

Unit Type: super heavy tank

Structure points: 5

Void shields: 3

Wargear: hull mounted heavy nova cannon, 2 twin linked heavy bolters, 2 lascannons, searchlight, smoke launchers

Special rules

Integrated weapon: the nova cannon cannot suffer a weapon destroyed result and does not suffer from gun crew shaken

Ordinatus Golgotha 1500 points each

Front Side Rear BS

14 14 12 4

Unit composition: between 1 and 3 Ordinatus Golgotha

Unit Type: super heavy tank

Structure points: 5

Void shields: 3

Wargear: 6 hellion missiles, 2 twin linked heavy bolters, 2 lascannons, searchlight, smoke launchers

Special rules

Integrated weapon: the nova cannon cannot suffer a weapon destroyed result and does not suffer from gun crew shaken

Ordinatus Mars 1500 points each

Front Side Rear BS

14 14 12 4

Unit composition: between 1 and 3 Ordinatus Mars

Unit Type: super heavy tank

Structure points: 5

Void shields: 3

Wargear: Hull mounted Sonic disrupter, 2 twin linked heavy bolters, 2 lascannons, searchlight, smoke launchers

Special rules

Integrated weapon: the nova cannon cannot suffer a weapon destroyed result and does not suffer from gun crew shaken

Leviathan 1300 points each

[front] [side] [rear] [BS]

Leviathan] 14 14 13 4

Unit Composition: between 1 and 3 Leviathan

Unit type: Super heavy tank

Structure points: 5

Void Shields: 4

Transport capacity: 50

Fire points: 10 right, 10 left, 5 rear

Access points: one rear hatch that counts as 3

Wargear: turret mounted banesword battle cannon, hull mounted Doomsday cannon, 6 twin linked lascannons

Options: may have 6 twin linked heavy bolters for +100 points

Special rules

Careful planning, supreme headquarters, general staff

LEGIO II - HELL BUNNIES

HQ

THE PRIMARCH HECTATE 400 points

WS BS S T W I A LD SV

Hectate 10 5 4 5 7 9 6 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, the Decimator, Frag and Krak grenades

Dedicated Transport

May select a Land Raider of any type as a dedicated transport. or a rhino or drop pod

Special Rules

Primarch, Rage, furious charge, counter attack, preferred enemy, move through cover

Legion Tactics: If you include Hecate then all units in your army exchange the Combat Tactics special rule for Stubborn, furious charge and counter attack universal special rules. In addition all forces are toughness 3 but initiative 6

Troops

Devine' battle squad 60 points

WS BS S T W I A LD SV

5 4 4 3 2 7 3 9 3+

Unit Composition: 3 Devine'

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: power armor, bolter with special issue ammunition, bolt pistol, chainsword, frag and Krak grenades

Options: may include seven more Devine' for 20 points each. Any model may replace their bolter for a lascutter for free, twin linked bolter, rotor cannon, or flamer for +5 points, a combi bolter, heavy bolter, heavy flamer, meltagun, or missile launcher for +10 points, multimelta, Volkite charger, or plasma gun for +15 points, a plasma cannon or heavy plasma gun for +20 points, a lascannon or graviton gun for +25 points, an assault cannon for +30 points, or a conversion beamer for +35 points. Any model may replace their bolt pistol for a flame pistol for free, a plasma pistol for +5 points, an infernus pistol for +10 points, or Volkite Serpenta for +15 points. Any model may replace their chainsword for a chain axe for +5 points, power weapon for +10 points, a lightning claw for +15 points, or a relic blade for +20 points. The whole squad may have jump packs for +10 points each

Special rules

Iron halo, and they shall know no fear, counter attack

fast attack

Hopper squad 75 points

WS BS S T W I A LD SV
5 4 4 3 2 7 3 9 3+

Unit Composition: 5 hoppers

Unit Type: Infantry

Wargear: power armor, 2 bolt pistols, frag and krak grenades, jump pack

Options: may include 5 more hoppers for 15 points each. Any hopper may exchange both their bolt pistols for 2 shredder bolters for +8 points, 2 hand flammers for +10 points, 2 infernus pistols for +15 point, 2 plasma pistols for +20 points, or 2 Volkite Serpenta for +25 points

Special rules

And they shall no fear, counter attack, deep strike

FULGRIM AND BODYGUARD • EMPEROR'S CHILDREN • SAM WOOD



LEGIO III - EMPERORS CHILDREN

HQ

THE PRIMARCH FULGRIM 450 POINTS

WS BS S T W I A LD Sv

Fulgrim 10 6 6 6 5 7 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, Fireblade, Master Crafted Volkite charger, Frag Grenades

Dedicated Transport

May select a Land Raider of any type as a dedicated transport. (C:SM pg 81) or a rhino or drop pod
Special Rules

Primarch, Parry (counts as armed with defensive grenades)

Perfection Through Coordination: Any friendly Emperor's Children squad within 18" of Fulgrim may fire bolters as if they were stationary.

First Amongst Equals: After a victory, an Emperor's Children player may take up to one campaign point from another player in their taskforce who has the same score.

Legion Tactics: If you include Fulgrim then all units in your army exchange the Combat Tactics special rule for the Stubborn universal special rule and the Martial Pride ability. All units affected gain +1 Attack if fighting any foe with a WS5 or higher. If all in the unit are fighting opponents that have a WS3 or less the units Attacks are reduced by 1 to a minimum of 1. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

EIDOLON lord COMMANDER OF THE EMPEROR'S CHILDREN 230 POINTS

WS BS S T W I A LD Sv

Eidolon 6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter Master)

Wargear: Master Crafted Thunder Hammer, Artificer Armor, Master Crafted Plasma Pistol, combat shield, Frag and Krak Grenades

Special Rules

Honor of the Chapter (C:SM pg 58), Iron Halo, Eternal Warrior, Rites of Battle (C:SM pg 85), Combat Tactics, Independent Character,

First Amongst Equals: After a victory, an Emperor's Children player may take up to one campaign point from another player in their taskforce who has the same score.

Legion Tactics: If you include Eidolon then all units in your army exchange the Combat Tactics special rule for the Martial Pride ability. All units affected gain +1 Attack if fighting any foe with a WS5 or higher. If all in the unit are fighting opponents that have a WS3 or less the units Attacks are reduced by 1 to a minimum of 1. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

JULIUS KAESORON CAPTAIN OF THE 1ST COMPANY 230 POINTS

WS BS S T W I A LD Sv

Julius Kaesoron 6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Master Crafted Lightning Claws, Artificer Armor, Frag and Krak Grenades

Special Rules

Fearless, Fleet, Iron Halo, Eternal Warrior, Furious Charge, Combat Tactics, Independent Character

First Amongst Equals: After a victory, an Emperor's Children player may take up to one campaign point from another player in their taskforce who has the same score.

Perfection Through Coordination: Any friendly Emperor's Children squad within 8" of Julius Kaesoron may fire bolters as if they were stationary.

Lord of the 1st Company: If you include Julius Kaesoron then either one Emperor's Children Terminator squad, one Terminator Assault squad or one Sternguard Veteran squad may be taken as Troop choices instead of Elites.

Legion Tactics: If you include Julius Kaesoron then all units in your army exchange the Combat Tactics special rule for the Martial Pride ability. All units affected gain +1 Attack if fighting any foe with a

WS5 or higher. If all in the unit are fighting opponents that have a WS3 or less the units Attacks are reduced by 1 to a minimum of 1. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

FABIUS CHIEF APOTHECARY OF THE EMPEROR'S CHILDREN +100 POINTS

WS BS S T W I A LD Sv

Apothecary Fabius 4 4 4 4 2 5 2 10 3+

Unit Composition: One Command Squad in the army may replace its Apothecary with Chief Apothecary Fabius.

Unit Type: Infantry (Space Marine Apothecary)

Wargear: Power Armor, Narthecium, Power weapon, Bolt Pistol, Frag and Krak Grenades, Servo Harness

Special Rules

Honor of the Chapter (C:SM pg 58), Eternal Warrior, Combat Tactics, Perfection Through Medication

Perfection Through Medication: If you include Apothecary Fabius then he and his command squad make use of his combat drugs in his quest for perfection. The squad gain the Furious Charge and Counter Attack universal special rules as their aggression is increased.

First Amongst Equals: After a victory, an Emperor's Children player may take up to one campaign point from another player in their taskforce who has the same score

CAPTAIN SAUL TARVITZ OFFICER OF THE EMPEROR'S CHILDREN 220 POINTS

WS BS S T W I A LD Sv

Saul Tarvitz 6 5 4 4 3 5 4 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Power Armor, Master Crafted Relic Blade, Bolt Pistol, Frag and Krak Grenades, Bolter

Special Rules

And They Shall Know No Fear, Stubborn, Iron Halo, Eternal Warrior, Rites of Battle (C:SM pg 85), Combat Tactics, Battle Forged Heroes (C:SM pg 85), Independent Character

Perfection Through Coordination: Any Emperor's Children squad within 8" of Saul Tarvitz may fire bolters as if they were stationary.

VESPASIAN Lord COMMANDER OF THE EMPEROR'S CHILDREN 230 POINTS

WS BS S T W I A LD Sv

Vespasian 6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter Master)

Wargear: Master Crafted combi melta, Artificer Armor, Storm Shield, Frag and Krak Grenades, melta bombs

Special Rules

Honor of the Chapter (C:SM pg 58), Iron Halo, Eternal Warrior, Rites of Battle (C:SM pg 85), Combat Tactics, Independent Character,

First Amongst Equals: After a victory, an Emperor's Children player may take up to one campaign point from another player in their taskforce who has the same score.

Legion Tactics: If you include Eidolon then all units in your army exchange the Combat Tactics special rule for the Martial Pride ability. All units affected gain +1 Attack if fighting any foe with a WS5 or higher. If all in the unit are fighting opponents that have a WS3 or less the units Attacks are reduced by 1 to a minimum of 1. If more than one character in your army has the Legion Tactics special rule then

you must choose which version will apply.

Charmosian EQUERRY TO Fulgrim 135 points

WS BS S T W I A LD SV

Charmosian 6 4 5 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Master Crafted +1 strength and initiative power weapon, Power Armor, plasma pistol, frag and Krak grenades

Special Rules

Honor of the Chapter (C:SM pg 58), Rosarius, Eternal Warrior, Furious Charge, Independent Character

Marius Vairosean 3rd captain 255 points

WS BS S T W I A LD SV

5 4 4 4 3 5 4 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: power armor, master crafted relic blade, twin linked bolter, bolt pistol, frag and krak grenades, melta bombs

Special Rules

Fearless, iron halo, Liturgies of Battle, Special issue ammunition (applies to any squad he joins),

Bolster Defenses, surprise attack, battle forged heroes, Eternal Warrior

Careful tactics: Sternguard veterans and assault squads count as troops in an army including Marius Vairosean

SIGVALD MARCH CAPTAIN OF THE EMPEROR'S CHILDREN 200 POINTS

WS BS S T W I A LD Sv

Sigvald 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Master Crafted Relic Blade, Power Armor, Bolt Pistol, Bolter, Frag and Krak Grenades

Special Rules

Honor of the Chapter (C:SM pg 58), Iron Halo, Eternal Warrior, Combat Tactics. Independent Character

First Amongst Equals: After a victory, any Army force led by Sigvald may take up to one campaign point from another player in their taskforce who has the same score.

Perfect Copies: Clone Troopers may be taken by the emperors children as Troop choices.

Legion Tactics: If you include Sigvald then all Emperor's Children units in your army exchange the Combat Tactics special rule for the Martial Pride ability. All units affected gain +1 Attack if fighting any foe with a WS5 or higher. If all in the unit are fighting opponents that have a WS3 or less the units Attacks are reduced by 1 to a minimum of 1. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Illois Lord Commander 190 points

WS BS S T W I A LD SV

4 4 4 4 3 5 4 10 3+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: power armor, master crafted Relic Blade, Bolt Pistol, Frag and Krak Grenades

Special Rules

Honor of the Chapter (C:SM pg 58), Iron Halo, Eternal Warrior, Combat Tactics. Independent Character, Rites of Battle (C:SM pg 85)

Teliosa Lord Commander 200 points

WS BS S T W I A LD SV

4 4 4 4 3 5 4 10 2+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: artificer armor, Lancer, Relic Blade, Frag and Krak Grenades

Special Rules

Honor of the Chapter (C:SM pg 58), Iron Halo, Eternal Warrior, Combat Tactics. Independent Character, Rites of Battle (C:SM pg 85)

Palatine Blade: Palatine blade squads are a troop choice in an army including Teliosa

Elites

LUCIUS MASTER DUELLIST OF THE EMPEROR'S CHILDREN 170 POINTS

WS BS S T W I A LD Sv

Lucius 7 5 4 4 2 5 4 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Master crafted Power Sword, Power Armor, Master Crafted Bolt Pistol, Frag and Krak Grenades

Special Rules

Fearless, Iron Halo, Eternal Warrior, Parry (counts as armed with defensive grenades), Independent Character, Deathstrike (Wound rolls of 6 are Instant Death), Honor or Death, Hit and Run, feel no pain

Martial Pride: Lucius gains +1 Attack if fighting any foe with a WS5 or higher. If all in the unit are fighting opponents that have a WS3 or less the units Attacks are reduced by 1 to a minimum of 1.

First Amongst Equals: After a victory, an Emperor's Children player may take up to one campaign point from another player in their taskforce who has the same score.

LYCAON EQUERRY OF JULIUS KAESERON +55 POINTS

WS BS S T W I A LD Sv

Lycaon 6 4 4 4 2 4 3 10 3+

Unit Composition: One Sternguard Veteran Squad in the army may replace its Sergeant with Sergeant Lycaon.

Wargear: Power Armor, Bolter, Bolt Pistol, Frag and Krak Grenades, Power Weapon

Special Rules

And They Shall Know No Fear, Combat Tactics, Eternal Warrior, Special Issue Ammunition

Perfection Through Coordination: The Sternguard squad led by Lycaon may fire their bolters as if they were stationary.

Solomon Demeter +50 POINTS

WS BS S T W I A LD Sv

Solomon Demeter 5 4 4 4 2 4 3 10 3+

Unit Composition: One Emperor's Children Sternguard Veteran Squad in the army may replace its

Sergeant with Captain Solomon Demeter .

Wargear: Power Armor, Plasma Pistol, Bolter, Frag and Krak Grenades, Power Sword

Special Rules

Iron Halo, Special Issue Ammunition, Combat Squads, And They Shall Know No Fear

Perfection Through Coordination: The Sternguard squad led by Lyacon may fire their bolters as if they were stationary

RYLANOR ANCIENT OF RITES 200 POINTS

WS BS S I A FRONT SIDE REAR

Rylanor 5 4 6 4 3 13 13 10

Unit Composition: 1 (Unique)

Vehicle Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Dreadnought Close Combat Weapon with built in twin-linked bolter, Twin-Linked Autocannon, Smoke Launchers

Options: May replace his Twin Linked Bolter with a Heavy Flamer for no additional points. May take Extra Armor for +15 points

Special Rules

Battle Forged Heroes (C:SM pg 85), Venerable

Odovocar EQUERRY OF EIDOLON +55 points

WS BS S T W I A LD Sv

Odovocar 6 4 4 4 2 4 3 10 3+

Unit Composition: One Sternguard Veteran Squad in the army may replace its Sergeant with Captain Odovocar.

Wargear: Power Armor, Twin Linked Bolter, Frag and Krak Grenades, Rod of Office (+1 strength and initiative power weapon)

Special Rules

And They Shall Know No Fear, Combat Tactics, Eternal Warrior, Special Issue Ammunition

Master Marksman +40 points

The martial prowess of the Emperor's Children has never been disputed, but even among legionnaires seeking perfection of their own abilities there are those who stand out and serve as an example to their peers. The Master Marksman stands by his fellows, and leads by example in all ranged combat.

Unit composition: 2 members of ANY sternguard squad may be upgraded to a Master Marksmen

Special Rules

The Master Marksman gains +1BS to his basic profile.

Fire Support: The Master Marksman's squad may divide its shooting attacks among multiple targets.

Resolve all attacks against the first choice of target before nominating the next target - you may choose the same target again.

Cover Me: The Master Marksman may leave his squad. He becomes an independent character for the rest of the game (and is therefore worth a Kill Point) but may not rejoin any squad. His squad loses Fire Support when he leaves them.

Veteran Apothecary 50 points each

WS BS S T W I A LD Sv

5 4 4 4 1 4 2 9 3+

Unit Composition: Between 1 and 5 (each act independently for each other)

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, chainsword, Narthecium, Frag and krak grenades, Melta Bombs

Options: May replace Bolt Pistol with a twin linked bolter or hand flamer for +5 points, a combi weapon for +10 points, a plasma pistol or Infernus pistol for +15 points. May replace chainsword for a power weapon or lightning claw for +15 points, a power fist for +25 points. May trade in bolt pistol and chainsword for Terminator armor and a twin linked bolter for +35 points. If Terminator armor is not chosen may take a jump pack for +25 points, a Bike for +35 points, or a jet bike for +40 points.

Special Rules

And They Shall Know No Fear, independent character, Counter Attack, Furious Charge, Feel No pain

Gaius Caphen Second To Solomon Demeter +40 points

WS BS S T W I A LD SV

Gaius Caphen 5 4 4 4 2 4 3 9 3+

Unit Composition: One Emperor's Children Sternguard Veteran Squad in the army may replace its Sergeant with Gaius Caphen.

Wargear: Power Armor, Twin Linked Bolter, Bolt Pistol, Frag Grenades

Special Rules

Iron Halo, Special Issue Ammunition, Combat Squads, And They Shall Know No Fear

Perfection Through Coordination: The Sternguard squad led by Caphen may fire their bolters as if they were stationary

Palatine Blade Squad 135 points

WS BS S T W I A LD SV

Warrior 5 4 4 4 1 5 2 8 3+

Prefector 5 4 4 4 2 5 3 9 2+

Unit composition: 4 Palatine warriors and 1 Palatine Prefector

Unit type: infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: artificer armor (prefector only), power armor, bolt pistol, charnabal saber, frag and krak grenades

Options: any member of the squad may exchange their charnabal saber for a power weapon or chain axe for +5 points. The Prefector may exchange his bolt pistol for a plasma pistol for +10 points. The Prefector may take melta bombs for +5 points. The entire squad may have jump packs for +10 points per model

Jihar Master of blades 60 points

WS BS S T W I A LD Sv

6 5 4 4 2 5 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: master crafted charnabal saber, master crafted infernus pistol, artificer armor, frag, krak, rad, and gas grenades

Special rules

And They Shall Know No Fear, independent character, Counter Attack, Furious Charge, Iron halo

Troops

Fire Support Leader Bilrae Cyrus +75 points

WS BS S T W I A LD SV

4 5 4 4 3 5 4 10 3+

Unit Composition: 1 Emperor's children Scout squad may replace their sergeant with Bilrae Cyrus for +75 points.

Unit Type: Infantry

Wargear: power armor, master crafted Lascannon, bolt pistol, frag and Krak grenades

Special Rules

Iron Halo, And They Shall Know No Fear

Martial Pride: gains +1 Attack if fighting any foe with a WS5 or higher. If all in the unit are fighting opponents that have a WS3 or less the units Attacks are reduced by 1 to a minimum of 1.

Perfection Through...UH..LASCANNON: Any model in the scout squad may replace their sniper rifle for a lascannon for +15 points.

Master Marksman +40 points

The martial prowess of the Emperor's Children has never been disputed, but even among legionnaires seeking perfection of their own abilities there are those who stand out and serve as an example to their peers. The Master Marksman stands by his fellows, and leads by example in all ranged combat.

Unit composition: 2 members of ANY tactical squad may be upgraded to a Master Marksmen

Special Rules

The Master Marksman gains +1BS to his basic profile.

Fire Support: The Master Marksman's squad may divide its shooting attacks among multiple targets.

Resolve all attacks against the first choice of target before nominating the next target - you may choose the same target again.

Cover Me: The Master Marksman may leave his squad. He becomes an independent character for the rest of the game (and is therefore worth a Kill Point) but may not rejoin any squad. His squad loses Fire Support when he leaves them.

Master Swordsman +30 points

The dueling cages of Fulgrim's legion are never empty, with each warrior testing himself against his brothers in preparation for single combat on the field of war. In battle, the finest warriors rise from the ranks of the legion, and are watched closely by their squad mates as they demonstrate their skill with pride.

Unit Composition: two members of ANY TACTICAL may be upgraded to Master Swordsman

Special Rules

The Master Swordsman gains +1WS and +1I to his basic profile. He may gain a Close Combat weapon for free, if he does not already have one.

The Hunt is On: If the Master Swordsman's squad eliminates a unit in an assault or Sweeping Advance, he may choose to leave the squad. He gains Hit and Run, Stealth and Fleet, and becomes an independent character for the rest of the game (and is therefore worth a Kill Point) but may not rejoin any squad.

Fast Attack

LETHARTON VANGUARD CAPTAIN +60 POINTS

WS BS S T W I A LD Sv

Letharton 5 4 4 4 2 4 3 10 3+

Unit Composition: One Emperor's Children Vanguard Veteran Squad in the army may replace its Sergeant with Captain Letharton.

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Power Sword

Options: May take any of the wargear options available to the Vanguard Veteran Sergeant he replaces.

Special Rules

And They Shall Know No Fear, Combat Tactics, Furious Charge (applies to squad he leads), Iron Halo

Master Swordsman +30 points

The dueling cages of Fulgrim's legion are never empty, with each warrior testing himself against his brothers in preparation for single combat on the field of war. In battle, the finest warriors rise from the ranks of the legion, and are watched closely by their squad mates as they demonstrate their skill with pride.

Unit Composition: two members of any VANGUARD OR ASSAULT SQUAD may be upgraded to Master Swordsman

Special Rules

The Master Swordsman gains +1WS and +1I to his basic profile. He may gain a Close Combat weapon for free, if he does not already have one.

The Hunt is On: If the Master Swordsman's squad eliminates a unit in an assault or Sweeping Advance, he may choose to leave the squad. He gains Hit and Run, Stealth and Fleet, and becomes an independent character for the rest of the game (and is therefore worth a Kill Point) but may not rejoin any squad.

Heavy Support

Master Marksman +40 points

The martial prowess of the Emperor's Children has never been disputed, but even among legionnaires seeking perfection of their own abilities there are those who stand out and serve as an example to their peers. The Master Marksman stands by his fellows, and leads by example in all ranged combat.

Unit composition: 2 members of ANY devastator or havoc squad may be upgraded to a Master Marksmen

Special Rules

The Master Marksman gains +1BS to his basic profile.

Fire Support: The Master Marksman's squad may divide its shooting attacks among multiple targets.

Resolve all attacks against the first choice of target before nominating the next target - you may choose the same target again.

Cover Me: The Master Marksman may leave his squad. He becomes an independent character for the rest of the game (and is therefore worth a Kill Point) but may not rejoin any squad. His squad loses Fire Support when he leaves them.

Super heavies

The Firebird

660 Points

Front 12 Side 12 Rear 12 BS 5

Vehicle Type: Super Heavy Flyer

Structure Points: 3

Void Shields: 2

Transport: 25 models in power or scout armor or 12 terminators

Weapons: 2 Hunter-Killer Missiles, 2 Twin-linked Heavy Bolters, 1 Twin-linked Lascannon, 1 Blast Master Cannon

Special Rules:

Dropship: The Firebird has a transport capacity of up to 25 infantry models. Models equipped with Jump Packs or Terminator Armor count as 2 models. If there are less than 16 infantry models (i.e. 15 or less) being transported, The Firebird may also carry a single Dreadnought of whatever sort.

Bird of Prey: The Firebird has a single Assault Ramp in the front and two large doors at its sides. Any Dreadnought carried by the Firebird is transported in clamps in the back of the flyer, counting as emerging from an Assault Ramp when disembarking.

Ceramite Plating: Melta weapons only roll a single D6 when rolling for armor penetration.

Large Target: Because of its size and relative speed for atmospheric flight shooting attacks against the Firebird are made using the firer's normal BS rather than hitting on 6s.

Emperor's Children sternguard squads and units with access with special issue ammunition have access to Eagle Bolts



LEGIO IV - IRON WARRIORS

HQ

THE PRIMARCH PERTURABO 450 POINTS

WS BS S T W I A LD Sv

Perturabo 9 6 6 6 5 5 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, Foebreaker, Left Siege Gauntlet Multimelta, Right Siege Gauntlet Heavy Flamer

Special Rules

Primarch, Rites of Battle (C:SM pg 85), Bolster Defenses (C:SM pg 71), Orbital Bombardment (C:SM pg 52), Tank Hunter

Eye of the Storm: All Perturabo and Olympia Storm Tanks are +1 BS in an army including Perturabo.

Dedicated Transport: May select a Land Raider of any type as a dedicated transport. (C:SM pg 135) or a rhino or drop pod

Legion Tactics: If you include Perturabo then all units in your army lose the Combat Tactics special rule. Instead all Ordnance may re roll the scatter dice if desired and all ten man Devastator squads gain the Tank Hunter universal special rule. All Iron Warrior vehicles may be give Siege Shields for +10 points each. Master's of the forge may be taken as elites. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

CASTLEMAYN FORRIX 1st CAPTAIN OF THE IRON WARRIORS 215 POINTS

WS BS S T W I A LD Sv

Castlemayn Forrix 6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Cataphractii Terminator Armor, Master Crafted +1 Str Lightning Claw, Twin Linked Bolter

Special Rules
And They Shall Know No Fear, Stubborn, Eternal Warrior, Rites of Battle (C:SM pg 85), Independent Character, Tank Hunter, Counter Attack(applies to squad), Combat Tactics

Siege Breaker: If you include Castlemayn Forrix then Iron Warriors Thunder Hammer and Storm Shield armed Terminator Assault squads may be taken as Troop choices as well as Elites

Legion Tactics: If you include Castlemayn Forrix then all units in your army lose the Combat Tactics special rule. Instead all Ordnance may re roll the scatter dice if desired and all ten man Devastator squads gain the Tank Hunter universal special rule. All Iron Warrior vehicles may be give Siege Shields for +10 points each. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply

FERROUS IRONCLAW MARSHAL OF THE ARMOURY 220 POINTS

WS BS S T W I A LD Sv

Ferrous Ironclaw 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: master crafted Conversion Beamer, Power Armor, Thunder Hammer, Servo Harness, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Stubborn, Iron Halo, Eternal Warrior, Combat Tactics, Bolster

Defenses (C:SM pg 71), Orbital Bombardment, Independent Character
 Marshal of the Armory: If you include Ferrous Ironclaw then all types of Dreadnought may be taken as Heavy Support choices as well as Elites choices in an Iron Warriors army.
 Legion Tactics: If you include Ferrous Ironclaw then all units in your army lose the Combat Tactics special rule. Instead all Ordnance may re roll the scatter dice if desired and all ten man Devastator squads gain the Tank Hunter universal special rule. All Iron Warrior vehicles may be given Siege Shields for +10 points each. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply

TECHMARINE URANUS DRELL +40 POINTS

WS BS S T W I A LD Sv

Uranus Drell 4 4 44 142 9 2+

Unit Composition: One Iron Warriors Command Squad in the army may replace a Veteran with Techmarine Uranus Drell

Unit Type: Infantry

Wargear: Artificer Armor, Bolt Pistol, Frag and Krak Grenades, Servo Harness, Signum, Chain Fist
 Special Rules

And They Shall Know No Fear, Stubborn (applies to squad), Combat Tactics, Blessing of the Ommissiah, Bolster Defenses

Arsen Thaddea 6th Captain of the Iron Warriors 175 points

WS BS S T W I A LD SV

Arsen Thaddea 5 5 44 344 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Power Armor, Master Crafted Bolter with AT bolts, Relic Blade, Frag and Krak Grenades, Melta Bombs

Special Rules

And They Shall Know No Fear, Stubborn, Combat Tactics, Iron Halo, Independent Character, Rites of Battle (C:SM pg 85), Eternal Warrior, Bolster Defenses (C:SM pg 71)

Hercule Berossus 4th Captain of the Iron Warriors 250 points

WS BS S T W I A LD SV

Hercule Berossus 6 4 55 443 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Tartorus Terminator Armor, Master crafted Thunder Hammer, Relic Pistol, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Stubborn, Combat Tactics, Independent Character, Rites of Battle (C:SM pg 85), Eternal Warrior, Furious Charge, Bolster Defenses (C:SM pg 71), Heroic Intervention (deep strike not jump packs), Deep Strike

Siege Breaker: all Thunder Hammers in the army lead by Hercule Berossus strikes in initiative order rather than last

LORD GALVANIX 145 points

WS BS S T W I A LD SV

Galvanix 5 5 4 4 2 5 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Artificer armor, Fury of Iron, frag and krak grenades, Melta Bombs, Power Axe

Special Rules

And They Shall Know No Fear, Iron Halo, Independent Character, fearless, Warsmith of the Iron Warriors, Warsmith's Guidance

Fury of Iron: Lord Galvanix lost his arm in combat a long time ago, but have replaced it with a hellish device called the Fury of Iron, the Fury of Iron is a tri-barreled cannon put at the end of his bionic arm, two of the barrels fires high-caliber bolt rounds, specially designed by Galvanix to punch through armor, the last barrel is a grenade launcher, able to launch deadly grenades at extreme range. Fury of Iron counts as two weapons with the following profile:

Range	Strength	AP	Type
36"	6	3	Assault 2
36"	6	4	Assault 1, blast

If Lord Galvanix moves during his movement phase he may only fire one of the two weapons in the Fury of Iron, if he's stationary however, he may fire both weapons.

WarSmith of the Iron Warriors: Devastators may be taken as troops, and thunerstrike cannons are +1 ballistic skill

WarSmith's Guidance: Lord Galvanix is a master of siege warfare and under his guidance the firepower of his host never falters, once per turn a unit joined by Lord Galvanix may re roll the to-hit roll of one heavy weapon, the second roll must be taken, even if the result is worse than the first

WarSmith 50 points

WS BS S T W I A LD SV
5 5 4 4 2 4 2 10 2+

Unit Composition: 1 WarSmith

Unit Type: Infantry

Wargear: Artificer armor, Combi-melta, Bolt Pistol, Power Weapon, Servo Harness

Options: may replace Artificer Armor with Terminator armor for +40 points. May Replace Combi-melta for a combi-plasma, shotgun, grenade launcher, flamer for +5 points. May replace power weapon for a chain axe for +5 points, a lightning claw or power fist for +10 points, a relic blade or thunder hammer for +20 points. May replace bolt pistol with a plasma pistol for +15 points, Infernus pistol for +10 points or a flame pistol for +5 points.

Special Rules

Stubborn, and they shall know no fear, tank hunters. Blessings of the Omnissiah

Vitruvius, Captain of the 7th grand Company 225 points

WS BS S T W I A LD SV
6 5 5 4 4 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Siege Armor (2+ armor save, treated as terminator armor that grants a 2+ invulnerable save), Iron Reaper, Gauntlet of Hate, Servo Harness

Special Rules

Stubborn, and they shall know no fear, tank hunters. Blessings of the Omnissiah, Bolster Defenses

Dradenor 155 points

WS BS S T W I A LD SV
5 5 4 4 2 5 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Artificer Armor, Twin Linked Bolter, Power Weapon, Krak and Frag Grenades, Melta Bombs, Iron Halo

Special Rules

And They Shall Know No Fear, Independent Character, fearless, Special Issue Ammunition, Orbital Bombardment

Time on Target: Orbital Bombardments do not scatter and three may be used per game

Warsmith Torvalon 225 points

WS BS S I A Front Side Rear
6 5 6(10) 4 (3) 4 14 13 11

Unit Composition: 1 (Unique)

Unit Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: dreadnought close combat weapon with built in twin linked heavy flamer, siege drill (Additionally it incorporates a multimelta), smoke launchers, searchlight, extra armor

Options: may replace the dreadnought close combat weapon (thus reducing his attacks to 3) with a twin linked heavy bolter, heavy flamers, or autocannons for free, plasma cannon for +15 points, twin linked lascannons for +25 points, or a twin linked conversion beamer for +40 points.

Special Rules

Fleet, venerable, Dreadnought Lord

Siege Specialists: The Iron Warriors are renowned across the galaxy as fearsome siege troops, able to hold nearly any position or take one no matter how well defended. They have an intimate knowledge of how to fortify themselves against attack, and how to weaken enemy defensive positions. Iron Warriors units add +1 when rolling to penetrate and for damage results against intact buildings and structures such as bunkers, hab blocks, bastions, fortress walls etc. Additionally, after players have chosen sides and set out objectives but before any models are deployed, the Iron Warriors player may choose up two terrain pieces in their deployment zone and for the duration of the game add +1 to whatever cover save they would normally provide.

Warsmith Barabas Dantioch 180 points

WS BS S T W I A LD Sv
5 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Artificer armor, Servo Harness, Thunder Hammer, Twin Linked Bolter, Frag and Krak Grenades, Melta Bombs

Special rules

Stubborn, and they shall know no fear, tank hunters. Blessings of the Omnissiah, Eternal Warrior

Minefield: Each Minefield is 6" long and 3" deep. Any enemy model that is not a Jump Infantry, Skimmer, or a Jetbike that attempts to cross over the minefield must roll a D6. On a roll of 5 or 6 then the model attempting to cross takes a wound with no armor or cover saves allowed, or if the unit is a vehicle, it is hit on its rear armor with a strength of 6 instead. Skimmers, Jetbikes and Jump Infantry

can only be affected if beginning or ending their movement over the minefield.

Tank Traps: Each Tank trap is 6" long and 2" deep and represents some sort of anti-vehicle barrier. It counts as impassable terrain for vehicles and difficult terrain for all other units. Skimmers are unaffected. Tank Traps may be destroyed: they are AV13 (facing does not apply) and any glancing or penetrating hit destroys them.

Trench Line: These may be up to 2.5" wide and up to 9" in length. Each trench offers a 3+ cover save. It counts as difficult terrain if trying to cross over the trench, enter the trench or leave it, but not if moving along the trench.

Andross Vallum Warsmith of the 10th company 165 points

WS BS S T W I A LD SV

4 4 4 4 4 4 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Artificer armor, servo arm, heavy flamer, thunder hammer, frag and krak grenades, melta bombs

Special rules

Bolster Defenses (C: SM pg 71), and they shall know no fear, Blessings of the Ommissiah, Eternal Warrior, stubborn

Minefield: Each Minefield is 6" long and 3" deep. Any enemy model that is not a Jump Infantry, Skimmer, or a Jetbike that attempts to cross over the minefield must roll a D6. On a roll of 5 or 6 then the model attempting to cross takes a wound with no armor or cover saves allowed, or if the unit is a vehicle, it is hit on its rear armor with a strength of 6 instead. Skimmers, Jetbikes and Jump Infantry can only be affected if beginning or ending their movement over the minefield.

Tank Traps: Each Tank trap is 6" long and 2" deep and represents some sort of anti-vehicle barrier. It counts as impassable terrain for vehicles and difficult terrain for all other units. Skimmers are unaffected. Tank Traps may be destroyed: they are AV13 (facing does not apply) and any glancing or penetrating hit destroys them.

Trench Line: These may be up to 2.5" wide and up to 9" in length. Each trench offers a 3+ cover save. It counts as difficult terrain if trying to cross over the trench, enter the trench or leave it, but not if moving along the trench.

Chaplain Zhnev 150 points

WS BS S T W I A LD Sv

5 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Artificer armor, Servo Arm, frag and krak Grenades, Crozius Arcanum, Storm Shield

Special rules

Stubborn, and they shall know no fear, Blessings of the Ommissiah, Eternal Warrior, Liturgies of Battle (C:SM pg 58), Rosarius

Elites

RASTIGAN EQUERRY TO PERTURABO 150 POINTS

WS BS S T W I A LD Sv

Rastigan 5 4 4 4 2 4 2 9 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chaplain)

Wargear: Crozius Aquilium, Power Armor, Master Crafted Plasma Pistol, Frag and Krak Grenades
Special Rules

Honor of the Chapter (C:SM pg 58), Rosarius, Eternal Warrior, Furious Charge, Independent Character
Iron Hearted: As Perturabo busies himself with the task of breaking sieges and fortifying worlds, he is often represented in counsel by the dour Rastigan. A skilled orator, Rastigan often rouses his fellow Iron warriors into a cold rage before unleashing them on the battered defenses of their enemies. At the start of each Iron Warrior turn Rastigan may invoke the pent up frustration in a unit of his fellow Iron Warriors within 12". The unit receives the Furious Charge special rule. This ability lasts until the start of the next Iron Warrior turn.

NIZPAL TRACKSMITH 155 POINTS

WS BS S T W I A LD Sv

Nizpal 5 5 4 4 2 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Power Armor, Plasma Pistol, Frag and Krak Grenades, Servo Arm

Special Rules

And They Shall Know No Fear, Stubborn, Iron Halo, Combat Tactics, Independent Character, Tank Commander (C:SM pg 89)

VALOROUS SIEGE BREAKER DREADNOUGHT 185 POINTS

WS BS S I A FRONT SIDE REAR

Valorous 5 5 6 4 2 12 12 11

Unit Composition: 1 (Unique)

Vehicle Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Chain Fist and built in Melta Gun, Flamestorm Cannon, Havoc Launcher, Teleport Homer

Options May take Extra Armor for +15 points

Special Rules

Deep Strike, Venerable

SIEGE BERZERKERS 200 POINTS

WS BS S T W I A LD Sv

Siege Breaker 5 4 4 4 1 4 3 9 2+

Siege Berzerker 5 4 4 4 1 4 2 8 2+

Unit Composition: A Siege Breaker and 3 Siege Berzerkers

Unit Type: Infantry

Dedicated transport: may take a Hellfire Land Raider if numbering 6 or less for +200 points, a Land Raider Tartarus if numbering 7 or less for +245 points, a Land Raider Dragon if numbering 5 or less for +300 points, a Land Raider if numbering 6 or less for +250 points, a Land raider Spartan if numbering 10 or less for +265 points, a Spartan assault tank if numbering 15 or less for +300 points, a Land Raider Nightstorm if numbering 6 or less for +260 points, a Dreadclaw if numbering 10 or less for +55 points, a Land Raider Achilles if numbering 3 for +300 points, a Thunderhawk "Annihilator" Pattern Gunship if numbering 8 or less for +1000 points, a Land Raider Eradicator if numbering 5 or less for +260 points, a Land Raider Suppressor if numbering 6 or less for +240 points, a Land Raider Executioner if numbering 4 or less for +260 points, a Land Raider Proteus if numbering 5 or less for +225 points, a Caestus Assault Ram if numbering 10 or less for +275 points, a Stormeagle assault

gunship if numbering 10 or less for +225 points, a Stormeagle Umbra Angelus pattern if numbering 10 or less for +190 points, a Storm Raptor assault gunship if numbering 10 or less for +190 points, a Drop Pod if numbering 6 or less for +35 points, a Deathrain drop pod if numbering 5 or less for +45 points, or an Intel Transport if numbering 20 or less for +700 points.

Wargear: Two Chain Fists, Cataphractii Terminator Armor, Frag Launcher, combi melta

Options: May include up to twelve additional Siege Berzerkers at +50 points per model. The Siege Breaker may replace a Chain Fist for a Multi Melta for free. May select a Land Raider as a dedicated transport. (C:SM pg 135).

Special Rules

Fearless, Combat Tactics

Frag Launcher: The Terminators have a shoulder mounted frag launcher. They count as being armed with Assault Grenades.

Bring It Down: On a turn that they assault into ruins or a building, the unit may strike in initiative order with their Chain Fists.

SIEGE SERGEANT +70 POINTS

WS BS S T W I A LD Sv

Siege Sergeant 4 4 4 4 1 4 2 9 X

Unit Composition: Any Space Marine sternguard or terminator Sergeant may be replaced by a Siege Sergeant.

Unit Type: Infantry

Wargear: Power Armor or terminator armor, Bolter, Bolt Pistol, Servo Arm, Frag and Melta Bombs

Options: A Siege Sergeant may exchange his Bolt Pistol or bolter for a twin linked bolter or combi melta for +5 points, a power weapon or a single lightning claw for +15 points or a power fist for +25 points or thunder hammer for +30 points. May replace servo arm for a servo harness for +25 points

Special Rules

And They Shall Know No Fear, Stubborn (applies to unit), Combat Tactics

Glacis Fortification: When deployed, the Siege Sergeant and his squad may place a single 6" barricade in front of them (the resin Imperial barricades made by Games Workshop are ideal). The barricade provides any unit with a 4+ cover save while behind it. The Siege Sergeant's squad are free to move away from the cover once the game has begun but must be deployed within 3" of it at the start of the game. No other unit may be deployed in cover with the barricade. The Fortification may be deployed in other cover (such as woods) but the unit only benefits from the highest cover save provided.

Alternatively they may reinforce a single 5" section of Aegis Defense line giving it +1 to its cover saves.

Siege Breaker Dreadnought 165 points

WS BS S I A FRONT SIDE REAR

5 5 6 4 2 12 12 11

Unit Composition: between 1 and 5 Siege Breaker Dreadnoughts

Vehicle Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Chain Fist and built in Melta Gun, Flamestorm Cannon

Options: May include 4 more Siege Breaker Dreadnoughts for 165 points each. Any Dreadnought may replace their flamestorm cannon for a Chainfist with built in meltagun for +15 points or a Siege Breaker Cannon (range 72" strength 10 AP 4 heavy 1, 5" blast) for +90 points. Any Meltagun may be replaced with a heavy flamer for free. The Chainfist may be replaced by a second Flamestorm Cannon

for +5 points. Any Dreadnought may have extra armor for +10 points and/or up to 4 hunter killer missiles for 20 points each.

Special rules

Move Threw Cover, Outflank

Cyborgs 150 points

[WS][BS][S][T][W][I][A][LD][SV]

Cyborg] 4 4 4 4 1 4 2 10 3+

Commander] 4 4 5 4 2 4 3 10 3+

Unit Composition: 1 cyborg commander and 5 cyborgs

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: Power Armor, Bolt pistol, chainsword, krak and Frag grenades, melta bombs

Options: any model may take a combi-weapon for +5 points. May include 9 more cyborgs for +22 points each. The commander may replace his close combat weapon for a power weapon for +15 points, a powerfist for +25 points, a chain fist for +30 points or a storm shield for +35 points. The commander may take a servo arm for +15 points or a servo harness for +25 points. The Commander may replace his bolt pistol for an Infernus pistol for +25 points, a flame pistol for +10 points or a plasma pistol for +15 points.

Special Rules

Relentless, Rending, 5+ invulnerable save

Combat engineers 135 points

[WS][BS][S][T][W][I][A][LD][SV]

Engineer] 4 4 4 4 1 4 1 9 3+

Veteran] 4 4 4 4 2 4 2 10 3+

Unit Composition: 1 Veteran Engineer and 4 engineers

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering

8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadelaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: Power Armor, Bolt pistol, chainsword, krak and Frag grenades, melta bombs, bolter, special issue ammo

Options: may include 5 more combat engineers for +16 points each. The squad may be given either the infiltrate or deep strike special rule for +25 points. The Veteran Engineer may replace his bolter with a Combi-weapon for +5 points. The Veteran Engineer may replace his Bolt Pistol or Close Combat weapon with a power weapon for +10 points, power fist for +20 points, chain fist for +23 points, or a storm shield for +27 points.

The Veteran Engineer may take a Servo-Arm for +15pts or a servo harness for +25 points. One model in the squad may purchase a Disruption Beacon for +35 points. One model in the squad may purchase a Scanner for +35 points. Up to two models in a squad may be equipped with a Demolition charge for 15 points each. Up to three models in the squad may replace their bolter with a meltagun for +10 points, a flamer for free, or a multimelta for +20 points.

Special Rules

Mechanics: The Iron Warriors Combat Engineers are accomplished mechanics as well as soldiers and engineers. If at least one model is in base contact with a vehicle at the beginning of the shooting phase, the entire squad may forfeit its ability to shoot and assault that turn and repair either an Immobilized result or a single destroyed weapon on the vehicle, whichever the player chooses, on a D6 roll of 3+ if the squad is 6 or fewer models, 2+ for 7-9 models, and automatic for 10-12 models. This action may be performed in addition to the utilization of a servo-arm.

Combat Engineers: *The Iron Warriors are renowned for their expertise in the area of combat engineering and siege warfare. Mines, trenches, bunkers, tanks and other tools of trench warfare are commonplace on the battlefields upon which the Iron Warriors choose to fight.* At the beginning of the game, the Iron Warriors Combat Engineers may place two of any of the following options, on any place on the board that is at least 6" outside of their opponent's deployment zone, before deployment takes place, thus one could have two tank traps, a minefield and a teleport homer, or an assault bridge and a trench line, or any such combination.

Minefield: Each Minefield is 6" long and 3" deep. Any enemy model that is not a Jump Infantry, Skimmer, or a Jetbike that attempts to cross over the minefield must roll a D6. On a roll of 5 or 6 then the model attempting to cross takes a wound with no armor or cover saves allowed, or if the unit is a vehicle, it is hit on its rear armor with a strength of 6 instead. Skimmers, Jetbikes and Jump Infantry can only be affected if beginning or ending their movement over the minefield.

Tank Traps: Each Tank trap is 6" long and 2" deep and represents some sort of anti-vehicle barrier. It counts as impassable terrain for vehicles and difficult terrain for all other units. Skimmers are unaffected. Tank Traps may be destroyed: they are AV13 (facing does not apply) and any glancing or penetrating hit destroys them.

Trench Line: These may be up to 2.5" wide and up to 9" in length. Each trench offers a 3+ cover save. It counts as difficult terrain if trying to cross over the trench, enter the trench or leave it, but not if moving along the trench.

Teleport Homer: A teleport homer, represented by a small marker the size of a normal infantry base, may be placed anywhere on the board outside the opponent's deployment zone. A Teleport homer will not function as long as an enemy unit is within 3" of it (it will detect the enemy's presence and deactivate itself)

Assault Bridge: An assault bridge is utilized to cross terrain that would impede the Iron Warriors advance. It is placed over a piece of terrain like a river, lava flow, hull breach, between upper floors on buildings, etc to allow all units (friend and foe) to cross difficult or impassable terrain as though it were clear terrain for an 8"x3" span.

Disruptor Beacon: The Disruptor Beacon is a high intensity scanner and warp powered interference device, which can be used to disrupt enemy forces and equipment. The Iron Warriors player may ask an opponent to re roll the scatter direction & distance of any enemy Deep Striking unit within 12" of the model carrying the Disruptor Beacon. Any equipment in an opponent's army that reduces or eliminates Deep Strike scatter such as Teleport Homers or Chaos Icons do not do so if within 12" of the Disruptor Beacon.

Scanner: A complex sensor device that feeds targeting data to the Iron Warriors gunners. Once per turn a model equipped with a scanner may nominate any enemy unit within 36". All Iron Warriors shooting attacks against that unit may choose to either re roll failed to hit rolls, or force the opposing player to re roll all successful cover saves (choose for each unit firing before it makes any to-hit rolls).

Siege Specialists: *The Iron Warriors are renowned across the galaxy as fearsome siege troops, able to hold nearly any position or take one no matter how well defended. They have an intimate knowledge of how to fortify themselves against attack, and how to weaken enemy defensive positions.* Iron Warriors units add +1 when rolling to penetrate and for damage results against intact buildings and structures such as bunkers, hab blocks, bastions, fortress walls etc. Additionally, after players have chosen sides and set out objectives but before any models are deployed, the Iron Warriors player may choose up two terrain pieces in their deployment zone and for the duration of the game add +1 to whatever cover save they would normally provide.

Terminator Combat Engineers 135 points

[WS][BS][S][T][W][I][A][LD][SV]

Engineer] 4 4 4 4 1 4 2 9 2+

Veteran] 4 4 4 4 2 4 3 10 2+

Unit Composition: 1 Veteran Engineer and 2 engineers

Unit Type: Infantry

Dedicated transport: may take a Hellfire Land Raider if numbering 6 or less for +200 points, a Land Raider Tartarus if numbering 7 or less for +245 points, a Land Raider Dragon if numbering 5 or less for +300 points, a Land Raider if numbering 6 or less for +250 points, a Land raider Spartan if numbering 10 or less for +265 points, a Spartan assault tank if numbering 15 or less for +300 points, a Land Raider Nightstorm if numbering 6 or less for +260 points, a Dreadclaw if numbering 10 or less for +55 points, a Land Raider Achilles if numbering 3 for +300 points, a Thunderhawk "Annihilator" Pattern Gunship if numbering 8 or less for +1000 points, a Land Raider Eradicator if numbering 5 or less for +260 points, a Land Raider Suppressor if numbering 6 or less for +240 points, a Land Raider Executioner if numbering 4 or less for +260 points, a Land Raider Proteus if numbering 5 or less for +225 points, a Caestus Assault Ram if numbering 10 or less for +275 points, a Stormeagle assault gunship if numbering 10 or less for +225 points, a Stormeagle Umbra Angelus pattern if numbering 10 or less for +190 points, a Storm Raptor assault gunship if numbering 10 or less for +190 points, a Drop Pod if numbering 6 or less for +35 points, a Deathrain drop pod if numbering 5 or less for +45 points, or an Intel Transport if numbering 20 or less for +700 points.

Wargear: Tartorus terminator armor, twin linked bolter, melta bombs, power weapon

Options: may include 9 more terminator combat engineers for +32 points each. The squad may be given the infiltrate special rule for +25 points. The Veteran Engineer may take a Servo-Arm for +15pts or a servo harness for +25 points. One model in the squad may purchase a Disruption Beacon for +35 points. One model in the squad may purchase a Scanner for +35 points. Up to two models in a squad may be equipped with a Demolition charge for +15 points each. Any model may replace their power

weapon for a power fist for +10 points, lightning claw for +10 points, Chainfist for +15 points or a storm shield for +25 points. May replace both the twin linked bolter and power weapon with a pair of lightning claws for +20 points. May replace their twin linked bolter for a combi weapon for +5 points or a thunder hammer for +20 points. Three models may replace their twin linked bolter for a twin linked autocannon for +25 points, heavy flamer for +5 points, multimelta for +10 points or a plasma cannon for +30 points

Special Rules

Mechanics: The Iron Warriors Combat Engineers are accomplished mechanics as well as soldiers and engineers. If at least one model is in base contact with a vehicle at the beginning of the shooting phase, the entire squad may forfeit its ability to shoot and assault that turn and repair either an Immobilized result or a single destroyed weapon on the vehicle, whichever the player chooses, on a D6 roll of 3+ if the squad is 6 or fewer models, 2+ for 7-9 models, and automatic for 10-12 models. This action may be performed in addition to the utilization of a servo-arm.

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Scanner: A complex sensor device that feeds targeting data to the Iron Warriors gunners. Once per turn a model equipped with a scanner may nominate any enemy unit within 36". All Iron Warriors shooting attacks against that unit may choose to either re roll failed to hit rolls, or force the opposing player to re

roll all successful cover saves (choose for each unit firing before it makes any to-hit rolls).

Siege Specialists: *The Iron Warriors are renowned across the galaxy as fearsome siege troops, able to hold nearly any position or take one no matter how well defended. They have an intimate knowledge of how to fortify themselves against attack, and how to weaken enemy defensive positions.* Iron Warriors units add +1 when rolling to penetrate and for damage results against intact buildings and structures such as bunkers, hab blocks, bastions, fortress walls etc. Additionally, after players have chosen sides and set out objectives but before any models are deployed, the Iron Warriors player may choose up to two terrain pieces in their deployment zone and for the duration of the game add +1 to whatever cover save they would normally provide.

Ferrum 170 points

WS BS S I A Front Side Rear

5 4 7 4 2 13 12 11

Unit Composition: 1 (Unique)

Unit Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Typhoon missile launcher, Grim Lascannon, searchlight, smoke launchers, extra armor

Special Rules

Fleet, venerable

Promodon 175 points

WS BS S I A Front Side Rear

5 4 7 4 3 13 12 11

Unit Composition: 1 (Unique)

Unit Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: 2 Lightning claws one with Built in heavy flamer one with melta gun, searchlight, smoke launchers, extra armor

Special Rules

Fleet, venerable, Furious Charge

Troops

SIEGE SERGEANT +70 POINTS

WS BS S T W I A LD Sv

Siege Sergeant 4 4 4 4 1 4 2 9 3+

Unit Composition: Any Space Marine tactical Sergeant may be replaced by a Siege Sergeant.

Unit Type: Infantry

Wargear: Power Armor, Bolter, Bolt Pistol, Servo Arm, Frag and Melta Bombs

Options: A Siege Sergeant may exchange his Bolt Pistol or bolter for a twin linked bolter or combi melta for +5 points, a power weapon or a single lightning claw for +15 points or a power fist for +25 points or thunder hammer for +30 points. May replace servo arm for a servo harness for +25 points

Special Rules

And They Shall Know No Fear, Stubborn (applies to unit), Combat Tactics

Glacis Fortification: When deployed, the Siege Sergeant and his squad may place a single 6" barricade in front of them (the resin Imperial barricades made by Games Workshop are ideal). The barricade provides any unit with a 4+ cover save while behind it. The Siege Sergeant's squad are free to move

away from the cover once the game has begun but must be deployed within 3" of it at the start of the game. No other unit may be deployed in cover with the barricade. The Fortification may be deployed in other cover (such as woods) but the unit only benefits from the highest cover save provided. Alternatively they may reinforce a single 5" section of Aegis Defense line giving it +1 to its cover saves.

Sergeant Falx +50 points

WS BS S T W I A LD SV

Falx 5 4 4 4 1 4 2 9 3+

Unit Composition: Any Tactical squad Space Marine Sergeant may be replaced by Sergeant Falx

Unit Type: Infantry

Wargear: Power Armor, Master Crafted Chainsword, Infernus Pistol, Frag and Krak Grenades, melta bombs

Special Rules

And They Shall Know No Fear, Stubborn (applies to Unit), Combat Tactics, Furious Charge (applies to Unit), Bolster Defenses (C:SM pg 71)

Ingoldt Sergeant +75 points

WS BS S T W I A LD Sv

5 5 4 4 1 4 2 10 3+

Unit Composition: 1 Tactical Squad may replace it's sergeant with sergeant Ingoldt for +75 points

Unit Type: Infantry

Wargear: Power Armor, Servo Harness, Relic Blade, Bolter, Frag and Krak Grenades, Melta Bombs

Special rules

Stubborn, and they shall know no fear, tank hunters. Blessings of the Omnissiah, Bolster Defenses, special issue ammunition

Siege Assault Squad 175 points

WS][BS][S][T][W][I][A][LD][SV]

Veteran] 5 4 4 4 1 4 2 9 3+

Marine] 4 4 4 4 1 4 1 8 3+

Unit Composition: 1 veteran sergeant and 9 marines

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadelaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: Power armor, bolt pistol, chainsword, krak and frag grenades

Options: two space marines may exchange either their bolt pistol or chainsword for a flamer for +5 points, meltagun or power sword for +10 points, plasma pistol for +15 points. The veteran sergeant may exchange either their bolt pistol or chainsword for a chainsword for free, twin linked bolter for +5 points, combi weapon for +10 points, plasma pistol, power weapon, or lightning claw for +15 points, power fist for +25 points, thunder hammer, pair of lightning claws, or a relic blade for +30 points. The entire squad may have melta bombs for +30 points. The entire squad may have combat shields for +25 points

Special Rules

Stubborn, and they shall know no fear, combat squads

Tip of the spear: May re-roll their sweeping advance rolls

Siegeguard 100 points

WS BS S T W I A Ld Sv

Space Marine Sgt. 4 4 4 4 1 4 2 9 3+

Space Marine 4 4 4 4 1 4 1 8 3+

Unit Composition: 1 Space Marine Sergeant and 4 Space Marines

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos if numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank if numbering 6 or less for +60 points, a Deathrain drop pod if numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino if numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: Power Armor, Bolt pistol, Bolter, Frag and Krak grenades, Signum (Sergeant only),

Meltabombs

Options: Two Space Marines may replace their bolters with: a meltagun for +10 points, a multi-melta or heavy flamer for +15 points, or a Lascannon for +25 points. Special Rules

And They Shall Know No Fear, Combat Squads, Combat Tactics

Tank Aces: Siegeguard units have the Tankhunters special rule, and automatically pass tank shock leadership tests

Fast attack

SIEGE SERGEANT +70 POINTS

WS BS S T W I A LD Sv

Siege Sergeant 4 4 4 4 1 4 2 9 3+

Unit Composition: Any Space Marine assault without jump packs or Vanguard Sergeant may be replaced by a Siege Sergeant.

Unit Type: Infantry

Wargear: Power Armor, Bolter, Bolt Pistol, Servo Arm, Frag and Melta Bombs

Options: A Siege Sergeant may exchange his Bolt Pistol or bolter for a twin linked bolter or combi

melta for +5 points, a power weapon or a single lightning claw for +15 points or a power fist for +25 points or thunder hammer for +30 points. May replace servo arm for a servo harness for +25 points

Special Rules

And They Shall Know No Fear, Stubborn (applies to unit), Combat Tactics

Glacis Fortification: When deployed, the Siege Sergeant and his squad may place a single 6" barricade in front of them (the resin Imperial barricades made by Games Workshop are ideal). The barricade provides any unit with a 4+ cover save while behind it. The Siege Sergeant's squad are free to move away from the cover once the game has begun but must be deployed within 3" of it at the start of the game. No other unit may be deployed in cover with the barricade. The Fortification may be deployed in other cover (such as woods) but the unit only benefits from the highest cover save provided.

Alternatively they may reinforce a single 5" section of Aegis Defense line giving it +1 to its cover saves.

Perturabo Siege Tank 280 points

Front Side Rear BS

14 14 12 5

Unit Composition: 1 to 5 Perturabo Siege Tanks

Unit Type: tank, fast

Wargear: hull mounted Siegebreaker cannon, Siege Shield, Dozer Blade, Searchlight, Extra Armor, smoke launcher, 2 twin linked Hot Shot Lasguns, 2 rear facing Hammerfist Launchers, 3 rear facing Havoc Launchers

Options: may take combi-plasma for +10, combi-melta for +15 points, combi-flamer for +5 points, Combi-grenade launcher for +10 points, Combi-Shotgun for +5 points, or a havoc launcher for +15 points.

Special Rules

Power of the Machine Spirit: A Perturabo Siege Tank can fire one more weapon than would normally be permitted based upon its Movement speed; This weapon may be fired at a separate target if desired. A Perturabo Siege Tank may also fire a single weapon even if it has suffered a Crew Shaken or Crew Stunned result that turn.

Ferromantic Invulnerability: The hull of the Perturabo Siege Tank has been specially constructed to resist even the most determined assault and is almost preternaturally resilient. As a result, the Perturabo Siege Tank is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition it reduces the effects of all rolls on the damage chart made against it (other than by Destroyer type weaponry), by -1.

Crank Tank 70 points each

WS BS S I A Front Side Rear

3 3 6(10) 4 (2) 3 11 11 10

Unit Composition: between 1 and 5 Crank Tanks

Unit Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: dreadnought close combat weapon with built in heavy flamer, turret mounted twin linked autocannon, smoke launcher, searchlight

Options: may include 4 more Crank tanks for 70 points each. Any tank may replace their built in heavy flamer for a meltagun for +5 points or a plasma gun for +10 points. Any tank may replace their twin linked autocannon for a twin linked heavy bolter or heavy flamer for free or a twin linked lascannon for +25 points

Special Rules
Fleet, night vision

Heavy Support

TOURBADON HEAVY FIRE SERGEANT +190 POINTS

WS BS S T W I A LD Sv

Tourbadon 4 4 4 4 1 4 2 9 3+

Unit Composition: One Devastator Squad in the army may replace its Sergeant with Heavy Fire Sergeant Tourbadon.

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Missile Launcher with Frag and Vanquisher Pattern krak missiles, Servo Arm

Special Rules

And They Shall Know No Fear, Stubborn (applies to unit), Combat Tactics, Glacis Fortification

Glacis Fortification: When deployed, the Tourbadon and his squad may place a single 6" barricade in front of them (the resin Imperial barricades made by Games Workshop are ideal). The barricade provides any unit with a 4+ cover save while behind it. Tourbadon's squad are free to move away from the cover once the game has begun but must be deployed behind it at the start of the game. No other unit may be deployed in cover with the barricade. The Fortification may be deployed in other cover (such as woods) but the unit only benefits from the highest cover save provided. Alternatively they may reinforce a single 5" section of Aegis Defense line giving it +1 to its cover saves.

Heavy Fire Squad: Up to 9 members of Heavy Fire Sergeant Tourbadon's squad may replace their bolters for missile launchers for no additional cost. These missile launchers are armed with Frag and vanquisher pattern krak missiles which are Range 48" Str 8 Ap 1. No other heavy weapon may be taken in this squad

Heavy Fire Point: Tourbadon is a power armored bully, insisting on the lion's share of the reserve ammunition. In Planetstrike games, an Iron Warrior player who includes Tourbadon gains the Ammunition Store Stratagem for free. It may only be used by Tourbadon's squad.

THUNDERSTRIKE ASSAULT GUN 185 POINTS

BS FRONT SIDE REAR

Thunderstrike 2 13 11 10

Unit Composition: 1 to 5 Thunderstrike Assault Gun

Vehicle Type: Open Topped

Transport Capacity: None

Wargear: Thunderstrike Cannon, Searchlight, Smoke Launchers

Options: May take Extra Armor for +15 points

Thunderstrike Cannon

A quad barrelled artillery piece, each turn the Thunderstrike Cannon may be fired in one of three ways. The reduced BS of the vehicle represents the indiscriminate nature of the weapon. If Nizpal commands a gun he may use his BS as normal.

Siege Strike Gun Battery 180 points

Front Side Rear

13 9 9

WS BS S T W I A LD SV

4 5 4 4 1 4 1(2) 9 3+

Unit Composition: 2 Space Marines and 1 Siege Strike Gun

Unit Type: Infantry and immobile Opened Topped Vehicle

Wargear: Power Armor, Bolt pistol, Combi-Melta, Chainsword, Siege Strike Cannon

Options: May Include 3 more marines to man the siege gun for 20 points each. Once there are 5 marines manning the gun it may fire every turn. May take a 4 additional Siege Strike guns for 180 points each.

Special Rules

Stubborn, and they shall know no fear, Tank Hunters

Bunker Busters: +1 to pen roll against buildings

Siege Cannon 150 points

Front Side Rear

10 10 9

WS BS S T W I A LD SV

5 5 4 4 2 4 2 10 2+

Unit Composition: 1 Warsmith and 1 Siege Cannon

Unit Type: Infantry and Immobile Vehicle

Wargear: Artificer armor, Combi-melta, Power Weapon, Servo Harness, Siege Cannon

Options: May include 9 more Siege Cannons for 150 points each.

Special Rules

Terror incarnate: Any unit the suffers at least 1 wound must pass a leadership test

Unstable Ammunition: roll a D6 every turn before the cannon fires. On a 1 the cannon may fire twice that turn. On a 2 to 3 the cannon ignores cover saves. On a 4 or 5 the AP increases to 1. On a 6 the cannon ignores invulnerable saves and void Shields

Siege Claw 250 points each

WS BS S I A Front Side Rear

4 3 6(10) 4 (3) 4 14 13 12

Unit Composition: 1 to 5 Siege Claws

Unit Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: 2 dreadnought close combat weapons with built in heavy flamer, Hull mounted twin linked autocannon, Dorsal Mounted Siegebreaker cannon, smoke launcher, searchlight

Options: may replace either or both heavy flamers for a meltagun for +5 points or a plasma gun for +10 points. May replace the twin linked autocannon for twin linked heavy bolters or flamers for free, twin linked lascannons for +15 points, multimelta for +10 points.

Skycracker artillery 140 points each

Front Side Rear BS

11 10 10 4

Unit Composition: 1 to 5 Skycracker Artillery

Unit Type: Tank

Wargear: Hull mounted Skycracker cannon, smoke launchers, searchlight

Options: combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +5 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20 points, siege shield for +10 points, dozer blade for +5 points

Special Rules

Siege Specialists: The Iron Warriors are renowned across the galaxy as fearsome siege troops, able to hold nearly any position or take one no matter how well defended. They have an intimate knowledge of how to fortify themselves against attack, and how to weaken enemy defensive positions. Iron Warriors units add +1 when rolling to penetrate and for damage results against intact buildings and structures such as bunkers, hab blocks, bastions, fortress walls etc. Additionally, after players have chosen sides and set out objectives but before any models are deployed, the Iron Warriors player may choose up to two terrain pieces in their deployment zone and for the duration of the game add +1 to whatever cover save they would normally provide.

Reaper 190 points each

Front Side Rear BS

14 12 11 4

Unit Composition: 1 to 5 Reaper Tanks

Unit Type: Tank

Wargear: Turret mounted Diabolos cannon, hull mounted twin linked autocannon, 2 sledgehammer launchers

Options: may replace the twin linked autocannon for a twin linked plasma cannon for +15 points, combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +5 points, extra armor for +15 points, combi grenade launcher for +5 points, multi melta for +20 points, siege shield for +10 points, dozer blade for +5 points

Vindicator Thunderer 140 points each

Front Side Rear BS

14 11 10 4

Unit Composition: Between 1 and 3 Vindicator Thunderer's

Unit Type: Tank

Wargear: hull mounted Thunderfire cannon, smoke launchers, searchlight, extra armor

Options: may have a pintle mounted twin linked bolter or combi bolter for +10 points, multimelta for +20 points, heavy bolter or havoc launcher for +15 points

Special Rules

Power of the Machine Spirit, venerable, Bolster Defenses (C: SM pg 71), tank hunters

Bunker Busters: +1 pen roll against buildings

Vindicator Rapier 200 points each

Front Side Rear BS

14 11 10 4

Unit Composition: Between 1 and 3 Vindicator Rapier's

Unit Type: Tank

Wargear: hull mounted Rapier Laser Battery, smoke launchers, searchlight, extra armor

Special Rules

Power of the Machine Spirit, Bolster Defenses (C: SM pg 71), tank hunters, Ferromantic

Invulnerability

Vindicator Thudd 180 points each

Front Side Rear BS

13 11 10 4

Unit Composition: Between 1 and 3 Vindicator Thudd's

Unit Type: Tank

Wargear: hull mounted Thudd Gun, searchlight, smoke launchers

Options: may have a pintle mounted twin linked bolter or combi bolter for +10 points, multimelta for +20 points, heavy bolter or havoc launcher for +15 points. May have extra armor for +15 points

Special Rules

Power of the Machine Spirit, Bolster Defenses (C: SM pg 71), Ferromantic Invulnerability

Heavy Mortar battery 50 points each

Front Side Rear

Mortar 10 10 10

WS BS S T W I A LD SV

Marines 4 4 4 4 1 4 1 8 3+

Unit Composition: between 1 and 5 Heavy mortars manned by 3 marines

Unit type: artillery

Wargear Heavy mortar: Heavy mortar

Wargear space marines: bolter, bolt pistol, frag and krak grenades, power armor

Options: may take siege shells for +10 points, infernus shells for +20 points

Special rules

Immobile

Hit the battery: roll a D6 every time the battery is shot at. On a 1-4 hit's the crew, on a 5 or 6 hit's the gun

Battery: each Heavy Mortar battery is deployed independently from one another

Medusa siege gun 100 points each

Front Side Rear

Medusa 11 11 11

WS BS S T W I A LD SV

Marines 4 4 4 4 1 4 1 8 3+

Unit Composition: between 1 and 5 Medusa Siege gun manned by 3 marines

Unit type: artillery

Wargear Medusa: Medusa siege gun

Wargear space marines: bolter, bolt pistol, frag and krak grenades, power armor

Options: the Medusa siege gun may be upgraded to fire indirectly (range G24"-120" strength 9 AP 3 ordinance 1, 5" blast)

Special rules

Immobile

Hit the battery: roll a D6 every time the battery is shot at. On a 1-4 hit's the crew, on a 5 or 6 hit's the gun

Battery: each Medusa Siege gun is deployed independently from one another

Earthshaker cannon 75 points each

Front Side Rear

Earthshaker 11 11 11

WS BS S T W I A LD SV

Marines 4 4 4 4 1 4 1 8 3+

Unit Composition: between 1 and 5 Earthshaker cannons manned by 3 marines

Unit type: artillery

Wargear earthshaker cannon: earthshaker cannon

Wargear space marines: bolter, bolt pistol, frag and krak grenades, power armor

Options: the earthshaker cannon may be upgraded to fire indirectly (range G36"-240" strength 9 AP 3 ordinance 1, 5" blast)

Special rules

Immobile

Hit the battery: roll a D6 every time the battery is shot at. On a 1-4 hit's the crew, on a 5 or 6 hit's the gun

Battery: each Earthshaker cannon is deployed independently from one another

Thudd gun battery 60 points each

Front Side Rear

Thudd gun 10 10 10

WS BS S T W I A LD SV

Marines 4 4 4 4 1 4 1 8 3+

Unit Composition: between 1 and 5 Thudd gun batteries manned by 2 marines each

Unit type: artillery

Dedicated transport: drop pod for +35 points, Deathrain drop pod for +45 points, or a Dreadclaw for +55 points

Wargear Thudd gun: Thudd gun

Wargear space marines: bolter, bolt pistol, frag and krak grenades, power armor

Options: may include 3 more marines per gun for 16 points each. Once there are 5 marines manning it, it may fire every turn

Special rules

Immobile

Hit the battery: roll a D6 every time the battery is shot at. On a 1-4 hit's the crew, on a 5 or 6 hit's the gun

Battery: each thudd gun is deployed independently from one another

Slow rate of fire: the thudd gun may fire twice over 2 turns. However it must spend one turn reloading

Viper cannon 75 points

Front Side Rear

Viper 10 10 10

WS BS S T W I A LD SV

marines 4 4 4 4 1 4 1 8 3+

Unit composition: 1 Viper cannon manned by two marines

Unit type: artillery

Dedicated transport: drop pod for +35 points, Deathrain drop pod for +45 points, or a Dreadclaw for +55 points

Wargear marines: power armor, frag and krak grenades, bolt pistol

Wargear: Graviton cannon

Options: may include 4 more Viper cannons for +75 points each

Special rules

Immobile

Hit the battery: roll a D6 every time the battery is shot at. On a 1-4 hit's the crew, on a 5 or 6 hit's the gun

Battery: each Viper cannon is deployed independently from one another

Medusa 150 points each

Front Side Rear BS

12 10 10 4

Unit Composition: between 1 and 5 Medusas

Unit type: tank, open topped

Wargear: searchlight, smoke launchers, hull mounted heavy bolter, Medusa Siege cannon

Options: May replace hull heavy bolter for a heavy flamer for free. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May take Phosphex shells for +20 points and/or Fracture shells for +30 points

Basilisk 145 points each

Front Side Rear BS

12 10 10 4

Unit Composition: between 1 and 5 Basilisks

Unit type: tank, open topped

Wargear: searchlight, smoke launchers, hull mounted heavy bolter, Earthshaker cannon

Options: May replace hull heavy bolter for a heavy flamer for free. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Griffon 90 points each

Front Side Rear BS

12 10 10 4

Unit Composition: between 1 and 5 Griffons

Unit type: tank, open topped

Wargear: searchlight, smoke launchers, hull mounted heavy bolter, Griffon Heavy mortar

Options: May replace hull heavy bolter for a heavy flamer for free. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers or twin linked bolter for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +5 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special Rules

Accurate Bombardment

Colossus 160 points each

Front Side Rear BS

12 10 10 4

Unit Composition: between 1 and 5 Colossus

Unit type: tank, open topped

Wargear: searchlight, smoke launchers, hull mounted heavy bolter, Colossus Siege mortar

Options: May replace hull heavy bolter for a heavy flamer for free. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers or twin linked bolter for +5 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +5 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Bombard 155 points each

Front Side Rear BS

13 10 10 4

Unit Composition: between 1 and 5 Bombards

Unit type: tank, open topped

Wargear: searchlight, smoke launchers, Bombard Heavy Siege mortar

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special Rules

Indirect fire, slow rate of fire

Light Bombard 145 points each

Front Side Rear BS

12 10 10 4

Unit Composition: between 1 and 5 Bombards

Unit type: tank, open topped

Wargear: searchlight, smoke launchers,

Options: may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special Rules

Indirect fire, slow rate of fire

Deathstrike 180 points each

Front Side Rear BS

12 10 10 4

Unit Composition: between 1 and 5 Deathstrikes

Unit type: tank

Wargear: searchlight, smoke launchers, hull mounted heavy bolter, Deathstrike missile

Options: May replace hull heavy bolter for a heavy flamer for free. May replace the deathstrike missile with a vortex missile for +75 points or a rad missile for +50 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special Rules

T-minus five minutes to launch

Siegebreaker assault formation 500 points +models

1 Warsmith in terminator armor

0-4 Siegebreaker berserkers

2-10 tactical squads

0-10 mole mortar squads

0-10 thudd gun squads

1-5 vindicators

0-5 basilisks

0-5 Vindicator Thunderer's

0-5 Vindicator Thudd's

0-5 thunderfire cannons
0-5 Bombard's
0-5 Typhon heavy siege tank
0-5 earthshaker emplacements
0-5 medusa emplacements
0-5 medusa's
0-5 colossus's
0-10 Griffons
0-8 Minotaur
0-5 Land Raider Achilles
0-5 Land Raider Deimos
0-5 land raider Aries
0-5 siege strike cannon
0-5 siege cannon
0-20 Siege Claws
0-5 Skycracker artillery
0-5 Perturabo Siege Tanks
0-10 Dominus Siege Bombard
0-10 Praetor Assault Launcher
0-20 siege dreadnoughts
0-25 Siege Breaker Dreadnoughts
0-6 Ordinatus Armageddon
0-6 Ordinatus Golgotha
0-6 Ordinatus Mars
0-1 fellbane
0-3 Bahamut Siege Tanks
The formations has indiscriminate bombardment, scheduled bombardment, and orbital bombardment

Master of Forges 100 points + models

1 warsmith
0-3 devastator squads
0-6 vindicators of any type or basilisks
Perturabo's favorite: the warsmith's weapons are master crafted and has a 3+ invulnerable saves instead of his usual 4+
Forge Fire: all autocannons and heavy bolters count as twin linked

Super Heavies

Bahamut Siege Tank 2000 points each

Front Side Rear BS
13 11 14 4

Unit Composition: between 1 and 5 Bahamut siege tanks

Unit Type: super heavy tank

Structure points: 5

Void shields: 4

Wargear: two sponson each with a quad lascannon and a vulcan mega bolter, hull mounted Bahamut cannon, rough terrain modifications, siege shield, searchlight, smoke launchers

Ordinatus Armageddon 1500 points each

Front Side Rear BS

14 14 12 4

Unit composition: between 1 and 3 Ordinatus Armageddon

Unit Type: super heavy tank

Structure points: 5

Void shields: 3

Wargear: hull mounted heavy nova cannon, 2 twin linked heavy bolters, 2 lascannons, searchlight, smoke launchers

Special rules

Integrated weapon: the nova cannon cannot suffer a weapon destroyed result and does not suffer from gun crew shaken

Ordinatus Golgotha 1500 points each

Front Side Rear BS

14 14 12 4

Unit composition: between 1 and 3 Ordinatus Golgotha

Unit Type: super heavy tank

Structure points: 5

Void shields: 3

Wargear: 6 hellion missiles, 2 twin linked heavy bolters, 2 lascannons, searchlight, smoke launchers

Special rules

Integrated weapon: the nova cannon cannot suffer a weapon destroyed result and does not suffer from gun crew shaken

Ordinatus Mars 1500 points each

Front Side Rear BS

14 14 12 4

Unit composition: between 1 and 3 Ordinatus Mars

Unit Type: super heavy tank

Structure points: 5

Void shields: 3

Wargear: Hull mounted Sonic disrupter, 2 twin linked heavy bolters, 2 lascannons, searchlight, smoke launchers

Special rules

Integrated weapon: the nova cannon cannot suffer a weapon destroyed result and does not suffer from gun crew shaken

Leviathan 1300 points each super heavy

[front] [side] [rear] [BS]

Leviathan] 14 14 13 4

Unit Composition: between 1 and 5 Leviathan

Unit type: Super heavy tank

Structure points: 5

Void Shields: 4

Transport capacity: 50

Fire points: 10 right, 10 left, 5 rear

Access points: one rear hatch that counts as 3

Wargear: turret mounted baneblade battle cannon, hull mounted Doomsday cannon, 6 twin linked lascannons

Options: may have 6 twin linked heavy bolters for +100 points

Special rules

Careful planning, supreme headquarters, general staff

Any Iron Warrior's Devastator squad May be given Hammerfist Launchers for +35 points per model.

Iron Warrior Librarians may have storm shields for +20 points in addition to their range weapon and force weapon. They also know the following psychic powers in place of those found in codex space marines: Steelstorm, Might of Metal



LEGIO V - WHITE SCARS

HQ

THE PRIMARCH JAGHATAI KHAN 450 POINTS

WS BS S T W I A LD Sv

Jaghatai Khan 10 6 6 6 5 6 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, Moonfang, Master Crafted Bolt Pistol, The Horse Bow, Frag Grenades and Melta Bombs

Options: Jaghatai Khan may ride a Space Marine Bike or Jetbike for +50 points. He may not choose a Dedicated transport if he takes this option. White Scar Primarch Honor Guard in an army led by Jaghatai Khan on a bike or Jetbike may be given Space Marine Bikes or Jetbikes at +20 points each. May select a Thunder Rhino or Land Raider of any type as a dedicated transport.

Special Rules

Primarch, Rites of Battle (C:SM pg 85), Master of the Hunt (C:SM pg 94), Eye of Vengeance (C:SM pg 88), Fleet (applies to unit he leads. If unit is on Bikes or Jetbikes, they can now run and have the Fleet rule)

Legion Tactics: If you include Jaghatai Khan then all units in your army exchange the Combat Tactics special rule for the ability to Outflank. If you deploy a unit using the Outflank rule then their dedicated transport also gains the ability to Outflank. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

JUBAL KHAN 1st CAPTAIN OF THE WHITE SCARS 215 POINTS

WS BS S T W I A LD Sv

Jubal Khan 6 5 4 4(5) 3 5 4 10 3+

Unit Composition: 1 (Unique)

Unit Type: Bike Infantry (Space Marine Captain)

Wargear: Tulwar, Power Armor, Master Crafted Plasma Pistol, Frag and Krak Grenades, Space Marine Bike

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Master of the Hunt (C:SM pg 94), Independent Character

Legion Tactics: If you include Jubal Khan then all units in your army Combat Tactics special rule for the ability to Outflank. If you deploy a unit using the Outflank rule then their dedicated transport also gains the ability to Outflank. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Mounted Assault: If the army includes Jubal Khan, the White Scar Space Marine Bike Squads of at least five models may be taken as Troops choices.

CHINGGIS KHAN LIGHTNING WARLORD 200 POINTS

WS BS S T W I A LD Sv

Chinggis Khan 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Tulwar, Power Armor, Bolt Pistol, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character,

Tank Commander (C:SM pg 89)

The Art of Lightning War: Chinggis Khan has studied closely under Jaghatai and has specialized in deploying armored units at speed into the heart of the enemy. In an army that includes Chinggis Khan Predators may Outflank

TARGUTAI YESUGEI HIGH STORM SEER 200 POINTS

WS BS S T W I A LD Sv

High Storm Seer 5 5 4 4 3 5 2 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Librarian)

Wargear: Psychic Hood, Force weapon, Artificer Armor with Bolt Pistol, Space Marine Bike/Jetbike, Frag and Krak Grenades Or Terminator Armor with Storm Shield

Special Rules

And They Shall Know No Fear, Psyker, Combat Tactics, Counter Attack (applies to unit he leads), Gift of Prescience, Surprise Attack (C:SM pg 85), Independent Character

Psychic Powers: The High Storm Seer has may choose three of the Psychic Powers listed in Codex Space Marines. He may cast up to two psychic powers each turn (including his Force Weapon).

Vindhalli 190 points

WS BS S T W I A LD Sv

6 5 4 4 2 4 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Artificer armor, Tulwar, Infernus pistol, frag and krak grenades, melta bombs

Special Rules

And They Shall Know No Fear, Combat Tactics, counter attack

Honored Kyublai 2nd captain 205 points

WS BS S T W I A LD Sv

6 5 4 4 2 4 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Artificer armor, Master Crafted +1 strength Tulwar, frag and krak grenades, melta bombs, Jet Bike

Special Rules

And They Shall Know No Fear, Iron Halo (C: SM pg 52), Eternal Warrior, Combat Tactics, Master of the Hunt (C:SM pg 94), Independent Character

Legion Tactics: If you include Kyublai then all units in your army Combat Tactics special rule for the ability to Outflank. If you deploy a unit using the Outflank rule then their dedicated transport also gains the ability to Outflank. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Mounted Assault: If the army includes Kyublai, the White Scar Space Marine Bike Squads of at least Four models may be taken as Troops choices.

The Khan's chariot 180 points

Front Side Rear BS

13 12 11 5

Unit composition: 1 (unique)

Unit type: tank, fast

Access points: 1 rear assault ramp, 2 side assault ramps

Transport capacity: 14 Primarch honor guard in artificer armor, Jaghatai Khan riding on top

Wargear: 2 heavy bolters, extra armor, searchlight, smoke launchers

Special rules

Assault vehicle, power of the machine spirit, Ceramite armor, Venerable

Elites

SHIGI COMMANDER OF THE SCATTERED STAR 155 points

WS BS S T W I A LD Sv

Shigi 6 5 4 4 2 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Master crafted Relic Blade, Cataphractii Terminator Armor, Twin linked Bolter

Special Rules

Honor of the Chapter (C:SM pg 58), Eternal Warrior, Combat Tactics, Rites of Battle (C:SM pg 85), Independent Character

Scattered Star Commander: The only White Scar to refuse the honor of being named a Khan, the warrior known as Shigi prefers to serve the Primarch by commanding Terminators in a precision formation known as the Scattered Star. If you include Shigi then White Scar Terminator squads and Terminator Assault squads deploy in the same way as Drop Pods using Drop Pod Assault.

STORM SEER 115 POINTS

WS BS S T W I A LD Sv

Storm Seer 5 4 4 4 2 4 2 9 3+

Unit Composition: 1

Unit Type: Infantry (Space Marine Librarian)

Wargear Power Armor, Force weapon, Bolt Pistol, Frag and Krak Grenades, Psychic Hood

Options: Storm Seers may take a Jump Pack for +20 points or ride a Space Marine Bike or Jetbike for +35 points. A Storm Seer may exchange his Force weapon for a single lightning claw for free, a power fist for +10 points or a pair of lightning claws for +15 points.

Special rules

Psyker: Storm Seers do not have psychic powers as such, instead their abilities are represented by several of their special rules. They count as Psykers however and are able to use Force Weapons.

TANGAHI ATTACK BIKE SQUAD 70 points each

WS BS S T W I A LD Sv

Tangahi Attack Bike 4 4 4 4(5) 2 4 3 9 3+

Unit Composition: 1-3 Tangahi Attack Bikes

Unit Type: Bike Infantry

Wargear: Power Armor, Tulwar, Frag and Krak Grenades, Space Marine Bike, Heavy Bolter or Multi Melta

Special Rules

And They Shall Know No Fear, Combat Tactics, Hit and Run

Erelim Veteran Squad 150 points

WS BS S T W I A Ld Sv

Erelim Sergeant 4 4 4 4(5) 1 4 2 9 2+

Erelim Veteran 4 4 4 4(5) 1 4 2 9 2+

Unit Composition: 1 Erelim Sergeant and 2 Erelim Veteran

Unit Type: Bikes

Wargear: Artificer armor, Bolt pistol, Frag and Krak grenades, Space Marine bike w/ special issue ammunition

Options The squad may include up to 7 additional Erelim Veterans for +45 points per model. The Erelim Sergeant may replace his bolt pistol with a power weapon or lightning claw for +15 points, a plasma pistol or Infernus pistol (range 6" strength 8 AP 1 pistol, melta) for +15 points, power fist for +25 points. The Erelim Sergeant may take melta bombs for +5 points and/or a storm shield for +35 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads

Iron Hunter Dreadnought 150 points each

Front Side Rear WS BS S I A

13 12 10 5 5 10 4 3

Unit composition: between 1 and 5 Iron Hunter Dreadnoughts

Unit Type: walker, fast

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Rotor cannon, dreadnought Tulwar with built in twin linked bolter, extra armor, searchlight, smoke launchers

Options: may replace the rotor cannon for an assault cannon for +35 points or an additional dreadnought Tulwar with built in twin linked bolter for +20 points. Any twin linked bolter may be replaced for a heavy flamer for free, Plasma Blaster (range 18" strength 7 AP 2 assault 2, get's hot), meltagun, or a Grinder Rifle (range 24" strength 5 AP 5 assault 1, 3" blast, no cover save) for +5 points, a Graviton Gun (Range 18" strength * AP 3 heavy 1, 3" blast pinning. Any model under the blast must roll under or equal to their strength or suffer a wound (a roll of 6 is always a failure).

Vehicles suffer a glancing hit on a 4+ and a penetrating hit on a 5+. After it has been fired leave the blast marker, this area counts as difficult and dangerous terrain for the next two turns) for +10 points, or a twin linked volkite charger for +15 points

Special rules

Atomantic Shielding: have a 4+ invulnerable save from shooting attacks and a 5+ invulnerable save in close combat

Neural Fibre-bundles: you may ask your opponent to re-roll the result on the damage chart

Galvanic Motors: may ignore immobilized results on a 4+

Troops

SERGEANT KHORMA +35 POINTS

WS BS S T W I A LD Sv

Khorma 4 4 4 4 1 4 2 9 3+

Unit Composition: One Tactical Squad in the army may replace its Sergeant with Sergeant Khorma.

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Bolter, Frag and Krak Grenades, Tulwar

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads, Counter Attack (applies to Khorma's squad only)

Fast Attack

ARIK BOKAI LANDSPEEDER COMMANDER 160 POINTS

BS FRONT SIDE REAR

Arik Bokai 5 11 11 10

Unit Composition: 1 Landspeeder(Unique)

Vehicle Type: Fast Skimmer

Crew: Arik Bokai and copilot (counts as being equipped with a Machine Spirit see pg 81 C:SM)

Wargear: Twin Linked Heavy Bolter, Typhoon Missile Launcher, Searchlight, Extra Armor

Special Rules

4+ Invulnerable Save, Venerable (C:SM pg 65), Deep Strike, Tank Hunter

HUNT SERGEANT KUMBLAI +50 POINTS

WS BS S T W I A LD Sv

Hunt Sergeant Kumblai 5 4 4 5(6) 1 4 2 9 3+

Unit Composition: One Bike Squad in the army may replace its Biker Sergeant with Hunt Sergeant Kumblai. The squad becomes an Elites choice. Once per battle, provided there are no other characters in the unit, the unit may assault after Turbo boosting.

Unit Type: Bike

Wargear: Power Armor, Frag and Melta Bombs, Relic Blade, space marine bike

Special Rules

Honor of the Chapter (C:SM pg 58), Combat Tactics

OUTRIDERS 90 points

WS BS S T W I A LD SV

Huntsmen 4 4 3 3 1 4 2 8 4+

Outrider 4 4 3 3 1 4 1 8 4+

Unit Composition: 1 Huntsmen and 4 Outriders

Unit Type: Calvary

Wargear: Scout Armor, Bolt Pistol, Light Tulwar, Frag and Krak Grenades

Options: May include up to 25 additional Outriders for 15 points each. Any model may replace bolt pistol and light tulwar for a horse bow for +15 points. If the squad numbers 10 one outrider may replace his bolt pistol and light tulwar for a sniper rifle for +5 points or a flamer for +10 points.

Special Rules

Skilled Rider, hit and run, fleet, Takhi Warhorse

Rangtai 150 points

Front Side Rear BS

11 10 10 5

Unit Composition: 1 Landspeeder(Unique)

Vehicle Type: Fast Skimmer

Crew: Rangtai and copilot (counts as being equipped with a Machine Spirit see pg 81 C:SM)

Wargear: Twin Linked Heavy Flamer, Twin Linked Multimelta , Searchlight, Extra Armor

Special Rules

4+ Invulnerable Save, Venerable, Deep Strike, Tank Hunter

Iron Hunter Squadron 155 points

WS BS S T W I A Ld Sv

Huntmaster 4 4 4 4(5) 1 4 2 9 3+

Hunter 4 4 4 4(5) 1 4 1 8 3+

Unit Composition: 1 Huntmaster and 4 Iron Hunters

Unit Type: Bikes

Wargear: Power Armor, Bolt pistol or chainsword, frag and krak grenades, Space marine bike with built in twin linked bolters

Options The squad may include up to 5 additional Iron Hunters for +25 points per model. 5 models in the squad may exchange their bolt pistol or chainsword for a flamer for +5 points, meltagun for +10 points or a plasma gun for +15 points. The Huntmaster may exchange his bolt pistol or chain sword for a combi weapon for +10 points, plasma pistol or power weapon for +15 points, or a power fist for +25 points. The Huntmaster may also take melta bombs for +5 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, counter attack, +1 to all cover saves

Shangrila 200 points +models

1 Jaghatai Khan on jet bike

2-15 bike squads

2-15 jet bike squads

0-5 Iron Hunter Squadron

0-2 Erelim Veteran Squad

0-20 OUTRIDERS squads

0-5 TANGAHI ATTACK BIKE SQUAD

Ambush, camouflage, recon, strategic redeployment, flank march, surgical raids

White Scars sternguard squads heave access to Lighting bolts

Due to the White Scars nature, dreadnoughts and super heavies are a rarity, as such only 3 dreadnoughts and 1 super heavy may be taken in a White Scars army

The White Scars Legion may have as many Land Speeder Tempest as they wish



LEGIO VI - SPACE WOLVES

HQ

THE PRIMARCH LEMAN RUSS 525 POINTS

WS BS ST W I A LD Sv

Leman Russ 10 6 6 6 5 6 5 10 1+

Freki the Fierce 5 0 5 5 2 4 3 10 6+

Geri the Cunning 5 0 4 5 2 4 2 10 6+

Unit Composition: 1 Leman Russ (Unique), 1 Freki the Fierce (Unique), 1 Geri the Cunning (Unique)
The unit count as four models for transport purposes.

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, Mjainar, Master Crafted Bolt Pistol, Frag Grenades and Melta Bombs

Dedicated Transport: May select a Thunder Rhino or Land Raider of any type as a dedicated transport.

Special Rules (Russ only)

Primarch, Rites of Battle (C:SM pg 85), Furious Charge, Counter Attack

Warrior Born: During the Assault phase, Russ gets a bonus to his Attacks equal to the number of models he killed in the previous Assault phase.

May Not Deep Strike (unless transported in a Drop Pod)

King Russ: If you include Leman Russ then sternguard,/terminator, and/assault terminators may be taken as Troop choices instead of Elites.

BJORN THE FELL HANDED, LAST OF THE VARANGI 230 POINTS

WS BS S T W I A LD Sv

Bjorn The Fell Handed 7 5 4 4 3 5 4 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Wolf Claw, Power Armor, Frag and Krak Grenades, And either a second Wolf Claw or a Master Crafted Bolter

Special Rules

And They Shall Know No Fear, Runic Charm, Eternal Warrior, Furious Charge (applies to squad he leads), Combat Tactics, Varangi (May take a Primarch Honor Guard), Special Issue Ammunition, Independent Character

Legion Tactics: If you include Bjorn then all units in your army exchange the Combat Tactics special rule for Counter Attack and Acute Senses universal special rules. Any tactical squad members may exchange their Bolters for close combat weapons. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

THENGIR: HERO OF THE WOLF GUARD 230 POINTS

WS BS S T W I A LD Sv

Thengir 6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Spear of Russ, Tartorus Terminator Armor

Special Rules

And They Shall Know No Fear, Stubborn, Eternal Warrior, Combat Tactics, Preferred Enemy, Independent Character

Hero of the Wolf Guard: If you include Thengir then either one Space Wolf Terminator squad, one Terminator Assault squad or one Sternguard Veteran squad may be taken as Troop choices instead of Elites.

Legion Tactics: If you include Thengir then all units in your army exchange the Combat Tactics special rule for Counter Attack and Acute Senses universal special rules. Any tactical squad members may exchange their Bolters for close combat weapons. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

SKELD: WOLF LORD OF THE MARCHES 210 POINTS

WS BS S T W I A LD Sv

Skeld 6 5 5 5 4 5 5 10 3+

Unit Composition: 1 (Unique)

Unit Type: Cavalry

Wargear: Chainsword, Power Armor, *Eygja*, Frag and Krak Grenades

Wrath of the Savage: Instead of his normal number of close combat attacks Skeld may make a number of attacks equal to how many enemy models are in base contact with him at the time.

Special Rules

And They Shall Know No Fear, Runic Charm, Eternal Warrior, Combat Tactics, Independent Character, Preferred Enemy, Rending

Eygja: Though some Fenrisian Wolves can grow to the size of Land Speeders, *Eygja* is relatively small. As big as an astartes Jetbike, *Eygja* makes Skeld's already potent attacks formidable indeed. All Skeld's attacks in close combat have the Rending special rule.

Legion Tactics: If you include Skeld then all units in your army exchange the Combat Tactics special rule for Counter Attack and Acute Senses universal special rules. Any tactical squad members may exchange their Bolters for close combat weapons. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

BULVEYE OF THE THIRTEENTH GREAT COMPANY 195 POINTS

WS BS S T W I A LD Sv

Bulveye 6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: master crafted Relic Blade (Gigantic War Axe), Artificer Armor, Bolt Pistol

Special Rules

And They Shall Know No Fear, Runic Charm, Eternal Warrior, Combat Tactics, Stubborn, Independent Character

In the Company of Wulfen: The Sorcery on Prospero brings out the feral nature of the Wulfen in Bulveye's warriors more profoundly than in others. If you include Bulveye then Wulfen packs count as Troops as well as elites. If Bulveye joins a unit of Wulfen, he is affected by Rage.

Warrior Born: During the Assault phase, Bulveye gets a bonus to his Attacks equal to the number of models he killed in the previous Assault phase.

Legion Tactics: If you include Bulveye then all units in your army exchange the Combat Tactics special rule for Counter Attack and Acute Senses universal special rules. Any tactical squad members may exchange their Bolters for close combat weapons. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Aesir dreadnought lord 190 points

Front side rear WS BS S I A

14 13 11 5 5 7 5 4

Unit Composition: 1 (Unique)

Unit Type: walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: twin linked heavy bolter, dreadnought close combat weapon with built in graviton gun. Smoke launchers, searchlight, extra armor

Special Rules

Power of the Machine Spirit, venerable, Dreadnought lord

Elites

SPACE WOLVES WULFEN PACK 220 POINTS

WS BS S T W I A LD Sv

Wulfen 5 0 5 4 1 5 2 10 3+

Unit Composition: 10 Wulfen

Unit Type: Infantry

Wargear: Two master crafted close combat weapons, Power Armor

Options: The Pack may include up to an additional ten Wulfen for +22 points each.

Special Rules

Fearless, Rending, Rage (ignored if joined by Lemman Russ or Skeld), Fleet, Counter Attack, Acute Senses,

Feral: Wulfen may not be joined by any Independent character other than Lemman Russ, Bulveye, or Skeld. They may not be transported in any vehicle.

Cyberwolves 45 points

WS BS S T W I A LD SV

4 0 4 5 1 4 3 6 4+

Unit Composition: 3 cyberwolves

Unit Type: beasts

Wargear: close combat weapon

Options: may include 17 more cyberwolves for 15 points each

Special rules

Furious charge

Dedicated transports

SAEMUNDER RHINO +55 POINTS

BS FRONT SIDE REAR

Saemunder Rhino 4 13 12 9

Unit Composition: 1 Saemunder Rhino

Vehicle Type: Tank

Transport Capacity: 12

Fire Points: None

Access Points: A Saemunder Rhino has one access point on each side of the hull and one to the rear.

Wargear Searchlight, Smoke Launchers, Twin Linked Bolter,

Special rules

Assault Vehicle (C:SM pg 81), Assault Ram – The Saemunder Rhino can re roll failed difficult terrain tests. Any tank shock made by the Saemunder Rhino against a non vehicle target causes d3+1 Strength 10 hits on the victim unit. If the unit chooses to make a death or glory attack it takes a further d3+1 Strength 10 hits.

Dedicated Transport: Any Space Wolf unit which has purchased a Rhino without upgrades may replace it with a Saemunder Rhino for +55 points.

Troops

STALKER SERGEANT JORTAN +50 POINTS

WS BS S T W I A LD Sv

Jortan 4 5 4 4 1 4 2 9 4+

Unit Composition: One Scout Squad in the army may replace its Scout Sergeant with Stalker Sergeant Jortan.

Unit Type: Infantry

Wargear: Scout Armor, Bolt Pistol, Frag and Melta Bombs, Rending Bolter, Locator Beacon

Special Rules

Stealth, And They Shall Know No Fear, Combat Tactics, Infiltrate, Move Through Cover, Scout, Eye of Vengeance (C:SM pg 88)

Blood Claw Pack 60 points

WS BS S T W I A LD SV

3 3 4 4 1 4 2 7 3+

Unit Composition: 5 blood claws

Unit type: infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadelaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: bolt pistol, chainsword, power armor, frag and krak grenades

Options: may include 25 more blood claws for 12 points each. 1 in every 5 blood claws may exchange their bolt pistol and chainsword for a flamer for free, a meltagun for +5 points, a plasma gun for +10 points, a heavy flamer for +15 points, or a heavy plasma gun for +20 points. 1 In every 5 may replace their bolt pistol for a flame pistol for free, an infernus pistol for +5 points, a needle pistol for +7 points, a plasma pistol for +10 points, or a volkite serpenta for +20 points. 1 In every 5 may replace their chainsword with a power weapon for +5 points, a wolf claw for +10 points, a power maul for +15 points, a power fist for +20 points, a chain fist for +25 points or a storm shield for +30 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, counter attack, rage

Fast Attack

SEEKER SERGEANT SIGFASTI +70 POINTS

WS BS S T W I A LD Sv

Sigfasti 5 4 4 5 1 4 2 9 3+

Unit Composition: One Bike Squad in the army may replace its Biker Sergeant with Seeker Sergeant

Sigfasti.

Unit Type: Bike

Wargear: Power Armor, Bolt Pistol, Frag and Melta Bombs, Power weapon, Locator Beacon

Special Rules

Combat Tactics, Master of the Hunt (C:SM pg 94), Honor of the Chapter (C:SM pg 58)

Fenrisian Wolf Pack 40 points

WS BS S T W I A LD SV

4 0 4 4 1 4 2 5 6+

Unit Composition: 5 Fenrisian wolves

Unit Type: beasts

Wargear: close combat weapon

Options: may include 25 more Fenrisian wolves for 8 points each. One Fenrisian wolf may be upgraded to a cyberwolf for +8 points

Special Rules

Counter attack

Thunderwolf Cavalry 50 points

WS BS S T W I A LD SV

4 4 5 5 2 4 4 8 3+

Unit Composition: 1 Thunderwolf Cavalry

Unit Type: Cavalry

Wargear: Power armor, close combat weapon, bolt pistol, frag and krak grenades

Options: may include 9 more Thunderwolf Cavalry for 50 points each. Any model may replace their bolt pistol for a bolter for free, a twin linked bolter or flame pistol for +5 points, a combibolter or infernus pistol for +10 points, a plasma pistol or a wolf claw for +15 points, or a storm shield for +25 points. Any model may replace their close combat weapon for a power weapon for +10 points, a wolf claw for +15 points, a power fist for +20 points, a chain fist for +25 points, or a thunder hammer or storm shield for +30 points

Special Rules

And they shall know no fear, acute senses, counter attack, rending (close combat only)

Heavy Support

Freyr Long Fang Leader +150 points

WS BS S T W I A LD Sv

5 4 4 4 1 4 2 9 3+

Unit Composition: One devastator squad may replace it's sergeant for Freyr for +150 points

Unit Type: Infantry

Wargear: Power Armor, Bolt pistol, missile launcher with incinerator rounds, frag grenades and melta bombs

Special Rules

And They Shall Know No Fear, Combat Tactics, counter attack

Incinerator: 9 members of Freyr's devastator squad may replace their bolters for missile launchers with incinerator rounds (replacing the frag rounds) for free

Leman Russ battle tank 150 points each

Front Side Rear BS

14 13 10 4

Unit Composition: between 1 and 10 Lemn Russ Battle tanks

Unit Type: Tank

Wargear: turret mount battle cannon, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer for free or a lascannon for +15 points. May take sponson heavy bolters or heavy flamer for +20 points, multimelta for +30 points, or plasma cannon for +40 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May take Infernus shells (ignores cover saves) for +15 points

Special rules

Lumbering Behemoth

Leman Russ Exterminator 145 points each

Front Side Rear BS

14 13 10 4

Unit Composition: between 1 and 10 Lemn Russ Exterminator

Unit Type: Tank

Wargear: turret mount Exterminator autocannon, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer for free or a lascannon for +15 points. May take sponson heavy bolters or heavy flamer for +20 points, multimelta for +30 points, or plasma cannon for +40 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Lumbering Behemoth

Leman Russ Vanquisher 155 points each

Front Side Rear BS

14 13 10 4

Unit Composition: between 1 and 10 Lemn Russ Vanquisher

Unit Type: Tank

Wargear: turret mount Vanquisher Battle cannon, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer for free or a lascannon for +15 points. May take sponson heavy bolters or heavy flamer for +20 points, multimelta for +30 points, or plasma cannon for +40 points. may have a coaxial twin linked bolter or heavy stubber for +5 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Lumbering Behemoth

Leman Russ Eradicator 160 points each

Front Side Rear BS

14 13 10 4

Unit Composition: between 1 and 10 Lemn Russ Eradicator

Unit Type: Tank

Wargear: turret mount Nova Cannon, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer for free or a lascannon for +15 points. May

take sponson heavy bolters or heavy flamer for +20 points, multimelta for +30 points, or plasma cannon for +40 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points
Special rules

Lumbering Behemoth

Leman Russ Demolisher 165 points each

Front Side Rear BS

14 13 11 4

Unit Composition: between 1 and 10 Leman Russ Demolisher

Unit Type: Tank

Wargear: turret mount Demolisher cannon, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer for free or a lascannon for +15 points. May take sponson heavy bolters or heavy flamer for +20 points, multimelta for +30 points, or plasma cannon for +40 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Lumbering Behemoth

Leman Russ Punisher 170 points each

Front Side Rear BS

14 13 11 4

Unit Composition: between 1 and 10 Leman Russ Punishers

Unit Type: Tank

Wargear: turret mount Punisher gatling cannon, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer for free or a lascannon for +15 points. May take sponson heavy bolters or heavy flamer for +20 points, multimelta for +30 points, or plasma cannon for +40 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Lumbering Behemoth

Leman Russ Executioner 175 points each

Front Side Rear BS

14 13 11 5

Unit Composition: between 1 and 10 Leman Russ Executioners

Unit Type: Tank

Wargear: turret mount Executioner plasma cannon, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer for free or a lascannon for +15 points. May take sponson heavy bolters or heavy flamer for +20 points, multimelta for +30 points, or plasma cannon for +40 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Lumbering Behemot

Leman Russ Conqueror 140 points each 0-1

Front Side Rear BS

14 13 11 4

Unit Composition: between 1 and 3 Leman Russ Conquerors

Unit Type: Tank

Wargear: turret mount Conqueror cannon, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer for free or a lascannon for +15 points. May take sponson heavy bolters or heavy flamer for +20 points, multimelta for +30 points, or plasma cannon for +40 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points. May Augur shells (gets hot, on a 4+ penetration to vehicles and permanently reduces the armor facing it hits) for +20 points

Special rules

Lumbering Behemoth

Leman Russ Annihilator 155 points 0-1

Front Side Rear BS

14 13 10 4

Unit Composition: 1 Leman Russ Annihilator

Unit Type: Tank

Wargear: turret mount Twin linked lascannon, hull mount heavy bolter, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer for free or a lascannon for +15 points. May take sponson heavy bolters or heavy flamer for +20 points, multimelta for +30 points, or plasma cannon for +40 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Lumbering Behemoth

Leman Russ Praetorian 140 points each

Front side Rear BS

14 13 10 4

Unit composition: Between 1 and 5 Leman Russ Praetorians

Unit type: tank, fast

Wargear: Searchlight, Smoke launchers, Turret mount Twin linked Multilaser, hull mounted heavy bolter

Options: May replace hull heavy bolter for a heavy flamer for free, lascannon for +15 points, plasma cannon for +25 points. May take sponson heavy bolters, heavy flamers, or autocannons for +20 points, lascannons or multimeltas for +30 points, plasma cannons or assault cannons for +40 points. May take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20, and/or extra armor for +10 points

Special rules

Lumbering Behemoth

Leman Russ Thunderer 180 points each

Front side Rear BS

14 13 11 4

Unit composition: Between 1 and 5 Leman Russ Thunderer

Unit type: tank

Wargear: Searchlight, Smoke launchers, Turret mount Thunderfire cannon, hull mounted heavy bolter

Options: May replace hull heavy bolter for a heavy flamer, lascannon for +15 points, plasma cannon for +25 points. May take sponson heavy bolters or heavy flamers for +20 points, autocannons for +25 points, lascannons or multimeltas for +30 points, plasma cannons or assault cannons for +40 points.

Special rules

Lumbering Behemoth

Leman Russ Incinerator 175 points each

BS front side rear

LR 4 14 12 10

Unit Composition: between 1 and 10 Leman Russ Incinerator

Type: Tank

Options: The Leman Russ Incinerator may take any upgrades available to the Leman Russ Vanquisher.

The Leman Russ Incinerator may take sponson heavy flamers at +10 points.

Weapons

Melta-cannon

Hull Lascannon

SPECIAL RULES

Battery Feedback: Because of the feedback problem, if the Incinerator suffers a “weapon destroyed” result on the penetrating hit table, the vehicle is destroyed

Lumbering Behemoth

Super Heavies

Land Raider Exterminus 550 points each

Front Side Rear BS

14 14 14 5

Unit Composition: Between 1 and 3 Land Raider Exterminus

Unit Type: Super Heavy Tank

Structure points: 2

Access points: 1 front assault Ramp, 2 side access doors

Transport: 30 models in power or scout armor, or 15 Terminators. Can Transport multiple squads

Wargear: 2 sponsons each with 2 twin linked assault cannons, hull mounted twin linked Flamestorm cannon, Helios missile launcher, pintle mounted Multimelta, Frag Assault Launcher, searchlight, smoke launchers

Special Rules

Power of the Machine Spirit

Command Tank: all Space Wolves tanks within 12” may ignore gun crew shaken

Beast of the Legion: all Space Wolves within 6” have the Counter-attack, Stealth, and fearless universal rules

Company of wolves 150 points + models

1 Skeld

1 Bulveye

2-20 Wulfen packs

0-10 Thunderwolf Cavalry squads

0-20 Fenrisian Wolf Packs

0-10 Cyberwolves

Ambush, hold at all costs, trophy kill, heroic stand

Space wolf sternguard squads and anyone who has special issue ammunition has access to Wolf Tooth Bolts



LEGIO VII - IMPERIAL FISTS

HQ

THE PRIMARCH ROGAL DORN 450 POINTS

WS BS S T W I A LD Sv

Rogal Dorn 9 6 6 6 5 6 5 10 1+

Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: master crafted Dorn's Arrow, Primarch Armor, Fist of Dorn OR Master crafted +1 strength rending chainsword, Storm Shield, Master Crafted Power Fist, Frag Grenades and Melta Bombs

Dedicated Transport

May select a Land Raider of any type as a dedicated transport Or a rhino or drop pod

Special Rules

Primarch, Bolster Defenses (C:SM pg 71), Rites of Battle (C:SM pg 85), Honor or Death (C:SM pg 53)

Siege Master: All Imperial Fist vehicles may be give Siege Shields for +10 points each.

Legion Tactics: If you include Rogal Dorn then all units in your army exchange the Combat Tactics special rule for the Stubborn universal special rule. All Imperial Fist vehicles may be give Siege Shields for +10 points each. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

SIGISMUND 1st CAPTAIN OF THE IMPERIAL FISTS 220 POINTS

WS BS S T W I A LD Sv

Sigismund 7 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter Master)

Wargear: The Black Sword, Artificer Armor, Master Crafted Bolt Pistol, Frag and Krak Grenades

Special Rules

Honor of the Chapter (C:SM pg 58), Iron Halo, Eternal Warrior, Liturgies of Battle (C:SM pg 58), Rites of Battle (C:SM pg 85), Honor or Death (C:SM pg 53), Independent Character, He Bruises Easily (can never make cover saves)

1st Captain of the Imperial Fists: If you include Sigismund then either one Imperial Fist Terminator squad, one Terminator Assault squad or one Sternguard Veteran squad may be taken as Troop choices instead of Elites.

Legion Tactics: If you include Sigismund then all units in your army exchange the Combat Tactics special rule for the Stubborn universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

ARCHAMUS MASTER OF THE HUSCARL TEMPLARS 210 POINTS

WS BS S T W I A LD Sv

Archamus 6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Dorn's Arrow, Cataphractii Terminator Armor, Master Crafted thunder hammer, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Eternal Warrior, Combat Tactics, Bolster Defenses (C:SM pg 71), Inspiring Presence (counts as a Chapter Banner), Huscarl Master (May take a Primarch Honor Guard), Independent Character

Siege Master: All Imperial Fist vehicles may be give Siege Shields for +10 points each.
Legion Tactics: If you include Archamus then all units in your army exchange the Combat Tactics special rule for the Stubborn universal special rule. All Imperial Fist vehicles may be give Siege Shields for +10 points each. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply. .

DAMOCHARIS CAPTAIN OF THE SOUL DRINKER ASSAULT COMPANY 220 POINTS

WS BS S T W I A LD Sv

Damocharis 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Jump Infantry (Space Marine Chapter Master)

Wargear: Relic Blade, Auxiliary Grenade Launcher, Power Armor, Jump Pack (may be exchanged for Scout but no longer counts as Jump Infantry), Frag Grenades and Melta Bombs

Special Rules

Honor of the Chapter (C:SM pg 58), Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Heroic Intervention (applies to any jump pack equipped squad he joins)

CAMBA DIAZ TANK COMMANDER 125 POINTS

WS BS S T W I A LD Sv

Camba Diaz 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Servo Arm, Power Armor, Bolt Pistol, Power Sword, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Tank Commander (C:SM pg 89), Iron Halo, Combat Tactics

Armored Fist: Camba Diaz may command any Tank from Codex Space Marines. Additionally he may command any

Imperial super-heavy tank (but not a titan). The tank must be in Imperial Fist heraldry. Due to the large size of the crew on a Super Heavy vehicle, the tank becomes BS 5. This can still be increased if the vehicle has access to targeters. Camba Diaz ignores Gun crew shaken and driver stunned results in Super Heavy vehicles.

Siege Master: All Imperial Fist vehicles may be give Siege Shields for +10 points each.

Legion Tactics: If you include Camba Diaz then all units in your army exchange the Combat Tactics special rule for the Stubborn universal special rule. Imperial Fists have Preferred enemy against Iron Warriors. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

AENEAS RYNN STORM CAPTAIN OF THE PHALANX 220 POINTS

WS BS S T W I A LD Sv

Aeneas Rynn 6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Master Crafted Power Sword, Storm Shield, Tartorus Terminator Armor

Special Rules

Fearless, Eternal Warrior, Furious Charge, Combat Tactics, Independent Character

Coordinated Bolter Fire: Any friendly Imperial Fist squad within 8" of Aeneas Rynn may fire bolters as if they were stationary.

Legion Tactics: If you include Aeneas Rynn then all units in your army exchange the Combat Tactics

special rule for the Stubborn universal special rule. Imperial Fists have Preferred enemy against Iron Warriors. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

ALEXIS POLUX WATCH COMMANDER OF THE PHALANX 220 POINTS

WS BS S T W I A LD Sv

Alexis Pollux 6 5 4 4 3 5 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter Master)

Wargear Artificer Armor, Master Crafted Power Fist, Twin Linked Bolter, plasma Pistol, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Titanic Might (C:SM pg 84), Counter Attack, Phalanx Bombardment – Orbital Bombardment may be fired once per turn, Independent Character

Legion Tactics: If you include Alexis Polux then all units in your army exchange the Combat Tactics special rule for the Stubborn universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Navarra Terminator Commander 175 points

WS BS S T W I A LD Sv

6 5 4 5 2 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Cataphractii Terminator Armor, Twin Linked Bolter, Master Crafted Power Fist

Special Rules

And They Shall Know No Fear, Combat Tactics Special Issue Ammunition, Bolter Drill (see C:SM pg 91), Fearless

Teleport Master: terminators do NOT roll for scatter when deep striking, they always land on target

Terminator Lord: Terminators and Assault Terminators may be taken as troops

Captain Halbrecht 195 points

WS BS S T W I A LD Sv

4 4 4 4 3 5 3 10 2+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: artificer armor, combi-melta, relic blade, melta bombs, teleport homer, frag and krak grenades

Special Rules

And They Shall Know No Fear, Combat Tactics, Fearless, iron halo, special issue ammunition, deep strike

Veteran Lord: Sternguard veterans count as troops, plus they may deep strike

Captain Fafin Rann 170 points

WS BS S T W I A LD Sv

6 4 5 4 3 5 4 10 3+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: power armor, 2 chain axes, frag and krak grenades

Special Rules

And They Shall Know No Fear, Combat Tactics, Fearless, iron halo

Assault squads may be taken as troops

Elites

DRILL SERGEANT CASTOR +60 POINTS

WS BS S T W I A LD Sv

Castor 5 4 4 4 2 4 3 10 3+

Unit Composition: One Sternguard Veteran Squad in the army may replace its Sergeant with Drill Sergeant Castor.

Wargear: Power Armor, Bolter, Relic Blade, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Combat Tactics, Special Issue Ammunition, Bolter Drill (see C:SM pg 91)

CUSTOR IRONCLAD DREADNOUGHT 185 POINTS ELITE UNIT

WS BS S I A FRONT SIDE REAR

Custor Ironclad 4 5 6 4 3 13 13 11

Unit Composition: 1 (Unique)

Vehicle Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Chain Fist and built in Melta Gun, Hurricane Bolter, Two Hunter Killer Missiles

Options: May take Extra Armor for +15 points. May be transported in a Drop Pod for +35 points.

Special Rules

Special Issue Ammunition (Gets Hot causes Glancing Hit), Move Through Cover

AMEN CANTSIN +60 POINTS

WS BS S T W I A LD Sv

Amen Cantsin 5 4 4 4 2 4 3 10 3+

Unit Composition: One Sternguard Veteran Squad in the army may replace its Sergeant with Amen Cantsin.

Wargear: Power Armor, Bolter, Power Sword, Frag and Krak Grenades

Options: Cantsin may exchange his power sword for a power fist or a thunder hammer for +15 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Special Issue Ammunition, Bolter Drill (see C:SM pg 91)

Garrison Sergeant +30pts

The Imperial Fists have always excelled in the construction of fortresses, and take the duties of defense very seriously. Garrisons led by Imperial Fists officers are renowned as the best in the Imperium, and the legion will reinforce their positions with pre-fabricated strongpoint's as a matter of course.

Unit Composition: May Upgrade basic Sternguard Squad Sergeant to a Garrison Sergeant

May take a Servo-arm and gain Bolster Defenses for +20pts. May buy a Bastion with 4 automated (BS2) Heavy Bolters for 150pts. This must be deployed in your setup area as a normal unit, and the Garrison Sergeant's squad must be deployed inside. This Bastion counts as an additional game objective, unless destroyed/ruined.

Special Rules

Defense Leader: The Garrison Sergeant's squad may re roll cover saves. They may not take a dedicated transport.

Troops

BROTHER ARGO CUSTODIAN OF THE DOLOR DIGITABULUM +75 POINTS

WS BS S T W I A LD Sv

Brother Argo 5 4 4 4 2 4 3 10 3+

Unit Composition: One Tactical Squad in the army may replace its Sergeant with Brother Argo.

Wargear: Crozius Arcanum, Power Fist, Power Armor, Bolt Pistol, Rosarius, Frag and Krak Grenades

Special Rules

Honor of the Chapter, Liturgies of Battle, Special Issue Ammunition (Squad has Vengeance Rounds only),

Redeem the Traitor: The squad may not be upgraded to include any special or heavy weapons. Their sole purpose is to cleanse their traitor brethren with the deafening roar of the Bolter

Garrison Sergeant +30pts

The Imperial Fists have always excelled in the construction of fortresses, and take the duties of defense very seriously. Garrisons led by Imperial Fists officers are renowned as the best in the Imperium, and the legion will reinforce their positions with pre-fabricated strongpoint's as a matter of course.

Unit Composition: May Upgrade basic Tactical Squad Sergeant to a Garrison Sergeant

May take a Servo-arm and gain Bolster Defenses for +20pts. May buy a Bastion with 4 automated (BS2) Heavy Bolters for 150pts. This must be deployed in your setup area as a normal unit, and the Garrison Sergeant's squad must be deployed inside. This Bastion counts as an additional game objective, unless destroyed/ruined.

Special Rules

Defense Leader: The Garrison Sergeant's squad may re roll cover saves. They may not take a dedicated transport.

Siegeguard 130 points

WS BS S T W I A Ld Sv

Space Marine Sgt. 4 4 4 4 1 4 2 9 3+

Space Marine 4 4 4 4 1 4 1 8 3+

Unit Composition: 1 Space Marine Sergeant and 4 Space Marines

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering

13 or less for +45 points

Wargear: Power Armor, Bolt pistol, Bolter, Frag and Krak grenades, Signum (Sergeant only), Melta bombs

Options: Two Space Marines may replace their bolters with: a meltagun for +10 points, a multi-melta or heavy flamer for +15 points, or a Lascannon for +25 points.

Special Rules

And They Shall Know No Fear, Combat Squads, Combat Tactics

Tank Aces: Sieeguard units have the Tankhunters special rule, and automatically pass tank shock leadership tests

Siege Assault Squad 175 points

WS][BS][S][T][W][I][A][LD][SV]

Veteran] 5 4 4 4 1 4 2 9 3+

Marine] 4 4 4 4 1 4 1 8 3+

Unit Composition: 1 veteran sergeant and 9 marines

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: Power armor, bolt pistol, chainsword, Krak and frag grenades

Options: two space marines may exchange either their bolt pistol or chainsword for a flamer for +5 points, meltagun or power sword for +10 points, plasma pistol for +15 points. The veteran sergeant may exchange either their bolt pistol or chainsword for a chainsword for free, twin linked bolter for +5 points, combi weapon for +10 points, plasma pistol, power weapon, or lightning claw for +15 points, power fist for +25 points, thunder hammer, pair of lightning claws, or a relic blade for +30 points. The entire squad may have melta bombs for +30 points. The entire squad may have combat shields for +25 points

Special Rules

Stubborn, and they shall know no fear, combat squads

Tip of the spear: May re-roll their sweeping advance rolls

Fast Attack

THE SPEAR SERGEANT +85 POINTS

WS BS S T W I A LD Sv

Spear Sergeant 4 4 4 4 1 4 2 9 3+

Unit Composition (Unique): One Imperial fist Vanguard Veteran Squad may replace its Sergeant with a Spear Sergeant.

Unit Type: Infantry

Wargear: Power Armor, Soulspear, Bolt Pistol, Jump Pack

Special Rules

And They Shall Know No Fear, Combat Tactics, Heroic Intervention, The entire squad may have Jump Packs or a Drop Pod for free.

Garrison Sergeant +30pts

The Imperial Fists have always excelled in the construction of fortresses, and take the duties of defense very seriously. Garrisons led by Imperial Fists officers are renowned as the best in the Imperium, and the legion will reinforce their positions with pre-fabricated strongpoint's as a matter of course.

Unit Composition: May Upgrade basic assault squad(with out a jump pack) or Vanguard Squad Sergeant to a Garrison Sergeant

May take a Servo-arm and gain Bolster Defenses for +20pts. May buy a Bastion with 4 automated (BS2) Heavy Bolters for 150pts. This must be deployed in your setup area as a normal unit, and the Garrison Sergeant's squad must be deployed inside. This Bastion counts as an additional game objective, unless destroyed/ruined.

Special Rules

Defense Leader: The Garrison Sergeant's squad may re roll cover saves. They may not take a dedicated transport.

Heavy support

Captain Efried +150 points

WS BS S T W I A LD Sv

4 5 4 4 2 5 3 10 2+

Unit Composition: 1 Devastator squad may replace it's sergeant for captain Efried for +150 points

Unit Type: Infantry

Wargear: Artificer armor, master crafted Grim Lascannon, frag and krak grenades, melta bombs, power sword

Special Rules

And They Shall Know No Fear, Combat Tactics, Stubborn, Iron Halo

Tip of the spear: May re-roll their sweeping advance rolls

Las Specialist: 4 members of his squad may upgrade to master crafted Grim Lascannons for free

Land Raider Kardova 350 points each

Front Side Rear BS

14 14 14 4

Unit Composition: Between 1 and 3 Land Raider Kardova

Unit Type: Tank

Access points: Front assault Ramp, 2 side Access points

Transport: 12

Wargear: Hull mounted twin linked Grenade Launcher, two Sponson Hurricane Bolters, Searchlight, smoke launchers, Extra Armor, Siege Breaker Shield (ignores difficult and Dangerous Terrain Tests)

Special Rules

Power of the Machine Spirit, Assault Vehicle, Blessings of the Ommissiah, Special Issue Ammunition, Ferromantic Invulnerability

Vindicator Thunderer 140 points each

Front Side Rear BS

14 11 10 4

Unit Composition: Between 1 and 3 Vindicator Thunderer's

Unit Type: Tank

Wargear: hull mounted Thunderfire cannon, smoke launchers, searchlight, extra armor

Options: may have a pintle mounted twin linked bolter or combi bolter for +10 points, multimelta for +20 points, heavy bolter or havoc launcher for +15 points

Special Rules

Power of the Machine Spirit, venerable, Bolster Defenses (C: SM pg 71), tank hunters

Bunker Busters: +1 pen roll against buildings

Vindicator Rapier 200 points each

Front Side Rear BS

14 11 10 4

Unit Composition: Between 1 and 3 Vindicator Rapier's

Unit Type: Tank

Wargear: hull mounted Rapier Laser Battery, smoke launchers, searchlight, extra armor

Special Rules

Power of the Machine Spirit, Bolster Defenses (C: SM pg 71), tank hunters, Ferromantic Invulnerability

Vindicator Thudd 180 points each

Front Side Rear BS

13 11 10 4

Unit Composition: Between 1 and 3 Vindicator Thudd's

Unit Type: Tank

Wargear: hull mounted Thudd Gun, searchlight, smoke launchers

Options: may have a pintle mounted twin linked bolter or combi bolter for +10 points, multimelta for +20 points, heavy bolter or havoc launcher for +15 points. May have extra armor for +15 points

Special Rules

Power of the Machine Spirit, Bolster Defenses (C: SM pg 71), Ferromantic Invulnerability

Garrison Sergeant +30pts

The Imperial Fists have always excelled in the construction of fortresses, and take the duties of defense very seriously. Garrisons led by Imperial Fists officers are renowned as the best in the Imperium, and the legion will reinforce their positions with pre-fabricated strongpoint's as a matter of course.

Unit Composition: May Upgrade basic Devastator or Havoc Squad Sergeant to a Garrison Sergeant

May take a Servo-arm and gain Bolster Defenses for +20pts. May buy a Bastion with 4 automated (BS2) Heavy Bolters for 150pts. This must be deployed in your setup area as a normal unit, and the Garrison Sergeant's squad must be deployed inside. This Bastion counts as an additional game objective, unless destroyed/ruined.

Special Rules

Defense Leader: The Garrison Sergeant's squad may re roll cover saves. They may not take a dedicated transport.

Super heavies

IRON BREAKER 900 points each super heavy

Front Side Rear BS

14 13 12 4

UNIT: 1 to 3 Iron Breakers

TYPE: Super Heavy Tank

STRUCTURE POINTS: 4

WEAPONS & EQUIPMENT: Two turret mounted Siege Breaker Cannons, Hull mounted twin-linked heavy bolter, Four sponsons, each with one twin-linked multi-melta and one twin-linked heavy bolter, Pintle-mounted twin lined bolter, Searchlight and smoke launchers

SPECIAL RULES:

Might of the Omnissiah: The Fellblade can ignore the first “Gun Crew Shaken” or “Driver Stunned” result per turn. In addition, the tank may ignore difficult terrain tests.

Command Tank: The Fellblade is a mobile field HQ. All Imperial Fists units with 24” of the tank may re-roll failed Morale Checks.

Wrath of the Emperor: If both turrets fire their Siege Breaker cannons at the same target the player can resolve the shots as a single Strength 10, AP 2, Ordnance shot using the 10” Apocalyptic Blast marker. In addition, any rolls for armor penetration do not half the strength value even if they are not under the center of the template.

Vengeance task force 200 points + models

1 Archamus

0-1 chaplain in terminator armor

0-1 librarian in terminator armor

2 terminator squads

2-6 terminator assault squads

Strike force: all units must be deployed 6” of each other

Teleport assault: may re roll scatter die

Archamus fury: has preferred enemy special rule

Any eye for an eye: make note of a special independent character. If the task force slays it, it counts as a bonus objective that only the task force can claim



LEGIO VIII - NIGHT LORDS

HQ

THE PRIMARCH NIGHT HAUNTER 450 POINTS

WS BS S T W I A LD Sv

Night Hunter 10 6 6 6 5 7 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, *The Long Knives*, Corona Nox – Gift of Prescience, Frag Grenades

Special Rules

Primarch, Hit and Run, I Am the Night (Gains the Stealth special rule)

Fear Incarnate: Enemy units engaged in combat by the Night Hunter may not use the Stubborn or Fearless abilities and instead use And They Shall Know No Fear. These abilities return to the units once they are no longer in close combat with the Night Hunter.

Legion Tactics: If you include Night Hunter then all units in your army exchange the Combat Tactics special rule for the Acute Senses and Move Through Cover universal special rules. The first turn is always a Night Fight. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Raptor Lord: Primarch Honor Guard in an army led by Night Hunter may be given Jump Packs at +15 points each. If Night Hunter is deployed with a unit of Honor Guard equipped with Jump Packs then he may take a Jump Pack for no additional cost. Additionally Assault squads with jump packs may be taken as troops

SHANG EQUERRY TO THE NIGHT HAUNTER 195 POINTS

WS BS S T W I A LD Sv

Shang 6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Master crafted Relic Blade, Artificer Armor, Master Crafted Plasma Pistol, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Rites of Battle (C:SM pg 85), Independent Character

Equerry to The Night Hunter: You may include a squad of Night Lord Primarch Honor Guard in an army including Shang.

Legion Tactics: If you include Shang then all units in your army exchange the Combat Tactics special rule for the Acute Senses and Move Through Cover universal special rules. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

ZSO SAHAAL 3rd CAPTAIN OF THE NIGHT LORDS, THE TALONMASTER 220 POINTS

WS BS S T W I A LD Sv

Zso Sahaal 7 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Jump Infantry (Space Marine Captain)

Wargear: Power Armor, Pair of master Crafted +1 strength Lightning Claws, Frag and Krak Grenades, Jump Pack, bolter

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Stealth (applies to squad

he leads), Hit and Run, Independent Character, Heroic Intervention (applies to any jump pack equipped squad he joins)

The First Raptor: As Zso Sahaal's company were the first to train with Jump Packs, his forces have a higher proportion of veteran assault troops. Night Lord Vanguard Veterans count as Troops choices in armies including Zso Sahaal.

Legion Tactics: If you include Zso Sahaal then all units in your army exchange the Combat Tactics special rule for the Acute Senses and Move Through Cover universal special rules. Additionally the first turn is always a Night Fight. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

KRIEG ACERBUS 4th CAPTAIN OF THE NIGHT LORDS, THE AXEMASTER 220 POINTS

WS BS S T W I A LD Sv

Krieg Acerbus 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Jump Infantry (Space Marine Captain)

Wargear: Power Armor, Master Crafted Relic Blade, Bolt Pistol, Frag and Krak Grenades, Jump Pack
Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Furious Charge (applies to squad he leads), Combat Tactics, Independent Character, Heroic Intervention (applies to any jump pack equipped squad he joins)

Death From Above: Krieg believes in victory achieved from a swarm of assault troops descending on the enemy, regardless of casualties. The Night Lord Assault squads with jump packs become troops in armies including Krieg Acerbus.

Legion Tactics: If you include Krieg Acerbus then all units in your army exchange the Combat Tactics special rule for the Acute Senses and Move Through Cover universal special rules. Additionally the first turn is always a Night Fight. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

VYRIDIDIUM SILVADI NIGHT LORDS FLEET CAPTAIN 190 POINTS

WS BS S T W I A LD Sv

Vyridium Silvadi 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Power Armor, Power Sword, combiplasma, Bolt Pistol, Frag and Krak Grenades
Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Rites of Battle (C:SM pg 85), Orbital Bombardment, Independent Character, Combat Tactics

Legion Tactics: If you include Vyridium Silvadi then all units in your army exchange the Combat Tactics special rule for the Acute Senses and Move Through Cover universal special rules. Additionally the first turn is always a Night Fight. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Sevatar 1st Captain 245 points

WS BS S T W I A LD Sv

6 5 4 4 3 5 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter master)

Wargear: Artificer Armor, master crafted twin linked bolter, auxiliary grenade launcher, relic blade, frag

and krak grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Rites of Battle (C:SM pg 85), Orbital Bombardment, Independent Character

Legion Tactics: If you include Sevatar then all units in your army exchange the Combat Tactics special rule for the Acute Senses and Move Through Cover universal special rules. Additionally the first turn is always a Night Fight. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Malcharion the War Sage 10th Captain 160 points

WS BS S T W I A LD Sv

5 4 4 4 3 5 4 10 2+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: Artificer armor, Conversion Beamer, +1 strength power ax, frag and krak grenades, melta bombs

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, acute senses, Feel no pain, Tank Hunters

Kol Sarek Night Lords Librarian 180 points

WS BS S T W I A LD SV

4 5 4 4 2 4 3 10 3+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: Bolt pistol, power armor, force weapon, frag, krak and rad grenades, jump pack, psychic hood

Special rules

And they shall know no fear, Surprise Attack (C:SM pg 85), Iron Halo, Eternal Warrior, acute senses

Psychic powers: smite, avenger, force dome

Master of chosen: all sternguard and terminator assault squads are troops

Elites

ASURAMANDOS NIGHT LORD LIBRARIAN 140 POINTS

WS BS S T W I A LD Sv

Asuramandos 5 4 4 4 2 4 2 9 3+

Unit Composition: 1 (Unique)

Unit Type: Jump Infantry (Space Marine Librarian)

Wargear: Power Armor, Force weapon, Bolt Pistol, Frag and Krak Grenades, Jump Pack, Psychic Hood

Options: may exchange jump pack for scout for +30 points

Special Rules

And They Shall Know No Fear, Eternal Warrior, Combat Tactics, Psyker, Gift of Prescience,

Independent Character

Psychic powers: Fear the Dark

Terminator Sergeant Morgaris +60 points

WS BS S T W I A LD Sv

5 4 4 4 2 4 2 10 2+

Unit Composition: 1 One Night Lords Terminator squad may replace it's sergeant for Morgaris for +60

points

Unit Type: Infantry

Wargear: Tartorus Terminator Armor, twin linked bolter, Narthecium Interrogator (power weapon that counts as a Narthecium as well), frag and krak grenades

Special Rules

And They Shall Know No Fear, Eternal Warrior, acute senses, Feel no pain (applies to squad)

Terror Dreadnought 140 points

WS BS FRONT SIDE REAR I A S

4 4 12 12 10 4 3 6

Unit Composition: 1 to 3 Terror Dreadnoughts

Unit Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Lightning claw with built in heavy flamer, twin linked heavy stubbers

Options: May replace the twin linked heavy stubbers for twin linked autocannon for +20 points or twin linked lascannons for +45 points

Special rules

Fleet, scout, 4+ invulnerable save

Screaming Sculptures: All enemy units within 18" suffer a -1 Leadership Penalty. Those within 12" suffer a -2 leadership modifier and those within 6" suffer a -3 modifier. This penalty is cumulative

Troops

Apothecary Talos +50 points

WS BS S T W I A LD Sv

5 4 4 4 2 4 2 10 3+

Unit Composition: 1 One Night Lords Tactical squad may replace it's sergeant for Apothecary Talos for +50 points

Unit Type: Infantry

Wargear: Power Armor, Bolter and Bolt pistol, Narthecium, frag and krak grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, acute senses, Feel no pain (applies to squad)

Murderous Torrent: all bolter shots from his squad within 12" have the rending special rule

Fast Attack

RAPTOR SERGEANT +30 POINTS

WS BS S T W I A LD Sv

Raptor Sergeant 4 4 4 4 1 4 2 9 3+

Unit Composition: Any Assault squad Space Marine Sergeant may be replaced by a Raptor Sergeant. For +30 points or any Vanguard Veteran Squad Sergeant may be replaced by a Raptor Sergeant. For free.

Unit Type: Jump Infantry

Wargear: Power Armor, Chainsword, Bolt Pistol, Jump Pack, Frag and Krak Grenades

Options: A Raptor Sergeant may exchange his chainsword for a power weapon or a single lightning claw for +15 points or a pair of lightning claws or a power fist for +25 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads, Furious Charge (applies to squad), Counter Attack (applies to squad)

Sergeant Vandred +70 points

WS BS S T W I A LD Sv

5 4 4 4 2 4 3 10 3+

Unit Composition: 1 assault squad may replace their sergeant for sergeant Vandred for +70 points

Unit Type: Jump Infantry

Wargear: Jump pack, master crafted lightning claw, bolt pistol, frag and krak grenades, melta bombs

Special Rules

Surprise Attack (C:SM pg 85), and they shall know no fear, feel no pain (applies to unit), Orbital Bombardment, Fearless (applies to unit), Heroic Intervention (applies to unit)

Shadow Lord +45 points

WS BS S T W I A LD SV

5 4 4 4 2 5 3 10 2+

Unit Composition: any assault squad or vanguard squad may replace their sergeant for a Shadow Lord for +45 points

Unit Type: Infantry

Wargear: Master crafted Terror Shard, artificer armor, Achilles pattern bolter, frag, krak, and rad grenades, shroud bombs

Options: may take a jump pack for +20 points

Special rules

And they shall know no fear, Surprise Attack (C:SM pg 85), Iron Halo, Eternal Warrior, acute senses

Deimos +40 points

WS BS S T W I A LD SV

5 4 4 4 2 5 4 10 3+

Unit Composition: 1 assault squad may replace their sergeant for Deimos for +40 points

Unit Type: Jump Infantry

Wargear: Jump pack, master crafted pain whip, shredder bolter, frag and krak grenades

Special rules

The shredder: all shredder pattern bolters add +1 strength and become AP 3

Heavy Support

SCREAMING SCULPTURES 90 POINTS each

BS FRONT SIDE REAR

Screaming Sculpture 0 12 12 12

Unit Composition: 1 – 3 Screaming Sculpture Drop Pod

Vehicle Type: Open Topped

Wargear: Screaming Sculptures (a weapon destroyed result destroys all sculptures), Locator Beacon

Special Rules

Inertial Guidance System (pg 69 C:SM), Immobile, Drop Pod Assault (pg 69 C:SM)

Screaming Sculptures: Each drop pod is deployed separately and acts as a separate unit in all cases.

Once the pod lands its unfortunate occupants begin to scream. All enemy units within 18” suffer a -1 Leadership Penalty. Those within 12” suffer a -2 leadership modifier and those within 6” suffer a -3 modifier. This penalty is cumulative.

Land Raider Punisher 240 points each

Front Side Rear BS

14 14 14 4

Unit Composition: between 1 and 3 Land Raider Punisher's

Unit Type: Tank

Transport Capacity: 14 models in power or scout armor or 7 terminators

Access Points: front assault ramp, 2 side hatches

Wargear: hull mounted punisher cannon, 2 sponsons each with a twin linked combi-flamer, pintle mounted Flamestorm cannon, extra armor

Special Rules

Assault vehicle, power of the machine spirit, special issue ammunition

Predator Executionator 180 points each

Front Side Rear BS

13 11 10 4

Unit Composition: between 1 and 3 Predator Executionator

Unit Type: Tank

Wargear: Turret mounted executioner plasma cannon with co-axel twin linked plasma gun

Options: May Have extra armor for +15 points. May take sponson plasma cannons for +45 points or exterminator autocannon for +40 points

Special Rules

Venerable, power of the machine spirit

Lords of Night 150 points + models

1 Zso Sahaal

1-10 Terror Dreadnoughts

2-15 vanguard squads with jump packs led by raptor sergeants

0-30 assault squads led by raptor sergeants

Trophy kill, camouflage, ambush, flank march, recon

Any night lords sergeant may replace their close combat weapon for a Terror Shard for +25 points

Any night lords sergeant may replace their close combat weapon for a pain whip for +20 points

Night Lords have one more fast attack then normal

Assault squads without jump packs are a troop choice for the night lords legion

Night Lords sternguard squads have access to screaming bolts



LEGIO IX - BLOOD ANGELS

HQ

THE PRIMARCH SANGUINIUS 500 POINTS

WS BS ST W I A LD Sv

Sanguinius 10 6 6 6 5 6 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Jump Infantry (Primarch)

Wargear: Primarch Armor, Blood Sword, Frag Grenades and Melta Bombs, Wings (counts as Jump Pack), Master Crafted Infernus Pistol

Special Rules

Primarch, Surprise Attack (C:SM pg 85), Gift of Prescience, Rites of Battle (C:SM pg 85)

A Red Thirst: Sanguinius has the Furious Charge ability and the Preferred Enemy special rule.

A Black Rage: If Sanguinius is reduced to 1 Wound he gains +2 Str and +1 Toughness.

Legion Tactics: If you include Sanguinius then all units in your army keep the Combat Tactics special rule. Additionally, Assault squads may be taken as Troop choices. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply. Primarch Honor Guard in an army led by Sanguinius may be given Jump Packs at +15 points each.

RALDORON CHAPTER MASTER OF THE BLOOD ANGELS 215 POINTS

WS BS S T W I A LD Sv

Raldoron 6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter Master)

Wargear: Spear of Telesto, Artificer Armor, Master Crafted Plasma Pistol, Frag and Krak Grenades

Special Rules

Honor of the Chapter (C:SM pg 58), Iron Halo, Eternal Warrior, Combat Tactics, Rites of Battle (C:SM pg 85), Independent Character

Lord of the Golden Host: Raldoron's forces have a higher proportion of veteran assault troops. Blood Angel Vanguard Veterans count as troops in armies including Raldoron.

Legion Tactics: If you include Raldoron then all units in your army keep the Combat Tactics special rule. Additionally, Assault squads may be taken as Troop choices. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

FURIOSO 8th CAPTAIN OF THE BLOOD ANGELS 210 POINTS

WS BS S T W I A LD Sv

Furioso 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Jump Infantry (Space Marine Captain)

Wargear: Power Armor, Master Crafted Power Fist, Power Fist, Frag and Krak Grenades, Jump Pack (may be exchanged for Scout)

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Furious Charge (applies to squad he leads), Combat Tactics, Independent Character

Captain of an Assault Company: Blood Angel Assault squads with jump packs become troops in armies including Furioso.

Legion Tactics: If you include Furioso then all units in your army keep the Combat Tactics special rule. Additionally, Assault squads may be taken as Troop choices. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

CAPTAIN AMARO THE KNIGHT OF THE RED GRAIL 230 POINTS

WS BS S T W I A LD Sv

Captain Amaro 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Power Armor, Master Crafted Relic Blade, Master Crafted Plasma Pistol, Frag and Krak Grenades

Special Rules

Honor of the Chapter (C:SM pg 58), Iron Halo, Feel No Pain, Eternal Warrior, Combat Tactics, Rites of Battle (C:SM pg 85), Counter Attack, Independent Character, Honor or Death (C:SM pg 53)

Legion Tactics: If you include Captain Amaro then all units in your army keep the Combat Tactics special rule. Additionally, Assault squads may be taken as Troop choices. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

CAPTAIN AMIT 2nd CAPTAIN OF THE BLOOD ANGELS 250 POINTS

WS BS S T W I A LD Sv

Captain Amit 6 5 4 4 3 5 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Artificer Armor, Fleshtearer, Combi Melta, Frag and Krak Grenades, Power Blade

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character

Bullish Commander: Blood Angel Tactical Squads in an army including Amit gain the Stubborn, counter attack and Furious Charge universal special rules.

Legion Tactics: If you include Amit then all units in your army keep the Combat Tactics special rule.

Additionally, Assault squads may be taken as Troop choices. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

CAPTAIN EUROPAE THUNDERHAWK COMMANDER 1000 POINTS

BS FRONT SIDE REAR

Caedes Navalis 4 12 12 10

WS BS S T W I A LD Sv

Europae 6 5 4 4 3 5 3 10 3+

Unit Composition 1 Europae Pattern Thunderhawk Gunship, 1 Captain Europae (Space Marine Captain)

Vehicle Type: Super Heavy Flyer

Structure points: 3 Structure points

Transport Capacity: Captain Europae always enters play aboard the Caedes Navalis. The transport may additionally carry 30. Once the Caedes Navalis has entered play, Captain Europae can disembark and act normally.

Access points: One access hatch on each side and a nose mounted assault ramp (units disembarking from the Caedes Navalis may assault on the same turn it lands).

Wargear: Hull Mounted Neutron Laser Projector, Two wing mounted Las Cannons, Two under wing mounted twin linked Autocannons, Two nose mounted Heavy Flamestorm Cannons, Six under wing Hellstrike Missiles three missiles under each wing for six missiles in total.

Wargear (Captain Europae): Power Armor, Master Crafted Power Sword, Plasma Pistol, Frag and Krak Grenades, Iron Halo

Special Rules:

Hover Mode, Ceramite armor

On Time and On Target: Europae and the Caedes Navalis automatically arrive from reserve on turn 1.

Azkaellon 195 points

WS BS S T W I A LD Sv

7 3 5 4 2 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Jump Infantry

Wargear: Artificer armor, flame pistol, Master crafted Relic Blade, Krak and Frag Grenades, Melta Bombs, Jump Pack

Special Rules

And They Shall Know No Fear, Combat Tactics, independent character, fearless, Iron Halo, Counter Attack, Furious Charge

Veteran lord: Vanguard, Sternguard, terminator, and terminator assault squads may be taken as troops as well as elites/fast attack.

Dreadnought Lord Leonatus 190 points

WS BS S I A Front Side Rear
6 4 6 5 3 14 13 11

Unit Composition: 1 (Unique)

Unit Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Assault cannon, dreadnought close combat weapon with built in heavy flamer, extra armor, searchlight, smoke launchers

Special Rules

Fleet, 4+ Invulnerable Save, venerable, power of the machine spirit, Dreadnought lord

Elites

Kato 175 points

WS BS S T W I A LD SV
4 4 4 4 3 5 3 9 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: power armor, force sword, bolt pistol, frag and krak grenades

Special rules

combat tactics, psyker

Psychic powers: Psyker, Smite, Avenger, Quickening,

TERMINATOR SERGEANT SAVIN +50 POINTS

WS BS S T W I A LD Sv
Savin 4 4 4 4 1 4 2 9 2+

Unit Composition: One Terminator or Terminator Assault Squad in the army may replace its Terminator Sergeant with Terminator Sergeant Savin.

Unit Type: Infantry

Wargear: Cataphractii Terminator Armor, Twin Linked Bolter, Relic Blade

Special Rules

And They Shall Know No Fear, Combat Tactics, Furious Charge (applies to squad he leads), Heroic Intervention (uses teleporting rather than jump packs C:SM pg 62)

Vineum 170 points

WS BS S T W I A LD Sv
4 5 4 4 2 4 4 10 3+

Unit Composition: 1 (Unique)

Unit Type: Jump Infantry

Wargear: 2 Master Crafted Bolt Pistols. Krak and Frag Grenades, Melta Bombs, power armor, Iron Halo, Jump Pack

Special Rules

And They Shall Know No Fear, Combat Tactics, independent character, fearless

Trick-Shot: may fire both of his weapons, or one of his weapons counting as twin-linked

Veteran Apothecary 50 points each

WS BS S T W I A LD Sv

5 4 4 4 1 4 2 9 3+

Unit Composition: Between 1 and 5 (each act independently for each other)

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, chainsword, Narthecium, Frag and Krak grenades, Melta Bombs

Options: May replace Bolt Pistol with a twin linked bolter or hand flamer for +5 points, a combi weapon for +10 points, a plasma pistol or Infernus pistol for +15 points. May replace chainsword for a power weapon or lightning claw for +15 points, a power fist for +25 points. May trade in bolt pistol and chainsword for Terminator armor and a twin linked bolter for +35 points. If Terminator armor is not chosen may take a jump pack for +25 points, a Bike for +35 points, or a jet bike for +40 points.

Special Rules

And They Shall Know No Fear, independent character, Counter Attack, Furious Charge, Feel No pain

Furioso Librarian pattern Dreadnought 175 points each

WS BS S I A Front Side Rear

6 4 6 5 2(3) 13 12 10

Unit Composition: Between 1 and 3 Furioso Librarian pattern Dreadnoughts

Unit Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Dreadnought Close Combat weapon with built in twin linked bolter, Force Weapon, searchlight, smoke launchers, Psychic Hood

Options: May replace the Twin linked bolter for a Heavy Flamer for +10 points or a meltagun for +25 points. May take Extra Armor for +15 points. May take Magna-grapple for +15 points

Special Rules

Fleet, 4+ Invulnerable Save

Knows Smite, Avenger, Quickening and Machine Curse Psychic Powers

Troops

SERGEANT VALLERUS +40 POINTS

WS BS S T W I A LD Sv

Vallerus 4 4 4 4 1 4 2 9 3+

Unit Composition: One Tactical Squad in the army may replace its Sergeant with Sergeant Vallerus.

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Bolter, Frag and Krak Grenades, Power Sword

Special Rules

And They Shall Know No Fear, Combat Tactics, Bolter Drill (C:SM pg 91)

Mero apothecary +75 points

WS BS S T W I A LD SV

4 4 4 4 1 5 3 9 3+

Unit Composition: 1 tactical squad may exchange their sergeant for Maro for +75 points

Unit Type: Infantry

Wargear: power armor, achilles pattern bolter, Narthecium, power weapon, frag and Krak grenades, melta bombs

Special rules

Feel no pain (4+), combat tactics, Gift of Prescience

Furioso pattern Dreadnought 125 points each

WS BS S I A Front Side Rear

6 4 6 5 2(3) 13 12 10

Unit Composition: Between 1 and 5 Furioso pattern Dreadnoughts

Unit Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Dreadnought Close Combat weapon with built in twin linked bolter, Dreadnought Close Combat Weapon with built in Meltagun, searchlight, smoke launchers

Options: May Replace One Dreadnought Close combat weapon and Built in weapon for a frag cannon for Free. May Replace either dreadnought close combat weapon with a Blood Talon (counts as a dreadnought Lightning claw, and for each unsaved wound the Dreadnought makes an additional attack this includes even additional attacks made) for free. May replace the Twin linked bolter for a Heavy Flamer for +10 points or a meltagun for +25 points. May take Extra Armor for +15 points. May take Magna-grapple for +15 points

Special Rules

Fleet, Bolster Defenses

Fast Attack

PERADA AND HIS ANGELS ENCARMINE +20 POINTS

WS BS S T W I A LD Sv

Perada 4 4 4 4 1 4 2 9 3+

Unit Composition: One Assault squad Space Marine Sergeant in the army may be replaced by Sergeant Perada.

Unit Type: Jump Infantry

Wargear: Power Armor, Chainsword, Bolt Pistol, Jump Pack, Frag and Krak Grenades

Options: Perada may exchange his chainsword for a power fist for +25 points or a thunder hammer or relic blade for +30 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads, Stubborn (applies to squad), Counter Charge (applies to squad)

BAAL Predator 115 points each

BS Front Side Rear

Baal 4 13 11 10

Unit Composition: 1-3 Baal Predators

Unit Type: Tank, Fast

Transport: 6 models in power or scout armor

Wargear: Twin Linked Assault Cannon, Smoke Launchers

Options: May replace Linked Assault Cannons for a Flamestorm Cannon for free or a quad gun or punisher gatling cannon for +10 points. May take sponson Heavy Flamers for +25 points or Heavy Bolters for +30 points but loses the transport capacity. May have combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, extra armor for +15 points, a hunter killer missile for +10 points, dozer blade for +5 points, combi bolter for +5 points, combi grenade launcher for +10 points.

BAAL'S FIRE CHARIOT SQUAD 60 POINTS EACH

WS BS S T W I A LD Sv

Fire Chariot 4 4 4 5 2 4 3 9 3+

Unit Composition: 1-5 Fire Chariots

Unit Type: Bike Infantry Squadron

Wargear: Power Armor, Frag and Krak Grenades, Space Marine Jetbike chariot, 2 Twin Linked Heavy Flamers

Special Rules

And They Shall Know No Fear, Combat Tactics

LORATOR AND HIS ANGELS VERMILLION +20 POINTS

WS BS S T W I A LD Sv

Lorator 4 4 4 4 1 4 2 9 3+

Unit Composition: One Assault squad Space Marine Sergeant in the army may be replaced by Sergeant Lorator.

Unit Type: Jump Infantry

Wargear: Power Armor, Chainsword, Bolt Pistol, Jump Pack, Frag and Krak Grenades

Options: Lorator may exchange his chainsword for a power weapon or a single lightning claw for +15 points or a pair of lightning claws for +25 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads, Furious Charge (applies to squad), Hit and Run (applies to squad)

Heavy Support

Land Raider Punisher 240 points each

Front Side Rear BS

14 14 14 4

Unit Composition: between 1 and 3 Land Raider Punisher's

Unit Type: Tank

Transport Capacity: 14 models in power or scout armor or 7 terminators

Access Points: front assault ramp, 2 side hatches

Wargear: hull mounted punisher cannon, 2 sponsons each with a twin linked combi-flamer, pintle mounted Flamestorm cannon, extra armor

Special Rules

Assault vehicle, power of the machine spirit, special issue ammunition

Predator Executionator 180 points each

Front Side Rear BS

13 11 10 4

Unit Composition: between 1 and 3 Predator Executionator

Unit Type: Tank

Wargear: Turret mounted executioner plasma cannon with co-axel twin linked plasma gun

Options: May Have extra armor for +15 points. May take sponson plasma cannons for +45 points or exterminator autocannon for +40 points

Special Rules

Venerable, power of the machine spirit, special issue ammunition

Super Heavies

SACTIMONIA CRUORIS FELLBLADE 750 Points each

BS Front Side Rear

Sactimonia 4 14 13 12

UNIT: 1 to 3 Sactimonia Cruoris

TYPE: Super Heavy Tank

STRUCTURE POINTS: 3

WEAPONS & EQUIPMENT: Turret mounted Vulcan mega-bolter, Hull mounted demolisher cannon and twin-linked assault cannon, Two sponsons, each with one flamestorm cannon and one twin-linked heavy bolter, Pintle-mounted Twin Linked Bolter, Searchlight, smoke launchers

SPECIAL RULES

Might of the Ommissiah: The Fellblade can ignore the first “Gun Crew Shaken” or “Driver Stunned” result per turn. In addition, the tank may ignore difficult terrain tests.

Command Tank: The Fellblade is a mobile field HQ. All Blood Angels units with 24” of the tank may re-roll failed Morale Checks.

From the Heavens: The Fellblade may be held in reserve but must deploy during the player’s first turn using normal Deep Strike rules.

Europae pattern thunderhawk gunship 875 points

Front Side Rear BS

12 12 10 4

Unit Composition 1 Europae Pattern Thunderhawk Gunship,

Vehicle Type: Super Heavy Flyer

Structure points: 3 Structure points

Transport Capacity: 35 units in power or carapace armor, 18 terminators, 9 bikes, 7 attack bikes, 3 dreadnoughts, or 2 land speeders

Access points: One access hatch on each side and a nose mounted assault ramp (units disembarking from the Europae pattern thunderhawk may assault on the same turn it lands).

Wargear: Hull Mounted Neutron Laser Projector, Two wing mounted Las Cannons, Two under wing mounted twin linked Autocannons, Two nose mounted Heavy Flamestorm Cannons, Six under wing Hellstrike Missiles three missiles under each wing for six missiles in total

Special rules

Hover Mode, Ceramite Shielding

On Time and On Target: Europae pattern thunderhawk automatically arrive from reserve on turn 1.

Deathstorm strike force 150 points + models

1 Sactimonia Cruoris fellblade

2+ baal predators

Strike force: all tanks in the squadron must be placed within 12” of the Sactimonia Cruoris fellblade

Combined fire: all tanks in the formation may combine fire with the following profile; range 36” strength 6 AP 3 heavy 1, rending pinning. Place two markers on the table 12” apart. Any model attempting to cross the two markers suffers 4D6 hits until your next shooting phase



LEGIO X - IRON HANDS

HQ

THE PRIMARCH FERRUS MANUS 450 POINTS

WS BS S T W I A LD Sv

Ferrus Manus 9 6 6 6 5 6 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, Forgebreaker, Living Metal hands, Servo Arm, Master crafted Bolter, Frag Grenades and Melta Bombs

Special Rules

Primarch, Rites of Battle (C:SM pg 85), Furious Charge, Master-crafter – 2d6 selected rapid fire, close combat or assault weapons in the army gain the master crafted rule

Legion Tactics: If you include Ferrus Manus then all units in your army exchange the Combat Tactics special rule for the Stubborn universal special rule and a 6+ Feel No Pain save. Additionally, an Iron Hands army may take a Master of the Forge as an Elite choice. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Master Artificer: All vehicles based off the rhino hull are +1 to all the armor facings

Dedicated Transport: May select a Land Raider of any type as a dedicated transport.

Morlocks 200 points

WS BS S T W I A LD SV

5 5 4 4 2 4 3 10 2+

Unit Composition: 3 Morlocks terminators

Unit Type: Infantry

Wargear: Exo suit (with 3+ invulnerable save) or Cataphractii Terminator Armor, twin linked bolter, power fist, servo arm

Options: may include 7 more Morlocks terminators for 67 points per model. Any Morlocks terminator may exchange their power fist for a relic blade for +15 points per model. Any Morlocks terminator may replace their servo arm with a servo harness for +10 points per model

GABRIEL SANTAR 1st CAPTAIN OF THE IRON HANDS 240 POINTS

WS BS S T W I A LD Sv

Gabriel Santar 6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Cataphractii Terminator Armor, Master Crafted +2 strength Lighting Claw , Twin Linked Bolter, Servo Arm

Special Rules

Honor of the Chapter(C:SM pg 58), Deep Strike, Eternal Warrior, Independent Character, Combat Tactics, Master of the Morlocks, Feel No Pain

Master of the Morlocks: If you include Santar then you may include a squad of Morlocks as his personal guard. Additionally a squad of Iron Hand Terminators or Assault Terminators may be taken as a Troop choice.

Legion Tactics: If you include Santar then all units in your army exchange the

Combat Tactics special rule for the Stubborn universal special rule and a 6+ Feel No Pain save.

Additionally, an Iron Hands army may take a Master of the Forge as an Elite choice. If more than one character in your army has the Legion Tactics special rule then you must choose which version will

apply.

YOSEL AXAGORAS 6th CAPTAIN OF THE IRON HANDS 175 POINTS

WS BS S T W I A LD Sv

Axagoras 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Power Armor, Thunder Hammer, Combi Plasma Gun, Bolt Pistol, Frag Grenades and Melta Bombs

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Rites of Battle (C:SM pg 85), Independent Character, Combat Tactics

Legion Tactics: If you include Axagoras then all units in your army exchange the Combat Tactics special rule for the Stubborn universal special rule and a 6+ Feel No Pain save. Additionally, an Iron Hands army may take a Master of the Forge as an Elite choice. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

KAARGUL CLAN COMPANY FOUNDER 220 POINTS

WS BS S I A FRONT SIDE REAR

Kaargul 5 4 6 4 3 13 13 10

Unit Composition: 1 (Unique)

Vehicle Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Dreadnought Close Combat Weapon with 5 built in plasma guns, Plasma Cannon, Smoke Launchers, Extra Armor

Transport: May be deployed in a Drop Pod for +35 points.

Special Rules:

Battle Forged Heroes (C:SM pg 85), Rites of Battle (C:SM pg 85 – Counts as LD 10),

Venerable

Ancient Tactician: An Iron Hands army which includes Kaargul may re roll the dice to determine who chooses a table edge first.

LUKAN ZYN CLAN MARSHAL OF THE FORGE 220 POINTS

WS BS S T W I A LD Sv

Lukan Zyn 5 6 4 4 3 5 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Master of the Forge)

Wargear: Conversion Beamer, Artificer Armor, Thunder Hammer, Servo Harness, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Bolster Defenses (C:SM pg 71), Orbital Bombardment, Independent Character

Marshal of the Armory: If you include Lukan Zyn then all types of Dreadnought may be taken as Heavy Support choices as well as Elites choices in an Iron Hands army.

Legion Tactics: If you include Lukan Zyn then all units in your army exchange the Combat Tactics special rule for the Stubborn universal special rule and a 6+ Feel No Pain save. Additionally, an Iron Hands army may take a Master of the Forge as an Elite choice. If more than one character in your army

has the Legion Tactics special rule then you must choose which version will apply.

Iron Father 135 points

WS BS S T W I A LD Sv

5 5 4 4 3 4 3 10 2+

Unit Composition: 1 Iron Father

Unit Type: Infantry

Wargear: Artificer armor, Thunder hammer, bolter, servo arm, frag and krak grenades, melta bombs, signum

Special rules

And They Shall Know No Fear, Iron Halo, blessings of the Omnissiah, feel no pain, special issue ammunition

Lieutenant Bion Henricos 165 points

WS BS S T W I A LD Sv

4 5 4 4 3 4 3 10 2+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: Artificer armor, Bolter, Power Sword, frag and krak grenades, melta bombs

Special rules

And They Shall Know No Fear, Iron Halo, special issue ammunition

Brantar dreadnought lord 175 points

Front Side Rear WS BS S I A

14 13 11 1 6 6 2 2

Unit Composition: 1 (unique)

Unit Type: walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: right and left arm missile launchers, searchlight, smoke launchers, extra armor

Special rules

blessings of the Omnissiah, Bolster Defenses (C:SM pg 71), Orbital Bombardment, venerable, Ceramite armor, Dreadnought Lord

Elites

TYLUS KORD FIRE SUPPRESSION CAPTAIN +60 POINTS

WS BS S T W I A LD Sv

Tylus Kord 6 4 4 4 2 4 3 10 3+

Unit Composition: One Sternguard Veteran Squad in the army may replace its Sergeant with Captain Tylus Kord.

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Heavy Bolter

Special Rules

And They Shall Know No Fear, Stubborn, Iron Halo, Hellfire Shells, Relentless

LODE CAFOOH HEARTSMITH 150 POINTS

WS BS S T W I A LD Sv

Lode Cafeooh 5 4 4 4 2 4 2 9 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chaplain)

Wargear: Crozius Aquilium, Power Armor, Master Crafted Plasma Pistol, Frag and Krak Grenades
Special Rules

Honor of the Chapter (C:SM pg 58), Liturgies of Battle, Rosarius, Eternal Warrior, Furious Charge, Independent Character

Heartsmith: A skilled orator, Cafeooh is responsible for readying the initiates to undergo their first augmentation. Known as the Heartsmith it is said that after he has roused the fire within the Iron Hand's heart, they can be forged into warriors fit for the Primarch's service. At the start of each Iron Hand turn Cafeooh may invoke the hatred of weakness in an infantry unit of his fellow Iron Hands within 6". The unit's Feel No Pain save increases to 4+. This ability lasts until the start of the next Iron Hands turn.

Captai Balhaan 140 points

WS BS S T W I A LD Sv

4 4 4 4 2 5 4 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Power Armor, Perdition pistol, power fist, krak and frag grenades

Special rules

And They Shall Know No Fear, Combat Tactics, Bolster Defenses (C:SM pg 71), Orbital Bombardment, Independent Character, feel no pain

Dama Macrinus +60 points

WS BS S T W I A LD Sv

6 5 4 4 3 5 3 10 2+

Unit Composition: 1 Terminator squad may replace it's sergeant with Captain Dama for +60 points

Unit Type: Infantry

Wargear: Cataphractii Terminator armor, Twin linked Bolter, Relic Blade, Cyclone Missile launcher

Special rules

And They Shall Know No Fear, Honor the chapter, blessings of the Ommissiah

Worth Their weight In Fire: Devastators count as troops

Clan-company squad 300 points

WS BS S T W I A LD SV

4 4 4 4 1 4 2 9 2+

Unit Composition: 5 Clan Company

Unit type: infantry

Dedicated transport: may take a Hellfire Land Raider if number 6 or less for +200 points, a Land Raider Tartarus if numbering 7 or less for +245 points, a Land Raider Dragon if numbering 5 or less for +300 points, a Land Raider if numbering 6 or less for +250 points, a Land raider Spartan if numbering 10 or less for +265 points, a Spartan assault tank if numbering 15 or less for +300 points, a Land Raider Nightstorm if numbering 6 or less for +260 points, a Dreadclaw if numbering 10 or less for +55 points, a Land Raider Achilles if numbering 3 for +300 points, a Thunderhawk "Annihilator" Pattern Gunship if numbering 8 or less for +1000 points, a Land Raider Eradicator if numbering 5 or less for +260 points, a Land Raider Suppressor if numbering 6 or less for +240 points, a Land Raider Proteus if numbering 5 or less for +225 points, a Caestus Assault Ram if numbering 10 or less for +275 points, a Stormeagle assault gunship if numbering 10 or less for +225 points, a Stormeagle Umbra

Angelus pattern if numbering 10 or less for +190 points, a Storm Raptor assault gunship if numbering 10 or less for +190 points, a Drop Pod if numbering 6 or less for +35 points, a Deathrain drop pod if numbering 5 or less for +45 points, or an Intel Transport if numbering 20 or less for +700 points.

Wargear: Cataphractii Terminator armor, twin linked bolter, power weapon, frag and Krak grenades, servo arm

Options: may include 5 more Clan Company for 60 points each. Any model may replace their twin linked bolter for a combi-bolter for +5 points, a foeblaster bolter for +10 points. Any model may replace their servo arm for a servo harness for +15 points. For every 3 models in the squad one may replace their twin linked bolter for a heavy flamer for +10 points, cyclone missile launcher or multimelta for +20 points, assault cannon or plasma cannon for +30 points, conversion beamer for +45 points. Any model may replace their power weapon with a power fist or a single lightning claw for +10 points a chain fist or thunder hammer for +15 points or a relic blade for +25 points

Special Rules

And They Shall Know No Fear, Combat Tactics, 3+ feel no pain

CLAN-COMPANY SERGEANT +25 POINTS

WS BS S T W I A LD Sv

Clan Company Sergeant 4 4 4 4 1 4 2 9 2+

Unit Composition: Any Space Marine sternguard Squad may replace its Sergeant with a Clan-Company Sergeant.

Unit Type: Infantry

Wargear: Cataphractii Terminator Armor, Twin Linked Bolter, Power Weapon

Options: A Clan-Company Sergeant may replace his power weapon with a power fist or a single lightning claw for +10 points a chain fist or thunder hammer for +15 points or a relic blade for +25 points. A Clan Company Sergeant may take a Servo Arm for +10 points or a servo harness for +25 points. The entire squad lead by the Clan-Company Sergeant may take artificer armor for +44 points

Special Rules

And They Shall Know No Fear, Combat Tactics

Troops

CLAN-COMPANY SERGEANT +25 POINTS

WS BS S T W I A LD Sv

Clan Company Sergeant 4 4 4 4 1 4 2 9 2+

Unit Composition: Any Space Marine Tactical Squad may replace its Sergeant with a Clan-Company Sergeant.

Unit Type: Infantry

Wargear: Cataphractii Terminator Armor, Twin Linked Bolter, Power Weapon

Options: A Clan-Company Sergeant may replace his power weapon with a power fist or a single lightning claw for +10 points a chain fist or thunder hammer for +15 points or a relic blade for +25 points. A Clan Company Sergeant may take a Servo Arm for +10 points or a servo harness for +25 points. The entire squad lead by the Clan-Company Sergeant may take artificer armor for +44 points

Special Rules

And They Shall Know No Fear, Combat Tactics

Fast attack

CLAN-COMPANY SERGEANT +25 POINTS

WS BS S T W I A LD Sv

Clan Company Sergeant 4 4 4 4 1 4 2 9 2+

Unit Composition: Any Space Marine Assault squad without jump packs or vanguard Squad may replace its Sergeant with a Clan-Company Sergeant.

Unit Type: Infantry

Wargear: Cataphractii Terminator Armor, Twin Linked Bolter, Power Weapon

Options: A Clan-Company Sergeant may replace his power weapon with a power fist or a single lightning claw for +10 points a chain fist or thunder hammer for +15 points or a relic blade for +25 points. A Clan Company Sergeant may take a Servo Arm for +10 points or a servo harness for +25 points. The entire squad lead by the Clan-Company Sergeant may take artificer armor for +44 points

Special Rules

And They Shall Know No Fear, Combat Tactics

Heavy support

BANNUS TANK COMMANDER +90 POINTS

WS BS S T W I A LD Sv

Bannus 4 5 4 4 1 4 2 9 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Servo Arm, Power Armor, Bolt Pistol, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Combat Tactics, Tank Commander (C:SM pg 89)

All Hail the Machine

Bannus may command any Tank from Codex Space Marines. Additionally he may command an Imperial super-heavy tank (but not a titan). The tank must be in Iron Hands heraldry. Due to the large size of the crew on a Super Heavy vehicle, the tank becomes BS 5. This can still be increased if the vehicle has access to targeters. Bannus ignores Gun crew shaken results in Super Heavy vehicles.

CLAN-COMPANY SERGEANT +25 POINTS

WS BS S T W I A LD Sv

Clan Company Sergeant 4 4 4 4 1 4 2 9 2+

Unit Composition: Any Space Marine Devastator or havoc Squad may replace its Sergeant with a Clan-Company Sergeant.

Unit Type: Infantry

Wargear: Cataphractii Terminator Armor, Twin Linked Bolter, Power Weapon

Options: A Clan-Company Sergeant may replace his power weapon with a power fist or a single lightning claw for +10 points a chain fist or thunder hammer for +15 points or a relic blade for +25 points. A Clan Company Sergeant may take a Servo Arm for +10 points or a servo harness for +25 points. The entire squad lead by the Clan-Company Sergeant may take artificer armor for +44 points

Special Rules

And They Shall Know No Fear, Combat Tactics

Super heavies

MEDUSA GUNSHIP 800 POINTS

BS FRONT SIDE REAR

Medusa Gunship 4 12 12 10

Unit Composition: 1 Medusa Gunship

Vehicle Type: Super Heavy Flyer

Structure points: 5 Structure points

Transport Capacity: 30

Access points: One access hatch on each side and a rear assault ramp (units disembarking from a Medusa Gunship may assault on the same turn it lands).

Wargear: Two under wing mounted twin linked Lascannons, Three twin linked nose mounted Autocannons Eight under wing Hellstrike Missiles four missiles under each wing for eight missiles in total.

Special Rules:

Hover Mode

Ceramite Shielding: In order to resist the heat of atmospheric entry a Storm Bird has thick ceramite shielding. Melta Bombs and weapons with the 'Melta' special rule never roll an extra dice for armor penetration against a Storm Bird.

Large Target: Because of its size and relative speed for atmospheric flight shooting attacks against the Medusa Gunship are made using the firer's normal BS rather than hitting on 6s.

Clan-company 200 points + models

1 Lukan Zyn

3 Iron Fathers

1 sternguard squad lead by Tylus Kord

5 tactical squads lead by clan company sergeants

2 assault squads

0-3 clan company squads

2 devastator squads lead by clan company sergeants

The flesh is weak: unit gains careful planning, supreme headquarters, and orbital bombardment

LEGIO XI - COBRAS

HQ

Carl Primarch of the Cobras Legion 400 points

WS BS S T W I A LD SV

5 5 6 8 6 2 3 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, Sting , Ripper, frag, krak and rad grenades, shroud bombs, 2 Phosphex bombs

Special rules

Primarch, Liturgies of Battle (C:SM pg 58), counter attack

Small in number: may only have 1 terminator squad (+1 wounds to all members and +1 BS to all members), no land raiders, and no super heavies

Easily distracted: Carl has a tendency to wonder the battle field, as such he cannot claim objectives

Elites

Blue Corsair squad 100 points

WS BS S T W I A LD SV

2 5 5 5 2 1 2 9 2+

Unit Composition: 5 Blue Corsairs

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadelaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: artificer armor, bolter, bolt pistol, chainsword, frag, krak, and rad grenades

Options: may include 10 more Blue Corsairs for 20 points each. For every 5 models in the squad two may exchange their bolter for a flamer, autocannon, missile launcher with rad rounds, heavy bolter, rotor cannon, multimelta, or grenade launcher for free, a melta gun for +5 points, a plasma gun for +10 points, Volkite charger for +20 points, lascannon for +25 points, an assault cannon for +30 points, or a conversion beamer for +40 points. Any model may exchange their chainsword for a power weapon for +10 points. The entire squad may have digital lasers for +10 points

Special Rules

And They Shall Know No Fear, Combat Tactics, iron halo, counter attack

Troops

White Corsair squad 120 points

WS BS S T W I A LD SV

3 4 4 5 2 1 1 9 3+

Unit Composition: 5 White Corsairs

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadelaw drop pod if numbering 10 or less

for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: Power armor, Volkite Serpenta, Heavy Plasma gun, frag, krak, and rad grenades

Options: may include 15 more White Corsairs for 24 points each. Any White Corsair may exchange their heavy plasma gun for a Hellshot for free, or a missile launcher with Plasma missiles for +15 points

Special Rules

And They Shall Know No Fear, Combat Tactics, refractor field, counter attack

Fast Attack

Gold Corsair Squad - 220 points

WS BS S T W I A LD SV

5 3 5 5 3 5 4 7 2+

Unit Composition: 5 Gold Corsairs

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: artificer armor, power weapon, Rotary bolt pistol, frag, krak, and rad grenades

Options: may include 20 more Gold Corsairs for 44 points each. Any model may exchange their power weapon for a power fist for +5 points, lightning claw for +10 points, or chain fist for +15 points. Any model may exchange their Rotary bolt pistol for a flame pistol for free, an infernus pistol for +5 points, a plasma pistol or lightning claw for +10 points, Volkite Serpenta for +15 points, or a thunder hammer for +20 points. The squad may have jump packs for +10 points per model

Special Rules

And They Shall Know No Fear, Combat Tactics, indomintus shield, counter attack



LEGIO XII - WORLD EATERS

HQ

ANGRON PRIMARCH OF THE WORLD EATERS 450 POINTS

WS BS S T W I A LD Sv

Angron 10 6 6 6 5 6 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, *God Tearer*, Master Crafted Plasma gun, Frag Grenades

Special Rules

Primarch, Furious Charge (applies to any unit he leads), Rage, Liturgies of Battle (C:SM pg 58)

Legion Tactics: If you include Angron then all units in your army except Scout and Devastator squads exchange the Combat Tactics special rule for the Rage and Fearless universal special rule and gain +1 WS. Any tactical squad members may exchange their Bolters for Chainswords. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Dedicated Transport: May select a Land Raider of any type as a dedicated transport, rhino of any type or a drop pod.

Gladiator Berserkers Primarch Honor Guard 300 points

WS BS S T W I A LD Sv

7 3 4 4 2 5 3 10 2+

Unit Composition: 3 Gladiator Berserkers

Unit Type: Infantry

Wargear: Artificer armor, Master Crafted Chain Axe, twin linked bolter

Options: May Include 13 more Gladiator Berserkers for 100 points each. May replace artificer armor with terminator armor for +5 points each

Special Rules

Iron Halo, Feel no pain, Furious Charge, Rage, counter attack, special issue ammunition

CRULL CHAPTER MASTER OF THE WORLD EATERS 240 POINTS

WS BS S T W I A LD Sv

Crull 7 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter Master)

Wargear: *Triskele*, Artificer Armor, Master Crafted Plasma Pistol, Frag and Krak Grenades

Special Rules

Iron Halo, Rage, Eternal Warrior, Furious Charge (applies to any unit he leads), Fearless, Independent Character

Veteran Slaughterer: If you include Crull then either one World Eaters Terminator squad, one Terminator Assault squad or one Vanguard Veteran squad may be taken as Troop choices instead of Elites.

Legion Tactics: If you include Crull then all units in your army except Scout and Devastator squads exchange the Combat Tactics special rule for the Rage and Fearless universal special rule and gain +1 WS. Any tactical squad members may exchange their Bolters for close combat weapons. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

KHARN 8th CAPTAIN OF THE WORLD EATERS, EQUERRY OF ANGRON 245 POINTS

WS BS S T W I A LD Sv

Kharn 7 5 4 4 3 5 4 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: *Gorechild*, Power Armor, Master Crafted Plasma Pistol, Frag and Krak Grenades

Special Rules

Fearless, Iron Halo, Eternal Warrior, Furious Charge, Liturgies of Battle (C:SM pg 58), Independent Character, Focussed Aggression (units within 8" may ignore Rage)

Gets Carried Away: Kharn must always attempt Death or Glory when Tank Shocked. If he fails to destroy the vehicle he automatically loses a wound and is then carried along with the vehicle until it finishes its movement at which point he is placed 1" away from the vehicle's hull. This move can cause him to leave a squad he is currently part of.

Legion Tactics: If you include Kharn then all units in your army except Scout and Devastator/havoc squads exchange the Combat Tactics special rule for the Rage and Fearless universal special rule and gain +1 WS. Any tactical squad members may exchange their Bolters for close combat weapons. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Slayer of Men: if more than half of the enemy units are killed roll a D6. On a 5+ the victory goes to the world eaters

COMMANDER SKANE 220 POINTS

WS BS S T W I A LD Sv

Commander Skane 6 4 4 4 3 5 3 10 3+

Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Power Armor, Master Crafted Relic Blade, Bolt Pistol, Frag and Krak Grenades

Special Rules

Honor of the Chapter (C:SM pg 58), Iron Halo, Feel No Pain, Eternal Warrior, Rage, Furious Charge, Independent Character, Honor or Death (C:SM pg 53)

Legion Tactics: If you include Captain Skane then all units in your army except Scout and Devastator squads exchange the Combat Tactics special rule for the Rage and Fearless universal special rule and gain +1 WS. Any tactical squad members may exchange their Bolters for close combat weapons. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Varren Captain of the World Eaters 165 points

WS BS S T W I A LD SV

Varren 5 3 4 4 3 5 3 10 2+

Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Artificer Armor, Master Crafted Chain Axe, Bolt Pistol, Frag and Krak Grenades

Special Rules

Honor of the Chapter (C:SM pg 58), Iron Halo, Feel No Pain, Eternal Warrior, Rage, Furious Charge, Independent Character

Ghreer Legion master 200 points

WS BS S T W I A LD SV

6 4 4 4 3 5 3 10 2+

Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter master)

Wargear: Artificer Armor, Storm Shield, Bolter, Master Crafted Relic Blade, frag and krak grenades

Special Rules

And They Shall Know No Fear, Combat Tactics, Iron Halo, Eternal Warrior, Independent Character, special issue ammunition

Kunnar 1st company champion +80 points

WS BS S T W I A LD SV

5 4 4 4 2 5 2 10 3+

Composition: One World Eaters Command Squad may replace it's champion for Kunnar for +80 points

Unit Type: Infantry

Wargear: Power Armor, Relic Blade, Storm Shield, Combi-melta, frag and krak grenades

Special Rules

And They Shall Know No Fear, Combat Tactics, counter attack (applies to squad), fearless

Shinnargen Captain of 2nd company 155 points

WS BS S T W I A LD SV

5 4 4 4 3 5 3 10 2+

Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Artificer Armor, Master Crafted twin linked Bolter, plasma pistol, Power weapon, frag and krak grenades

Special Rules

And They Shall Know No Fear, Combat Tactics, Iron Halo, Eternal Warrior, Independent Character

Chief Librarian Arkoethe 190 points

WS BS S T W I A LD SV

5 4 4 4 3 5 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Librarian)

Wargear: Artificer Armor, Force Hammer, Infernus pistol, frag and krak grenades, iron halo, psychic hood

Special rules

And They Shall Know No Fear, Combat Tactics, Independent Character, Master Psyker

12th captain Scyrak 175 points

WS BS S T W I A LD SV
6 0 5 4 4 4 4 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine captain)

Wargear: Power armor, Evicerator strikes in initiative order, frag and krak grenades

Special Rules

Move threw cover, Rage, Furious Charge, Counter-attack, fearless, iron halo

Ares' Fury 160 points

Front Side Rear BS
12 12 10 5

Unit Composition: 1 (Unique)

Vehicle Type: Tank, Fast, Open Topped

Transport Capacity: Angron and 14 Beserker Gladiators in artificer armor

Wargear: Twin Linked Bolter, Havoc Launcher, extra armor, smoke launchers, searchlight

Special rules

Venerable, Ceramite armor

Nigh Vash Delerax World Eaters Fleet Captain 150 points

WS BS S T W I A LD SV
6 0 5 4 4 4 4 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine captain)

Wargear: Power armor, Krak and Frag Grenades, Combi melta, Power sword

Special Rules

Rage, Furious Charge, Counter-attack, fearless, iron halo, orbital bombardment

Dreadnought Lord Lorg 210 points

WS BS S I A FRONT SIDE REAR
6 4 6 4 3 14 13 11

Unit Composition: 1 (Unique)

Vehicle Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Heavy Conversion beamer, dreadnought close combat weapon with built in plasma blaster, extra armor, searchlight, smoke launchers

Special Rules

Counter Attack, Furious Charge, venerable, Dreadnought lord

Bruhta 15th captain 195 points

WS BS S T W I A LD SV
6 0 5 4 3 4 5 9 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: power armor, Evicerator, frag and krak grenades, melta bombs, iron halo

Special Rules

Rage, furious charge, counter attack, preferred enemy

Crixus Urteil 3rd captain 187 points

WS BS S T W I A LD SV
5 4 4 5 4 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: artificer armor, power weapon, tribolter, jump pack, frag and krak grenades, melta bombs

Special Rules

furious charge, counter attack, preferred enemy

Centurion Shabran Darr 115 points

WS BS S T W I A LD SV
6 5 4 4 2 5 3 9 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: power armor, bolt pistol, master crafted chain axe, frag and krak grenades

Options: may take a jump pack for +10 points

Special rules

Fear, feel no pain (6+) rage, hatred everything

Head hunter: gains +1 to rending rolls if fighting by himself

Elites

TERMINATOR SERGEANT KYNE +40 POINTS

WS BS S T W I A LD Sv

Kyne 4 4 4 4 1 4 2 9 2+

Unit Composition: One Terminator or Assault Terminator Squad in the army may replace its Terminator Sergeant with Terminator Sergeant Kyne.

Unit Type: Infantry

Wargear: Cataphractii Terminator Armor, Twin Linked Bolter, Relic Blade

Special Rules

And They Shall Know No Fear, Combat Tactics, Battle Forged Heroes(C:SM pg 85 – applies to Kyne's squad only but may not choose Infiltrate but may choose Furious Charge instead), Focussed Aggression (units within 8" may ignore Rage)

BALE BERZERKER DREADNOUGHT 185 POINTS

WS BS S I A FRONT SIDE REAR

Bale 6 4 6 4 3(4) 13 13 10

Unit Composition: 1 (Unique)

Vehicle Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Two Dreadnought Close Combat Weapons with built in twin-linked bolters

Smoke Launchers

Options: May replace either of his Twin-Linked Bolters with Heavy Flamers for no additional points.

May take Extra Armor for +15 points. May be deployed in a Drop Pod for +35 points

Special Rules

Furious Charge, Rage, Venerable

WORLD EATER BERZERKERS 176 POINTS

WS BS S T W I A LD Sv

World Eater Berzerker 5 3 4 4 1 4 2 10 3+

Unit Composition: 8 Berzerkers

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: Bolt Pistol, Power Armor, Chain Axe, Frag and Krak Grenades

Options: May include up to eight additional Berzerkers at +22 points per model. One in every five may replace both weapons for an Evicerator for +15 points

Special Rules

Fearless, Furious Charge, Rage

BRASS GLADIATORS 176 POINTS

WS BS S T W I A LD Sv

Brass Gladiators 5 3 4 4 1 4 D6 10 4+

Unit Composition: 8 Gladiators

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: Gladiator Armor (4+ Save), Twin Chain Axes, Frag and Krak Grenades

Options: May include up to thirty two additional Gladiators at +22 points per model. Any Brass Gladiator may take power armor for +10 points each.

Special Rules

Fearless, Furious Charge, Feel No Pain, Scout, Rage

Combat Drugs: Each model takes a Dangerous Terrain test in each of their movement phases. Provided the model survives it may make D6 attacks in the assault phase. They do gain an additional bonus for charging and an extra weapon.

TERMINATOR SERGEANT GAUSTE +45 POINTS

WS BS S T W I A LD Sv

Gauste 4 4 4 4 1 4 2 9 2+

Unit Composition: One World Eater Terminator or Assault Terminator Squad in the army may replace its Terminator Sergeant with Terminator Sergeant Gauste.

Unit Type: Infantry

Wargear: Tartorus Terminator Armor, Twin Linked Bolter, Relic Blade

Special Rules

And They Shall Know No Fear, Combat Tactics, Battle Forged Heroes (C:SM pg 85 – applies to Gauste’s squad only but may not choose Infiltrate but may choose Furious Charge instead), Heroic Intervention (uses teleporting rather than jump packs C:SM pg 62)

EHRLLEN LAST CAPTAIN OF THE WAR HOUNDS +50 POINTS

WS BS S T W I A LD Sv

Ehrllen 5 4 4 4 2 4 3 10 3+

Unit Composition: One World Eaters Sternguard Veteran Squad in the army may replace its Sergeant with Captain Ehrllen.

Wargear: Power Armor, Plasma Pistol, Bolter, Frag and Krak Grenades, Power Sword

Options: May take any of the wargear options available to the Sternguard Veteran Sergeant he replaces.

Special Rules

Fearless (applies to squad he leads), Furious Charge (applies to squad he leads), Iron Halo, Special Issue Ammunition, Combat Squads, Relentless

Skraal CAPTAIN OF THE World Eaters +75 POINTS

WS BS S T W I A LD Sv

Skraal 5 4 4 4 2 4 3 10 2+

Unit Composition: One World Eaters Sternguard Veteran Squad in the army may replace its Sergeant with Captain Skraal.

Wargear: Artificer Armor, bolt Pistol, combi melta , Frag and Krak Grenades, Relic Blade

Options: May take any of the wargear options available to the Sternguard Veteran Sergeant he replaces.

Special Rules

Fearless (applies to squad he leads), Furious Charge (applies to squad he leads), Iron Halo, Special Issue Ammunition, Combat Squads, Feel No Pain (applies to squad), Focussed Aggression (units within 9” may ignore Rage)

Terran Veteran Sergeant +20 points

Replaces any sternguard or terminator Sergeant for +20pts

Voice of Experience: gains preferred enemy special rule

Voice of Reason: The Veteran Sergeant and his squad are not affected by the World Eaters' legion rules.

BERZERKER DREADNOUGHT 145 POINTS

WS BS S I A FRONT SIDE REAR

6 4 6 4 3(4) 12 12 10

Unit Composition: 1 to 8

Vehicle Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Two Dreadnought Close Combat Weapons with built in twin-linked bolters

Smoke Launchers, searchlight

Options: May replace either of his Twin-Linked Bolters with Heavy Flamers for no additional points or meltaguns for +15 points each. May take Extra Armor for +15 points. May be deployed in a Drop Pod for +35 points. May replace either dreadnought close combat weapon for a Seismic Hammer for +35 points each or a chain fist for +15 points each.

Special Rules

Furious Charge, Rage

Berserk Slaughterer 120 points each

Front	Side	Rear	WS	BS	S	I	A
13	12	10	5	2	6(10)	5	D6+3

Composition: 1 to 5 Berserk Slaughterers

Unit Type: Fast Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: two dreadnought close combat weapons

Options: may replace one dreadnought close combat weapon for an impaler for +5 points.

Special Rules

Rage. Fleet, counter-attack

Berserk Rage: Gains D3 additional attacks for charging instead of just +1, also adds +1 initiative on the charge

Barkhe 145 points

WS	BS	S	T	W	I	A	LD	SV
4	4	4	4	2	4	2	9	3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Librarian)

Wargear: Power armor, bolt pistol, force weapon, frag and krak grenades, psychic hood

Special rules

And They Shall Know No Fear, Combat Tactics, Independent Character, Master Psyker

Veteran Apothecary 50 points each

WS	BS	S	T	W	I	A	LD	SV
5	4	4	4	1	4	2	9	3+

Unit Composition: Between 1 and 5 (each act independently for each other)

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, chainsword, Narthecium, Frag and krak grenades, Melta Bombs

Options: May replace Bolt Pistol with a twin linked bolter or hand flamer for +5 points, a combi weapon for +10 points, a plasma pistol or Infernus pistol for +15 points. May replace chainsword for a chain axe for +10 points, power weapon or lightning claw for +15 points, a power fist for +25 points. May trade in bolt pistol and chainsword for Terminator armor and a twin linked bolter for +35 points. If Terminator armor is not chosen may take a jump pack for +25 points, a Bike for +35 points, or a jet bike for +40 points.

Special Rules

And They Shall Know No Fear, independent character, Counter Attack, Furious Charge, Feel No pain

Furyspeaker 100 points

WS BS S T W I A LD Sv

5 5 4 4 3 4 4 9 3+

Unit Composition: 1 Furyspeaker

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, chainsword, frag and krak grenades

Options: May replace Power armor with Artificer armor for +20 points. May replace bolt pistol with a flame pistol or needle pistol for free, a infernus pistol or lightning claw for +5 points, a chain axe for +10 points, or a thunderhammer for +15 points. May replace chainsword with a chain axe for +10 points, a storm shield for +25 points, a power weapon or lightning claw for +15 points, or a power fist for +20 points. May have Melta bombs and/or incendiary grenades for +5 points. Teleport Homer for +15 points

Special Rules

Rage, furious charge, Iron Halo, independent character

Rage Unbound: all World Eaters with in 12” are subject to rage and gain preferred enemy unless led by a Terran Veteran Sergeant. Also makes Berserkers count as troops

FellAxe 150 points each

Front Side Rear BS WS I A

10 10 10 3 4 2 1

Unit Composition: Between 1 and 4 FellAxe's

Unit Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: 2 twin linked autocannon's

Options: May replace either twin linked autocannon for twin linked heavy bolters or flamers for free, missile launcher or havoc launcher for +5 points, twin linked lascannon for +15 points

Special Rules

Furious Charge

Rampager squads 130 points

WS BS S T W I A LD SV

Rampager 4 4 4 4 1 4 2 8 3+

Champion 5 4 4 4 2 4 3 9 3+

Unit Composition: 1 champion and 4 rampagers

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault

gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadelaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: power armor, bolt pistol, chain axe, frag and krak grenades

Options: the squad may include 5 more rampagers for +20 points each. Any member of the squad (except the champion) may exchange their chain axe for a barb-hook lash for +5 points, Twin Falax blades for +10 points, Excoriator chain axe for +15 points, Doom Blade for +17 points, or a Meteor hammer for +20 points. The champion may exchange his chain axe for a power weapon for +5 points, a lighting claw for +10 or a power fist for +15 points. The champion may replace his power armor for artificer armor for +10 points. The entire squad may have jump packs for +10 points each

Special rules

Rage, furious charge, counter attack

Dedicated transports

BRASS RHINO +45 points Dedicated Transport

Front	Side	Rear	BS
12	12	10	4

Unit Composition: Any World Eaters units in the army which have purchased a Rhino without upgrades may replace it with a Brass Rhino for +45 points.

Vehicle Type: Tank, Fast, Open Topped

Transport Capacity: 16 in power or scout armor

Wargear: Twin Linked Bolter

Hand Rails: Its design originating in a blood soaked vision, the internal layout of the Brass Rhino limits the number of World Eaters who can ride inside. Champions of larger units have innovated a method of allowing their war bands to be transported. Around the vehicle are mounted heavy duty hand rails and foot rests that the World Eaters can grip onto while the rest of the unit are transported inside. Up to eight infantry models may be transported like this but must each take a dangerous terrain test if the vehicle moves Flat Out.

Troops

SERGEANT KHARNAK +40 POINTS

WS BS S T W I A LD Sv

Kharnak 4 4 4 4 1 4 2 9 3+

Unit Composition: One Tactical Squad in the army may replace its Sergeant with Sergeant Kharnak.

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Bolter, Frag and Krak Grenades, Master Crafted Power Axe

Special Rules

And They Shall Know No Fear, Combat Tactics

SERGEANT DHAUSKE +40 POINTS

WS BS S T W I A LD Sv

Dhauske 4 4 4 4 1 4 2 9 3+

Composition: One World Eaters Tactical Squad in the army may replace its Sergeant with Sergeant Dhauske.

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Bolter, Frag and Krak Grenades, Master Crafted Relic Blade
Special Rules

And They Shall Know No Fear, Combat Tactics, Battle Forged Heroes (C:SM pg 85 – applies to Dhauske’s squad only but may not choose Infiltrate but may choose Furious Charge instead)

Terran Veteran Sergeant +20 points

Replaces any Tactical Sergeant for +20pts

Voice of Experience: gains preferred enemy special rule

Voice of Reason: The Veteran Sergeant and his squad are not affected by the World Eaters' legion rules.

Sergeant Buseyt +45 points

WS BS S T W I A LD SV

Buseyt 5 3 5 4 2 4 3 8 3+

Composition: One World Eaters Tactical Squad in the army may replace its Sergeant with Sergeant Buseyt

Unit Type: Infantry

Wargear: Master Crafted Chain Axe, Bolt pistol, Frag and Krak Grenades

Special Rules

Fearless (applies to squad he leads), Furious Charge (applies to squad he leads), Feel No Pain (applies to squad), Rage (applies to squad he leads)

Axe Bearers Veteran Squad 180 points

WS BS S T W I A Ld Sv

Axe Bearer Sgt. 4 4 4 4 1 4 2 9 3+

Axe Bearer Vet. 4 4 4 4 1 4 2 9 3+

Unit Composition: 1 Axe Bearers Sergeant and 4 Axe Bearers Veterans

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadelaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: Power armor, Bolt pistol, Power weapon, Frag and krak grenades

Options: The squad may include up to 5 additional Axe Bearer Veterans for +35 points per model. The Axe Bearers Sergeant may replace his power weapon with a lightning claw for free, a powerfist or Chain Axe for +5 points, a thunderhammer or relic blade for +10 points. Any Axe Bearers Veteran may replace his power weapon with a lightning claw for free, a powerfist or chain Axe for +10 points, a thunderhammer or relic blade for +15 points. The entire squad may replace their bolt pistols with storm shields for +15 points per model or a Infernus pistol for +10 points. The entire squad may have jump

packs for +10 points per model.

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads, Heroic Intervention, Furious Charge, rage

Brutes 50 points each

WS BS S T W I A LD SV
5 0 6 5 3 1 4 10 -

Unit Composition: 1 to 16 Brutes

Unit Type: Infantry

Dedicated transport: may take a Hellfire Land Raider if numbering 6 or less for +200 points, a Land Raider Tartarus if numbering 7 or less for +245 points, a Land Raider Dragon if numbering 5 or less for +300 points, a Land Raider if numbering 6 or less for +250 points, a Land raider Spartan if numbering 10 or less for +265 points, a Spartan assault tank if numbering 15 or less for +300 points, a Land Raider Nightstorm if numbering 6 or less for +260 points, a Dreadclaw if numbering 10 or less for +55 points, a Land Raider Achilles if numbering 3 for +300 points, a Thunderhawk "Annihilator" Pattern Gunship if numbering 8 or less for +1000 points, a Land Raider Eradicator if numbering 5 or less for +260 points, a Land Raider Suppressor if numbering 6 or less for +240 points, a Land Raider Executioner if numbering 4 or less for +260 points, a Land Raider Proteus if numbering 5 or less for +225 points, a Caestus Assault Ram if numbering 10 or less for +275 points, a Stormeagle assault gunship if numbering 10 or less for +225 points, a Stormeagle Umbra Angelus pattern if numbering 10 or less for +190 points, a Storm Raptor assault gunship if numbering 10 or less for +190 points, a Drop Pod if numbering 6 or less for +35 points, a Deathrain drop pod if numbering 5 or less for +45 points, or an Intel Transport if numbering 20 or less for +700 points.

Wargear: Power weapon, Torn Rags

Options: 2 Brutes may replace their power weapons for Power Fists for +30 points

Special Rules

Move throu cover, Rage, Furious Charge, Counter-attack, fleet

Flames of War 60 points

WS BS S T W I A LD Sv
4 4 4 4 1 4 2 8 3+

Unit Composition: 3 Flames of War

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: Power Armor, Bolt Pistol, chainsword, frag and krak grenades

Options: May include 7 more Flames of War for 20 points each. Any model may replace their bolt pistol for a flame pistol or needle pistol for +5 points or a infernus pistol for +10 points. Any model may replace their chainsword for a chain axe for +10 points. The Entire squad may have incendiary grenades for +15 points. 2 Flames of War may exchange both their bolt pistol and chain sword for a flamer for +5 points or a meltagun for +10 points

Special Rules

Rage, furious charge, fearless

Berserk Cultists 60 points

WS BS S T W I A LD SV

Champion] 4 4 4 4 2 4 3 7 3+

Cultist] 3 3 3 3 1 3 2 6 5+

Unit Composition: 1 champion and 9 cultists

Unit Type: infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: power armor (champion), bolt pistol (champion), chain axe (champion), frag and krak grenades (all), laspistol (cultists), close combat weapon (cultists), flak armor (cultists)

Options: may include 40 more cultists for 5 points each. For every ten models in the squad one cultist may exchange their laspistol and close combat weapon for a shotgun for free a flamer for +10 points, a meltagun for +15 points or a plasma gun for +20 points. The champion may exchange his bolt pistol for flame pistol or needler (range 12" strength X AP 4 pistol, rending) for free, a infernus pistol or lightning claw for +5 points, a chain axe for +10 points, or a thunderhammer for +15 points. May replace chain axe for a storm shield for +20 points, a power weapon or lightning claw for +10 points, or a power fist for +15 points. May have Melta bombs and/or incendiary grenades (range 12" strength 4 AP 5 assault 1, small blast) for +5 points. Teleport Homer for +15 points

Special Rules

furious charge, preferred enemy

Cool Headed: Unit is not effected by rage

You are expendable: may not benefit from a cover save but grants units behind them a 3+ cover save
BACK IN THE FIGHT, WORMS!!!: so long as the champion is alive if the unit fails a moral check you may remove D3 Cultists and re-roll the moral test at LD 9

Fast attack

FLEISTE AND HIS BLACK BLADES +30 POINTS

WS BS S T W I A LD Sv

Fleiste 4 4 4 4 1 4 2 9 3+

Unit Composition: One Assault squad Space Marine Sergeant in the army may be replaced by Sergeant Fleiste.

Unit Type: Jump Infantry

Wargear: Power Armor, Chainsword, Bolt Pistol, Jump Pack, Frag and Krak Grenades

Options: Fleiste may exchange his chainsword for a Chain Axe for +10 points, a power weapon or a single lightning claw for +15 points or a pair of lightning claws for +25 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads, Furious Charge (applies to squad), Focussed Aggression (units within 8" may ignore Rage)

Argas Brond VANGUARD CAPTAIN +60 POINTS

WS BS S T W I A LD Sv

Argas Brond 5 4 4 4 2 4 3 10 3+

Unit Composition: One World Eaters Vanguard Veteran Squad in the army may replace its Sergeant with Captain Argas Brond

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Power Sword

Options: May take any of the wargear options available to the Vanguard Veteran Sergeant he replaces.

Special Rules

And They Shall Know No Fear, Combat Tactics, Furious Charge (applies to squad he leads), Iron Halo

Land Raider Impaler 250 points each

Front Side Rear BS

14 14 14 4

Unit composition: between 1 and 10 Land Raider Impaler

Unit type: tank, fast

Access points: front and side assault ramps

Transport capacity: 16 models in power or scout armor or 8 terminators

Wargear: two sponson each with a twin linked impaler, hull mount twin linked punisher gatling cannon, smoke launchers, searchlight, extra armor

Options: may take a pintle mount combiflamer, combigrenade launcher, or combishotgun for +5 points or a havoc missile launcher for +10 points. May take 6 hunter killer missiles for +20 points each

Special rules

Power of the machine spirit, assault vehicle

Heavy Support

Land Raider Punisher 240 points each

Front Side Rear BS

14 14 14 4

Unit Composition: between 1 and 3 Land Raider Punisher's

Unit Type: Tank

Transport Capacity: 14 models in power or scout armor or 7 terminators

Access Points: front assault ramp, 2 side hatches

Wargear: hull mounted punisher cannon, 2 sponsons each with a twin linked combi-flamer, pintle

mounted Flamestorm cannon, extra armor

Special Rules

Assault vehicle, power of the machine spirit, special issue ammunition

Predator Executionator 180 points each

Front Side Rear BS

13 11 10 4

Unit Composition: between 1 and 3 Predator Executionator

Unit Type: Tank

Wargear: Turret mounted executioner plasma cannon with co-axel twin linked plasma gun

Options: May Have extra armor for +15 points. May take sponson plasma cannons for +45 points or exterminator autocannon for +40 points

Special Rules

Venerable, power of the machine spirit

Maelstrom of Gore 100 points + Models

Kharn 8th captain

3+ berserker squads

0-2 brass gladiator squads

Strike force: all models must be deployed within 12" of each other

Rain of blood: the unit has fleet of foot and 4+ feel no pain as long as Kharn is alive



LEGIO XII - ULTRAMARINES

HQ

THE PRIMARCH ROBOUPE GUILLIMAN 450 POINTS

WS BS ST W I A LD Sv

Roboute Guilliman 9 6 6 6 5 6 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, Master Crafted Power Fist with Built in master crafted bolter or Power Weapon, Master Crafted Bolt Pistol, Master Crafted Bolter or master crafted power fist with built in master crafted bolter, Storm Shield, Frag Grenades and Melta Bombs

Dedicated Transport: May select a Land Raider of any type as a dedicated transport., rhino or a drop pod

Special Rules

Primarch, Rites of Battle (C:SM pg 85), God of War replaces Inspiring Presence (C:SM pg 84), Master Strategist (may add or minus 1 to reserve rolls), Special Issue Ammunition

Legion Tactics: If you include Roboute Guilliman then all units in your army with the Combat Tactics special rule keep it and take great comfort that it makes them the most flexible of all the Astartes. They embody all that it means to be a space marine. If more than one character (with the exception of a brother Primarch) in your army has the Legion Tactics special rule then Roboute's wise council overrules their Legion tactic ability.

MARIUS GAGE CHAPTER MASTER OF THE ULTRAMARINES 250 POINTS

WS BS S T W I A LD Sv

Marius Gage 6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter Master)

Wargear: Artificer Armor, Master Crafted Power Fist, Master Crafted Power Weapon, Master Crafted Bolt Pistol, Master Crafted Bolter, Frag and Krak Grenades,

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Titanic Might (C:SM pg 84), God of War (C:SM pg 84), Counter Attack, Orbital Bombardment, Independent Character

Legion Tactics: If you include Marius Gage then all units in your army with the Combat Tactics special rule keep it and take great comfort that it makes them the most flexible of all the Astartes. They embody all that it means to be a space marine. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

LYCIUS MYSANDER REGENT OF ULTRAMAR 215 POINTS

WS BS S T W I A LD Sv

Lycius Mysander 6 5 4 4 3 5 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Master crafted Relic Blade, Cataphractii Terminator Armor, Twin linked Bolter

Special Rules

Honor of the Chapter (C:SM pg 58), Eternal Warrior, Rites of Battle (C:SM pg 85), Independent Character, Regent of Ultramar

Regent of Ultramar: As representative of Roboute Guilliman, Mysander has supreme authority in all matters relating to the Ultramarines sovereign territory and may call upon any warriors in the Legion to aid his goals. You may include a squad of Primarch Honor Guard in an army including Mysander.

Additionally a Terminator squad or a Terminator Assault squad may be taken as a Troops choice.

Legion Tactics: If you include Lycius Mysander then all units in your army with the Combat Tactics special rule keep it and take great comfort that it makes them the most flexible of all the Astartes. They embody all that it means to be a space marine. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

CAPTAIN ORAR KNIGHT CHAMPION OF MACRAGGE 230 POINTS

WS BS S T W I A LD Sv

Captain Orar 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Power Armor, Master Crafted Relic Blade, Master Crafted Plasma Pistol, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Feel No Pain, Eternal Warrior, Combat Tactics, Rites of Battle (C:SM pg 85), Battle Forged Heroes (C:SM pg 85), Independent Character

Legion Tactics: If you include Captain Orar then all units in your army with the Combat Tactics special rule keep it and take great comfort that it makes them the most flexible of all the Astartes. They embody all that it means to be a space marine. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

LUC INGENNUS FLEET CAPTAIN OF THE ULTRAMARINES 190 POINTS

WS BS S T W I A LD Sv

Luc Ingennus 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Power Armor, Power Sword, Bolter, Bolt Pistol, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Rites of Battle (C:SM pg 85), Orbital Bombardment, Independent Character, Combat Tactics

Legion Tactics: If you include Luc Ingennus then all units in your army with the Combat Tactics special rule keep it and take great comfort that it makes them the most flexible of all the Astartes. They embody all that it means to be a space marine. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

ARDUS CAINEN 155 POINTS

WS BS S T W I A LD Sv

Ardus Cainen 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter Master)

Wargear: Power Armor, Power Sword, Bolter, Bolt Pistol, Frag Grenades, Melta Bombs

Special Rules

And They Shall Know No Fear, Iron Halo, Rites of Battle (C:SM pg 85), Orbital Bombardment, Independent Character, Combat Tactics

Lysimachus Cestus 7th company captain 135 points

WS BS S T W I A LD Sv

4 6 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Power Armor, Power Sword, Twin Linked Bolter, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Rites of Battle (C:SM pg 85), Orbital Bombardment, Independent Character, Combat Tactics

Lord of the Veterans: any Sternguard squad may be take as troops or a single terminator squad (normal or assault) may be taken as troops

Tyloss Rubio 165 points

WS BS S T W I A LD Sv

5 5 4 4 3 5 4 10 3+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: Force Weapon, power armor, psychic hood, storm shield, bolt pistol, frag and krak grenades

Special Rules

And They Shall Know No Fear, Combat tactics, Combat Squads, Counter attack, acute senses, psyker, Psychic Mastery, Independent Character

CONJECTUS Captain of the Ultramarines 185 POINTS

WS BS S T W I A LD Sv

Conjectus 5 5 4 4 2 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Power Armor, Bolt Pistol, Chainsword, Frag and Krak Grenades, Servo Arm

Special Rules

And They Shall Know No Fear, Iron Halo, Combat Tactics, Independent Character, Tank Commander (C:SM pg 89), Fire on My Target! (order applies to his squadron each turn)

Artillery Commander: When required, Commander Conjectus of the Ultramarines Legion can bring his formidable expertise to the forces. In an army that includes Conjectus you may include 1–5 Whirlwinds or Vindicators in an Ordnance Battery. The tanks in the squadron must be of the same type and count as a single Heavy Support Choice. Conjectus must command one of the tanks (including Basilisks, Colossus, Medusa or Griffon) in the squadron.

Honorica Captain of the 23rd company 165 points

WS BS S T W I A LD Sv

4 4 4 4 3 5 3 10 3+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: Power armor, Graviton Gun, Power Sword, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Combat tactics, Iron Halo, Independent Character

Urath Captain of the 39th company 135 points

WS BS S T W I A LD Sv

5 4 4 4 3 4 3 10 3+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: Power armor, Combimeltagun, Chain Axe, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Combat tactics, Iron Halo, Independent Character

Justarius venerable dreadnought 190 points

Front side rear WS BS S I A
14 13 11 5 5 7 5 4

Composition: 1 (Unique)

Unit Type: walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: twin linked heavy bolter, dreadnought close combat weapon with built in Heavy flamer.

Smoke launchers, searchlight, extra armor

Special Rules

Power of the Machine Spirit, venerable, Dreadnought lord

Tauro Nicodemus +50 points

WS BS S T W I A LD Sv
6 5 5 4 3 5 5 10 1+

Unit Composition: may replace the legion champion in the Primarch's honor guard with Tauro Nicodemus for +50 points

Unit Type: Infantry

Wargear: Primarch Armor, 2 master crafted +2 strength power weapons, plasma pistol, storm shield, frag and krak grenades, melta bombs

Special Rules

And They Shall Know No Fear, Combat tactics, feel no pain, furious charge, preferred enemy

Chief Librarian Ptolemy 300 points

WS BS S T W I A LD Sv
6 5 5 4 3 4 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Primarch Armor, master crafted force weapon, master crafted needle pistol, frag and krak grenades, melta bombs, psychic hood

Special Rules

And They Shall Know No Fear, Combat tactics, feel no pain, iron halo, master psyker

Elites

SERGEANT TRAJAN +55 POINTS

WS BS S T W I A LD Sv
Trajan 5 4 4 4 1 4 2 10 3+

Unit Composition: One Sternguard Veteran Squad in the army may replace its Sergeant with Sergeant Trajan.

Wargear: Power Armor, Twin linked Bolter, Frag and Krak Grenades, Power Weapon

Special Rules

And They Shall Know No Fear, Combat Tactics, Special Issue Ammunition

Sergeant Karrak +55 points

WS BS S T W I A LD Sv
5 4 4 4 1 5 2 10 2+

Unit Composition: 1 Terminator squad may replace it's sergeant for sergeant Karrak for +55 points

Unit Type: Infantry

Wargear: Tartorus Terminator Armor, Twin linked Bolter, Master Crafted Power weapon

Special Rules

And They Shall Know No Fear, Combat tactics, Combat Squads, Heroic Intervention (applies to squad)

Captain Daeron Mercius 37th company +65 points

WS BS S T W I A LD Sv

5 4 4 4 3 4 3 10 2+

Unit Composition: 1 sternguard squad may replace their sergeant with Captain Daeron Mercius for +65 points

Unit Type: Infantry

Wargear: Artificer armor, combimeltagun, master crafted power sword, Frag and Krak Grenades, melta bombs

Special Rules

And They Shall Know No Fear, Combat tactics, Iron Halo, relentless (applies to squad)

Gaius Erikon captain of 23rd company +100 points

WS BS S T W I A LD Sv

4 4 4 4 4 4 3 10 2+

Unit Composition: 1 sternguard squad may replace it's sergeant with captain Gaius Erikon for +100 points

Unit Type: Infantry

Wargear: Artificer armor, master crafted heavy bolter, master crafted power sword, frag and krak grenades, melta bombs

Special Rules

And They Shall Know No Fear, Combat tactics, special issue ammo (applies to squad), relentless (applies to squad), feel no pain, iron halo

Remus Ventanus captain of the 4th company +120 points

WS BS S T W I A LD Sv

4 4 4 4 4 4 3 10 2+

Unit Composition: 1 sternguard squad may replace it's sergeant with captain Remus Ventanus for +120 points

Unit Type: Infantry

Wargear: Artificer armor, master crafted relic blade, combi-grenade launcher, infernus pistol, frag and krak grenades, melta bombs

Special Rules

And They Shall Know No Fear, Combat tactics, feel no pain, iron halo, orbital bombardment

Troops

RECON SERGEANT TELCION +65 POINTS

WS BS S T W I A LD Sv

Telcion 4 4 4 4 1 4 2 9 3+

Unit Composition: One Tactical Squad in the army may replace its Sergeant with Recon Sergeant Telcion.

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Stalker Pattern Bolter, Jamming Beacon

Special Rules

And They Shall Know No Fear, Combat Tactics, Infiltrate (applies to squad he leads), Scout (applies to squad he leads), Move Through Cover (applies to squad he leads), Acute Senses,

Sergeant Batiatus +35 points

WS BS S T W I A LD Sv

5 4 4 4 1 5 2 10 3+

Unit Composition: 1 Tactical squad may replace it's sergeant for sergeant Batiatus for +25 points

Unit Type: Infantry

Wargear: Power Armor, Power Sword, bolter, Frag and krak Grenades

Special Rules

And They Shall Know No Fear

The Only Weapon You Ever Need: Batiatus squad may NEVER take special or heavy weapons, but his squad has Special Issue Ammunition

Sergeant Levitica +30 points

WS BS S T W I A LD Sv

4 4 4 4 2 4 2 10 2+

Unit Composition: 1 tactical squad may replace it's sergeant with Sergeant Levitica for +30 points

Unit Type: Infantry

Wargear: Artificer armor, bolt pistol, master crafted power sword, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Combat tactics, Rage (applies to squad), relentless (applies to squad), feel no pain

Sergeant Archo +40 points

WS BS S T W I A LD Sv

4 4 4 4 2 4 2 10 2+

Unit Composition: 1 tactical squad may replace it's sergeant with Sergeant Archo for +40 points

Unit Type: Infantry

Wargear: Artificer armor, Rage Bolter, power fist, frag and krak grenades, melta bombs

Special Rules

And They Shall Know No Fear, Combat tactics, special issue ammo (applies to squad)

Fast Attack

SERGEANT SCIPIO +70 POINTS

WS BS S T W I A LD Sv

Sergeant Scipio 4 4 4 5 1 4 2 9 3+

Unit Composition: One Bike Squad in the army may replace its Sergeant with Sergeant Scipio. The squad becomes an Elites choice.

Unit Type: Bike

Wargear: Power Armor, Bolt Pistol, Power Sword, Frag and Melta Bombs, Space Marine Bike

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads, Special Issue Ammunition (applies to unit), Expert Riders (applies to unit)

Sergeant Numitor +40 points

WS BS S T W I A LD Sv

5 4 4 4 1 4 2 9 2+

Unit Composition: 1 Assault squad may replace it's sergeant for sergeant Numitor for +40 points

Unit Type: Infantry

Wargear: Master Crafted Power Weapon, Bolt pistol, frag and krak grenades, Artificer armor

Special Rules

And They Shall Know No Fear, Combat tactics, Combat Squads, Counter attack (applies to unit)

Evexian captain of the 8th company +100 points

WS BS S T W I A LD Sv

4 4 4 4 4 4 3 10 2+

Unit Composition: 1 vanguard squad may replace it's sergeant with captain Remus Ventanus for +120 points

Unit Type: Infantry

Wargear: Tartorus Terminator armor, master crafted power fist with built in twin linked bolter, master crafted power fist with built in twin linked bolter, frag and krak grenades

Special Rules

And They Shall Know No Fear, Combat tactics, feel no pain, iron halo, bolster defenses



LEGIO XIV - DEATH GUARD

HQ

MORTARION PRIMARCH OF THE DEATH GUARD 450 POINTS

WS BS S T W I A LD Sv

Mortarion 9 6 6 6 5 5 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, Manreaper, Lantern, Frag and Krak Grenades

Special Rules

Primarch, Liturgies of Battle (C:SM pg 58), Rites of Battle (C:SM pg 85)

Dedicated Transport: May select a Land Raider of any type as a dedicated transport., a rhino, or a drop pod

Bolter Drill: The Death Guard's tactical style means squads within 12" gain the Bolter Drill ability (see C:SM pg 91).

Legion Tactics: If you include Mortarion then all units in your army lose the Combat Tactics special rule. Instead they gain the Poison Resistance ability and any death guard squad that has bolters in it also gains chain swords. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Poison Resistance: Poisoned Attacks can only cause wounds on a 6+.

Toxic Miasma: All non Death Guard Units within 6" of Mortarion are at -1 toughness

The Deathshroud 250 points

WS BS S T W I A LD SV

5 5 4 4 2 4 3 10 2+

Unit Composition: 2 Deathshroud

Unit Type: Infantry

Wargear: Tartorus Terminator Armor, Master Crafted Relic Blades with Built in Twin Linked Bolters

Options: may include 5 more Deathshroud for 125 points per model

Special rules

Poison Resistance: Poisoned Attacks can only cause wounds on a 6+.

CALAS TYPHON 1st CAPTAIN OF THE DEATH GUARD 250 POINTS

WS BS S T W I A LD Sv

Typhon 6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter Master)

Wargear: Cataphractii Terminator Armor, Master Crafted Relic Blade with built in Master crafted Bolter

Poison Resistance: Poisoned Attacks can only cause wounds on a 6+.

Special Rules

And They Shall Know No Fear, Stubborn (applies to all units with 12"), Eternal Warrior, Combat Tactics, Liturgies of Battle (C:SM pg 58), Rites of Battle (C:SM pg 85), Independent Character

Legion Tactics: If you include Typhon then all units in your army lose the Combat Tactics special rule. Instead they gain the Poison Resistance ability. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Bolter Drill: The Death Guard's tactical style means any squad within 8" of Calas Typhon gains the Bolter Drill ability (see C:SM pg 91).

IGNATIUS GRULGOR 2nd CAPTAIN OF THE DEATH GUARD 190 POINTS

WS BS S T W I A LD Sv

Ignatius Grulgor 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Power Armor, Thunder Hammer, Combi-Plasma Gun, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character
Unexpected Bombardment: Grulgor may move and use the Orbital Bombardment special rule, even in scenarios where it would not normally be permitted.

Legion Tactics: If you include Ignatius Grulgor then all units in your army lose the Combat Tactics special rule. Instead they gain the Poison Resistance ability. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

NATHANIEL GARRO CAPTAIN OF THE SEVENTH COMPANY 210 POINTS

WS BS S T W I A LD Sv

Nathaniel Garro 6 5 4 4 3 5 4 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Master crafted Bolter, Power Armor, Libertas (Master Crafted Relic Blade), Bolt Pistol, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Stubborn (applies to all units with 12”), Iron Halo, Eternal Warrior, Inspiring Presence (counts as a Chapter Banner), Rites of Battle (CSM pg 85), Combat Tactics, Battle Forged Heroes (C:SM pg 85), Independent Character

SOLUN DECIUS +50 POINTS

WS BS S T W I A LD Sv

Solun Decius 5 4 4 4 1 4 2 9 3+

Composition: One Death Guard Command Squad in the army may replace its Company Champion with Solun Decius.

Unit Type: Infantry

Wargear: Power Armor, Frag and Melta Bombs, Power Fist, Bolt Pistol, Bolter

Special Rules

Honor of the Chapter (C:SM pg 58), Combat Tactics, Honor or Death

Muse of Glory: The presence of Solun Decius inspires Captain Garro to even greater acts of heroism which in turn drives his men forward to the glory of the Emperor. If Solun Decius and the command squad are joined by Nathaniel Garro then all members of the unit, including Garro, may re roll failed to hit and wound rolls in close combat

COMMANDER ANOPHELES CAPTAIN OF THE 6th COMPANY 220 POINTS

WS BS S T W I A LD Sv

Anopheles 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Jump Infantry (Space Marine Captain)

Wargear: Master Crafted Relic Blade, Auxiliary Grenade Launcher, Power Armor, Jump Pack, Frag Grenades and Melta Bombs

Special Rules

Honor of the Chapter (C:SM pg 58), Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Heroic Intervention (applies to any jump pack equipped squad he joins)

Assault Commander: Specialists in storming fortified positions, the 6th Company are Vanguard Veterans. As a result Death Guard Vanguard Veterans are Troop Choices in an army including Captain Anopheles.

Legion Tactics: If you include Anopheles then all units in your army lose the Combat Tactics special

rule. Instead they gain the Poison Resistance ability. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Holgoarg 130 points

WS BS S T W I A LD SV
6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Bolt Pistol with Shred Bolts, Chain Ax, frag and krak grenades

Special Rules

And They Shall Know No Fear, Fearless, Iron Halo, Poison Resistance, Eternal Warrior

Cryos Morturg 175 points

WS BS S T W I A LD SV
5 5 4 4 3 5 3 9 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: power armor, bolt pistol, power weapon, combi flamer, frag and krak grenades

Special rules

Psyker, stubborn, infiltrate, master of ambush, Poison Resistance

Psychic powers: endurance, weapon virus

Durak Rask siege master of the death guard 165 points

WS BS S T W I A LD SV
5 5 4 4 3 4 3 9 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: artificer armor, thunder hammer, Volkite Serpenta, frag and krak grenades

Special rules

Poison Resistance, tank hunter

Elites

Huron-Fal ANCIENT OF RITES 200 POINTS

WS BS S I A FRONT SIDE REAR

Huron-Fal 5 4 6 4 3 14 13 11

Unit Composition: 1 (Unique)

Vehicle Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Dreadnought Close Combat Weapon with built in twin-linked bolter, Twin-Linked Autocannon, Smoke Launchers, Extra armor

Options: May replace his Twin-Linked Bolter with a Heavy Flamer for no additional points.

Special Rules

Battle Forged Heroes (C:SM pg 85), Move threw cover, Venerable

VESICANT REX CHEM ASSAULT DREADNOUGHT 185 POINTS

WS BS S I A FRONT SIDE REAR

Vesicant Rex 5 5 6 4 2 13 12 10

Unit Composition: 1 (Unique)

Vehicle Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Dreadnought close combat weapon and built in Twin-linked Bolter, Chem Cannon, Smoke Launchers

Options: May take Extra Armor for +15 points. May Replace Twin Linked Bolter for a Heavy Flamer for +10 points, Plasma Blaster for +15 points

Special Rules

Venerable

CAPTAIN UJIOJ STERNGUARD OF THE DEATH GUARD +60 POINTS

WS BS S T W I A LD Sv

Ujioj 6 4 4 4 2 4 3 10 3+

Unit Composition: One Sternguard Veteran Squad in the army may replace its Sergeant with Captain Ujioj.

Wargear: Power Armor, Bolter, Frag and Krak Grenades, Power Sword

Special Rules

Fearless (applies to squad he leads), Iron Halo, Special Issue Ammunition, Combat Squads

Bolter Drill: The Death Guard's tactical style means any Sternguard squad led by Ujioj gains the Bolter Drill ability (see C:SM pg 91).

GURTUR-FOL TERMINATOR COMMANDER +45 POINTS

WS BS S T W I A LD Sv

Gurtur-Fol 5 4 4 4 2 4 3 10 2+

Unit Composition: One Terminator Squad in the army may replace its Sergeant with Gurtur-Fol.

Wargear: Tartorus Terminator Armor, Twin-Linked Bolter, Chainfist

Special Rules

And They Shall Know No Fear, Stubborn (applies to squad),

Bolter Firestorm: So schooled is Gurtur-Fol in the Death Guard's tactical style means any Terminator squad he leads may re roll all failed to wound rolls with Bolters.

Meric Voyen +75 points

WS BS S T W I A LD SV

Meric 5 4 4 4 2 5 3 9 3+

Unit Composition: Replaces any Apothecary in a Copse Taker unit, Or any Veteran Apothecary

Unit Type: Infantry

Wargear: Power Armor, Frag and Melta Bombs, Servo Harness, Bolt Pistol, Power Weapon, Narthecium

Special Rules

And They Shall Know No Fear, Stubborn, Iron Halo, Poison Resistance, Eternal Warrior, 3+ feel no pain, Confers a 4+ feel no pain onto any squad he joins

CHEM ASSAULT DREADNOUGHT 155 POINTS

WS BS S I A FRONT SIDE REAR

5 5 6 4 2 12 12 10

Unit Composition: 1 to 3 chem dreadnoughts

Vehicle Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Dreadnought close combat weapon and built in Twin-linked Bolter, Chem Cannon, Smoke Launchers

Transport: May be deployed in a Drop Pod for +35 points.

Options: May replace his Close Combat Weapon and Twin-Linked Bolter with a Chem Cannon for +30 points. May take Extra Armor for +15 points

Corpse Taker 50 points

WS BS S T W I A LD SV

Vivisector 4 4 4 4 1 4 2 9 3+

Servitor 3 3 3 3 1 3 2 8 4+

Unit Composition: 1 Apothecary Vivisector and 2 Dissection Servitors

Unit Type: Infantry

Wargear: Power Armor (apothecary), bolt pistol or bolter (apothecary), frag and krak grenades (apothecary), Narthecium (apothecary), Chainswords (all)

Options: may include seven more servitors for +10 points each. The Apothecary may replace chainsword for a power weapon for +10 points. Apothecary may take hellfire rounds for +10 points

Special Rules

And They Shall Know No Fear, Combat tactics, poison resistance, mind lock

Dark Harvest: any enemy space marines that are killed within 12" of a Corpse Taker squad count as double the kill points

Veteran Apothecary 50 points each

WS BS S T W I A LD Sv

5 4 4 4 1 4 2 9 3+

Unit Composition: Between 1 and 5 (each act independently for each other)

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, chainsword, Narthecium, Frag and krak grenades, Melta Bombs

Options: May replace Bolt Pistol with a twin linked bolter or hand flamer for +5 points, a combi weapon for +10 points, a plasma pistol or Infernus pistol for +15 points. May replace chainsword for a power weapon or lightning claw for +15 points, a power fist for +25 points. May trade in bolt pistol and chainsword for Terminator armor and a twin linked bolter for +35 points. If Terminator armor is not chosen may take a jump pack for +25 points, a Bike for +35 points, or a jet bike for +40 points.

Special Rules

And They Shall Know No Fear, independent character, Counter Attack, Furious Charge, Feel No pain

Troops

SERGEANT Ullis Temeter +45 points

WS BS S T W I A LD Sv

Ullis Temeter 4 4 4 4 2 4 2 9 3+

Unit Composition: One Death Guard Tactical Squad in the army may replace its Sergeant with Captian

Ullis Temeter

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Rending *Chainsword*, Frag and Krak Grenades, Bolter, Iron Halo

Special Rules

And They Shall Know No Fear, Combat Tactics, Move Through Cover (applies to squad), Special Issue Ammo (applies to squad)

Fast Attack

SORRAK BIKE SERGEANT +65 POINTS

WS BS S T W I A LD Sv

Sorrak 5 4 4 4 2 4 3 10 3+

Unit Composition: One Bike Squad in the army may replace its Sergeant with Sorrak.

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Power Sword, bike

Options: May take any of the wargear options available to the Bike Sergeant

Special Rules

And They Shall Know No Fear, Stubborn (applies to his unit), Hit and Run (applies to unit)

Chem Predator 75 points each

Front Side Rear BS

12 11 10 4

Unit Composition: 1 to 5 chem predators

Vehicle Type: Tank, fast

Wargear: Turret mounted twin linked Chem Cannon, searchlight, smoke launchers

Options: May take sponson Chem Cannons for +30 points or Barbarus Sting Launchers for +50 points.

May have combi-plasmas or twin linked bolter for +2, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, extra armor for +15 points, a hunter killer missile for +10 points, dozer blade for +5 points

HEAVY SUPPORT

BARBARUS STING 95 POINTS each

BS FRONT SIDE REAR

Barbarus Sting 4 12 12 12

Unit Composition: 1 to 7 Barbarus Sting Drop Pod

Vehicle Type: Open Topped

Transport Capacity: none

Wargear: Barbarus Sting Launchers (a weapon destroyed result destroys all weapons)

Special Rules

Inertial Guidance System (pg 69 C:SM), Immobile, Drop Pod Assault (pg 69 C:SM), Automated Weapons

Automated Weapons: When a Barbarus Sting drop pod lands it opens fire indiscriminately. After landing, each unit (enemy or friendly) within 12" of the Barbarus Sting and in line of sight comes under attack as a hail of chemical warheads sweep the surrounding area. Roll to hit using the Barbarus Sting's BS4 for D3 Barbarus Sting launcher attacks against each target unit. In subsequent turns the Barbarus Sting may continue to fire a single shot, picking a enemy target and resolving the firing as normal.

Any Death Guard flame weapon may be given Chem munitions for free

Death Guard sternguard squads have access to chem bolts

Death Guard Libertarians may take the following psychic powers; weapon virus for +10 points, wind of doom for +15 points, blown palsy for +5 points, Muscular Atrophy for +7 points, and/or Liquefying Ague for +20 points



LEGIO XV - THOUSAND SONS

HQ

THE PRIMARCH MAGNUS THE RED 470 POINTS

WS BS S T W I A LD Sv

Magnus the Red 8 3 6 6 6 6 4 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, The Red Staff (Master Crafted +1 strength Force Weapon), Master Crafted Bolt Pistol (AP 3), Frag Grenades, Psychic Hood

Dedicated Transport: May select a Land Raider of any type as a dedicated transport., a rhino, or a drop pod

Special Rules

Primarch, Master Psyker (C:SM pg 86), Sorcerer, Rites of Battle (C:SM pg 85), Gift of Prescience, Surprise Attack (C:SM pg 85)

Channel for the Warp: May cast all powers once each turn but is limited to a single shooting attack as normal.

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers.

Legion Tactics: If you include Magnus the Red then all Thousand Sons Psychic Powers count as Sorcery. Furthermore Librarians receive the Epistolary upgrade for no additional points cost. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply. Thousand Sons armies may not include Chaplains

Cyclops: Because Magnus has a single eye, his lack of depth perception means that even with his superhuman abilities he has a Ballistic Skill of 3 and may not re roll any shooting attacks.
Additional psychic powers: Bolt of Change, Warptime, Doombolt, Wind of the Gods, Hellfire, Mind Worm, Iron Arm, Life Leech, Misfortune, Shockwave

AHRIMAN CHIEF LIBRARIAN OF THE THOUSAND SONS 290 POINTS

WS BS S T W I A LD Sv

Ahriman Chief Librarian 5 5 4 4 3 5 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Artificer Armor, Master Crafted Force Weapon, Frag and Krak Grenades, Hood of Hellfire
Special Rules

Fearless, Iron Halo, Eternal Warrior, Master Psyker (C:SM pg 86), Sorcerer, Combat Tactics, Independent Character, Gift of Prescience, Surprise Attack (C:SM pg 85)

Legion Tactics: If you include Ahriman then all Thousand Sons Psychic Powers count as Sorcery.

Furthermore Librarians receive the Epistolary upgrade for no additional points cost. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply. Thousand Sons armies may not include Chaplains

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers.

Additional psychic powers: Bolt of Change, Warptime, Doombolt, Wind of the Gods, Hellfire, Misfortune, Iron Arm, Misfortune

THE SCARAB OCCULT SQUAD 240 POINTS

WS BS S T W I A LD Sv

The Scarab Occult 5 5 4 4 2 5 3 10 2+

Unit Composition (Unique): 3 Scarab Occult

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: Artificer Armor, Force Weapon, Bolter, Bolt Pistol, Frag and Krak Grenades, Iron Halo

Options : May include up to six additional members of the Scarab Occult at +80 points per model. May upgrade to Exo Suit (2+ invulnerable save) for +10 points per model, they lose their bolters and bolt pistols but gain a Quad bolter.

Special Rules

Fearless, Combat Tactics, Relentless, Sorcerers, Deep Strike, special issue ammunition

Sorcerers: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers.

Important: Magnus loses the Majestic special rule for being targeted by shooting attacks while in a unit of the Scarab Occult

Scions of Magnus: The Scarab Occult may each cast the *Might of the Ancients* psychic power on themselves.

MHOTEP CAPTAIN OF THE WANING MOON 180 POINTS

WS BS S T W I A LD SV

Mhotep 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Power Armor, Force Weapon, Combi-Plasma gun, Bolt Pistol, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Sorcerer, Combat Tactics, Eternal Warrior, Independent Character, Gift of Prescience

know the Machine Curse and Smite psychic powers.

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers.

Legion Tactics: If you include Mhotep then all Thousand Sons Psychic Powers count as Sorcery.

Furthermore Librarians receive the Epistolary upgrade for no additional points cost. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply. Thousand Sons armies may not include Chaplains

Phosis T'Kar Captain of the 2nd fellowship 220 points

WS BS S T W I A LD SV

Phosis T'Kar 6 5 4 4 3 6 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Artificer Armor, Psychic Hood, Plasma Pistol, Force Weapon, Frag and krak grenades, Iron Halo, Helm of Knowledge

Special Rules:

Independent Character, Combat Tactics, Fearless, Furious Charge, Deep Strike

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers.

Legion Tactics: If you include Phosis T'Kar then all Thousand Sons Psychic Powers count as Sorcery.

Furthermore Librarians receive the Epistolary upgrade for no additional points cost. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply. Thousand Sons armies may not include Chaplains

Psychic Powers: Smite, The Gate of Infinity, Vortex of Doom

Baleq Uzthizzar Captain of the 5th fellowship 230 points

WS BS S T W I A LD SV

Baleq Uzthizzar 6 5 4 4 3 6 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Artificer Armor, Psychic Hood, twin linked bolter, Force Weapon, Frag and krak grenades, Iron Halo

special Rules:

Independent Character, Fearless, Combat Tactics, Acute Senses

Master of Ankhet: If he has a Command Squad, then they automatically receive the Counter Attack and Fearless Universal Special Rules at no additional cost.

Psychic Powers: The Gate of Infinity, Quickening, Might of the Ancients, firestorm

Technopath Valrius 180 points

WS BS S T W I A LD Sv

5 4 4 4 3 5 2 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Power armor, bolt pistol, force weapon, servo arm, krak and frag grenades, psychic hood

Options: may take up to 9 servitors

Special Rules

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers

Psychic Powers: Might of the Ancients, Smite, The Gate of Infinity, Implode, Machine Curse, Machine Control

Kargori Librarian dreadnought lord 190 points

Front Side Rear WS I A BS S

14 13 11 6 5 4 4 7

Unit Composition: 1 (Unique)

Vehicle Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Force Weapon and built in heavy flamer, twin linked heavy bolter, extra armor, smoke launchers, searchlight

Special Rules

Venerable, power of the machine spirit, Dreadnought lord

Psychic Powers: Doombolt, Might of the Ancients, Smite, The Gate of Infinity, Hellfire, Vortex of Doom

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers.

Sorcerer Captain 140 points

WS BS S T W I A LD SV

5 5 4 4 3 5 3 10 3+

Unit Composition: 1 Sorcerer Captain

Unit Type: Infantry

Wargear: Bolt Pistol, Force Weapon, frag and krak grenades, power armor, Psychic Hood

Options: May replace power armor with artificer armor for +15 points. May take digital weapons for +10 points, melta bombs for +5 points, auxiliary grenade launcher for +5 points, locator beacon for +15 points, and or hellfire rounds for +10 points. May replace bolt pistol with a combi bolter for +10 points, a twin linked bolter for +5 points, a bolter for free, a storm shield for +10 points, a plasma pistol for +15 points, an infernus pistol for +15 points, a hand flamer for free, or a needle pistol for +10 points.

Special Rules

Independent Character, and they shall know no fear, Psyker

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers.

Psychic powers: Flame Wall, Smite, avenger, Force Dome

Hathor Maat captain of the 3rd fellowship 210 points

WS BS S T W I A LD SV

4 4 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: power armor, force weapon, flame pistol, frag and krak grenades, psychic hood

Special Rules

and they shall know no fear, iron halo, Psyker

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers

Psychic powers: Warptime, Doombolt, Savage Tutelaries

Ankhu Anen captain of the 4th fellowship 175 points

WS BS S T W I A LD SV

4 4 4 4 3 4 2 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: artificer armor, force weapon, bolt pistol, frag and krak grenades, psychic hood

Special Rules

and they shall know no fear, iron halo, Psyker, Gift of Prescience

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers

Psychic powers: Warptime

Khalophis captain of the 6th fellowship magister of the pyrae 220 points

WS BS S T W I A LD SV

4 4 4 4 3 4 2 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: artificer armor, force weapon, bolt pistol, frag and krak grenades, psychic hood

Special Rules

and they shall know no fear, iron halo, Psyker

Psychic powers: Flame Wall, Infernal Phoenix, Implode, Hellfire

Phael Toron captain of the 7th fellowship 180 points

WS BS S T W I A LD SV

4 4 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: power armor, force weapon, bolt pistol, frag and krak grenades, psychic hood

Special Rules

and they shall know no fear, iron halo, Psyker

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers

Psychic powers: Savage Tutelaries, force dome, Potency of nine, Kinetic strike

Auramagma captain of the 8th fellowship 190 points

WS BS S T W I A LD SV

4 4 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: power armor, force weapon, bolt pistol, frag and krak grenades

Special Rules

and they shall know no fear, iron halo, Psyker

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers

Psychic powers: Flame Wall, Infernal Phoenix

Elites

SERAPHIS LIBRARIAN DREADNOUGHT 185 POINTS

WS BS S I A FRONT SIDE REAR

Seraphis 4 5 6 4 2 13 12 10

Unit Composition: 1 (Unique)

Vehicle Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Force Weapon and built in Twin-linked Bolter, Plasma Cannon, Smoke Launchers

Transport: May be deployed in a Drop Pod for +35 points.

Options: May replace his Twin-Linked Bolter with a Heavy Flamer for no additional points. May take Extra Armor for +15 points

Special Rules

Psychic Powers: Flame Wall, smite, vortex of doom, Infernal Phoenix, quickening

Venerable.

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers.

RED SORCERER COVEN 175 POINTS

WS BS S T W I A LD Sv

Coven Sorcerer 4 4 4 4 1 4 1 8 3+

Unit Composition: 5 Coven Sorcerers

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less

for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: Bolt Pistol, Power Armor, Force Weapon, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Sorcerer, Combat Tactics

Gestalt Casting: The Coven may cast a single Coven power once per turn on a friendly unit within 12". These powers are cast in the Movement phase and are Sorcery and so do not require a psychic test but the unit may only cast one per turn.

Coven Powers (count as Sorcery): *Warp Vigor*, *Warp Shroud*, *Warp Visage*

ANKHET SECT COMMANDER OF UTHIZARR +70 POINTS

WS BS S T W I A LD Sv

Ankhet 5 4 4 4 2 4 3 10 2+

Unit Composition: One Terminator Squad in the army may replace its Sergeant with Ankhet.

Wargear: Tartorus Terminator Armor, Twin-Linked Bolter, Relic Blade, Sorcerer

Special Rules

And They Shall Know No Fear, Counter Attack (applies to squad), Deep Strike

Sect Commander of Uthizarr: Ankhet knows the *Machine Curse* and *Avenger* psychic powers. He may only use one per player turn following the rules given in the main Warhammer 40,000 rulebook.

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers.

SORCERER SERGEANT +50 POINTS

WS BS S T W I A LD Sv

Sorcerer Sergeant 4 4 4 4 1 4 2 8 X

Unit Composition: Any Space Marine sternguard Sergeant or Terminator Sergeant may be replaced by a Sorcerer Sergeant.

Unit Type: Infantry

Wargear: Power Armor (or Terminator Armor if replacing a Terminator Sergeant), Force Weapon, Combi-Plasma gun or Plasma pistol

Special Rules

And They Shall Know No Fear, Combat Tactics, Sorcerer, Scion of Magnus

Scion of Magnus: Sorcerer Sergeants know the *Machine Curse*, *Smite* and *Force Dome* psychic powers. He may only use one per player turn following the rules given in the main Warhammer 40,000 rulebook. Using his Force Weapon's Instant Death ability counts as a psychic power.

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers.

Librarian Dreadnought 165 points

Front Side Rear WS I A BS S

Dreadnought 12 12 10 6 5 2 4 6

Unit Composition: 1 to 3 Librarian Dreadnoughts

Vehicle Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Force Weapon and built in Twin-linked Bolter, Twin Linked Autocannon, Smoke Launchers, searchlight

Transport: May be deployed in a Drop Pod for +35 points.

Options: May replace his Twin-Linked Bolter with a Heavy Flamer for no additional points. May take Extra Armor for +15 points. May replace twin linked autocannon for a Multimelta for +5 points, plasma cannon for +15 points, twin linked flamer for free, twin linked heavy bolter for free, twin linked Conversion Beamer for +35 points

Special Rules

Psychic Powers: Might of the Ancients, Smite, The Gate of Infinity

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers

Oracle of Magnus 230 points

WS BS S T W I A LD SV

5 5 4 4 2 5 2 10 2+

Unit Composition: 3 Librarians

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: Bolt Pistol, Force Weapon, frag and krak grenades, Artificer armor, Psychic Hood, Melta Bombs

Options: May Include 6 more Librarians for 80 points each. Any Librarian may exchange their bolt pistol for a combi bolter for +10 points, a twin linked bolter for +5 points, a bolter for free, a storm shield for +10 points, a plasma pistol for +15 points, an infernus pistol for +15 points, a hand flamer for free, or a needle pistol for +10 points.

Special Rules

and they shall know no fear, Master Psyker

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers.

Additional psychic powers: Flame Wall, Savage Tutelaries, Infernal Phoenix

Amon captain of the 9th fellowship, equerry to Magnus 150 points

WS BS S T W I A LD SV

4 3 4 3 2 3 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: artificer armor, Master crafted force halberd, bolt pistol, frag and krak grenades

Special Rules

and they shall know no fear, iron halo, Psyker

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers.

Psychic powers: Infernal Phoenix, Soul Burn

Troops

SORCERER SERGEANT +50 POINTS

WS BS S T W I A LD Sv

Sorcerer Sergeant 4 4 4 4 1 4 2 8 3+

Unit Composition: Any Space Marine Sergeant may be replaced by a Sorcerer Sergeant.

Unit Type: Infantry

Wargear: Power Armor, Force Weapon, Combi-Plasma gun or Plasma pistol

Special Rules

And They Shall Know No Fear, Combat Tactics, Sorcerer, Scion of Magnus

Scion of Magnus: Sorcerer Sergeants know the Machine Curse, Smite and Force Dome psychic powers. He may only use one per player turn following the rules given in the main Warhammer 40,000 rulebook. Using his Force Weapon's Instant Death ability counts as a psychic power.

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers.

Sorcerer sergeant Hesyre +40 points

WS BS S T W I A LD Sv

5 4 4 4 1 4 3 10 3+

Unit Composition: 1 tactical squad may replace it's sergeant with Sorcerer Sergeant Hesyre for +40 points.

Unit Type: Infantry

Wargear: Power armor, bolt pistol, power fist, frag and krak grenades

Special Rules

Special issue ammo (applies to squad), and they shall know no fear

Psychic Powers: Might of the Ancients, Smite

Fast Attack

BESENMUT ASSAULT CAPTAIN +80 POINTS

WS BS S T W I A LD Sv

Besenmut 6 4 4 4 2 4 3 10 3+

Unit Composition: One Vanguard Veteran Squad in the army may replace its Sergeant with Captain Besenmut.

Wargear: Power Armor, Relic Blade, Plasma Pistol, Frag and Krak Grenades

Options: May take a Jump Pack for +10 points

Special Rules: And They Shall Know No Fear, Iron Halo, Heroic Intervention

Sect Commander of Ahriman: Besenmut knows the *Quickening* and *Smite* psychic powers. He may only use one per player turn following the rules given in the main Warhammer 40,000 rulebook.

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers.

SORCERER SERGEANT +50 POINTS

WS BS S T W I A LD Sv

Sorcerer Sergeant 4 4 4 4 1 4 2 8 3+

Unit Composition: Any Space Marine assault Sergeant or vanguard sergeant may be replaced by a Sorcerer Sergeant.

Unit Type: Infantry

Wargear: Power Armor, Force Weapon, Combi-Plasma gun or Plasma pistol

Special Rules

And They Shall Know No Fear, Combat Tactics, Sorcerer, Scion of Magnus

Scion of Magnus: Sorcerer Sergeants know the Machine Curse, Smite and Force Dome psychic powers. He may only use one per player turn following the rules given in the main Warhammer 40,000 rulebook. Using his Force Weapon's Instant Death ability counts as a psychic power.

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers.

Heavy Support

SERGEANT SOBEK +165 POINTS

WS BS S T W I A LD Sv

Sobek 4 4 4 4 1 4 2 9 3+

Unit Composition: One Devastator Squad in the army may replace its Sergeant with Sergeant Sobek.

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Master Crafted Conversion Beamer, force weapon

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads

Up to four members of Sergeant Sobek's squad may replace their bolters for Master Crafted Conversion Beamers for no additional points cost. No other heavy weapon may be taken in this squad.

Sorcerer Drop Pod 90 points each

BS Front Side Rear

Sorcerer 5 13 13 13

Unit Composition: 1 to 9 Sorcerer Drop Pod

Vehicle Type: Open Topped

Transport Capacity: none

Wargear: 5 Sorcerer Pods (each may use either smite or avenger but all MUST use the same power)

Special Rules

Inertial Guidance System (pg 69 C:SM), Immobile, Drop Pod Assault (pg 69 C:SM)

SORCERER SERGEANT +50 POINTS

WS BS S T W I A LD Sv

Sorcerer Sergeant 4 4 4 4 1 4 2 8 3+

Unit Composition: Any Space Marine Devastator Sergeant or Havoc sergeant may be replaced by a Sorcerer Sergeant.

Unit Type: Infantry

Wargear: Power Armor, Force Weapon, Combi-Plasma gun or Plasma pistol

Special Rules

And They Shall Know No Fear, Combat Tactics, Sorcerer, Scion of Magnus

Scion of Magnus: Sorcerer Sergeants know the Machine Curse, Smite and Force Dome psychic powers. He may only use one per player turn following the rules given in the main Warhammer 40,000 rulebook. Using his Force Weapon's Instant Death ability counts as a psychic power.

Sorcerer: Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers.

Super heavies

Eye of Magnus 950 points

Front Side Rear BS

14 14 11 6

Unit Composition: 1 (unique)

Unit Type: Super heavy tank

Structure points: 4

Void Shields: 1

Wargear: hull mounted Volcano cannon, lascannon, 2 sponsons each housing a twin linked heavy bolter and a lascannon

Special Rules

Psychic Conduit: increases range of all psychic powers by 12" for every Sorcerer within 6" of the Eye of Magnus

Void Shields: may not be used in the same turn as the volcano cannon

Warcoven 200 points + models

1 sorcerer captain or Ahriman

2 sternguard squads each lead by a sorcerer sergeant

0-2 oracle of Magnus

0-3 Red Sorcerer coven

0-1 terminator squad lead by a sorcerer sergeant

Red Bolts: all of the squads bolt weapons have AP 3 rounds

Eye of the Hurricane: psychic shooting attack range 48" strength 8 AP 1 apocalypse barrage 4

Any Techmarine may be upgraded to a technopath for +20 points. Has machine curse, force dome, and machine control psychic powers, also replaces power weapon for a force weapon.

All thousand sons have psychic hoods and any enemy psychic that wishes to target any thousand sons unit must roll their psychic test at -1 to leadership

Thousand Sons sternguard squads have access to sorcerer bolts



LEGIO XVI - THE SONS OF HORUS / LUNA WOLFS

HQ

THE WARMASTER HORUS 450 POINTS

WS BS S T W I A LD Sv

Horus 9 6 6 6 6 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor or Primarch Terminator armor for +75 points (increases his armor to 0+ but a roll of 1 is still a failure), Talon of Horus Or Horus' Bolter, Master Crafted Plasma Pistol or a +1 initiative master crafted power weapon or an additional wolf claw if in Primarch terminator armor, Frag Grenades.

Special Rules

Primarch, Rites of Battle (C:SM pg 85), Master Strategist (may add or minus 1 to any reserve rolls),

Surprise Attack (C:SM pg 85), Battle Forged Heroes (C:SM pg 85), Lupercal – Counts as a Locator Beacon, Special Issue Ammunition

Legion Tactics: Spear Tip: If you include Horus then, except in Planetstrikes, the Sons of Horus army may choose Spearhead deployment. At least half of all Drop Pods in an army arrive via Deep Strike on the first turn (this overrides the limit in the Drop Pod Assault special rule). If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply

EZEKYLE ABADDON 1st CAPTAIN OF THE SONS OF HORUS 240 POINTS

WS BS S T W I A LD Sv

Ezekyle Abaddon 7 5 4 4 4 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Cataphractii Terminator Armor, Master Crafted Relic Blade or a Wolf Claw, Twin linked Bolter or a Wolf Claw

Special Rules

Fearless, Iron Halo, Eternal Warrior, Inspiring Presence (counts as a Chapter Banner), Combat Tactics, Battle Forged Heroes (C:SM pg 85), Independent Character, Mournival (May take a Primarch Honor Guard)

Lord of the 1st Company: If you include Ezekyle Abaddon then you may take one unit of the Justaerin Terminator squad as a Troop choice instead of Elites.

Legion Tactics: Spear Tip: If you include Ezekyle Abaddon then, except in Planetstrikes, the Sons of Horus army may choose Spearhead deployment. At least half of all Drop Pods in an army arrive via Deep Strike on the first turn (this overrides the limit in the Drop Pod Assault special rule). If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply

TARIK TORGADDON 2ND Captain OF THE LUNAR WOLFS 175 POINTS

WS BS S T W I A LD Sv

Tarik Torgaddon 6 5 4 4 3 5 4 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Power Armor, Relic Blade, Bolter, Plasma Pistol, Frag and Krak Grenades

Special Rules

Honor of the Chapter (C:SM pg 58), Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Mournival (May take a Primarch Honor Guard)

Legion Tactics: Spear Tip: If you include Tarik Torgaddon then, except in Planetstrikes, the Luna Wolves army may choose Spearhead deployment. At least half of all Drop Pods in an army arrive via Deep Strike on the first turn (this overrides the limit in the Drop Pod Assault special rule). If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply

GARVIEL LOKEN 10TH Captain OF THE LUNAR WOLFS 215 POINTS

WS BS S T W I A LD Sv

Garviel Loken 7 5 4 4 4 5 4 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Power Armor, Master Crafted Rending Power Sword, Bolter, Bolt Pistol, Frag and Krak Grenades

Special Rules

Honor of the Chapter (C:SM pg 58), Iron Halo, Eternal Warrior, Rites of Battle (C:SM pg 85), Combat Tactics, Independent Character, Battle Forged Heroes (C:SM pg 85), Parry (counts as armed with defensive grenades), Mournival (May take a Primarch Honor Guard)

Legion Tactics: Spear Tip: If you include Garviel Loken then, except in Planetstrikes, the Luna Wolves army may choose Spearhead deployment. At least half of all Drop Pods in an army arrive via Deep Strike on the first turn (this overrides the limit in the Drop Pod Assault special rule). If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply

IACON QRUZE THE HALF HEARD 3rd captain 200 POINTS

WS BS S T W I A LD Sv

Iacon Qruze 6 5 4 4 3 4 3 10 2+

Unit Composition: 1 Iacon Qruze (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Artificer Armor, Master Crafted Power Sword, Bolter, Bolt Pistol, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Stubborn, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character

HORUS AXIMAND 5th CAPTAIN OF THE SONS OF HORUS 185 POINTS

WS BS S T W I A LD Sv

Horus Aximand 6 5 4 4 3 5 4 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Power Armor, Wolf Claw or Relic Blade, Bolter, Plasma Pistol, Frag and Krak Grenades

Special Rules

Honor of the Chapter (C:SM pg 58), Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Mournival (May take a Primarch Honor Guard)

Legion Tactics: Spear Tip: If you include Horus Aximand then, except in Planetstrikes, the Sons of Horus army may choose Spearhead deployment. At least half of all Drop Pods in an army arrive via Deep Strike on the first turn (this overrides the limit in the Drop Pod Assault special rule). If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply

Serghar Targost 7th Captain of the Sons of Horus 200 points

WS BS S T W I A LD SV

Targost 5 4 5 5 2 3 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Master Crafted power sword, Infernus Pistol, Artificer armor, Frag Grenades, Melta Bombs

Special Rules

And They Shall Know No Fear, Combat Tactics, Move Through Cover, Stubborn, Eternal Warrior, iron halo

Lodge Master: Sternguard squads may be taken as troops as well as elites

Luc Sedirae 13TH Captain of the Sons of Horus 175 points

WS BS S T W I A LD SV

Sedirae 6 4 4 4 2 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Relic Blade, Master Crafted Bolt Pistol, Artificer armor, Frag Grenades, Melta Bombs

Options: may be given a jump pack for +25 points

Special Rules

And They Shall Know No Fear, Combat Tactics, Move Through Cover, Stubborn, Eternal Warrior, Rage, iron halo

Brutal Tactics: assault squads and vanguard squads MUST be taken as troops. Both suffer from Rage. Tactical squads become elites.

Tybalt Marr 18TH Captain of the Sons of Horus 190 Points

WS BS S T W I A LD SV

Tybalt 4 5 4 4 2 4 2 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Multi-Melta, Master Crafted Bolt Pistol, Power Armor, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Combat Tactics, Stubborn, Eternal Warrior, Relentless, iron halo

Lord of Devastators: Devastator squads may be taken as troops as well as heavy support

Verulam Moy 19TH Captain of the Sons of Horus 230 Points

WS BS S T W I A LD SV

Verulam 4 5 4 4 2 4 2 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Heavy Stubber, Master Crafted Bolt Pistol, Power Armor, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Combat Tactics, Stubborn, Eternal Warrior, Slow and Purposeful, iron halo

Lord of Devastators: Devastator squads may be taken as troops as well as heavy support

Fire Support: All Devastators within 12" of Moy count as having twin linked weapons

Grim Lear 9th Captain of the Luna Wolves 150 points

WS BS S T W I A LD SV

Grim Lear 7 5 4 4 2 5 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Master Crafted +1 Strength power sword, Bolter, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Combat Tactics, Move Through Cover, Eternal Warrior, Iron Halo, Feel no pain

Arden Fell 17TH Captain of the Luna Wolves 175 points

WS BS S T W I A LD SV

4 4 4 4 3 5 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Artificer Armor, Master Crafted Bolter, Power Sword, Frag and Krak Grenades

Options: May replace Artificer armor for Tartorus Terminator armor for +35 points but loses the master crafted bolter for a combi-grenade launcher.

Special Rules

And They Shall Know No Fear, Combat Tactics, Move Through Cover, Eternal Warrior, Iron Halo

Hastur Sejanus 4th captain of the Luna Wolfs 170 points

WS BS S T W I A LD SV

6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Power Armor, Master Crafted Relic Blade, Twin linked Bolter

Special Rules

And They Shall Know No Fear, Combat Tactics, Move Through Cover, Eternal Warrior, Iron Halo, Mournival (May take a Primarch Honor Guard)

Favored Son: all Luna Wolves within 18" count as fearless and gain the counter attack USR

Grael Noctua 6th Captain Sons of Horus 160 points

WS BS S T W I A LD SV

5 4 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Power Armor, Bolter, Bolt Pistol, Power Fist, krak and frag grenades

Special Rules

And They Shall Know No Fear, Eternal Warrior, Iron Halo, Stubborn, Battle Forged Heroes (C:SM pg 85)

Lev Goshen Captain of the 25th company Sons of Horus 160 points

WS BS S T W I A LD SV

5 4 4 4 3 5 3 10 3+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: Power Armor, Thunder Hammer, Bolter, frag and krak grenades

Special Rules

And They Shall Know No Fear, Eternal Warrior, Iron Halo

Yade Durso Sons of Horus captain of the 8th company 185 points

WS BS S T W I A LD Sv

5 4 4 4 3 4 3 10 3+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: Power Armor, Relic Blade, Storm Shield, Frag and krak grenades

Special Rules

And They Shall Know No Fear, Eternal Warrior, Fearless, Iron Halo

Dreadnought Lord Dhekarst 190 points

Front Side Rear WS I A BS S

14 13 11 6 5 4 4 7

Unit Composition: 1 (Unique)

Vehicle Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Twin linked heavy bolter, Dreadnought wolf claw with built in heavy flamer, extra armor, searchlight, smoke launchers

Special Rules

Venerable, power of the machine spirit, Dreadnought lord

Elites

MALOGHURST Equerry to the Warmaster 135 POINTS

WS BS S T W I A LD Sv

Maloghurst 5 4 4 4 2 4 2 9 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Wolf Claw or Master Crafted Power weapon, Power Armor, Bolt Pistol, Combimeltagun, Frag and Krak Grenades

Special Rules

Stubborn, And They Shall Know No Fear, Eternal Warrior, Independent Character, The Twisted, May take a Primarch Honor Guard

The Twisted: As the Equerry to the Warmaster, Maloghurst commands with the authority of Horus himself. At the start of each Sons of Horus turn Maloghurst may invoke the command of the Warmaster on a single friendly unit within 12". The unit becomes Fearless and receives the Preferred Enemy special rule. This ability lasts until the start of the next Sons of Horus turn.

JUSTAERIN TERMINATOR SQUAD 200 POINTS

WS BS S T W I A LD Sv

Justaerin Terminators 5 4 4 4 1 4 2 10 2+

Unit Composition: 5 Justaerin Terminators

Unit Type: Infantry

Dedicated transport: may take a Hellfire Land Raider if number 6 or less for +200 points, a Land Raider Tartarus if numbering 7 or less for +245 points, a Land Raider Dragon if numbering 5 or less for +300 points, a Land Raider if numbering 6 or less for +250 points, a Land raider Spartan if numbering 10 or less for +265 points, a Spartan assault tank if numbering 15 or less for +300 points, a Land Raider Nightstorm if numbering 6 or less for +260 points, a Dreadclaw if numbering 10 or less for +55 points, a Land Raider Achilles if numbering 3 for +300 points, a Thunderhawk "Annihilator" Pattern Gunship if numbering 8 or less for +1000 points, a Land Raider Eradicator if numbering 5 or less for +260 points, a Land Raider Suppressor if numbering 6 or less for +240 points, a Land Raider Executioner if numbering 4 or less for +260 points, a Land Raider Proteus if numbering 5 or less for +225 points, a Caestus Assault Ram if numbering 10 or less for +275 points, a Stormeagle assault gunship if numbering 10 or less for +225 points, a Stormeagle Umbra Angelus pattern if numbering 10 or less for +190 points, a Storm Raptor assault gunship if numbering 10 or less for +190 points, a Drop Pod if numbering 6 or less for +35 points, a Deathrain drop pod if numbering 5 or less for +45 points, or an Intel Transport if numbering 20 or less for +700 points.

Wargear: Wolf Claw, Twin-linked Bolter, Cataphractii Terminator Armor

Options: May include up to fifteen additional Justaerin Terminators at +40 points per model. Any Justaerin Terminator may replace their twin-linked Bolter with a Wolf Claw for +10 points or with a Storm Shield or a Power Weapon for +5 points, a combi bolter for +5 points or a volkite charger for +15 points. Any Justaerin Terminator may replace a Wolf Claw with a Power Fist for +5 points or a Thunder Hammer or Chain Fist for +10 points. Up to four Justaerin Terminators may be armed with a Cyclone Missile Launcher for +20 points or havoc missile launcher for +10 points or may replace their Twin-Linked Bolter with a Heavy Flamer, rotor cannon, or a plasma blaster for +5 points, a Reaper Autocannon, twin linked heavy bolter, a twin linked graviton gun, or a Multi-Melta for +15 points, an assault cannon for +25 points, a plasma cannon for +35 points, a twin linked lascannon for +40 points, or a conversion beamer for +45 points.

Special Rules

And They Shall Know No Fear, Stubborn, Relentless, Combat Tactics, Combat Squads, 4+ Invulnerable save, Deep Strike, Heroic Intervention (uses teleport)

Falkus Kibre Captain OF The JUSTAERIN TERMINATORS +45 Points

WS BS S T W I A LD Sv

Falkus Kibre 6 4 4 4 2 4 3 10 2+

Unit Composition: 1 Justaerin Terminator may be replaced by Captain Falkus Kibre

Unit Type: Infantry (Unique)

Wargear: Master Crafted Relic Blade, Twin-linked Bolter, Cataphractii Terminator Armor

Special Rules

And They Shall Know No Fear, Stubborn, Relentless, Combat Tactics, Combat Squads, Deep Strike, Heroic Intervention (uses teleport instead of jump packs)

Lord of the Justaerin Terminators: Justaerin Terminators may be taken as troops as well as elites

Veteran Apothecary 50 points each

WS BS S T W I A LD Sv

5 4 4 4 1 4 2 9 3+

Unit Composition: Between 1 and 5 (each act independently for each other)

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, chainsword, Narthecium, Frag and krak grenades, Melta Bombs

Options: May replace Bolt Pistol with a twin linked bolter or hand flamer for +5 points, a combi weapon for +10 points, a plasma pistol or Infernus pistol for +15 points. May replace chainsword for a power weapon or lightning claw for +15 points, a power fist for +25 points. May trade in bolt pistol and chainsword for Terminator armor and a twin linked bolter for +35 points. If Terminator armor is not chosen may take a jump pack for +25 points, a Bike for +35 points, or a jet bike for +40 points.

Special Rules

And They Shall Know No Fear, independent character, Counter Attack, Furious Charge, Feel No pain

Veteran Battle brothers 150

WS BS S T W I A LD SV

5 5 4 4 1 4 3 10 2+

Unit Composition: 3 Veteran Battle Brothers

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle

tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: True MK 5 power armor (is not effected by the standard MK5 armor rules), bolter with special issue ammunition, bolt pistol, power sword, frag and krak grenades

Options: may include 15 more Veteran battle brothers for 50 points each. Two members may replace their bolters with a heavy plasma gun for +15 points, a conversion beamer for +35 points, assault cannons for +30 points, Plasma guns for +10 points, meltaguns for +5 points, flamers for free, Twin linked autocannons for +20 points, Grim Lascannon +35 points, Heavy Stubbers for free, Lancer for +25 points, Graviton Gun for +15 points, Havoc Launcher for +5 points, missile launcher or heavy bolter for free, multimelta for +10 points, lascannon for +20 points

JUSTAERIN Dreadnought 180 points each

WS BS S I A FRONT SIDE REAR

7 6 10 5 5 14 12 14

Unit composition: between 1 and 10 Justaerin dreadnoughts

Unit type: walker, fast

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: twin linked Volkite Culverin, dreadnought wolf claw with built in twin linked volkite charger, searchlight, smoke launchers, extra armor

Options: may replace the twin linked Volkite Culverin for an assault cannon, twin linked heavy flamer, twin linked heavy bolter, or a twin linked autocannon for free, a twin linked lascannon for +5 points, a twin linked conversion beamer for +15 points, or a heavy conversion beamer for +20 points

Special rules

Deep strike, heroic intervention, 3+ invulnerable save

Araghast 180 points

WS BS S T W I A LD SV

5 5 4 4 1 4 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Wolf Claw, combiflamer, Tartorus pattern terminator, melta bombs, frag, krak, rad, poison, and vortex grenades, grenade harness

Special rules

And they shall know no fear, Deep strike, heroic intervention, psyker

Psychic powers: machine curse, might of ancients, quickening, force dome

Troops

SERGEANT NERO VIPUS +55 POINTS

WS BS S T W I A LD Sv

Nero Vipus 4 4 4 4 2 4 2 9 3+

Unit Composition: One 10 Man Lunar Wolves Tactical Squad in the army may replace its Sergeant with Sergeant Nero Vipus

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, *Prestige Chainsword* (Rending), Frag and Krak Grenades, Bolter

Special Rules
And They Shall Know No Fear, Combat Tactics, Move Through Cover (applies to squad)

Company of Wolves: A 10 man tactical squad containing Sergeant Vipus gains the Special Issue Ammunition rules for their Bolter. If Garviel Loken leads the squad, all the squads bolters count as twin-linked.

SERGEANT Xayver Jubal +60 Points

WS BS S T W I A LD Sv

Xayver Jubal 4 4 4 4 2 4 2 9 3+

Unit Composition: One Lunar Wolves Tactical Squad in the army may replace its Sergeant with Sergeant Xayver Jubal

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Power Fist, Bolter, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Combat Tactics, Move Through Cover (applies to squad)

Hungry for Glory: Jubal's squad must always hold Primary Objectives or charge unit's of note (such as independent characters)

Sergeant Chaggrat +75 points

WS BS S T W I A LD SV

4 5 4 4 1 4 2 10 3+

Unit Composition: 1 Sons of Horus tactical squad may replace it's sergeant with Chaggrat for +75 points

Unit Type: Infantry

Wargear: Power Armor, frag and krak grenades, bolt pistol, master crafted heavy bolter

Special Rules

And They Shall Know No Fear, stubborn

Bolter Storm: all bolt weapons in the squad may fire double their amount for one turn

Fast Attack

Gaspir Yunkwist Sergeant of the Metallun Reaver Squad +75 points

WS BS S T W I A LD Sv

5 4 4 4 2 4 2 10 2+

Unit Composition: 1 Vanguard Veteran Squad may replace it's sergeant with Gaspir Yunkwist for +75 points

Unit Type: Infantry

Wargear: artificer armor, Thunder Hammer, Storm Shield, Frag and krak grenades, Jump Pack

Special Rules

And They Shall Know No Fear, Eternal Warrior, Counter-attack (applies to any squad he leads),

Furious Charge (applies to any squad he leads)

Mir Amindaza Sergeant of Tithonius Assault squad +50 points

WS BS S T W I A LD Sv

5 4 4 4 1 4 2 9 3+

Unit Composition: 1 assault squad may replace it's sergeant for Mir Amindaza for +50 points

Unit Type: Infantry

Wargear: Power Armor, Wolf Claw, Storm Shield, Frag and Krak grenades, Jump Pack

Special Rules

And They Shall Know No Fear, Counter-attack (applies to any squad he leads)

KALUS EKADDON CAPTAIN OF CATULAN REAVER SQUAD +50 POINTS

WS BS S T W I A LD Sv

Kalus Ekaddon 6 4 4 4 2 4 3 10 3+

Unit Composition: One Vanguard Veteran Squad in the army may replace its Sergeant with Captain Kalus Ekaddon.

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Twin Wolf Claws

Options: May take any of the wargear options available to the Vanguard Veteran Sergeant he replaces.

Special Rules

And They Shall Know No Fear, Stubborn, Iron Halo, Heroic Intervention

Conclave assault squad 200 points +models

1 Ezekyle Abaddon

2 squads of Veteran Battle brothers

3 sternguard squads

3 vanguard squads

1 Kalus Ekaddon

1 Gaspir Yunkwist

4 Veteran Apothecary

4 Justaerin Terminator squads

Lords of war: each unit has a mobile disruptor beacon and may call down a orbital bombardment with the following profile (strength 8 AP 3 apocalypse barrage 3, pinning)

Sons of Horus/ Luna Wolfs may have one more elite choice then normal

Any Sons of Horus or Luna Wolfs who have special issue ammunition have access to wolf bolts



LEGIO XVII - WORD BEARERS

HQ

THE PRIMARCH LORGAR THE URIZEN 450 POINTS

WS BS S T W I A LD Sv

Lorgar 9 6 6 6 5 6 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, *Purifier*, *Book of Lorgar* (All friendly units within 12" have Preferred Enemy), Frag Grenades

Special Rules

Primarch, Rites of Battle (C:SM pg 85), Liturgies of Battle (C:SM pg 58), Battle Forged Heroes (C:SM pg 85)

Behold, A God Comes Amongst You: With gold leaf on his skin and an unearthly aura, Lorgar is the vision of a terrible living god. Successful enemy close combat hits must be re rolled.

Legion Tactics: If you include Lorgar then all units in your army exchange the Combat Tactics special

rule for the Fearless universal special rule. Chaplains may be taken as elites. Any Chaplains taken as HQ choices gain +1 Initiative and +1 Attack at no additional cost. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

KOR PHAERON ARCH-COMMANDER 230 POINTS

WS BS S T W I A LD Sv

Kor Phaeron 6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter Master)

Wargear: Master crafted Relic Blade, Cataphractii Terminator Armor, Twin linked Bolter

Special Rules

Fearless, Eternal Warrior, Inspiring Presence (counts as a Chapter Banner), Anointed of Lorgar (May take a Primarch Honor Guard), Rites of Battle (C:SM pg 85), Combat Tactics, Independent Character

Legion Tactics: If you include Kor Phaeron then all units in your army exchange the Combat Tactics special rule for the Fearless universal special rule. Any Chaplains taken as HQ choices gain +1 Initiative and +1 Attack at no additional cost. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

EREBUS FIRST CHAPLAIN OF THE WORD BEARERS 220 POINTS

WS BS S T W I A LD Sv

Erebus 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Crozius of Lorgar, Power Armor, Master Crafted Plasma Pistol, Frag and Krak Grenades

Special Rules

Fearless, Rosarius, Eternal Warrior, Liturgies of Battle (C:SM pg 58), Combat Tactics, Independent Character, Parry (counts as armed with defensive grenades), Battle Forged Heroes (C:SM pg 85)

Legion Tactics: If you include Erebus then all units in your army exchange the Combat Tactics special rule for the Fearless universal special rule. Any Chaplains taken as HQ choices gain +1 Initiative and +1 Attack at no additional cost. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply. Erebus already has these upgrades.

KELDOR FLEET CAPTAIN OF THE WORD BEARERS 170 POINTS

WS BS S T W I A LD Sv

Keldor 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Power Armor, Power Sword, Combimeltagun, Bolt Pistol, Frag Grenades and Melta Bombs

Special Rules

Fearless, Iron Halo, Eternal Warrior, Rites of Battle (C:SM pg 85), Orbital Bombardment, Independent Character, Combat Tactics

Legion Tactics: If you include Keldor then all units in your army exchange the Combat Tactics special rule for the Fearless universal special rule. Any Chaplains taken as HQ choices gain +1 Initiative and +1 Attack at no additional cost. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Zadkiel FLEET CAPTAIN OF THE WORD BEARERS 195 POINTS

WS BS S T W I A LD Sv

Zadkiel 5 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Power Armor, Relic Blade, Flame Pistol, Frag Grenades and Melta Bombs

Special Rules

Fearless, Iron Halo, Eternal Warrior, Rites of Battle (C:SM pg 85), Independent Character, Combat Tactics

Unexpected Bombardment: Zadkiel may move and use the Orbital Bombardment special rule Once per turn, even in scenarios where it would not normally be permitted.

Elites

JARULEK CORYPHAUS TO KOR PHAERON 140 POINTS

WS BS S T W I A LD Sv

Jarulek 5 4 4 4 2 4 2 9 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Crozius Arcanum, Power Armor, Master Crafted Plasma Pistol, Frag and Krak Grenades

Special Rules

Fearless, Rosarius, Eternal Warrior, Furious Charge, Independent Character, Coryphaus

Coryphaus: As the Coryphaus to Kor Phaeron, Jarulek spreads the word of the power of the God Emperor alongside his master. At the start of each Word Bearer turn Jarulek may invoke the protection of the God Emperor on a single friendly unit within 12". The unit receives an invulnerable 5+ save. This ability lasts until the start of the next Word Bearer turn.

TOUMANEZ ENGRAVER OF THE FLESH 140 POINTS

WS BS S T W I A LD Sv

Toumanez 5 4 4 4 2 4 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Power Armor, Power Weapon, Bolt Pistol, Frag and Krak Grenades, Narthecium

Options: May take a Jump Pack for +15 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Eternal Warrior, Independent Character

SOL TALGRON CAPTAIN OF THE 34th COMPANY +75 POINTS

WS BS S T W I A LD Sv

Sol Talgron 6 4 4 4 2 4 3 10 3+

Unit Composition: One Sternguard Veteran Squad in the army may replace its Sergeant with Captain Sol Talgron.

Wargear: Power Armor, Twin-linked Bolter, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Combat Tactics, Eternal Warrior, Special Issue Ammunition, Deep Strike (unit may teleport), Iron Halo

PRIEST SERGEANT +40 POINTS

WS BS S T W I A LD Sv

Priest Sergeant 4 4 4 4 1 4 2 9 X

Unit Composition: Any Space Marine sternguard Sergeant or Terminator Sergeant may be replaced by a Priest Sergeant.

Unit Type: Infantry

Wargear: Power Armor (or Terminator Armor if replacing a Terminator Sergeant), Crozius Arcanum, Combi-Flamer or Incinerator

Special Rules

Fearless, Combat Tactics, Liturgies of Battle (C:SM pg 58)

CHAPLAIN DREADNOUGHT 140 points each

WS BS S Front Side Rear I A

4 4 6(10) 12 12 10 4 2

Unit: 1 to 3 Chaplain Dreadnoughts

Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Crew: 1 Space Marine

Weapons: The Dreadnought's left arm is always equipped with a Dreadnought Crozius Arcanum. The Dreadnought's right arm is equipped with twin-linked heavy bolters. The Dreadnought also has a twin linked bolter. Smoke Launchers

Options: extra armor for +15 points. The twin-linked heavy bolters may be upgraded to a twin-linked lascannon at +20 pts, a multi-melta at +10 pts, a plasma cannon at +10 pts, twin-linked autocannons at +5 pts or an assault cannon for free, twin linked heavy flamers for free

SPECIAL RULES

Venerable: Chaplain Dreadnoughts are always Venerable. This is in addition to any other Venerable Dreadnoughts in an army. A Venerable Dreadnought is extremely hard to kill and whenever it suffers a penetrating or glancing hit you may ask your opponent to re-roll the result on the Vehicle Damage tables. However you must accept the second result, even if it is worse! As a Venerable Dreadnought the Chaplain Dreadnought always has the Furious Assault skill.

Litany of Hate: Even as a Dreadnought the Chaplain retains his former hatred for the foes of the Emperor. On a player turn in which the Dreadnought charges into close combat it may re-roll failed rolls to hit.

Ikthalon Chaplain 150 points

WS BS S T W I A LD Sv

6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: Power Armor, frag and Krak Grenades, +1 strength Crozius Arcanum, Twin linked Bolter, Auxiliary Grenade Launcher

Special Rules

Fearless, Rosarius, Eternal Warrior, Furious Charge, Independent Character, Liturgies of Battle (C:SM pg 58)

Troops

PRIEST SERGEANT +40 POINTS

WS BS S T W I A LD Sv

Priest Sergeant 4 4 4 4 1 4 2 9 3+

Unit Composition: Any Space Marine Tactical Sergeant may be replaced by a Priest Sergeant.

Unit Type: Infantry

Wargear: Power Armor, Crozius Arcanum, Combiflamer or Incinerator

Special Rules

Fearless, Combat Tactics, Liturgies of Battle (C:SM pg 58)

Fast attack

CYRENE ASSAULT CAPTAIN OF THE WORD BEARERS +65 POINTS

WS BS S T W I A LD Sv

Cyrene 6 4 4 4 2 4 3 10 3+

Unit Composition: One Vanguard Veteran Squad in the army may replace its Sergeant with Captain Cyrene.

Wargear: Power Armor, Bolt pistol, Frag and Krak Grenades, Power Sword, bolter

Options: May take any of the wargear options available to the Vanguard Veteran Sergeant he replaces.

Special Rules

And They Shall Know No Fear, Furious Charge (applies to unit), Iron Halo, Heroic Intervention

Baelanos ASSAULT CAPTAIN OF THE WORD BEARERS +65 POINTS

WS BS S T W I A LD Sv

Baelanos 6 4 4 4 2 4 3 10 3+

Unit Composition: One Vanguard Veteran Squad in the army may replace its Sergeant with Captain Baelanos.

Wargear: Power Armor, Infernus Pistol, Relic Blade, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Furious Charge (applies to unit), Iron Halo, Heroic Intervention

Suicide Attack Cell - 60pts Fast Attack

Martyr WS3 BS0 S3 T3 W1 I3 A1 Ld7 Save 5+

Unit composition: D3+3 Martyrs, deployed as separate and independent units on the tabletop

Unit Type: Infantry

Wargear: Flak Armor, Close Combat Weapon, Suicide Vest, Frag Grenades

Special Rules

Fleet, Infiltrate, Fearless, Rage, Feel No Pain

Suicide Vest: A Martyr may choose to activate his Suicide Vest during the shooting phase, or during an assault before Initiative is declared. Make an attack at S8 AP6 with the Large Blast template centered over the Martyr. Remove the Martyr immediately after resolving the attack - he counts as having been subject to Instant Death for game purposes.

Desperate Atrocity: Suicide attacks are abhorrent and demoralizing. Any unit suffering casualties from a Martyr's Suicide Vest must take an immediate Morale check.

Dead Man's Switch: If a Martyr is removed as a casualty for any reason, his Suicide Vest detonates as above. However, casualties caused by this effect do not count towards Desperate Atrocity.

Land raider zealot 300 points each

Front Side Rear BS

14 14 14 4

Unit: 1 to 5 Land Raider Zealots

Type: Tank, fast

Transport Capacity: 12

Wargear: two sponson twin linked flamestorm cannon, hull mounted faith bringing cannon, searchlight, smoke launchers

Options: Pintle-mounted Twin linked bolter for +10 points, Hunter-killer missile for +10 points, Dozer blade for +5 points, a multi-melta for +10 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points, extra armor for +15 points

Special rules

Assault ramp, power of the machine spirit

Icon of faith: all Word Bearers within 18" are fearless

Argal Tal +50 points

WS BS S T W I A LD Sv

6 5 4 4 3 5 3 10 3+

Unit Composition: 1 assault squad may replace their sergeant with Argal Tal for +50 points

Unit Type: Infantry

Wargear: Power Armor, frag and krak Grenades, relic blade

Special Rules

And they shall know no fear, Furious Charge (applies to squad), Counter attack (applies to squad), Iron Halo

PRIEST SERGEANT +40 POINTS

WS BS S T W I A LD Sv

Priest Sergeant 4 4 4 4 1 4 2 9 3+

Unit Composition: Any Space Marine assault Sergeant or vanguard sergeant may be replaced by a Priest Sergeant.

Unit Type: Infantry

Wargear: Power Armor, Crozius Arcanum, Combi-Flamer or Incinerator

Special Rules

Fearless, Combat Tactics, Liturgies of Battle (C:SM pg 58)

Heavy Support

PRIEST SERGEANT +40 POINTS

WS BS S T W I A LD Sv

Priest Sergeant 4 4 4 4 1 4 2 9 3+

Unit Composition: Any Space Marine devastator Sergeant or Havoc sergeant may be replaced by a Priest Sergeant.

Unit Type: Infantry

Wargear: Power Armor, Crozius Arcanum, Combi-Flamer or Incinerator

Special Rules

Fearless, Combat Tactics, Liturgies of Battle (C:SM pg 58)

Chaplain hunters 50 points + models

1 Ikthalon Chaplain or Lorgar or Erebus

2-20 chaplains

Hatred unbound: the whole formation has the Rage universal special rule

Hunters: the whole formation has preferred enemy universal special rule



LEGIO XVIII - SALAMANDERS

HQ

THE PRIMARCH VULKAN 475 POINTS

WS BS S T W I A LD Sv

Vulkan 9 6 7 8 5 5 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, *Deathfire*, *Gauntlet of the Forge*, *Kesare's Mantle* (C:SM pg 93), Frag Grenades and Melta Bombs, *Song of Entropy* (Shooting attack. One use per battle. All enemy units in line of sight take pinning test. Vulkan may not move or assault in the same turn as using the *Song*)

Special Rules

Primarch, Rites of Battle (C:SM pg 85), *Vulkan's Sigil* (Counts as a Locator Beacon), Master crafter – d6 selected rapid fire, close combat or assault weapons in the army gain the master crafted rule

Dedicated Transport: May select a Land Raider of any type as a dedicated transport. (C:SM pg 135) or may take Nocturne's Hammer

Legion Tactics: If you include Vulkan then all units in your army lose the Combat Tactics special rule. Instead all thunder hammers in your army will count as master crafted, all flamer, heavy flammers, melta guns and multi-meltas count as twin linked, and all Salamanders are Toughness 5 and initiative 3. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

CORTAN IGNATIUS CHAPTER MASTER OF THE SALAMANDERS 225 POINTS

WS BS S T W I A LD Sv

Cortan Ignatius 6 5 4 5 3 4 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter Master)

Wargear: Artificer Armor, *Spear of Vulkan*, Master crafted Combimelta, Master Crafted Bolt Pistol, Frag and Melta Bombs

Special Rules

And They Shall Know No Fear, Stubborn, Iron Halo, Eternal Warrior, Rites of Battle (CSM pg 85), Combat Tactics, Independent Character

Legion Tactics: If you include Ignatius then all units in your army lose the Combat Tactics special rule. Instead all thunder hammers in your army will count as master crafted, all flamer, heavy flamers, melta guns and multi-meltas count as twin-linked, and all Salamanders are Toughness 5 and initiative 3. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

LIBRAM TAGE WATCHER OF THE ANCIENTS 170 POINTS

WS BS S T W I A LD Sv

Libram Tage 4 5 4 5 2 4 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Master of the Forge)

Wargear: Power Armor, Combi-Melta Gun, Bolt Pistol, Thunder Hammer, Servo Harness, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Orbital Bombardment, Independent Character

Marshal of the Armory If you include Libram Tage then Dreadnoughts, Venerable Dreadnoughts and Ironclad Dreadnoughts may be taken as Heavy Support choices as well as Elites choices in a Salamander army.

Legion Tactics: If you include Libram Tage then all units in your army lose the Combat Tactics special rule. Instead all thunder hammers in your army will count as master crafted, all flamer, heavy flamers, melta guns and multi-meltas count as twin-linked, and all Salamanders are Toughness 5 and initiative 3. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Th'uban 190 points

WS BS S T W I A LD Sv

5 5 4 5 3 4 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Cataphractii Terminator armor, Heavy Flamer, Vulkan's Furry, Iron Halo

Special Rules

Independent character, Eternal Warrior, Orbital Bombardment, And They Shall Know No Fear, Combat Tactics, Fearless

Cleansing Flame: All melta and template weapons may re-roll failed wounds

Harmokan 130 points

WS BS S T W I A LD Sv

5 5 4 5 2 4 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Power Armor, Combi-flamer, power Weapon, Krak and Frag grenades, Iron Halo

Special Rules

Independent character, Eternal Warrior, And They Shall Know No Fear, Combat Tactics, Fearless

Firedrake Squads: Firedrakes may be taken as troops as well as elites

NOCTURNE'S HAMMER 80 Points

BS FRONT SIDE REAR

Nocturne's Hammer 4 12 11 10

Unit Composition: 1 Nocturne's Hammer Rhino (Unique)

Vehicle Type: Tank

Transport Capacity: 12

Fire Points: 2 Models may fire from the top hatch

Wargear: Searchlight, Smoke Launchers, Twin Linked Bolter, Ceramite Shielding, Extra Armor,

Doughty (Repair on a 4+)

Access Points: Nocturne's Hammer has one access point on each side of the hull and one to the rear.

Special rules

Ceramite Shielding, Venerable:

Iron Dragon 265 points

Front Side Rear BS WS S I A

13 12 11 5 6 6(10) 4 4

Unit Composition: 1 (Unique)

Unit Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: two dreadnought close combat weapons with built in dreadfire heavy flamers, extra armor.

Searchlight, smoke launchers

Special rules

Venerable

Wrought by Vulkan: monstrous creatures, melta weapons, chainfists and rending attacks do not roll and extra D6 for armor penetration. Lance weapons do not lower armor.

Burning Wraith: may forgo one attack to inflict a strength 5 AP 3 hit to all non-salamander models while in close combat

Unbound Flame 240 points

WS BS ST W I A LD Sv

7 4 6 6 4 6 4 10 3++

Unit Composition: 1 (Unique)

Unit Type: Monstrous Creature

Special rules

Psyker, fearless

Chapter Tactics: If you take the Unbound Flame, all units in your army lose the Combat Tactics special rule. Instead, all Flamers, Meltas, Heavy Flamers, Multi-Meltas, Castellan Incendiary Missiles(see Whirlwind) and Flamestorm Cannons in your army may force your opponent to re-roll successful Invulnerable Saves.

Lord Of The Flame: The Unbound Flame is immune to all Meltas, Flamers, and similar Fire based weaponry.

Psychic Powers: The Unbound Flame knows the following two Psychic Powers, but only use one per

turn. Burning Fury, Molten Rage:

Numeon 190 points

WS BS S T W I A LD Sv

7 4 4 4 3 5 3 10 2+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: artificer armor, foeblaster bolter, relic blade, iron halo, frag and krak grenades, infernus pistol

Special rules

Feel no pain, independent character, fearless

Elites

XAVIER FIREDRAKE CHAPLAIN 175 POINTS

WS BS S T W I A LD Sv

Xavier 5 4 4 5 2 3 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chaplain)

Wargear: Cataphractii Terminator Armor, Crozius Aquilium, Thunder Hammer

Options: may replace the terminator armor for artificer armor for -15 points

Special Rules

Honor of the Chapter, Liturgies of Battle, Deep Strike, Rosarius, Eternal Warrior, Independent Character, Combat Tactics, *Vulkan's Sigil* (Counts as a Locator Beacon)

Firedrakes: Any unit of Firedrake Terminators joined by Xavier gain the Counter Attack ability.

Legion Tactics: If you include Xavier then all units in your army lose the Combat Tactics special rule. Instead all thunder hammers in your army will count as master crafted, all flamer, heavy flammers, melta guns and multi-meltas count as twin-linked, and all Salamanders are Toughness 5 and initiative 3. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

FIREDRAKE TERMINATOR SQUAD 215 Points

WS BS S T W I A LD Sv

Prom. Terminator Sergeant 4 4 4 5 1 3 2 10 2+

Firedrake Terminators 4 4 4 5 1 3 2 10 2+

Unit Composition: 1 Promethean Terminator Sergeant, 4 Firedrake Terminators

Unit Type: Infantry

Dedicated transport: may take a Hellfire Land Raider if numbering 6 or less for +200 points, a Land Raider Tartarus if numbering 7 or less for +245 points, a Land Raider Dragon if numbering 5 or less for +300 points, a Land Raider if numbering 6 or less for +250 points, a Land raider Spartan if numbering 10 or less for +265 points, a Spartan assault tank if numbering 15 or less for +300 points, a Land Raider Nightstorm if numbering 6 or less for +260 points, a Dreadclaw if numbering 10 or less for +55 points, a Land Raider Achilles if numbering 3 for +300 points, a Thunderhawk "Annihilator" Pattern Gunship if numbering 8 or less for +1000 points, a Land Raider Eradicator if numbering 5 or less for +260 points, a Land Raider Suppressor if numbering 6 or less for +240 points, a Land Raider Executioner if numbering 4 or less for +260 points, a Land Raider Proteus if numbering 5 or less for +225 points, a Caestus Assault Ram if numbering 10 or less for +275 points, a Stormeagle assault gunship if numbering 10 or less for +225 points, a Stormeagle Umbra Angelus pattern if numbering 10 or less for +190 points, a Storm Raptor assault gunship if numbering 10 or less for +190 points, a Drop Pod if numbering 6 or less for +35 points, a Deathrain drop pod if numbering 5 or less for +45 points,

or an Intel Transport if numbering 20 or less for +700 points.

Wargear: Thunder Hammer, Twin linked Bolter, Cataphractii Terminator Armor

Options: May include up to fifteen additional Firedrake Terminators at +43 points per model. Any Firedrake Terminator may replace their twin-linked Bolter with a Storm Shield for + 5 points or a Lightning Claw for free. Any Firedrake Terminator may replace their Thunder Hammer with a Lightning Claw or Power Fist for free or a Chain Fist; for +5 points. For every five squad members one Firedrake Terminator may be armed with a Cyclone Missile Launcher for +20 points or may replace their Twin-Linked Bolter with a Heavy Flamer for +5 points or a Reaper Autocannon or a Multi-Melta for +15 points.

Special Rules

And They Shall Know No Fear, Stubborn, Relentless, Combat Tactics, Combat Squads, Deep Strike

KORUSCAT BLAZE STERNGUARD OF VULKAN +60 POINTS

WS BS S T W I A LD Sv

Koruscat Blaze 4 4 4 5 2 3 2 10 3+

Unit Composition: One Sternguard Veteran Squad in the army may replace its Sergeant with Sergeant Koruscat Blaze.

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Power Sword, Heavy Flamer

Special Rules

And They Shall Know No Fear, Counter Attack (applies to Squad)

Suppressive Fire– Wounds caused by Flamers and Heavy Flamers in Koruscat Blaze's Sternguard Squad gain the Pinning special rule.

Legion Tactics: If you include Koruscat Blaze then all units in your army lose the Combat Tactics special rule. Instead all thunder hammers in your army will count as master crafted, all flamer, heavy flamers, melta guns and multimeltas count as twin linked, and all Salamanders are Toughness 5 and initiative 3. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

PROMETHEAN SERGEANT +35 POINTS

WS BS S T W I A LD Sv

Promethean Sergeant 4 4 4 5 1 3 2 9 2+

Unit Composition: Any Space Marine sternguard Sergeant may be replaced by a Promethean Sergeant.

Unit Type: Infantry

Wargear: Artificer Armor, Combiflamer or Combimeltagun, Bolt Pistol, Frag Grenades and Melta Bombs

Options: A Promethean Sergeant may replace his bolt pistol or combi weapon with a power weapon for +10 pts or a thunder hammer for +20 pts. May take a jump pack and/or teleport homer for +15 pts each.

Special Rules

And They Shall Know No Fear, Stubborn (applies to squad), Combat Tactics, Combat Squads

Firedrake squad 130 points

WS BS S T W I A LD SV

Firedrake 5 4 4 5 1 3 2 9 2+

Promethean Sergeant 5 4 4 5 1 3 2 10 2+

Unit Composition: 4 firedrakes and a Promethean sergeant

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50

points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadelaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: Artificer armor, combimelta or combiflamer, close combat weapon, flame pistol, frag and krak grenades, melta bombs

Options: May include 5 more firedrakes for 25 points each. Any firedrake may replace their close combat weapon for a thunderhammer for +15 points. Any firedrake may replace their flame pistol for an infernus pistol for +15 points

Promethean Squad 300 points

WS BS S T W I A LD SV

5 5 4 5 2 4 3 10 2+

Unit Composition: 5 Prometheans

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadelaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: artificer armor, combimeltagun or combiflamer, thunder hammer, frag and krak grenades

Special rules

And they shall know no fear, 3+ invulnerable save

Troops

Gravius +40 points

WS BS S T W I A LD Sv

4 4 4 5 2 3 1 8 2+

Unit Composition: 1 member of a tactical squad may be upgraded to Gravius for +40 points

Unit Type: Infantry

Wargear: Artificer armor, Master crafted meltagun, melta bombs, frag and krak grenades

PROMETHEAN SERGEANT +35 POINTS

WS BS S T W I A LD Sv

Promethean Sergeant 4 4 4 5 1 3 2 9 2+

Unit Composition: Any Space Marine tactical Sergeant may be replaced by a Promethean Sergeant.

Unit Type: Infantry

Wargear: Artificer Armor, Combiflamer or Combimeltagun, Bolt Pistol, Frag Grenades and Melta Bombs

Options: A Promethean Sergeant may replace his bolt pistol or combi weapon with a power weapon for +10 pts or a thunder hammer for +20 pts.

Special Rules

And They Shall Know No Fear, Stubborn (applies to squad), Combat Tactics, Combat Squads

Fast attack

AR KAN PATTERN LANDSPEEDER SQUADRON 110 points each

BS FRONT SIDE REAR

Ar Kan Landspeeder 4 11 10 10

Unit Composition: 1 -5 Landspeeders

Vehicle Type: Fast Skimmer

Wargear: Astartes Grenade Launcher, Flamestorm Cannon, Searchlight

Special Rules

Deep Strike, Machine Spirit

Limited Ammo: The Flamestorm Cannon has a limited fuel tank. After firing, roll a D6. On a roll of a 1 or a 2 the Cannon is out of fuel and counts as destroyed. If repaired (refueled) it may fire again but must continue to test for Limited Ammo.

LATHAM SKORCH VANGUARD OF VULKAN +60 POINTS

WS BS S T W I A LD Sv

Latham Skorch 4 4 4 5 2 3 2 10 3+

Composition: One Vanguard Veteran Squad in the army may replace its Sergeant with Sergeant Latham Skorch.

The Mark of Latham: Up to four models in Skorch's squad may swap their bolt pistols for Heavy Flamers for +10 points.

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Thunder Hammer, Storm Shield, The entire squad may have Jump Packs or a Drop Pod for free.

Special Rules

And They Shall Know No Fear, Stubborn (applies to Squad)

Legion Tactics: If you include Latham Skorch then all units in your army lose the Combat Tactics special rule. Instead all thunder hammers in your army will count as master crafted, all flamer, heavy flamers, melta guns and multimeltas count as twin linked, and all Salamanders are Toughness 5 and initiative 3. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

PROMETHEAN SERGEANT +35 POINTS

WS BS S T W I A LD Sv

Promethean Sergeant 4 4 4 5 1 3 2 9 2+

Unit Composition: Any Space Marine assault Sergeant or vanguard sergeant may be replaced by a Promethean Sergeant.

Unit Type: Infantry

Wargear: Artificer Armor, Combiflamer or Combimeltagun, Bolt Pistol, Frag Grenades and Melta Bombs

Options: A Promethean Sergeant may replace his bolt pistol or combi weapon with a power weapon for +10 pts or a thunder hammer for +20 pts. May take a jump pack and/or teleport homer for +15 pts each.

Special Rules
And They Shall Know No Fear, Stubborn (applies to squad), Combat Tactics, Combat Squads

Vulkan Support Gunship 165 points each

Front Side Rear BS
12 11 11 4

Unit Composition: 1-3 Vulkan gunships

Vehicle Type: fast, skimmer

Wargear: smoke launchers, searchlight, hull mounted cyclone missile launcher, hull mounted twin linked R.A.D cannon

Heavy Support

PREDATOR DEATHFIRE 110 Points each

BS FRONT SIDE REAR

Predator Deathfire 4 13 11 11

Unit Composition: 1-3 Predator Deathfire

Vehicle Type: Tank

Transport Capacity: 5 models in power or scout armor

Wargear: Searchlight, Smoke Launchers, Turret mounted Twin-Linked Melta Cannon

Options: May take side sponsons with heavy bolters for +25 points or with melta cannons for +60 points but loses the transport capacity. May have combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, extra armor for +15 points, a hunter killer missile for +10 points, dozer blade for +5 points, twin linked bolter for +2 points

SERGEANT HARMOKON +95 Points

WS BS S T W I A LD Sv

Harmokon 4 4 4 5 1 3 2 9 3+

Unit Composition: One Devastator Squad in the army may replace its Sergeant with Sergeant Harmokon.

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, master crafted Multi-melta or Heavy Flamer

Special Rules

And They Shall Know No Fear, Stubborn (applies to squad), Combat Tactics, Combat Squads

Up to four members of Sergeant Harmokon's squad may replace their bolters for master crafted multi-meltas or heavy flamers for no additional points cost. No other heavy weapon may be taken in this squad

PROMETHEAN SERGEANT +35 POINTS

WS BS S T W I A LD Sv

Promethean Sergeant 4 4 4 5 1 3 2 9 2+

Unit Composition: Any Space Marine devastator Sergeant or Havoc sergeant may be replaced by a

Promethean Sergeant.

Unit Type: Infantry

Wargear: Artificer Armor, Combiflamer or Combimeltagun, Bolt Pistol, Frag Grenades and Melta Bombs

Options: A Promethean Sergeant may replace his bolt pistol or combi weapon with a power weapon for +10 pts or a thunder hammer for +20 pts.

Special Rules

And They Shall Know No Fear, Stubborn (applies to squad), Combat Tactics, Combat Squads

Obsidian Chariot 325 points

Front Side Rear BS

14 14 14 5

Unit Composition: 1 (Unique)

Unit Type: Tank

Transport capacity: 14

Wargear: two sponson mounted Hellfury cannons, hull mounted flamestorm cannon, pintle mounted multimelta, extra armor

Special rules

Assault ramp, Ferromantic Invulnerability

Fury Of The Machine: The Obsidian Chariot is not to be used lightly, for it's mind is temperamental and it's reliability best not spoken of, as it has been long denied of it's proper user. This rule is much like Power Of The Machine Spirit, and provides all the benefits, but to control such a powerful Machine Spirit, the operator must be strong of mind as well. To represent this, at the beginning of the controller's movement phase, the vehicle takes a Leadership Test at Leadership 9. If successful, the vehicle continues as normal. If double 1s are rolled, the Machine Spirit has performed wonderfully; the vehicle automatically passes its next test. However, if the test is failed, the vehicle becomes moody, and refuses to shoot. If double sixes are rolled, the Vehicle refuses to move or shoot entirely, nor can troops disembark this turn.

Magma's Child: The Obsidian Chariot constantly glows orange hot from the magma pouring down the front of it, even on ice worlds or in the inky depths of space. The Obsidian Chariot may re-roll all dangerous terrain tests. In addition, the Obsidian Chariot counts as AP 1 when ramming another vehicle, and gives a -2 penalty to the Leadership test made when Tank Shocking. However, weapons of more than 9 Strength add +1 to the Vehicle Damage Table against the Obsidian Chariot. This stacks with the bonus from AP 1 Weapons, Seismic Hammers, and the like.

Land Raider Vulkan 260 points each

Front Side Rear BS

14 14 14 4

Unit Composition: 1 to 5

Unit Type: Tank

Transport capacity: 12

Wargear: two sponson mounted twin linked heavy flamers, hull mounted flamestorm cannon, smoke launchers, searchlight

Options: Pintle-mounted Twin linked bolter for +2 points, Hunter-killer missile for +10 points, Dozer blade for +5 points, a multi-melta for +10 points, a combi plasma; melta; flamer; grenade launcher for +10 points, a havoc launcher for +15 points, a hunter killer missile for +10 points, plasma gun for +15 points, extra armor for +15 points

Special rules

Assault ramp, power of the machine spirit

Super heavies

Lance of Vulkan

650 points

Front Side Rear BS

14 13 12 4

Unit Composition: 1 (Unique)

Unit Type: Super Heavy Tank

Structure points: 3

Wargear: Turret mounted Volcano Cannon, Hull mounted twin linked Flamestorm cannon, 2 sponson mounted flamestorm cannons, 2 turret mounted melta cannons, turret mounted twin linked multimelta

Special rules

Venerable

Wrought by Vulkan: monstrous creatures, melta weapons, chainfists and rending attacks do not roll and extra D6 for armor penetration. Lance weapons do not lower armor.

The Salamanders Legion may take as many land raider Prometheus as they wish



LEGIO XIX - RAVEN GUARD

HQ

THE PRIMARCH CORAX 450 POINTS

WS BS S T W I A LD Sv

Corax 9 6 6 6 5 6 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, Frag Grenades and Melta Bombs

Either

Deliverer or a Power Whip, Master Crafted bolt Pistol, Master Crafted Heavy Bolter, Scout (applies to squad he leads) Or for +25 points: *The Raven's Talons*, Jump Pack, Becomes Jump Infantry, Furious Charge

Special Rules

Primarch, Hit and Run (applies to squad he leads), Rites of Battle (C:SM pg 85), Stealth (applies to squad he leads), See, But Remain Unseen (C:SM pg 92 applies to squad)

Survive Against the Odds: Should Corax be reduced to 1 Wound his Feel No Pain save increases to 2+

Legion Tactics: If you include Corax then all units in your army exchange the Combat Tactics special rule for the Fleet universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

What Makes You Think I Need A Bodyguard?: Primarch Honor Guard in an army led by Corax with a Jump Pack may also be given Jump Packs at +15 points each.

YATA GARASU 1st CAPTAIN, REGENT OF LYCAEUS 230 POINTS

WS BS S T W I A LD Sv

Yata Garasu 6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter Master)

Wargear: Master crafted lightning claws/chainfists, Tartorus Terminator Armor

Special Rules

Fearless, Eternal Warrior, Inspiring Presence (counts as a Chapter Banner), Regent of Lycaeus (May take a Primarch Honor Guard), Rites of Battle (C:SM pg 85), Combat Tactics, Independent Character

Legion Tactics: If you include Yata Garasu then all units in your army exchange the Combat Tactics special rule for the Fleet universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

ABU AAJIR FATHER OF OMENS 200 POINTS

WS BS S T W I A LD Sv

Abu Aajir 5 5 4 4 3 5 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Librarian)

Wargear: Artificer Armor, Master Crafted Force Weapon, Frag and Krak Grenades, Psychic Hood, Bolt Pistol

Special Rules

Fearless, Eternal Warrior, Psyker, Combat Tactics, Independent Character, Gift of Prescience, Surprise Attack (C:SM pg 85)

Legion Tactics: If you include Abu Aajir then all units in your army exchange the Combat Tactics special rule for the Fleet universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Librarian: Abu Aajir may cast up to two psychic powers per turn. He must choose two powers from Codex Space Marines before the battle.

Psychic powers: smite, force dome, avenger, machine curse, null zone

VINCENT BLACKSHADOW 3rd CAPTAIN OF THE RAVEN GUARD 225 points

WS BS S T W I A LD Sv

Vincent Blackshadow 6 5 4 5(4) 3 5 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Bike Infantry (Space Marine Captain)

Wargear: Master crafted Power Sword, Artificer Armor, Master Crafted Plasma Pistol, Frag and Krak Grenades, Space Marine Bike

Special Rules

And They Shall Know No Fear, Iron Halo, Rites of Battle (C:SM pg 85), Combat Tactics, Independent Character, Scout (applies to squad he leads)

Legion Tactics: If you include Vincent Blackshadow then all units in your army exchange the Combat Tactics special rule for the Fleet universal special rule. If more than one character in your army has the

Legion Tactics special rule then you must choose which version will apply.

Mounted Assault: If the army includes Vincent Blackshadow, Raven Guard Space Marine Bike Squads of at least five models may be taken as Troops choices.

ARDARIC HART WARDEN OF DELIVERANCE 210 points

WS BS S T W I A LD Sv

Ardaric Hart 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Jump Infantry (Space Marine Captain)

Wargear: *Shadowlance*, Storm Shield, Power Armor, Frag Grenades and Melta Bombs, Bolt Pistol, Jump Pack

Special Rules

And They Shall Know No Fear, Iron Halo, Combat Tactics, Eternal Warrior, Independent Character

Legion Tactics: If you include Ardaric Hart then all units in your army exchange the Combat Tactics special rule for the Fleet universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Deliverance Squads: May be taken as fast attack as well as heavy support

AGAPITO TALON CAPTAIN OF THE RAVEN GUARD 5th Assault COMPANY 205 points

WS BS S T W I A LD Sv

Agapito Talon 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Jump Infantry (Space Marine Captain)

Wargear: The Raven's Talons, Power Armor, Frag and Krak Grenades, Bolt Pistol, Jump Pack (may be exchanged for Scout)

Special Rules

See, But Remain Unseen (C:SM pg 92 applies to squad), And They Shall Know No Fear, Iron Halo, Combat Tactics, Eternal Warrior, Independent Character

Legion Tactics: If you include Agapito Talon then all units in your army exchange the Combat Tactics special rule for the Fleet universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Death From Above: Raven Guard Vanguard squads may be taken as troops as well as fast attack

VINCENT SIXX HERO OF KOLE RIDGE 215 points

WS BS S T W I A LD Sv

Vincent Sixx 6 5 4 4(5) 3 5 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Bike Infantry (Space Marine Captain)

Wargear: Master crafted +1 strength Power Sword, Artificer Armor, Master Crafted Plasma Pistol, Frag and Krak Grenades, Narthecium

Special Rules

And They Shall Know No Fear, Iron Halo, Rites of Battle (C:SM pg 85), Combat Tactics, Scout, Independent Character, feel no pain (3+)

Death Riding Home on a Cloud: Models in a unit joined by Vincent Sixx gain the Scout and Skilled Rider universal special rule.

Mounted Assault: If the army includes Vincent Sixx, Raven Guard Space Marine Bike Squads of at least Three models may be taken as Troops choices.

Arendi 145 points

WS BS S T W I A LD Sv
5 4 4 4 2 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Power Armor, bolt pistol, Master crafted +1 strength lightning claw, iron halo

Special Rules

Independent character, Eternal Warrior, And They Shall Know No Fear, Combat Tactics, Fearless
Patient Warrior: may choose to deploy last. In addition if the mission is using reserves may deploy D3 units on the first turn or before the game begins

8th captain Shadow Rex 200 points

WS BS S T W I A LD Sv
5 4 4 4 3 5 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Tartorus terminator armor, master crafted Relic blade, twin linked bolter

Special Rules

Independent character, Eternal Warrior, And They Shall Know No Fear, Combat Tactics, Iron Halo

Branne Armored Captain 150 points

WS BS S T W I A LD Sv
5 4 4 4 3 4 2 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Power Armor, Servo Arm, frag and krak grenades, bolter

Special Rules

And They Shall Know No Fear, Combat Tactics, Tank Commander (C:SM pg 89)

All Hail the Machine, Iron Halo

Branne may command any Tank from Codex Space Marines. Additionally he may command an Imperial super-heavy tank (but not a titan). The tank must be in Raven Guard heraldry. Due to the large size of the crew on a Super Heavy vehicle, the tank becomes BS 5. This can still be increased if the vehicle has access to targeters. Branne ignores Gun crew shaken results in Super Heavy vehicles.

Elites

SHADOW SERGEANT +25 POINTS

WS BS S T W I A LD Sv

Shadow Sergeant 4 4 4 4 1 4 2 9 3+

Unit Composition: Any Raven Guard Space Marine sternguard Squad may replace its Sergeant with a Shadow Sergeant.

Unit Type: Infantry

Wargear: Power Armor, Chain Sword, Bolter, Bolt Pistol

Options: A Shadow Sergeant may replace his chain sword and/or bolt pistol with a power weapon for +10 points, a lightning claw for +15 points, a power fist for +25 points or a thunder hammer for +30 points.

Special Rules

And They Shall Know No Fear, Combat Tactics

Shadow Sergeant: A unit that includes a Shadow Sergeant gains the Stealth and Fleet universal special rules.

Veteran Apothecary 50 points each

WS BS S T W I A LD Sv
5 4 44 1 42 9 3+

Unit Composition: Between 1 and 5 (each act independently for each other)

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, chainsword, Narthecium, Frag and Krak grenades, Melta Bombs

Options: May replace Bolt Pistol with a twin linked bolter or hand flamer for +5 points, a combi weapon for +10 points, a plasma pistol or Infernus pistol for +15 points. May replace chainsword for a power weapon or lightning claw for +15 points, a power fist for +25 points. May trade in bolt pistol and chainsword for Terminator armor and a twin linked bolter for +35 points. If Terminator armor is not chosen may take a jump pack for +25 points, a Bike for +35 points, or a jet bike for +40 points.

Special Rules

And They Shall Know No Fear, independent character, Counter Attack, Furious Charge, Feel No pain

Troops

INSTRUCTOR SERGEANT ALENPO +50 POINTS

WS BS S T W I A LD Sv
Alenpo 5 6 44 1 42 9 4+

Unit Composition: One Scout Squad in the army may replace its Scout Sergeant with Instructor Sergeant Alenpo.

Unit Type: Infantry

Wargear: Scout Armor, Bolt Pistol, Frag and Krak Grenades, Stalker Patter Bolter, Signum, Locator Beacon

Special Rules

Stealth, And They Shall Know No Fear, Combat Tactics, Infiltrate, Move Through Cover, Scout, Acute Senses, Eye of Vengeance (C:SM pg 88)

SHADOW SERGEANT GALLOVAX +50 POINTS

WS BS S T W I A LD Sv
Gallovox 4 4 44 1 42 9 3+

Unit Composition: One Tactical Squad in the army may replace its Sergeant with Shadow Sergeant Gallovox.

Unit Type: Infantry

Wargear: Power Armor, Power Fist, Bolter, Bolt Pistol, Frag and Krak Grenades, Auxiliary Grenade Launcher

Special Rules

Stealth (applies to unit), And They Shall Know No Fear, Combat Tactics, Outflank (applies to unit)

SHADOW SERGEANT +25 POINTS

WS BS S T W I A LD Sv
Shadow Sergeant 4 4 44 1 42 9 3+

Unit Composition: Any Raven Guard Space Marine Tactical or Assault Squad may replace its Sergeant with a Shadow Sergeant.

Unit Type: Infantry

Wargear: Power Armor, Chain Sword, Bolter, Bolt Pistol

Options: A Shadow Sergeant may replace his chain sword and/or bolt pistol with a power weapon for +10 points, a lightning claw for +15 points, a power fist for +25 points or a thunder hammer for +30 points.

Special Rules

And They Shall Know No Fear, Combat Tactics

Shadow Sergeant: A unit that includes a Shadow Sergeant gains the Stealth and Fleet universal special rules.

Fast attack

KELDOR SOLARI EQUERRY OF CORAX +60 POINTS

WS BS S T W I A LD Sv

Keldor Solari 6 4 4 4 2 4 3 10 3+

Unit Composition: One Vanguard Veteran Squad in the army may replace its Sergeant with Captain Keldor Solari.

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Pair of Lightning Claws

Options: May take any of the wargear options available to the Vanguard Veteran Sergeant he replaces.

Special Rules

And They Shall Know No Fear, Hit and Run (applies to Squad), Iron Halo

SHADOW SERGEANT +25 POINTS

WS BS S T W I A LD Sv

Shadow Sergeant 4 4 4 4 1 4 2 9 3+

Unit Composition: Any Raven Guard Space Marine vanguard or Assault Squad may replace its Sergeant with a Shadow Sergeant.

Unit Type: Infantry

Wargear: Power Armor, Chain Sword, Bolter, Bolt Pistol

Options: A Shadow Sergeant may replace his chain sword and/or bolt pistol with a power weapon for +10 points, a lightning claw for +15 points, a power fist for +25 points or a thunder hammer for +30 points. If part of an Assault Squad, a Stealth Sergeant may replace his Bolter with a Jump Pack for free.

Special Rules

And They Shall Know No Fear, Combat Tactics

Shadow Sergeant: A unit that includes a Shadow Sergeant gains the Stealth and Fleet universal special rules.

Accipiter 225 points each

Front Side Rear BS

11 11 10 4

Unit Composition: 1 to 10 Accipiter fighters

Unit Type: flyer

Wargear: 2 twin linked autocannons, 2 twin linked lascannons

Options: six hard points which may be upgraded to flamestorm bombs, hunter killer missiles, or hellstrike missiles for +10 points each.

Heavy Support

DELIVERANCE SQUAD 230 points

WS BS S T W I A LD Sv

Veteran 4 4 4 4 1 4 2 9 3+

Space Marine Sergeant 4 4 4 4 1 4 2 9 3+

BS FRONT SIDE REAR

Deathstorm Drop Pod 2 12 12 12

Unit Composition: 1 Deathstorm Drop Pod, 1 Space Marine Sergeant, 4 Veterans

Vehicle Type: Open Topped

Unit Type: Jump Infantry

Transport Capacity: none

Drop Pod Wargear: Whirlwind Launchers, Locator Beacon

Squad Wargear: Power Armor, Bolt Pistol, Frag Grenades and Melta Bombs, Chainsword (sergeant instead has Power Sword), Jump Packs

Options: The Deathstorm Drop Pod may replace its Whirlwind launcher with assault cannons for +20 pts. May include up to five additional Veterans at +30 points per model. The Sergeant may replace his power sword with a lightning claw for free, a power fist for +10 points or a thunder hammer or relic blade for +15 points. Any model may replace his bolt pistol and/or Chainsword with a power sword, lightning claw, plasma pistol or storm shield for +15, a power fist for +25 points or a thunder hammer for +30 points.

Special Rules (Drop Pod)

Inertial Guidance System (pg 69 C:SM), Immobile, Drop Pod Assault (pg 69 C:SM), Automated Weapons

Special Rules (Squad)

And They Shall Know No Fear, Combat Tactics, Deliverance Strike, Combat Squads, Stealth, Fleet

Automated Weapons: When a Deathstorm drop pod lands it opens fire indiscriminately. After landing, each unit (enemy or friendly) within 12" of the Deathstorm and in line of sight comes under attack as a hail of missiles sweep the surrounding area. Roll to hit using the Deathstorm's BS2 for either D3 Whirlwind attacks or D3 assault cannon attacks against each target unit. In subsequent turns the Deathstorm may continue to fire a single weapon, picking an enemy target and resolving the firing as normal.

Deliverance Strike: The Deliverance Squad are not deployed at the start of the battle. Instead, after the Deathstorm Drop Pod lands and opens fire as per the Automated Weapons rule above, immediately deploy the Deliverance squad within 6" of the Drop Pod. They may assault on the turn they land. So specialized is their assault method, Deliverance Squads may not be joined by any character except Ardaric Hart.

Agapito Talons 100 points + models

1 captain Agapito Talon

0-1 librarian

1-3 Raven guard assault squads

1-3 Raven Guard Tactical squads

0-3 Raven Guard Vanguard Squads

Units without jump packs must select a drop pod

Hunter's in darkness: grants ambush, jammers, and surgical raid strategic assets

Assault squads are a troop choice for the Raven Guard Legion



Legio XX - Alpha Legion

HQ

THE PRIMARCHS ALPHARIUS & OMEGON 425 points each

WS BS S T W I A LD Sv

Alpharius/Omegon 9 6 6 6 5 6 5 10 1+

Unit Composition: 1 Alpharius and/or Omegon

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, As base model, Hydra's Blade

Legion Tactics: If you include either Alpharius or Omegon then all units in your army, except those in Terminator armor, exchange the Combat Tactics special rule for the Infiltrate universal special rule.

Additionally, you gain +1 to reserve rolls and may re-roll Outflanking deployment. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

I'm Alpharius: Alpharius and Omegon do not start play like a normal unit. Instead, at the start of any allied turn, the Alpha Legion player may declare that any friendly Alpha Legion infantry model (including a named characters but not including Omegon or Alpharius) on the table is in fact Alpharius or Omegon. This decision does not need to be made before hand and the model chosen can have suffered wounds and be engaged in assault. Immediately replace the selected model with a model representing Alpharius or Omegon. Replaced models count as slain. The model now has the exact profile indicated here and even though wounds may have been suffered or other abilities impaired they are immediately restored. Weapons are those of the model Alpharius or Omegon has replaced (so choose carefully!) but all special rules and other wargear are replaced by the Primarch special rule. The

Alpha Legion Primarchs wear Primarch Armor.

Cell Objective (Alpharius): Once the mission has been determined, roll again for the mission on page 91 of the 5th Edition Warhammer 40,000 rulebook. This additional mission is worth an extra campaign point if the Alpha Legion Player completes it by the end of the game. If the mission generated is the same as the main mission, then the Alpha Legion player gains two extra campaign points for completing the main mission.

Deceive Your Foes (Omegon): Redeploy d3 enemy units before Scout moves and Planetstrike Firestorms. Cannot be used on embarked units or units in Bastions

INGO PECH 1st CAPTAIN OF THE ALPHA LEGION 200 points

WS BS S T W I A LD Sv

Ingo Pech 6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter Master)

Wargear: Master crafted Power Sword, Artificer Armor, Master Crafted Bolt Pistol, Master Crafted Combimeltagun, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Rites of Battle (C:SM pg 85), Combat Tactics, Independent Character, Hydra Master (May take a Primarch Honor Guard), Stealth (applies to unit)

Legion Tactics: If you include Ingo Pech then all units in your army, except those in Terminator armor, exchange the Combat Tactics special rule for the Infiltrate universal special rule. Additionally, you gain +1 to reserve rolls and may re-roll Outflanking deployment. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

MATHIAS HERZOG 2nd CAPTAIN OF THE ALPHA LEGION 190 points

WS BS S T W I A LD Sv

Mathias Herzog 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Master Crafted Relic Blade, Power Armor, Bolt Pistol, Bolter, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Stealth (applies to unit), Cluster Mines

Operative Controller: Operative Cells count as Troop Choices in an army that includes Mathias Herzog.

Legion Tactics: If you include Mathias Herzog then all units in your army, except those in Terminator armor, exchange the Combat Tactics special rule for the Infiltrate universal special rule. Additionally, you gain +1 to reserve rolls and may re-roll Outflanking deployment. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Arkos 185 points

WS BS S T W I A LD SV

6 5 4 5 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: artificer Armor, Master Crafted relic blade, Combimeltagun, Bolt pistol, Krak and Frag Grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Fearless, Infiltrate, feel no pain

Cunning: May re-roll to see who goes first and may redeploy D3 piece of terrain 6".

Devious Tactician: may re-roll the dice for who goes first

True Son of Alpharius: Sternguard squads count as troops and gain the counter attack special rule

Captain Octavius Hydacian 6th captain 185 points

WS BS S T W I A LD SV

6 4 4 4 3 4 5 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: artificer Armor, bolt pistol, Dragons teeth, Krak and Frag Grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character

The Dragon scale: Provides a 2+ feel no pain that may be taken in addition to armor or invulnerable save

Glorious 6th: Vanguard veterans count as troops

FOHRSTE CAPTAIN OF THE ALPHA LEGION 190 POINTS

WS BS S T W I A LD Sv

Fohrste 6 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Master Crafted Power Weapon, Power Armor, Bolt Pistol, Bolter, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character

Ogryn Commander: Ogryn units count as Troop Choices in an army that includes Captain Fohrste.

Legion Tactics: If you include Fohrste then all Alpha Legion units in your army, except those in Terminator armor, exchange the Combat Tactics special rule for the Infiltrate universal special rule.

Additionally, you gain +1 to reserve rolls and may re-roll Outflanking deployment. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Elites

PROTOSS CELL SUPPORT DREADNOUGHT 180 points

WS BS S I A FRONT SIDE REAR

Protoss 5 5 6 4 2 12 12 10

Unit Composition: 1 (Unique)

Vehicle Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Dreadnought close combat weapon and built in Twin-linked Bolter, Twin-Linked

Autocannon with built in Cerberus Grenade Launcher

Transport: May be deployed in a Drop Pod for +35 points.

Options: May replace his Close Combat Weapon and Twin Linked Bolter with a Hurricane Bolter or a twin linked Autocannon for +5 points. May take Extra Armor for +15 points

Special Rules

Venerable

TERMINATOR SERGEANT SHEED RANKO +30 POINTS

WS BS S T W I A LD Sv

Sheed Ranko 4 4 4 4 1 4 2 9 2+

Unit Composition: One Terminator or Assault Terminator Squad in the army may replace its Terminator Sergeant with Terminator Sergeant Ranko.

Unit Type: Infantry

Wargear: Tartorus Terminator Armor, Twin Linked Bolter, Master Crafted Lightning Claw

Special Rules

And They Shall Know No Fear, Combat Tactics, Heroic Intervention (C:SM pg 62 –except it is by teleporting rather than jump pack use), Combat Squads

ERYTHRON FERROKINETIC SLICER 160 points

WS BS S T W I A LD Sv

Erythron 5 4 4 4 2 4 2 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Librarian)

Wargear: Artificer Armor, Force Weapon, Frag and Krak Grenades, Psychic Hood, Servo Arm, bolt pistol

Special Rules

And They Shall Know No Fear, Psyker, Combat Tactics, Independent Character, 5+ Invulnerable save, Blessings of the Ommissiah (C:SM pg 71)

Librarian: Erythron may use his Force Weapon and cast a psychic power each turn. He must choose Machine Curse from Codex Space Marines.

Cell Mate: Erythron may be given Terminator Armor in place of his Artificer Armor if the army includes his Cell Mate Sheed Ranko.

PAIROS THE INSTIGATOR Cost: + 65

WS BS S T W I A LD SV

Pairos 5 4 4 4 1 5 2 10 3+

Unit composition: 1 Alpha legion Sternguard squad may replace it's sergeant for Pairos the Instigator for +65 points

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, +1 strength power sword, melta bombs, Hydrabreath Bolts

Special Rules

Hydrabreath Bolts: Is also available to all sternguard and vanguard squads

Legion Tactics: If you include Paitos the Instigator then all units in your army, except those in Terminator armor, exchange the Combat Tactics special rule for the Infiltrate universal special rule.

Additionally, you gain +1 to reserve rolls and may re roll Outflanking deployment. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

STEALTH SERGEANT +35 points

WS BS S T W I A LD SV

Stealth Sergeant 4 4 4 4 1 4 2 9 3+

Unit Composition: Any Space Marine sternguard sergeant may upgrade to a stealth sergeant for +35 points

Unit Type: Infantry

Wargear: Power Armor, Grenade Launcher, Chain Sword, Phosphor Grenades

Special Rules

Stealth (applies to unit), And They Shall Know No Fear, Combat Tactics, Move Through Cover (applies to unit), Acute Senses, Combat Squads, Scouts

CELL SUPPORT DREADNOUGHT 155 points

WS BS S I A FRONT SIDE REAR

5 5 6 4 2 12 12 10

Unit Composition: 1 to 3 Cell Support Dreadnoughts

Vehicle Type: Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: Dreadnought close combat weapon and built in Twin-linked Bolter, Twin-Linked

Autocannon with built in Cerberus Grenade Launcher

Transport: May be deployed in a Drop Pod for +35 points.

Options: May replace his Close Combat Weapon and Twin Linked Bolter with a Hurricane Bolter for +5 points or a twin linked Autocannon with a built in Cerberus grenade launcher for +20 points. May take Extra Armor for +15 points

Stealth Dreadnought 130 points each

WS BS S I A FRONT SIDE REAR

4 4 6 4 4 11 11 10

Unit Composition: 1 to 3 Stealth Dreadnoughts

Vehicle Type: fast, Walker

Dedicated transport: may take a drop pod for +35 points, a Deathrain drop pod for +45 points or a Lucius pattern dreadnought drop pod for +65 points

Wargear: 2 Dreadnought close combat weapon with built in Twin-linked Bolter and Cerberus Grenade Launcher, searchlight, smoke launchers

Options: may take extra armor for +15 points. May replace either set of twin linked bolters for a twin linked meltagun for +10 points, heavy flamers for +10 points, or twin linked plasma guns for +20 points.

Special rules

Fleet, move threw cover, scouts, stealth, hit and run, counter attack

Troops

STEALTH SERGEANT FORTRONUS +50 POINTS

WS BS S T W I A LD Sv

Fortronus 4 4 4 4 1 4 2 9 3+

Composition: One Tactical Squad in the army may replace its Sergeant with Stealth Sergeant Fortronus.

Unit Type: Infantry

Wargear: Power Armor, Power Fist or Power Weapon, Bolter, Bolt Pistol, Frag and Krak Grenades, Locator Beacon

Special Rules

Stealth (applies to unit), And They Shall Know No Fear, Combat Tactics, Combat Squads

STEALTH SERGEANT DECIMUS +55 Points

WS BS S T W I A LD Sv

Decimus 4 5 4 4 1 4 2 9 3+

Unit Composition: One Tactical Squad in the army may replace its Sergeant with Stealth Sergeant Decimus.

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Stalker Patter Bolter, Phosphor Grenades, Jamming Beacon

Special Rules

Stealth (applies to unit), And They Shall Know No Fear, Combat Tactics, Move Through Cover (applies to unit), Acute Senses, Eye of Vengeance (C:SM pg 88), Combat Squads

STEALTH SERGEANT +35 points

WS BS S T W I A LD SV

Stealth Sergeant 4 4 4 4 1 4 2 9 3+

Unit Composition: Any Space Marine tactical sergeant may upgrade to a stealth sergeant for +35 points

Unit Type: Infantry

Wargear: Power Armor, Grenade Launcher, Chain Sword, Phosphor Grenades

Special Rules

Stealth (applies to unit), And They Shall Know No Fear, Combat Tactics, Move Through Cover (applies to unit), Acute Senses, Combat Squads, Scouts

Infiltrator Squad 125 points

WS][BS][S][T][W][I][A][LD][SV

Leader] 5 3 4 4 2 5 2 10 3+

Infiltrator] 4 4 4 4 1 4 1 9 3+

Unit Composition: 1 infiltration leader and 5 Infiltrators

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadelaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: power armor, bolt pistol, bolter, chainsword, frag and krak grenades

Options: may include 9 more infiltrators for +18 points each. Two models may replace their bolters for an autocannon for +10 points, heavy bolter or heavy flamer for +5 points, missile launcher or multimelta for +15 points, lascannon or plasma cannon for +20 points. Three models may replace their bolters for flamers for free, meltaguns for +5 points, plasma gun for +10 points, or Heavy plasma gun for +15 points. Any model may replace their bolter for a combi weapon for +5 points. The leader may

take a Narthecium for +10 points and or melta bombs for +5 points.

Special rules

Scout, Infiltrate, stealth, night vision

Detailed fire plan: the squad may split it's fire between two different units

Fast attack

OPERATIVE CELL 80 points

WS BS S T W I A LD Sv

Operative Sergeant 3 4 3 3 1 3 2 9 4+

Operative 3 4 3 3 1 3 1 8 4+

Squad Composition: 1 Operative Sergeant and 4 Operatives

Unit Type: Infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadelaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: Hot Shot Lasgun, Carapace Armor, Frag and Krak Grenades, Melta Bombs (Sergeant only)

Options: May include up to 15 additional Operatives at +16 points per model. The Operative Sergeant may exchange his HotShot Lasgun for a HotShot Laspistol and close combat weapon for no extra points or a Bolt Pistol and Power Weapon for +5 points. Any of the squad may replace their HotShot Lasgun with a Combat Shotgun or Sniper Rifle for free. Up to two Operatives may replace their HotShot Lasguns with a Flamer or Grenade Launcher for free or Melta Gun for +5 pts, a Plasma Gun +10 pts, or a hellshot for +15 points.

Special Rules

Stubborn, Scout, Move Through Cover

Suicide Attack Cell - 60pts

Martyr WS3 BS0 S3 T3 W1 I3 A1 Ld7 Save 5+

Unit composition: D3+3 Martyrs, deployed as separate and independent units on the tabletop

Unit Type: Infantry

Wargear: Flak Armor, Close Combat Weapon, Suicide Vest, Frag Grenades

Special Rules

Fleet, Infiltrate, Fearless, Rage, Feel No Pain

Suicide Vest: A Martyr may choose to activate his Suicide Vest during the shooting phase, or during an assault before Initiative is declared. Make an attack at S8 AP6 with the Large Blast template centered over the Martyr. Remove the Martyr immediately after resolving the attack - he counts as having been subject to Instant Death for game purposes.

Desperate Atrocity: Suicide attacks are abhorrent and demoralizing. Any unit suffering casualties from

a Martyr's Suicide Vest must take an immediate Morale check.

Dead Man's Switch: If a Martyr is removed as a casualty for any reason, his Suicide Vest detonates as above. However, casualties caused by this effect do not count towards Desperate Atrocity.

Ophidian gunship fast attack 300 points each

Front Side Rear BS

13 11 10 4

Unit Composition: 1 to 5 Ophidian gunships

Unit Type: skimmer

Wargear: two hull mounted heavy bolters, hull mounted assault cannon, two wing mounted lascannons, frag assault launchers

Transport capacity: 20 models

STEALTH SERGEANT +35 points

WS BS S T W I A LD SV

Stealth Sergeant 4 4 4 4 1 4 2 9 3+

Unit Composition: Any Space Marine assault sergeant without jump pack or vanguard sergeant may upgrade to a stealth sergeant for +35 points

Unit Type: Infantry

Wargear: Power Armor, Grenade Launcher, Chain Sword, Phosphor Grenades

Special Rules

Stealth (applies to unit), And They Shall Know No Fear, Combat Tactics, Move Through Cover

(applies to unit), Acute Senses, Combat Squads, Scouts

Heavy Support

MATTHIAS TRAKKAR MOBILE ARMoured STRIKE COMMANDER 160 points

WS BS S T W I A LD Sv

Matthias Trakkar 6 5 4 4 2 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Relic Blade, Power Armor, Bolt Pistol, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Tank Commander (C:SM pg 89)

Mobile Armored Strike Cell: Matthias Trakkar commands a highly mobile strike cell. In an army that includes Matthias Trakkar you may include 1 – 10 Grav Attacks, Sabres, Perturabo Storms, Predators, Whirlwinds or Vindicators as a vehicle squadron. The tanks in the squadron must be of the same type and count as a single Heavy Support Choice with Mathias Trakkar. Matthias must command one of the tanks in the squadron.

Legion Tactics: If you include Mathias Trakkar then all units in your army, except those in Terminator armor, exchange the Combat Tactics special rule for the Infiltrate universal special rule. Additionally, you gain +1 to reserve rolls and may re roll Outflanking deployment. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

STEALTH SERGEANT +35 points

WS BS S T W I A LD SV

Stealth Sergeant 4 4 4 4 1 4 2 9 3+

Unit Composition: Any Space Marine devastator sergeant or havoc sergeant may upgrade to a stealth sergeant for +35 points

Unit Type: Infantry

Wargear: Power Armor, Grenade Launcher, Chain Sword, Phosphor Grenades

Special Rules

Stealth (applies to unit), And They Shall Know No Fear, Combat Tactics, Move Through Cover (applies to unit), Acute Senses, Combat Squads, Scouts

Hydra's Fang 250 points + models

1 Fohrste

2 tactical squads

1 sternguard squad led by Pairo the Instigator

8 Infiltrator Squads

0-3 Ogryn squads

0-10 Operative cell squads

Strike Force: all units must be deployed within 6" of each other

We Are Hydra: the whole squad has the Infiltrate special rule as well as jammers, surgical raids and careful planning

LEGIO XXI - THE ANGELS OF DEATH

HQ

The Angel Primarch Tyrael Primarch of the Angels of Death 550 points

WS BS S T W I A LD Sv

8 6 6 6 6 8 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, The Reapers Scythe, digital weapons, Dragons Maw, Lightning Griffon, Cerberus, winged (allows 24" movement, may fleet 2D6+4" in the shooting phase if not shooting, and may assault 12"), psychic hood, frag, krak, and rad grenades, shroud bombs, melta bombs, 12

Phosphex bombs

Special Rules

Primarch, Master Psyker (C:SM pg 86), Rites of Battle (C:SM pg 85), Gift of Prescience, Surprise Attack (C:SM pg 85)

Additional Psychic powers: Hellfire, Mind Worm, Iron Arm, Life Leech, Misfortune, Shockwave, Fear the Dark, The End

Acurion Isis 1st captain of the Angels Of Death 250 points

WS BS S T W I A LD Sv

5 7 5 5 4 6 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (space marine chapter master)

Wargear: master crafted combiplasma, master crafted bolt pistol, dragon shield (3+ invulnerable save, 2+ to all cover saves, in built power weapon that strikes at -2 initiative), frag and krak grenades

Special rules

And They Shall Know No Fear, Eternal Warrior, Rites of Battle (C:SM pg 85), Combat Tactics, Independent Character, Death Master (May take a Primarch Honor Guard), Orbital bombardment

Plasma Overload: after the end of every assault phase roll a D6 for ever number of hits inflicted on

Acurion. On a 6+ place a 3" blast marker over Acurion. Every model friend or foe that is under or partly under the blast marker take a strength 4 hit

Hard to kill: forces your opponent to re roll successful hits in close combat and may re roll failed armor saves

Master of the 1st company: sternguard veterans, terminators, assault terminators, and devastator terminators may be taken as troops

Hayel Chief Librarian of the Angels Of Death 200 points

WS BS S T W I A LD Sv

6 5 5 5 4 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: artificer armor, master crafted bolt pistol with Kraken bolts, psychic hood, master crafted force weapon, displacer field, frag and krak grenades

Special rules

And They Shall Know No Fear, Eternal Warrior, Rites of Battle (C:SM pg 85), Combat Tactics, Independent Character, master psyker

Additional Psychic powers: Iron Arm, Life Leech, Misfortune, Shockwave, Fear the Dark

Claudius the Vengeful 2nd assault captain 135 points

WS BS S T W I A LD Sv

6 0 5 4 4 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: artificer armor, 2 chain axes, frag, krak, and rad grenades, shroud bombs

Options: may take a jump pack for +5 points. May replace both chain axes for 2 power fists for +10 points, 2 chain fists for +15 points, or 2 relic blades for +25 points

Special rules

And They Shall Know No Fear, Eternal Warrior, Rites of Battle (C:SM pg 85), Combat Tactics, Independent Character, rage, iron halo

Hard to kill: forces your opponent to re roll successful hits in close combat and may re roll failed armor saves

2nd Assault Captain: assault squads may be taken as troops, and command squad may have jump packs for +10 points per model

Lio Drake Captain of the 14th company The Blood Dragons 200 points

WS BS S T W I A LD Sv

6 5 5 6 4 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (space marine chapter master)

Wargear: artificer armor, master crafted plasma pistol, the Golden Blade, frag, krak, and rad grenades, melta bombs, shroud bombs

Special rules

And They Shall Know No Fear, Eternal Warrior, Rites of Battle (C:SM pg 85), Combat Tactics, Independent Character, rending, Orbital bombardment, iron halo

Hard to kill: forces your opponent to re roll successful hits in close combat and may re roll failed armor saves

Master of the 14th: all models in an army lead by Lio Drake have +1 toughness and the rending special

rule

Kain Captain of the 1st assault company The Green Goblets 175 points

WS BS S T W I A LD Sv

7 5 5 5 4 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (space marine chapter master)

Wargear: artificer armor, master crafted volkite serpenta, Dragons Tooth, frag, krak, and rad grenades, melta bombs, 6 Phosphex bombs

Options: may take a jump pack for +5 points, but loses scout

Special rules

And They Shall Know No Fear, Eternal Warrior, Rites of Battle (C:SM pg 85), Combat Tactics,

Independent Character, rage, scout, iron halo

Hard to kill: forces your opponent to re roll successful hits in close combat and may re roll failed armor saves

Master of the 1st assault company: command squad may have jump packs for +5 points per model and vanguard veteran squads count as troops

Kristoph the Light Bearer captain of the 4th assault company The Bearers of The Light 200 points

WS BS S T W I A LD Sv

7 5 5 5 5 6 5 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (space marine chapter master)

Wargear: artificer armor, wrist mounted twin linked volkite charger, the Light Trident, frag and krak grenades, melta bombs, shroud bombs

Special rules

And They Shall Know No Fear, Eternal Warrior, Rites of Battle (C:SM pg 85), Combat Tactics,

Independent Character, orbital bombardment, iron halo

Kristoph von Lusuing captain of the 5th assault company The Bearers of The Light 170 points

WS BS S T W I A LD Sv

6 5 5 5 5 6 5 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (space marine captain)

Wargear: artificer armor, combat shield, The Burning Halberd

Special rules

And They Shall Know No Fear, Eternal Warrior, Rites of Battle (C:SM pg 85), Combat Tactics,

Independent Character, iron halo

Master of Nulls: Null may be taken as a troop choice if the army is lead by Kristoph von Lusuing

Kristoph von Shapfust captain of the 3rd assault company The Bearers of The Lights 190 points

WS BS S T W I A LD Sv

8 5 5 5 5 6 5 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (space marine captain)

Wargear: artificer carapace armor, master crafted twin linked bolter, The Slayer Sword, frag and krak grenades, shroud bombs, melta bombs

Special rules

And They Shall Know No Fear, Eternal Warrior, Rites of Battle (C:SM pg 85), Combat Tactics, Independent Character, iron halo, rage

Purgation Lord: Purgation strike squads may be taken as troops

Elites

Null 95 points each

WS BS S T W I A LD SV

4 4 4 4 1 4 2 10 3+

Unit composition: between 1 and 20 Nulls (operate independently from one another)

Unit type: infantry

Wargear: power armor, bolt pistol, null rod, frag and krak grenades, Psyk-out grenades

Options: any Null may upgrade to artificer armor for +5 points. Any Null may have a Jump Pack for +15 points, or a bike for +5 points or a jetbike for +10 points

Special rules

And They Shall Know No Fear, Eternal Warrior, fearless

Pariah: immune to all psychic powers and sorcery. All models that are not Nulls have a max leadership of 7 when with in 6”

Psyker Bane: any model attempting to use psychic powers or sorcery within 24” suffer perils of the warp on ANY doubles

Purgation strike squad 145 points

WS BS S T W I A LD SV

4 4 4 4 1 4 2 10 3+

Unit composition: 5 Purgation marines

Unit type: infantry

Dedicated transport: may take a rhino for +35 points, a drop pod for +35 point, a predator mark 1 if numbering 8 or less models for +45 points, a predator mark 3 if numbering 6 or less models for +50 points, a predator Deimos is numbering 5 models for +55 points, a rhino mark 1B if numbering 14 or less models for +38 points, a Rhino Deimos if numbering 12 or less for +37 points, a predator battle tank is numbering 6 or less for +60 points, a Deathrain drop pod is numbering 10 or less for +45 points, a Predator Infernus if numbering 7 or less for +90 points, a Honorius Rhino is numbering 8 or less for +50 points, a Predator Centurion if numbering 8 or less for +45 points, a Butcher Predator if numbering 8 or less for +110 points, a Storm Raptor assault gunship if numbering 20 or less for +190 points, a Stormeagle Umbra Angelus pattern if numbering 20 or less for +190 points, a Stormeagle assault gunship if numbering 20 or less for +225 points, a Caestus assault ram if numbering 10 or less for +275 points, a Cleaver Predator if numbering 5 for +70 points, a Dreadclaw drop pod if numbering 10 or less for +55 points, a Testudo if numbering 15 or less for +40 points, a Thunder if numbering 12 or less for +50 points, a Storm Hawk if numbering 12 or less for +225 points, or a Thunderer Rhino if numbering 13 or less for +45 points

Wargear: power armor, bolt pistol, psycannon, frag, krak, and rad grenades, , Psyk-out grenades

Options: may include 15 more Purgation marines for 29 points each

Special rules

Special rules

And They Shall Know No Fear, fearless, deep strike (teleportation)

Troops

Raziel EQUERRY to Kain +50 points

WS BS S T W I A LD Sv

5 5 4 4 3 5 4 10 2+

Unit Composition: one tactical squad may replace it's sergeant with Raziel for +50 points (Unique)

Unit Type: Infantry

Wargear: artificer armor, master crafted force weapon, Volkite Serpenta, frag, krak, and rad grenades, shroud bombs, 2 Phosphex bombs, wings (counts as a jump pack)

Special rules

And They Shall Know No Fear, Eternal Warrior, Rites of Battle (C:SM pg 85), Combat Tactics, Independent Character, special issue ammunition (applies to squad), iron halo

Due to the VERY late founding of the Angels Of Death they may not be used in games set before the Ullanor crusade

Ranged Weapons

Achilles Pattern Bolter range 18" strength 5 AP 4 Assault D3

Accelerator Cannon High Explosive Range 100" strength 8 AP 3 ordnance 1, 7" blast

Accelerator Cannon Armor Piercing range 100" strength 9 AP 2 heavy 1, rending, 3" blast

Animus Speculum Range: 12" Strength 5 AP 1 Assault 2

Apocalypse Missile Launcher range G 24" - 360" strength 7 AP 3 apocalypse barrage 5

Arc Cannon range 40" strength 7 AP 4 heavy 4, for each shot that hits two additional shots also hit

Arc Rifle range 18" strength 6 AP - rapid fire, for each shot that hits two additional shots also hit

Assault Cannon range 24" strength 6 AP 4 heavy 4, rending

Assault Autocannons range 36" strength 7 AP 3 heavy 3, rending

Astartes Grenade Launcher Frag range 12" strength 3 AP 6 rapid fire, 3" blast

Astartes Grenade Launcher Krak range 12" strength 6 AP 4 rapid fire

Autocannon range 48" strength 7 AP 4 heavy 2

Autogun range 18" strength 4 AP - assault 2

Auto Pistol range 9" strength 4 AP - Pistol 2

Auxiliary Grenade Launcher Frag range 12" strength 3 AP 6 assault 1, 3" blast

Auxiliary Grenade Launcher Krak range 12" strength 6 AP 4 assault 1

Avenger Bolt Cannon range 36" strength 6 AP 3 heavy 7

Bahamut Cannon range 60" to 3000" strength D AP 1 ordnance 1, nuke blast

Baneblade Battle Cannon range 72" strength 9 AP 2 ordnance 1, 10" blast

Banesword Quake Cannon range 24"-180" strength 9 AP 3 ordnance 1, 10" blast

Barbarus Sting Launchers Range 24" Strength 1 AP 4 Heavy 1, 5" Blast, Poisoned 3+, Ignores Cover

Battle Cannon Range 72" strength 8 AP 3 ordnance 1, 5" blast

Blast Master Cannon Heavy Range 48" Strength 9 AP2 Heavy D3, 3" Blast

Blast Master Cannon Light Range 24" Strength 6 AP3 Heavy 3D3, Pinning

Bolt Pistol range 12" strength 4 AP 5 pistol

Bolt pistol Acid Bolts range 9" strength X AP 4 Pistol, poisoned 2+

Bolt Pistol Chem Bolts range 20" strength X AP 3 assault 1, poisoned 2+, rending, get's hot 4+

Bolt pistol Damnatus Bolts range 4" strength 3 AP 2 pistol

Bolt Pistol Dragonfire Bolts range 12" strength 4 AP 5 Pistol, ignores cover

Bolt Pistol Hades Bolts range 9" strength 4 AP 2 Pistol, gets hot

Bolt Pistol Hellfire Bolts range 12" strength X AP 5 Pistol, poisoned 2+

Bolt pistol Hydrabreath Bolts Range 12" Strength 5 AP - Pistol, 3" blast

Bolt Pistol Inferno Bolts range 12" strength 4 AP 5 Pistol, re roll failed wounds

Bolt pistol Kraken Bolts range 18" strength 4 AP 4 Pistol

Bolt Pistol Melta Bolts range 9" strength 5 AP 1 heavy 1, melta

Bolt pistol Metal Storm Bolts range 9" strength 3 AP - assault 3

Bolt pistol Rad Bolts range 12" strength 4 AP 3 assault 1, rending any models who survive are at -1 strength and toughness for the rest of the game

Bolt Pistol Scorpius Bolts range 12" strength 5 AP 6 heavy 1, rending

Bolt Pistol Shield Breaker Bolts range 12" strength 4 AP 5 pistol, ignores invulnerable saves

Bolt Pistol Shred Bolts range 12" strength 4 AP 5 pistol, rending

Bolt Pistol Smart Bolts range 12" strength 4 AP 5 pistol, hits on 2+

Bolt Pistol Sorcerer Bolts range 14" strength 4 AP 3 assault 2

Bolt Pistol Tempest Bolts range 9" strength 3 AP 6 Pistol, 3" blast

Bolt Pistol Tracer Bolts range 12" strength 4 AP - heavy 1, if the shot hits then all members of the squad gain +1 BS for turn

Bolt Pistol Turbo Penetrator Bolts range 12" strength 4 AP 5 pistol, every model wounded receives 2 wounds

Bolt Pistol Ullanor Bolts range 18" strength 2 AP - heavy 1, 5" blast, no cover saves

Bolt Pistol Vengeance Bolts range 12" strength 4 AP 3 Pistol, gets hot

Bolt Pistol Wolf Bolts range 20" strength 6 AP 4 heavy 2, rending 3+

Bolt Pistol Wolf Tooth Bolts range 20" strength 2 AP 1 assault 1, small blast

Bolter range 24" strength 4 AP 5 rapid fire

Bolter Acid Bolts range 18" strength X AP 4 rapid fire, poisoned 2+

Bolter AT Bolts Range 30" Strength 5 AP 1 Rapid Fire

Bolter Chem Bolts range 32" strength 5 AP 2 assault 2, poisoned 2+, rending, get's hot 4+

Bolter Damnatus Bolts range 9" strength 4 AP 2 assault 2

Bolter Dragonfire Bolts range 24" strength 4 AP 5 rapid fire, ignores cover

Bolter Eagle Bolts range 22" strength 6 AP 3 assault 3 +D6

Bolter Hades Bolts range 18" strength 4 AP 2 rapid fire, gets hot

Bolter Hellfire Bolts range 24" strength X AP 5 rapid fire, poisoned 2+

Bolter Inferno Bolts range 24" strength 4 AP 5 rapid fire, re roll failed wounds

Bolter Kraken Bolts range 30" strength 4 AP 4 rapid fire

Bolter Lighting Bolts range 9" strength 9 AP 1 assault 2, rending, for each shot that hits roll another D6

Bolter M40 Targeter range 30" strength 4 AP 5 heavy 2, causes pinning

Bolter Melta Bolts range 18" strength 5 AP 1 heavy 1, melta

Bolter Metal Storm Bolts range 18" strength 3 AP - assault 3

Bolter Rad Bolts range 12" strength 4 AP 3 assault 1, rending, any models who survive are at -1 strength and toughness for the rest of the game

Bolter Scorpius Bolts range 24" strength 5 AP 6 heavy 1, rending

Bolter Screaming Bolts range 30" strength - AP - assault 4, for every shot that hits lower the enemy leadership by 1 for the remainder of the game and the squad must immediately take a leadership test after all screaming bolts have been fired

Bolter Shield Breaker Bolts range 24" strength 4 AP 5 rapid fire, ignores invulnerable saves

Bolter Smart Bolts range 24" strength 4 AP 5 rapid fire, hits on 2+

Bolter Sorcerer Bolts range 26" strength 4 AP 3 assault 2

Bolter Tempest Bolts range 18" strength 3 AP 6 rapid fire, 3" blast

Bolter Tracer Bolts range 24" strength 4 AP - heavy 1, if the shot hits then all members of the squad gain +1 BS for the rest of the shooting phase

Bolter Turbo Penetrator Bolts range 24" strength 4 AP 5 rapid fire, all models wounded receive 2 wounds

Bolter Ullanor Bolts range 36" strength 2 AP - heavy 1, 5" blast, no cover saves

Bolter Vengeance Bolts range 24" strength 4 AP 3 rapid fire, gets hot

Bombard Heavy Siege Mortar range 36"-240" G strength 8 AP 3 ordinance 1, 7" blast

Bombard Siege Mortar range 36"-180" G strength 8 AP 3 ordinance 1, 5" blast

Butcher Cannon Range 36" strength 8 AP 4 heavy 4

Chem Cannon range template strength 1 AP 3 heavy 1, poisoned 2+

Cerberus range 30" strength 6 AP 3 assault D3+2, rending, melta

Colossus Siege Mortar range 24"-240" strength 6 AP 3 ordnance 1, large blast, ignores cover

Combat Shotgun Range 18" Strength 4 AP 5 Assault 2

Combibolter Flamer range 24"/template strength 4 AP 5 rapid fire/assault 1

Combibolter Grenade Launcher range 24" strength 4/6 AP 5/6 rapid fire

Combibolter Meltagun range 24"/12" strength 4/8 AP 5/1 rapid fire/assault 1

Combibolter Plasma Gun range 24" strength 4/7 AP 5/2 rapid fire

Combibolter Shotgun range 24"/12" strength 4 AP 5/- rapid fire/assault 2

Condensed Beam Projector range 18" strength 8 AP 2 heavy 1, lance

Conqueror Cannon range 48" strength 8 AP 3 heavy 1, small blast

Conversion Beamer Short range 18" strength 6 AP - heavy 1, 3" blast

Conversion Beamer Med Range 18"-42" strength 8 AP 4 heavy 1, 3" blast

Conversion Beamer Long range 42"-72" strength 10 AP 1 heavy 1, 3" blast

Cyclone Missile Launcher Frag range 48" strength 4 AP 6 heavy 1, 3" blast

Cyclone Missile Launcher Krak range 48" strength 8 AP 3 heavy 1

Cyclic Ordinance Cannon range 12" to 200" strength 10 AP 2 ordinance 6, automatically inflicts crew stunned and all wounded units count as being in dangerous terrain

Deathstrike Missile range 12"-unlimited strength 10 AP 1 Ordinance D3+3, 5" blast, one use

Deathstrike Rad Missile range 12"-unlimited strength 7 AP 2 ordinance 3, 5" blast, rending any models who survive are at -1 strength and toughness for the rest of the game

Deathwind Launcher range 12" strength 5 AP - heavy 1, 5" blast

Decimator range 12" strength 6 AP 2 assault 2D6
Defense Battery range 190" strength 9 AP 3 heavy 1, 10" blast
Defensive Heavy Stubber range 36" strength 4 AP 6 heavy 3, AA
Defense Laser range 60" to unlimited strength D AP 1 ordinance 1, 10" blast
Demo Charge Range 6" strength 8 AP 2 assault 1, 5" blast, one use
Demolisher Cannon range 24" strength 10 AP 2 ordinance 1, 5" blast
Diabolos Cannon range 36" strength 9 AP 3 heavy 1, 3" blast
Discharge Barrage Cannon range 12" to 200" strength D AP 1 ordinance 3, 3" blast automatically inflicts crew shaken results
Doomsday Cannon range 96" strength 10 AP 2 ordinance 1, 10" blast
Doomday Cannon range 140" strength D AP 1 apocalypse barrage 5
Dorn's Arrow range 24" strength 4 AP 4 assault 4
Double Barreled Shotgun range 18" strength 4 AP 6 assault 4
Dragons Maw Type 1 range 20" strength 5 AP 3 assault D6
Dragons Maw Type 2 range 36" strength 6 AP 5 rapid fire
Dreadfire Heavy Flamers Type 1 range template strength 5 AP 4 assault 1
Dreadfire Heavy Flamers Type 2 range 12" strength 8 AP 1 assault 1, melta
Dreadhammer Siege Cannon range 48" strength 10 AP 1 ordinance 1, 7" blast, no cover saves
Earthshaker Cannon range 120" strength 9 AP 3 ordinance 1, 5" blast
Executioner Plasma Cannon Rapid Fire range 36" strength 7 AP 2 Heavy 3, 3" blast
Executioner Plasma Cannon Full Fire range 54" strength 7 AP 2 Heavy 1, 3" blast
Executioner Pistol Range 12" SX (wounds on 4's) Ap4 Assault 2
Exitus Rifle range 12" strength X AP 6 heavy 1, sniper, poisoned 3+ hits on a 2+, wounds on a 3+
Exterminator Autocannon range 48" strength 7 AP 4 heavy 4, twin linked
Faith Bringing Cannon range hailstorm strength 7 AP 2 heavy 1, pinning, ignores invulnerable saves
FERRUS Battle Cannon range 72" Strength 8 AP 3 Ordinance 1, 7" blast
FERRUS Vanquisher Battle Cannon range 96" Strength 8 AP 1 Ordinance 1, 7" blast
Fireblade range hailstorm strength 7 AP 2 heavy 1
Firefury Missile Batteries range 36" strength 6 AP 4 heavy 4, 3" blast, twin linked, one use
Flamer range template strength 4 AP 5 assault 1
Flamer Chem Munitions range template strength 4 AP 4 assault 1, rending, get's hot
Flamestorm Cannon range template strength 6 AP 3 heavy 1
Flame Pistol range template strength 3 AP 6 pistol
Foebuster Bolter Range 24" strength 5 AP 4 rapid fire, rending
Forge Fire Face Plate range template strength 7 AP 2 heavy 1, ignores invulnerable saves and cover saves
Frag Grenade range 8" strength 3 AP - assault 1, 3" blast
Gauntlet of the Forge range template strength 5 AP 4 assault 1
Gatling Cannon Range 24" S5 Ap5 Heavy 2D6** **Roll each time it is fired

Goliath Mega Cannon range 36" - infinite strength 10 AP 2 ordinance 1, Fluedic blast 36" by 24"

Gorgon Mortars range G48" strength 4 AP 6 Heavy 4, 3" blast one shot

Graviton Cannon range 36" strength * AP 4 heavy 1, 5" blast, fear, models hit must roll a strength test and score below their strength. A roll of 6 is always a failure, after the blast is placed leave it there and the terrain counts as difficult and dangerous terrain for the rest of the game.

Graviton Gun Range 18" strength * AP 3 heavy 1, 3" blast pinning. Any model under the blast must roll under or equal to their strength or suffer a wound a roll of 6 is always a failure. Vehicles suffer a glancing hit on a 4+ and a penetrating hit on a 5+. After it has been fired leave the blast marker, this area counts as difficult and dangerous terrain for the next two turns

Grenade Harness range 8" strength 4 AP 6 assault D3, 3" blast, one use

Grenade Launcher Frag range 24" strength 3 AP 6 assault 1, 3" blast

Grenade Launcher Krak Range 24" strength 6 AP 4 assault 1

Grim Lascannon range 36" strength 10 AP 1 Heavy 1, Get's Hot

Grinder Rifle range 24" strength 5 AP 5 assault 1, 3" blast, no cover saves

Hades Autocannon range 40" strength 8 AP 4 heavy 5, pinning

Hailstorm Cannon Range 625" Strength D AP 1 heavy 5, 10" blast

Hammerfist Launchers Range 48" Strength 4 AP 4 Heavy 2, Blast, Barrage, Rending, Twin Linked

Havoc Launcher Range 48" Strength 5 AP 5 Heavy 2 blast, twin linked

Heavy Assault Cannon range 30" strength 6 AP 4 heavy 6

Heavy Bolter range 36" strength 5 AP 4 heavy 3

Heavy Bolter Assault Range 12" strength 5 AP 4 rapid fire 2

Heavy Bolter Hellfire Bolts Range 36" strength X AP 5 heavy 1, 3" blast, poisoned 2+

Heavy Bombs range drop strength 7 AP 3 apocalypse barrage 3, one use

Heavy Conversion Beamer Short range 18" strength 6 AP - heavy 1, 5" blast

Heavy Conversion Beamer Med Range 18" to 42" Strength 8 AP 3 Heavy 1, 5" blast

Heavy Conversion Beamer Long range 42"-72" strength 6 AP 4 Heavy 1, 5" blast, no cover saves

Heavy Dispersion Flamer range hailstorm, strength 5 AP 4 ordinance 3

Heavy Flamer range template strength 5 AP 4 assault 1

Heavy Flamer Chem Munitions range template strength 5 AP 3 assault 1, rending, get's hot

Heavy Flamestorm Cannon Range 12" Str 6 AP 3 Type: Heavy 1/Template, When firing the Heavy Flamestorm Cannon pick a target unit and place the flamer template so that it is at least partially over as many unit members as possible. The whole template must be in range and line of sight.

All models partially or wholly under the template are hit automatically.

Heavy Gauss Rifle Range 36" Strength X AP 1 Heavy 2, Rending

Heavy Hailstorm Cannon Range 1200" Strength D AP 1 heavy 10, Nuke Blast (nuke template is 24" by 28")

Heavy Lascannons range 60" str 10 AP 2 heavy 2

Heavy Mortar range G12"-48" strength 6 AP 4 ordinance 1, 3" blast

Heavy Mortar Infernus Shells range G12"-48" strength 4 AP 6 ordinance 1, 3" blast, 3+ wounds

Heavy Mortar Siege Shells range G12"-48" strength 6 AP 4 ordinance 1, 3" blast roll 2D6 +6

against vehicles and buildings

Heavy Nova Cannon Full range 120" strength D AP 1 ordinance 1, 10" blast

Heavy Nova Cannon Rapid range 96" strength 9 AP 2 apocalypse barrage 6

Heavy Plasma Gun range 30" strength 7 AP 2 heavy 1, rending, gets hot

Heavy Stubber range 36" strength 4 AP 6 heavy 3

Heavy Volcano cannon range 480" strength D AP 1 ordinance 4, 10" blast

Hellfire Pistol range 12" strength 4 AP 5 pistol Poisoned 2+

Hellfury Cannon range 4800" strength D AP 1 ordinance 1, nuke blast

Hellfury Cannons range 48" strength 10 AP 1 heavy 1, melta

Hellfury Missile range 72" strength 4 AP 5 Heavy 1, 5" blast, ignores cover, one shot

Hellgun range 24" strength 3 AP 5 rapid fire

Hellhammer Cannon range 36" strength 10 AP 1 ordinance 1, 7" blast, no cover saves

Hellion Missiles range 24" - unlimited strength 7 AP 3 ordinance 2, 10" blast, poisoned 2+

Hellpistol range 12" strength 3 AP 5 pistol

Hellshot range 30" strength 5 AP 3 heavy 1, sniper

Hotshot Lasgun range 18" strength 3 AP 3 rapid fire

Hotshot Laspistol range 6" strength 3 AP 3 pistol

Hellstorm Bombs range bomb strength 7 AP 3 inferno, one shot

Horus' Bolter range 18" Strength 5 AP 3 Heavy D6

Horse Bow range 24" strength 3 AP 4 Assault 1 rending

Hunter Antiaircraft Missile Launcher range 120" strength 9 AP 2 heavy 2, AA, may only be shot every other turn

Hunter Killer Missile range unlimited strength 8 AP 3 heavy 1, one use

Hurricane Bolter range 24" strength 4 AP 5 assault 6

Hurricane Bolter Acid Bolts range 18" strength X AP 4 assault 6, poisoned 2+

Hurricane Bolter Damnatus Bolts range 9" strength 4 AP 2 assault 8

Hurricane Bolter Dragonfire Bolts range 24" strength 4 AP 5 assault 6, ignores cover

Hurricane Bolter Hades Bolts Range 18" strength 4 AP 2 assault 6, gets hot

Hurricane Bolter Hellfire Bolts range 24" strength X AP 5 assault 6, poisoned 2+

Hurricane Bolter Kraken Bolts range 30" strength 4 AP 4 assault 6

Hurricane Bolter Melta Bolts range 18" strength 5 AP 1 heavy 3, melta

Hurricane Bolter Metal Storm Bolts range 18" strength 3 AP - assault 9

Hurricane Bolter Scorpius Bolts range 24" strength 5 AP 6 heavy 3, rending

Hurricane Bolter Shield Breaker Bolts range 24" strength 4 AP 5 assault 6, ignores invulnerable saves

Hurricane Bolter Tempest Bolts range 18" strength 3 AP 6 assault 6, 3" blast

Hurricane Bolter Vengeance Bolts range 24" strength 4 AP 3 assault 6, gets hot

Hydra Autocannon range 72" strength 7 AP 2 heavy 2, AA

Hydra Missile range 24" to unlimited strength D AP 1 ordinance 1, 10" blast 2D6 armor penetration

Hyperios Missile Launcher range 48" strength 8 AP 2 heavy 1, AA

Immolator Range 18" S5 Ap5 Assault 2, 3" Blast

Immolator Lance range template strength 6 AP 4 assault 1 melta

Impaler range 24" roll to hit as normal, but instead of rolling to wound move the target 4D6" closer. If the model reaches the Berserk Slaughterer it counts as having assaulted it. The Impaler may only be used against things of dreadnought size or less

Incinerator range template strength 5 AP 4 assault 1 ignores both cover and invulnerable saves

Incendiary Grenades range 12" strength 4 AP 5 assault 1, 3" blast

Inferno Cannon range 24"/template strength 6 AP 4 Heavy 1

Inferno Gun range hailstorm strength 7 AP 3 heavy 1

Infernus Pistol range 6" strength 8 AP 1 pistol, melta

Iron Reaper Type 1 Range 18" Strength 5 AP 1 assault 3

Iron Reaper Type 2 Range Template Strength 4 AP 3 Assault 1, poisoned 3+

Knight Battle Cannon range 72" strength 8 AP 3 Apocalypse Barrage (2)

Krak Grenade range 8" strength 6 AP 4 assault 1

Lancer range 48" strength 8 AP 2 heavy 1, lance

Lantern range 36" strength 7 AP 2 Heavy 3, 3" blast

Lascannon range 48" strength 9 AP 2 heavy 1

Laser Blaster range 96" strength D AP 2 heavy 3, 5" blast

Laser Destroyer range 72" strength 10 AP 2 ordinance 1, twin linked

Lascutter range 3" strength 9 AP 2 assault 1

Lasgun range 24" strength 3 AP - rapid fire

Laspistol range 12" strength 3 AP - pistol

Lightning Griffon range template/24" strength 8 AP 2 assault D3

Long Barreled Autocannon range 72" strength 7 AP 4 heavy 2, AA

Long Tom Multiple Missile Launcher range G12" - 56" strength 6 AP 3 heavy D6

Mars Pattern Volcano Cannon range 120" strength D AP 1 ordinance 1, large blast

Mastodon Cannon range 36" strength 10 AP 1 ordinance 1, 10" blast, no cover saves, twin linked

Medusa Siege Gun range 36" strength 10 AP 2 ordinance 1, 5" blast

Medusa Siege Gun Fracture Shells range 36" strength 8 AP 3 ordinance 1, 5" blast, any models wounded reduce their armor save by 1 for the rest of the game

Medusa Siege Gun Phosphex Shells range 36" strength 5 AP 2 ordinance 1, 5" blast, poisoned 3+, leave blast marker for rest of game counts as difficult and dangerous terrain, after blast marker placed may move it 2"

Magma Cannon range 60" strength 10 AP 1 ordinance 1, large blast

Magna-grapple range 12" strength 8 AP 2 Heavy 1, Grapple Roll a D6 and add 8 to the score. If the value is greater then the side of the vehicle being shot at move the vehicle 2D6 +12" toward the Dreadnought

Mega Cannon range 4000" strength D AP 1 Fluedic blast (36" by 24")

Mega Defense Laser range 60" to unlimited strength D AP 1 ordinance 4, 10" blast

Magna-melta Cannon range 18" strength 8 AP 1 heavy 1, 5" blast melta

Melta Cannon range 24" strength 8 AP 1 heavy 1, 3" blast, melta

Melta Cannon Titan range 72" strength 10 AP 1 ordinance 1, 10" blast, melta

Melta-cutter range 12" strength 8 AP 1 heavy 1, melta, twin linked

Meltagun range 12" strength 8 AP 1 assault 1, melta

Missile Launcher Flakk Missiles range 48" strength 7 AP 4 heavy 1, AA

Missile Launcher Frag Missiles range 48" strength 4 AP 6 heavy 1, 3" blast

Missile Launcher Incinerator Missiles range 24" strength 1 AP 3 heavy 1, template, poisoned 3+

Missile Launcher Krak Missiles range 48" strength 8 AP 3 Heavy 1

Missile Launcher Melta Missiles range 24" strength 10 AP 1 heavy 1, melta

Missile Launcher Plasma Missiles range 48" strength 7 AP 2 heavy 1, 5" blast get's hot

Missile Launcher Rad Missiles range 48" strength 4 AP 3 heavy 1, 3" blast, rending any models who survive are at -1 strength and toughness for the rest of the game

Missile Launcher Vanquisher Pattern Krak Missiles range 48" strength 8 AP 1 heavy 1

Mole Mortar range G36" strength 5 AP 4 heavy 1, 3" blast, barrage

Mortar range 48" strength 4 AP 6 heavy 1, 3" blast, barrage

Multilaser range 36" strength 6 AP 5 heavy 3

Multimelta Range 24" strength 8 AP 1 heavy 1 Melta

Multimelta Advanced range 24" strength 8 AP 2 assault 1, get's hot, melta

Multiple Rocket Pods range 24" strength 4 AP 6 heavy 1, 5" blast

Needle Pistol Range: 12" Strength X AP 6 Pistol, poisoned 3+

Neural Shredder range template strength 8 AP 1 assault 1

Neutron Laser Battery Range 72" strength 10 AP 1 ordinance D3 automatically causes crew stunned in addition to any other damage caused

Neutron Laser Projector range 60" strength 10 AP 2 ordinance 1, 3" blast, automatically causes crew stunned in addition to any other damage caused

Nightstorm Cannon Range 48" Strength 9 AP 3 Heavy 2, 3" blast, twin linked

Nova Cannon range 36" strength 6 AP 4 heavy 1, 5" blast, no cover saves

Nuclear Catapult Range 48" S9 Ap3 Ordinance 1, 7" Blast, Area hit by blast becomes dangerous terrain, Gets Hot!**** ****If the weapon Gets Hot, instead of automatically wounding the user, resolve the shot as usual, but with the 7" Blast centered over the users crew stunned in addition to any other damage caused

Omega Pattern Plasma Blast Gun Maximal Range 72" strength 9 AP 2 Ordinance 1, 7" blast, After the shot on maximum roll a D6, on a roll of one suffers a glancing hit.

Omega Pattern Plasma Blast Gun Pulsed Bolts Range 60" strength 7 AP 2 Ordinance 3, 5" blast

Onager Cannon range 48" strength 10 AP 1 ordinance 1, 10" blast no cover saves

Orbital Bombardment range unlimited strength 8 AP 2 ordinance D6, 3" blast

Pain Whip range 6" strength 4 AP 4 assault 2

PDQ Cannon range 100" strength 6 AP 3 Heavy 45

Perdition Pistol range 12" strength 8 AP 1 pistol, melta

Phosphex Bombs range 6" strength 5 AP 2 assault 1, one use, 3" blast, poisoned 3+, leave blast marker for rest of game counts as difficult and dangerous terrain, after blast marker placed may move it 2"

Plasma Annihilator Full range 210" strength D AP 1 Nuke Blast, lance

Plasma Annihilator Rapid Range 210" strength D AP 2 apocalypse barrage 12

Plasma Blast Gun Rapid range 72" strength 8 AP 2 ordinance 2, 7" blast
Plasma Blast Gun Full range 96" strength 10 AP 2 ordinance 1, 10" blast
Plasma Blaster range 18" strength 7 AP 2 assault 2, get's hot
Plasma Cannon range 36" strength 7 AP 2 heavy 1, 3" blast
Plasma Destructor Full range 96" strength 10 AP 2 ordinance 2, 10" blast
Plasma Destructor Rapid range 72" strength 8 AP 2 ordinance 3, 7" blast
Plasma Destroyer range 36" strength 7 AP 1 heavy 3, 3" blast
Plasma Gun range 24" strength 7 AP 2 rapid fire, get's hot
Plasma Lance range 24" strength 8 AP 2 assault 1
Plasma Lances range 48" strength 7 AP 2 Heavy 1, Lance, Get's Hot, Ordinance, 3" blast
Plasma Megacannon range 48" strength 7 AP 2 Heavy 3, 3" blast
Plasma Pistol range 12" strength 7 AP 2 pistol, get's hot
Praetor Launcher Firestorm Warhead Range 12" to 120" strength 6 AP 4 Ordinance barrage 2, 7" blast, twin linked
Praetor Launcher Foehammer Warhead Range 12" to 120" Strength 8 AP 3 Ordinance Barrage 2, 5" blast, twin linked
Praetor Launcher Plum Warhead Range 72" strength 8 AP3 Heavy 2, twin linked, AA mount
Predator Cannon range 48" strength 7 AP 4 heavy 4
Punisher Gatling Cannon range 24" strength 5 AP - Heavy 20
Purifier range template strength 6 AP 3 heavy 1
Psycannon Assault range 18" strength 6 AP 4 assault 3 ignores invulnerable saves
Psycannon Heavy range 36" strength 6 AP 4 Heavy 3 ignores invulnerable saves
Quad Bolter range 36" strength 4 AP 6 assault 4, twin linked, rending
Quad Bolter Kraken Bolts range 42" strength 4 AP 5 assault 4, twin linked, rending
Quad Gun range 48" strength 7 AP 5 heavy 5, twin linked
Quad Heavy Bolter range 36" strength 5 AP 4 heavy 7, twin linked
Quad Lascannon range 48" strength 9 AP 2 heavy 2, twin linked
Quake Cannon range G 24" - 360" strength 9 AP 3 ordinance 2, 10" blast
R.A.D Cannon range 36" strength 6 AP 3 heavy 8, rending, pinning
Rage Bolter range 25" strength 4 AP 5 assault 4
Rapier Assault Cannon range 48" strength 7 AP 3 assault 8, rending, AA
Rapier Laser range 36" Strength 9 AP 2 Heavy 4, ordinance
Relic Pistol Range 9" Strength 7 AP 2 Assault 4
Reaper Autocannon range 48" strength 7 AP 4 heavy 3, twin linked
Repeating Melta Rifle range 18" strength 8 AP 1 assault 2D3, melta
Ripper Gun range 14" strength 5 AP 6 assault 3
Ripper Pistol range 12" strength X AP 2 pistol, sniper wounds on 2+
Rotary Autocannon range 36" strength 8 AP 4 heavy 3+D3
Rotary Bolt Pistol range 12" strength 4 AP 5 assault D3
Rotary Flame Pistol range template strength 3 AP 6 assault D3
Rotary Infernus Pistol range 6" strength 8 AP 1 assault D3, melta

Rotary Lascannon range 48" strength 9 AP 2 heavy D3
Rotary Plasma Pistol range 12" strength 7 AP 2 assault D3, get's hot
Rotary Volkite Serpenta range 10" strength 5 AP 5 assault D3, for each round that hits add another die
Rotor Cannon range 30" strength 3 AP 6 heavy D3+1
Saber Autocannon range 48" Strength 7 AP 1 Heavy 1
Shock Cannon range 150" strength 8 AP 4 ordinance 1, 7" blast all wounded units count as being in dangerous terrain
Shotgun range 12" strength 4 AP - assault 2
Shredder Bolter range 18" strength 4 AP 4 assault 2, rending
Shrieker Cannon range 40" strength 5 AP 3 heavy 3, pinning
Siege Cannon range G24" - 120" strength 9 AP 2 Ordinance 1, Large Blast
Siege Breaker Cannon Range 48" strength 10 AP 2 ordinance 2, 5" blast primary weapon, twin linked
Siegebreaker Cannon Air Burst Range 60" strength 5 AP 6 Heavy 4, 3" blast, ignores cover
Siegebreaker Cannon Anti Infantry Range 60" strength 4 AP - Heavy 2, 5" Blast, 4+ Rending
Siegebreaker Cannon Bunker Buster Range 60" strength 9 AP 2 Ordinance 1
Siege Strike Cannon range 56" strength 9 AP 1 Heavy 2. May only be shot Every other turn
Skycracker Cannon Concentrated Range 18" to 60" strength 9 AP 3 ordinance 1, 5" blast, barrage
Skycracker Cannon Rapid fire Range 18" to 60" strength 6 AP 5 Heavy 3, 3" blast, twin linked, barrage
Skyhammer Missile Launcher range 60" strength 7 AP 4 heavy 3
Sledgehammer Launchers FA range 48" strength 4 AP 4 heavy 1, 3" blast, ignores cover
Sledgehammer Launchers KE range 48" strength 7 AP 3 heavy 1, 2D6 armor penetration
Sniper Rifle range 36" strength X AP 6 heavy 1, sniper, poisoned 3+
Sonic Disrupter range Hailstorm strength D AP 1 Heavy 1, removes buildings and terrain
Spear of Russ range 24" strength 8 AP 1 heavy 1, melta
Spear of Telesto range template strength 6 AP 3 heavy 1
Soulspear range template strength 6 AP 3 heavy 1, ignores invulnerable saves
Spitfury Missile Launcher range 36" strength 8 AP 3 heavy 1, 3" blast, twin linked
Squat Autogun range 24" strength 4 AP 6 assault 2
Squat Auto Pistol range 12" strength 3 AP 6 pistol 2
Squat Bolter range 30" strength 4 AP 3 heavy 2
Squat Heavy Bolter range 48" strength 5 AP 3 heavy 5
Stalker Pattern Bolter Range 36" strength 4 AP 5 heavy 2, rending, pinning
Stinger Launcher Range 24" S8 Ap4 Heavy 3. Skimmers do not get the 3+ cover save from moving flat-out against shots from a Stinger. Jetbikes do not get the cover save for turbo-boosting
Sting range 18" strength 6 AP - rapid fire, for each shot that hits two additional shots also hit, master crafted
Storm Eagle Rockets range 24"-120" strength 10 AP 4 Ordinance D3, 5" blast
Storm Laser range 36" strength 6 AP 3 Heavy D3+2

Stormshell Cannon range template strength 10 AP 4 heavy 1

Stromsword Cannon range 36" strength 10 AP 1 ordinance 1, 10" blast, no cover saves

Tactical Bomb range bomb strength 6 AP 4 heavy 1, barrage, bomb, 3" blast, one use only

Tauros Grenade Launcher Frag range 36" strength 3 AP 6 heavy 2, 3" blast

Tauros Grenade Launcher Krak range 36" strength 6 AP 4 heavy 2

Termor Cannon range 60" strength 8 AP 3 ordinance 1, 7" blast, after blast marker is placed roll 4D6 then all models going threw that zone must take difficult and dangerous terrain test

Thermal Lance Range 48" strength D AP 1 heavy 1

The Burning Halberd range template strength 6 AP 2 heavy 1

The Light Trident range 30" strength 8 AP 1 assault 1, blast, lance

Thudd Gun range G12"-60" strength 5 AP 5 heavy 4, blast, twin linked, pinning at -1 leadership

Thunderer Cannon range 36" strength 8 AP 3 ordinance 1, large blast, shock. Shock make it so the tank cannot move next turn and lowers the moral of any enemy hit

Thunderfire Cannon Airburst range 60" strength 5 AP 6 heavy 4, 3" blast, ignores cover

Thunderfire Cannon Subterranean range 60" strength 4 AP - heavy 4, 3" blast, infantry hit by the blasts move threw difficult terrain next turn vehicles move threw dangerous terrain next turn even skimmers

Thunderfire Cannon Surface range 60" strength 6 AP 5 heavy 4, 3" blast

Thunderhawk Cannon range 72" strength 8 AP 3 ordinance 1, 7" blast

Thunderstrike Cannon AT Rounds Range 72" Strength 8 AP 1 Heavy 6

Thunderstrike Cannon Conqueror Rounds Range 72" Strength 7 AP 4 Heavy 12, 3" blast

Thunderstrike Cannon Infernus Rounds Range 72" Strength 6 AP 5 Heavy 12, 3" blast, Ignore Cover Saves

Tribolter range 36" strength 3 AP 4 assault D3+2

Triskele range 12" strength 8 AP 1 assault 1, melta

Tribarreled Bombard Siege Mortar range 36" - 360" strength 9 AP 2 ordinance 3, 10" blast, twin linked

Triple Barreled Bombard Mobile Fire Range 12" to 36" strength 10 AP3 Ordinance 1, 5" blast

Triple Barreled Bombard Static Fire Range 12" to 60" strength 10 AP 3 Apocalypse Barrage 3

Tribarreled Earthshaker Cannon range G 120" strength 10 AP 2 ordinance 3, 5" blast, twin linked

Tribarreled Medusa Siege Gun range 48" strength 10 AP 2 ordinance 3, 5" blast, twin linked, roll 2d6 for armor penetration

Turbo Laser Destroyer range 96" strength D AP 2 heavy 2, 5" blast

Turbo Vanquisher Cannon range 240" strength 9 AP 2 ordinance 3, tank hunter, twin linked

Twin Linked Bolter range 24" strength 4 AP 5 rapid fire, twin linked

Twin Linked Earthshaker Cannons range 18" to 240" strength 9 AP 3 ordinance 1, twin linked, 7" blast

Typhoon Missile Launcher Frag range 48" strength 4 AP 6 heavy 2, 3" blast

Typhoon Missile Launcher Krak range 48" strength 8 AP 3 heavy 2

Vanquisher Battle Cannon range 96" strength 8 AP 1 heavy 1, tank hunter
Vanquisher Missile Cannon range 96" strength 9 AP 1 heavy 2
Vengeance Launcher range 48" strength 5 AP 4 heavy 2, 5" blast
Volcano Cannon range 120" strength D AP 2 ordinance 1, large blast, no cover saves
Volkite Caliver range 30" strength 6 AP 5 heavy 2, for each round that hits add another die
Volkite Charge range 15" strength 5 AP 5 assault 2, for each round that hits add another die
Volkite Culverin range 45" strength 6 AP 5 heavy 4, for each round that hits add another die
Volkite Serpenta range 10" strength 5 AP 5 pistol, for each round that hits add another die
Vulcan Mega Bolter range 60" strength 6 AP 3 heavy 15
Warden Missile Launcher range G 12-120" strength 9 AP 3 Apocalypse Barrage (3)
Whirlwind Multiple Missile Launcher Incendiary Missiles range 6"-48" strength 4 AP 5
 Ordinance 1, large blast, barrage, ignores cover
Whirlwind Multiple Missile Launcher Rad Missiles range 18"-56" strength 5 AP 5
 ordinance 1, rending, large blast all models that survive lower their toughness by 2 for the rest of
 the game
Whirlwind Multiple Missile Launcher Vengeance Missiles range 3"-48" strength 5 AP 4
 ordinance 1, large blast, barrage
Widowmaker Range 60" S- Ap2 Heavy 1, Pinning, Rending

Close Combat Weapons

Barb-hook Lash lowers toughness, close combat weapon
Blood Sword +1 Strength, ignores armor saves
Blade of Reason +1 strength, ignores armor saves, adds D6 extra Victory points
Chain Axe +1 strength, close combat weapon, rending
Chain Fist double strength, ignores armor saves, strikes at initiative 1, 2D6 for armor
 penetration
Chainsword close combat weapon
Charnabal Saber rending +1 initiative, close combat weapon
Crozius Aquilium +1 Strength, ignores armor saves
Crozius of Lorgar Master crafted, +2 strength, ignores armor saves, may re-roll failed to
 wound
Cult Mechanicus Power Axe +2 strength, ignores armor saves
Deathfire Master crafted, ignores armor saves, If it causes a wound it reduces opponent to
 Initiative 1 for the next round of combat
Decimator +6 strength, ignores armor saves, rolls 3D6 for armor penetration
Deliverer Master Crafted, + 1 Strength, ignores armor saves, rending
Dragons Teeth master crafted, 4+ rending, ignores armor saves
Dragons Tooth master crafted, +3 strength, rending, close combat weapon
Dreadnought Close Combat Weapon doubles strength, ignores armor saves
Dreadnought Crozius Arcanum doubles strength, ignores armor save, rending 5+
Dreadnought Tulwar doubles strength, ignores armor saves, may re roll failed wounds, re roll
 failed armor penetrations
Dreadnought Wolf Claw doubles strength, ignores armor saves, may re roll failed wounds,

may re roll failed hits

Doom Blade +1 strength, close combat weapon, rending 5+, inflicts instant death on a 6+

Eagle's Claw +4 strength, ignores armor saves, may re roll hits and wounds

Evicerator doubles strength, ignores armor saves, 2D6 armor penetration, strikes at initiative 1

Excoriator Chain Axe +2 strength, close combat weapon, two handed, +1 armor penetration rolls, rending

Fireblade +1 strength, ignores armor saves, ignores eternal warrior, ignores invulnerable saves

Fist of Dorn makes user strength 10, all rolls against vehicles add +1, ignores armor saves

Fleshtearer master crafted, doubles strength, ignores armor saves, 2D6 armor penetration

Foebreaker Master crafted, doubles strength, Adds +1 to the vehicle damage table, ignores armor saves

Force Weapon ignores armor saves, may instant kill with a psychic test

Force Halberd +1 strength, may assault from up to 6" away, ignores armor saves, may instant kill with a psychic test

Force Hammer doubles strength, all rolls against vehicles add +1, ignores armor saves, may instant kill with a psychic test

Forgebreaker Master Crafted, double strength, ignores armor saves, all units who survive are at -1 initiative for the next 2 rounds of close combat

Gauntlet of Hate master crafted, +1 strength, +1 initiative, ignores armor saves, may re roll failed to wounds

Gladius Sword master crafted, +3 strength, ignores armor saves, built in master crafted twin linked bolter

God Tearer Type 1 +2 strength, ignores armor saves, two handed

God Tearer Type 2 +1 strength, ignores armor saves, +1 attack

Gorechild +1 strength, ignores armor saves, 2D6 armor penetration

Guardian Spear master crafted, ignores armor saves, +2 strength, built in master crafted bolter

Hunting Lance ignores armor saves, +2 strength, +2 initiative, may only be used when charging into assault

Hydra's Blade +1 strength, ignores armor saves

Immolator Lance doubles strength, ignores armor saves, 2D6 for armor penetration, strikes in initiative order

Knight Power Lance counts as a dreadnought close combat weapon. Resolve any rolls on the critical table with a +1 modifier

Light Tulwar close combat weapon, may re-roll to wound

Lightning Claw ignores armor saves, may re roll failed to wounds

Lion Sword +2 Strength, master crafted, ignores armor saves

Living Metal Hands close combat weapon, ignores invulnerable saves

Manreaper +2 Strength, ignores armor saves, causes Instant Death

Master Guardian Spear master crafted, ignores armor saves, +2 strength, built in master crafted twin linked bolter

Meteor Hammer +3 strength, close combat weapon, two handed, +1 initiative

Mjainar +2 Strength, Master Crafted, ignores armor saves

Moon Fang ignores armor saves, any rolls to hit that are a 6 cause instant death

Null Rod ignores armor saves, inflicts instant death on Psykers, psychic powers friendly or enemy cannot be used

Pain Whip ignores armor saves, may be used as a pistol

Power Blade ignores armor saves, 4+ rending

Power Fist double strength, ignores armor saves, strikes at initiative 1

Power Maul ignores armor saves, may re-roll failed to wound

Power Weapon ignores armor saves

Power Whip +1 Initiative, ignores armor saves, reduces number of enemy attacks by 1 to a minimum of 1

Purifier Master Crafted, +1 strength, ignores armor saves

Relic Blade +2 strength ignores armor saves

Ripper master crafted, +2 strength, rending, close combat weapon

Servo Arm doubles strength, ignores armor saves, +1 attack, strikes at initiative 1

Servo Harness doubles strength, ignores armor saves, +3 attack, strikes at initiative 1, has inbuilt plasma gun and flamer

Seismic Hammer doubles strength, Adds +1 to the vehicle damage table, ignores armor saves

Shadowlance +1 Initiative, ignores armor saves

Shock Sword +1 Strength +1 initiative, ignores armor saves, all models who survive are at initiative 1

Siege Drill ignores armor saves, and doubles strength re roll failed armor penetration rolls and adds +1 to vehicle damage table results in close combat

Spear of Russ ignores armor saves, +2 strength

Spear of Telesto +2 strength, ignores armor saves

Spear of Vulkan +2 strength ignores armor saves

Soulspear +2 strength, ignores armor saves, ignores invulnerable saves

Talon of Horus +1 Strength, ignores armor saves, re roll failed hits and wounds, built in twin linked bolter

Terror Shard ignores armor saves, wounded units take moral check at -2 LD

The Black Sword +4 strength, ignores armor saves, rending

The Burning Halberd +1 strength, ignores armor saves

The Golden Blade +3 strength, ignores armor saves, rolls 3D6 for armor penetration

The Light Trident +2 strength, ignores armor saves, may assault up to 4" away

The Long Knives Master Crafted, +1 Strength, ignores armor saves, may re roll failed to wounds

The Raven's Talons rending, ignores armor saves, may re roll failed to wounds

The Reapers Scythe +4 strength, two handed, may instant kill with a psychic test, ignores armor saves

The Slayer Sword +2 strength, ignores armor saves, ignores invulnerable saves, grants D6 attacks on the charge

Triskele +4 strength, ignores armor saves

Thunder Hammer doubles strength ignores armor saves, any model who survives the attack has initiative 1 for the next 2 rounds of close combat

Tulwar ignores armor saves, may re roll failed wounds

Twin Falax Blades close combat weapon, +1 attack, rending

Two Handed Close Combat Weapon +2 Strength

Ultra Guardian Spear master crafted, ignores armor saves, +2 strength, built in master crafter assault bolter Range 30" strength 5 AP 3 Assault 2+D3

Vibro Blade Rending, close combat weapon

Vulkan's Furry master crafted, doubles strength, ignores armor saves, all rolls against vehicles add +1, strikes in initiate order rather than last, any model who survives the attack has initiative 1 for the next 2 rounds of close combat

Wolf Claw ignores armor saves, re roll failed hits and wounds

Psychic Powers

Avenger range template strength 5 AP 3 assault 1

Blown Palsy -1 attack to all units within 9"

Bolt of Change Range 24" Strength 8 AP 1 Assault 1

Burning Fury This power is used at the start of Assault Phase. All friendly units within 12" may re-roll to wound in close combat

Doombolt Range 18" Strength 6 AP 3 Assault 3

Fear the Dark The psychic power is used in the shooting phase instead of firing a weapon. Every enemy unit within 12" of the Librarian not in combat must take a Morale check with a -1 modifier. Every enemy unit within 6" of the Librarian not in combat must take a Morale check with a -2 modifier. Units that fail their Morale check must fall back as normal. Fearless units automatically pass their Morale check Stubborn units ignore the modifier

Firestorm range 30" strength D6+2 AP 4 assault 1, 3" blast, any models in a unit hit by the firestorm but not killed take a strength D3+1 AP 5 hits

Flame Wall Used during enemy assault phase. Cast 12" from the caster all enemy units within that 12" wishing to assault any thousand sons units must take a difficult and dangerous terrain test

Force Dome 5+ invulnerable save

Gate of Infinity remove librarian and any unit it's with and place them anywhere on the table using deep strike

Gift of Prescience may re roll reserve rolls even successful ones

Hellfire Range template strength 2D6+2 AP D6 Assault 1

Implode range 36" strength 8 AP 1 heavy 1, lance

Infernal Phoenix Make a line 4D6" long. All non thousand sons models in that line suffer a strength 8 AP 1 hit with the melta and lance special rules

Iron Arm grants +D3 strength and toughness for 2 turns

Kinetic Strike used after any assault moves have been made but before blows are struck. The caster receives +1 strength and this can be combine with the potency of nine

Life Leech range 12" strength 6 AP 2 assault 3 when causing a wound it regenerates a lost wound

Liquefying Ague -1 strength and toughness

Machine Control takes control of an enemy vehicle for one turn

Machine Curse range 24" automatically makes a vehicle suffer a glancing hit

Might of Ancients doubles librarian strength and gains 2D6 armor penetration

Might of Metal this power is cast before any action that turn and grants preferred enemy and +3 strength until the iron warriors next turn

Mind Worm Pick an enemy model within 18" and in line of sight. The target must pass an unmodified leadership test. If the test is failed remove the model from the game, it counts as being killed for the purposes of victory points. Models with no leadership are immune except dreadnought who count as being leadership 10

Misfortune any enemy units within 24" must re-roll successful saving throws

Molten Rage Range Hellstorm strength 7 AP 2 assault 1, melta

Muscular Atrophy -1 toughness for one turn and may not run to all enemy units within 18"

Null Zone all enemies within 24" must re roll successful invulnerable saves

Potency of Nine used at the start of the thousand sons assault phase. Choose a thousand sons unit within 6" (this can be himself). They receive +1 strength for that assault phase

Quickening gains fleet and becomes initiative 10 for 2 turns

Savage Tutelaries Range 12" strength 3 AP 1 Assault D6

Shockwave range 12" strength 3 AP - assault D6, pinning

Smite range 12" strength 4 AP 2 assault 4

Soul Burn an enemy unit within 12" suffer an automatic wound with no saves of any kind possible. The Thousand Sons player chooses the model that is removed

Steelstorm Range template strength X AP 4 Assault 2, rending, poisoned 3+

Terrorsight Once he has successfully passed a psychic test, nominate a single non vehicle enemy unit within 18". All his attacks on that unit gain a re-roll to wound until the start of the next Dark Angel turn. All close combat attacks against the nominated unit ignore armor and invulnerable saves

The End this psychic power can only be used once and only if the Primarch is the only unit left alive. Roll a D6, on a 5+ all enemy units are considered destroyed. On a 3 or 4 the Primarch may not use psychic powers for the rest of the game and takes him down to 1 wound. On a 1 or 2 the psychic power kills the Primarch

True Call choose one enemy within 12". The model must pass a toughness test or suffer a wound with no armor save possible

Vortex of Doom range 12" strength 10 AP 1 heavy 1, 3" blast

Warp Shroud the unit gains a 5+ invulnerable save until the start of the next Thousand Sons turn

Warptime Re roll to hit and wound in assault

Warp Vigor the unit gains the fleet universal special rule until the start of the next Thousand Sons turn

Warp Visage The unit becomes so fearsome that enemy models in assault with it are -2 to their Leadership tests for the next Assault phase

Weapon Virus all enemy ranged and close combat weapons have the get's hot rule within 24"

Wind of Doom range 12" strength X AP 2 assault 1, 5" blast, poisoned 3+

Wind of the Gods Place template, any model partly or fully under the template suffer one wound on a 4+ with no armor or cover saves allowed. Vehicles touched suffer a glancing hit on a 3+ or a penetrating hit on a 6+

Grenades

Breacher Charges strength 8 AP 1 assault 1, one use, 3" blast, tank hunter

Cluster Mines 3" blast strength 4 AP - no cover saves

Frag Grenade assault grenades

Gas Grenade when assaulting or being assaulted roll a D6. On a 4+ roll another D6 to determine the strength. After enemy units are removed as casualties the engineer squad counts as initiative 10

High Demolition Charge strength 8 AP 1 ordinance 1, 5" blast, the cyclops is destroyed in the explosion

Implosion Charge detonated in owners shooting phase. Place 5" template over drone and all models under or partially under the blast are hit by a strength 8 AP 3 hit. The drone is removed as a casualty. If the Drone suffers a wound the person who attacked it MUST roll a D6. On a 1 the drone detonates

Krak Grenade used in a death or glory move, models with krak grenades strike with a strength 6 AP 2 hit

Melta Bombs used when assaulting (not death or glorying) a tank. Instead of meleeing the tank may place the melta bomb onto to it's hull which immediately causes a strength 8 AP 1 melta hit

Phosphor Grenades defensive grenades, When assaulted attacking squad halves their weapon skill

Shroud Bombs count as defensive grenades and all units except daemons, gargantuan creature, vehicles and units with night vision/acute senses must pass a leadership test in order to assault the unit

Psyk-out Grenades enemy psychics and daemons are at initiative 1 for the rest of the assault

Rad Grenades when assaulting or being assaulted the enemy suffer a -1 toughness for the rest of the game which does effect their instant death

Additional wargear/Rules

Advance Targeting Protocols Once per game in the shooting phase, a model with ATP may choose to re-roll all to-hit rolls that they have made in that shooting phase, accepting the second set of rolls as final

All Terrain Vehicle may re roll difficult and dangerous terrain tests

Caestus Ram has a 5+ invulnerable save and adds +1 to the vehicle damage chart when ramming

Caliban War Horse moves 18" and assaults 9"

Camo Cloak grants stealth universal special rule

Cataphractii Terminator Armor 2+ armor save, 4+ invulnerable, 4+ feel no pain save

Cerberus Launcher if the squad assaults the same turn it disembarks all enemies reduce their leadership by 2 for that assault phase

Ceramite Armor melta weapons never roll an extra D6

Cobra Terminator Armor 2+ armor save, 3+ invulnerable save

Combat Shield 6+ invulnerable save

Digital Lasers may re roll one failed to wound result per assault

Displacer Field 3+ invulnerable save

Dozer Blade may re roll difficult terrain tests

Dreadnought Lord all dreadnoughts may be taken as troops excepted named dreadnoughts

Engine Damage if suffers engine damage result loses D6" in movement rather than D3"

Exo Suit 2+ armor save 6+ invulnerable save

Explorator Augury Web may be used in Disruptor mode meaning any enemy reserve rolls are at -1 or relay mode where you may choose to re-roll reserve rolls. In addition infiltrators may not set up within 24"

Ferromantic Invulnerability As a result, the tank is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition it reduces the effects of all rolls on the damage chart made against it (other than by Destroyer type weaponry), by -1.

Force Field Generator The force field is able to reflect small arms fire in the same way as the void shields used by the mighty Titan Legions Any unit with a model within 6" of a model with a Force Field Generator counts as having two Void Shields

Galvanic Motors may ignore immobilization results on a roll of a 4+

Havoc Charges after landing all enemy models within 12" are stuck by a strength 5 AP 4 hit

Heavy Armored Prow May ignore glancing and penetrating hits on a 4+. The Prow also counts as rough terrain modifications and mine sweeper

Helical Targeting Array As long as it remains stationary gains the AA special Rule

Helm of Knowledge User ignores the effects of perils of the warp and force weapons

Highly Flammable when a catastrophic damage is taken roll a D6. On a 2+ treat the damage as an apocalypse explosion.

Hood of Hellfire may stop psychic powers from being used if used within 24" and both players roll die and the Imperial player is the winner, may also cast up to 3 psychic powers a turn

Improved Communications add +2 to all reserve rolls

Indomitus Shield 2+ invulnerable save

Iron Halo 4+ invulnerable save

Jamming Beacon causes devices such as teleport homers not to work and enemy deep strikes scatter 4D6+12"

Jump Pack move 12", assault 6", fall back 3D6"

Large Target due to it's large size targets may use their regular BS if they don't have the AA special rule

Lion Helm 4+ invulnerable Save to any unit he joins

Lumbering Behemoth may always fire it's turret weapon regardless if it moved or not

Master Iron Halo 3+ invulnerable save

Mechadendrites gains an additional strength 3 attack at double initiative

Med Pack 4+ feel no pain applied to squad

Melta Breaching charges all models that exit the drop pod have melta bombs for the next two turns

Narthecium 4+ feel no pain on all squads within 12", including themselves

Orbital Linkup re roll any failed reserve rolls

Psychic Hood may stop psychic powers from being used if used within 24" and both players roll die and the Imperial player is the winner

Refractor Field 5+ invulnerable save

Rosarius 4+ invulnerable save

Runic Charm 5+ Invulnerable Save

Siege Shield Infantry +1 toughness, 5+ invulnerable saves from shooting attacks and 4+ invulnerable saves in close combat

Siege Shield Tanks automatically passes dangerous terrain tests

Signum grants +1 BS to one member of squad for one turn

Shock Absorbers makes it so the tank can move next turn

Stealth Armor Any unit firing at a model with Stealth Armor count as BS2 regardless of their original BS value, unless it would be less than that. In close combat they are always hit on a 4+, unless they would be hit on anything higher than that. A model in Stealth Armor may additionally deploy using the Infiltrate rules if the mission allows it

Stabilizers A model with Stabilizers counts any weapons they are using as Assault weapons, keeping the same number of shots (eg: Heavy 2 becomes Assault 2). However, the range of any weapons they use is halved, rounding up. This effect is not optional, and is always in play

Storm Shield 3+ invulnerable save

Superior Jump Pack moves 24", assaults 12", falls back 4D6"

Surveyor detects infiltrators within 4D6" and may take a free shot at them

Takhi Warhorse May move and assault 12", add +1 attack

Targeter adds +1 BS

Tartorus Terminator Armor 2+ armor save, 5+ invulnerable save

Teleport Homer may deep strike within 6" of it and not scatter

Unstable Reactor Adds +1 to the catastrophic damage chart

Venerable grants a 6+ invulnerable save

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Belloflostsouls

The Adeptus Mechanicus Forum

Bolter and Chainsword

Dakka Dakka

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