

Interex army list

Centaur 135 points fast attack

WS BS S T W I A LD SV
3 5 3(4) 3(4) 1 3 2 8 3+/5++

Unit Composition: 3 Centaurs

Unit Type: Beasts

Wargear: Concentrated Energy bolt rifle (range 24" strength 5 AP 2 assault 1, D6 roll of 1 causes weapon to jam and may not be used for rest of game), Viper Blade (3+ poisoned close combat weapon)

Options: May include up to 17 more centaurs for 45 points each. The squad may take Expense Grenades (assault, defense and krak grenades) for 10 points.

Special Rules

Hate of Chaos: if any chaos units are against them their BS becomes 4 but their WS and I increase to 4.

Interex Infantry 100 points Troop Unit

WS BS S T W I A LD SV
2 5 3 3 1 4 1 6 4+

Unit Composition: 10 Infantry

Unit Type: Infantry

Wargear: Concentrated Energy bolt rifle (range 24" strength 5 AP 2 assault 1, D6 roll of 1 causes weapon to jam and may not be used for rest of game)

Options: May include up to 40 more infantry for 10 points each. The squad may take Expense Grenades (assault, defense and krak grenades) for 20 points.

Kinebrach Squad 165 points Heavy Support

WS BS S T W I A LD SV
5 2 5 5 3 1 4 8 6+

Unit Composition: 3 Kinebrach

Unit Type: Infantry

Wargear: 2 Concentrated Energy bolt rifle (range 24" strength 5 AP 2 assault 1, D6 roll of 1 causes weapon to jam and may not be used for rest of game), 2 Hornet Blades (power weapon that ignores eternal warrior)

Options: May include up to 17 more Kinebrach for 55 points each). The squad may take Expense Grenades (assault, defense and krak grenades) for 20 points.

Interex Commander 175 points HQ unit

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

Unit Composition: 1 Commander

Unit Type: Infantry

Wargear: Advanced Concentrated Energy bolt rifle (range 36" strength 6 AP 1 assault 2, gets hot, melta), Hornet Blade (power weapon that ignores eternal warrior)

Options: May take a centaur body (increasing his toughness to 4 and strength to 5, but initiative to 3 and becomes beasts) for +35 points. May take Expense Grenades (assault, defense and krak grenades) for 20 points.

Special Rules

Relentless, Stubborn

Eternal Hatred: against Chaos always hit on a 2+

Auretian Technocracy

Technocracy Brotherhood Commander 150 points HQ

WS BS S T W I A LD SV

5 4 3 4 3 3 3 10 2+

Unit Composition: 1 Brotherhood Commander

Unit Type: Infantry

Wargear: Artificer armor, Archeotech Plasma pistol (range 18" strength 8 AP 2 assault 2, pistol), +2 strength power weapon, Rad Grenades (on turn when assaulting or is assaulted enemy units suffer a -1 toughness that does effect instant death)

Options: may replace the Archeotech Plasma pistol for a Archeotech Needle pistol (range 24" strength 5 AP 1 Pistol, poisoned 2+) for +5 points. May take Void Shielding (provides a 3+ invulnerable save) for +25 points.

Special Rules

Stubborn, Hit & Run

Technocracy Brotherhood Champion 175 points HQ choice

WS BS S T W I A LD SV

6 2 3 3 4 4 5 9 3+

Unit Composition: 1 Brotherhood Champion

Unit Type: Infantry

Wargear: Power armor, 2 +1 strength and initiative power weapons (effects are doubled for being two weapons), Void Shielding (provides a 3+ invulnerable save)

Options: may take Rad Grenades for +20 points

Special Rules

Stubborn, Hit & Run, feel no pain 3+, fleet, counter-attack

Champions Honor: may challenge single models to one on one combat, this includes sergeants and characters joined by a retune

Technocracy Brotherhood Infiltrator Squad 195 points Elite Choice

WS BS S T W I A LD SV

3 3 3 3 1 3 2 8 3+

Unit Composition: 3 Brotherhood Infiltrators

Unit Type: Infantry

Wargear: Power armor, Archeotech Needle Rifle (range 48" Strength 6 AP 1 heavy 2, poisoned 2+)

Options: The Squad may take Rad Grenades for +20 points. May replace Archeotech Needle Rifle for a long Exitus rifle (range 60" strength X AP 1 Heavy 1, sniper inflicts two wounds and rolls for 4D6 for armor penetration) for +50 points. May include 3 more Brotherhood Infiltrators for 65 points each.

Special Rules

Infiltrate, Scout, acute senses, stealth, relentless

Technocracy Brotherhood Retaliator squad 105 points Troop choice

WS BS S T W I A LD SV

3 3 3 3 1 3 1 8 3+

Unit Composition: 5 Brotherhood Retaliator's

Unit Type: Infantry

Wargear: Power armor, Hellgun (range 24" strength 3 AP 5 Rapid fire), defensive grenades

Options: may include 25 more Brotherhood Retaliator's for 21 points each. Any Retaliator may replace their hellgun for an Archeotech hotshot lasgun (range 24" strength 4 AP 3 rapid fire) for +20 points

each. The Squad may take Rad Grenades for +20 points. For every five Retaliator's one may replace their hellgun for an Archeotech plasma gun (range 30" strength 6 AP 2 assault 1) for +25 points.

Technocracy Infantry squad 100 points Troop choice

WS BS S T W I A LD SV
2 2 3 3 1 2 1 6 5+

Unit Composition: 10 infantry

Unit Type: Infantry

Wargear: Flack armor, Rad Grenades, lascarbine (range 18" strength 3 AP 6 assault 1)

Options: may include 40 more Infantry for 10 points each. Any model may exchange their lascarbine for a shotgun (range 12" strength 3 AP - assault 2) for free. For every 10 models one model may upgrade their lascarbine for a hellgun (range 24" strength 3 AP 5 Rapid fire) for +15 points, Archeotech hotshot lasgun (range 24" strength 4 AP 3 rapid fire) for +25 points each or an Archeotech plasma gun (range 30" strength 6 AP 2 assault 1) for +35 points.

Technocracy Brotherhood Jetbike squad 120 points Fast attack choice

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

Unit Composition: 3 Brotherhood jetbikes

Unit Type: Jet bike

Wargear: Power armor, jetbike with built in twin linked Archeotech hotshot lasgun (range 24" strength 4 AP 3 rapid fire), Rad Grenades, lascarbine (range 18" strength 3 AP 6 assault 1)

Options: may include 7 more Brotherhood Jetbikes for 40 points each. For every three models in the squad one may exchange their lascarbine for hellgun (range 24" strength 3 AP 5 Rapid fire) for +15 points, Archeotech hotshot lasgun (range 24" strength 4 AP 3 rapid fire) for +25 points each or an Archeotech plasma gun (range 30" strength 6 AP 2 assault 1) for +35 points.

Special rules

Deep strike, hit and run

Technocracy Infantry jet bike squad 110 points fast attack choice

WS BS S T W I A LD SV
2 2 3 3(4) 1 2 1 6 5+

Unit Composition: 5 Infantry jetbikes

Unit Type: Jet bike

Wargear: Flack armor, Rad Grenades, lascarbine (range 18" strength 3 AP 6 assault 1), jetbike with built in twin linked Hellgun (range 24" strength 3 AP 5 Rapid fire)

Options: may include 15 more Infantry jetbikes for 22 points each. Any jetbike may upgrade their twin linked hellgun for twin linked Archeotech hotshot lasgun (range 24" strength 4 AP 3 rapid fire) for +20 points each. For every five models in the squad one may exchange their lascarbine for hellgun (range 24" strength 3 AP 5 Rapid fire) for +15 points, Archeotech hotshot lasgun (range 24" strength 4 AP 3 rapid fire) for +25 points each or an Archeotech plasma gun (range 30" strength 6 AP 2 assault 1) for +35 points.

Special Rules

Scout, move threw cover, hit and run

Technocracy Brotherhood Predator 50 points Heavy support

Front Side Rear BS
13 11 11 3

Unit Composition: 1 Brotherhood Predator

Unit Type: Tank, fast

Wargear: Turret mounted autocannon (range 48" strength 7 AP 4 Heavy 2), smoke launchers, searchlight

Transport capacity: 5 models

Options: may include 9 more Brotherhood Predators for 50 points each. Any Predator may take sponson Multilasers for +40 points or plasma cannons for +60 points however if sponsons are chosen it loses it's transport capacity. May take a pintle mounted hellgun for +10 points, Archeotech hotshot lasgun (range 24" strength 4 AP 3 rapid fire) for +15 points or a Archeotech plasma gun (range 30" strength 6 AP 2 assault 1) for +20 points

Technocracy Infantry Predator 40 points Heavy support

Front Side Rear BS

13 11 10 2

Unit Composition: 1 Infantry Predator

Unit Type: Tank, fast

Wargear: Turret mounted autocannon (range 48" strength 7 AP 4 Heavy 2), smoke launchers, searchlight

Transport capacity: 6 models

Options: may include 19 more Infantry Predators for 40 points each. Any Predator may take sponson Multilasers for +40 points or plasma cannons for +60 points however if sponsons are chosen it loses it's transport capacity. May take a pintle mounted hellgun for +10 points, Archeotech hotshot lasgun (range 24" strength 4 AP 3 rapid fire) for +15 points or a Archeotech plasma gun (range 30" strength 6 AP 2 assault 1) for +20 points

Technocracy Brotherhood Vindicator 100 points Heavy support

Front Side Rear BS

14 10 10 3

Unit Composition: 1 Brotherhood Vindicator

Unit Type: Tank

Wargear: Hull mounted demolisher cannon, searchlight, smoke launchers

Options: may include 4 more vindicators for 100 points each. May take a pintle mounted hellgun for +10 points, Archeotech hotshot lasgun (range 24" strength 4 AP 3 rapid fire) for +15 points or a Archeotech plasma gun (range 30" strength 6 AP 2 assault 1) for +20 points

Technocracy Infantry Vindicator 90 points Heavy support

Front Side Rear BS

13 11 11 2

Unit Composition: 1 Infantry Vindicator

Unit Type: Tank

Wargear: Hull mounted demolisher cannon, searchlight, smoke launchers

Options: may include 9 more vindicators for 90 points each. May take a pintle mounted hellgun for +10 points, Archeotech hotshot lasgun (range 24" strength 4 AP 3 rapid fire) for +15 points or a Archeotech plasma gun (range 30" strength 6 AP 2 assault 1) for +20 points

Laer army list

Laer Commander 170 points HQ

WS BS S T W I A LD SV
7 5 5 5 4 7 4 10 5+

Unit Composition: 1 Laer Commander

Unit Type: Beast

Wargear: 2 High Energy Gauntlets (ranged: range 48" strength 6 AP 2 assault 1, rending. Close Quarters: Power Weapon)

Special Rules

2+ feel no pain

Laer Infiltrator Squad 150 points Elites

WS BS S T W I A LD SV
5 4 4 4 1 6 2 8 5+

Unit Composition: 5 infiltrators

Unit Type: Beast

Wargear: 2 Energy Gauntlets (ranged: range 36" strength 5 AP 3 assault 1, rending. Close Quarters: Power Weapon)

Options: May include 15 more infiltrators for 30 points each

Special Rules

3+ feel no pain, terrain does not effect, infiltrate

Laer squad 130 points troop

WS BS S T W I A LD SV
5 4 4 4 1 6 2 8 5+

Unit Composition: 5 Laer

Unit Type: Beast

Wargear: 2 Energy Gauntlets (ranged: range 36" strength 5 AP 3 assault 1, rending. Close Quarters: Power Weapon)

Options: May include 45 more Laer for 26 points each.

Special Rules

3+ feel no pain

Laer Leach Squad 160 points fast attack

WS BS S T W I A LD SV
5 4 5 3 1 6 2 8 6+

Unit Composition: 5 Leach

Unit Type: Beast, jump infantry

Wargear: 2 Energy Gauntlets (ranged: range 36" strength 5 AP 3 assault 1, rending. Close Quarters: Power Weapon), wings

Options: may include 25 more Leach for 32 points each.

Special Rules

3+ feel no pain, scout, stealth, deep strike

Hrud Army List

Hrud commander 140 points HQ

WS BS S T W I A LD SV

5 4 4 4 3 5 3 10 4+

Unit Composition: 1 commander

Unit Type: Infantry

Wargear: 2 Advanced Warp Rifle (range 48" strength 8 AP 2 assault 2, rending, causes instant death on a 4+)

Special Rules

Feel no pain, scout, stealth, infiltrate

Hrud Warp Smith 170 points HQ

WS BS S T W I A LD SV

5 4 4 4 3 5 3 10 4+

Unit Composition: 1 Warp Smith

Unit Type: Infantry

Wargear: Advanced Warp Rifle (range 48" strength 8 AP 2 assault 2, rending, causes instant death on a 4+)

Special Rules

Feel no pain, scout, stealth, infiltrate

Knows the following psychic powers: Smite, Gift of Chaos, Warp time, wind of chaos

Hrud Brutes 135 points elite choice

WS BS S T W I A LD SV

5 0 6 4 2 3 2 10 6+

Unit Composition: 3 Brutes

Unit Type: Infantry (40 mm base)

Wargear: 2 Warp swords (force swords that cause instant death on a 4+)

Options: may include 7 more Brutes for 45 points each

Special Rules

Feel no pain, scout

Hrud Infantry squad 75 points Troop choice

WS BS S T W I A LD SV

4 3 4 4 1 3 1 10 6+

Unit Composition: 15 Hrud Infantry

Unit Type: Infantry

Wargear: Warp Rifle (Range 36" strength 7 AP 3 Rapid Fire, rending, causes instant death on a 5+)

Options: may include 45 more Hrud Infantry for 5 points each

Special Rules

Feel no pain, scout, infiltrate

Advanced Stealth: 4 + cover save in open, +2 to all other cover saves

Hrud Assault Vanguard 100 points Troop Choice

WS BS S T W I A LD SV

4 3 4 4 1 4 1 10 5+

Unit Composition: 10 Hrud Vanguard

Unit Type: Infantry

Wargear: Warp Pistol (range 24" strength 7 AP 3 Pistol, rending, causes instant death on a 5+), Warp Sword (force sword that cause instant death on a 4+)

Options: may include 20 more Vanguard for 10 points each

Special Rules

Feel no pain, scout, infiltrate

Advanced Stealth: 4 + cover save in open, +2 to all other cover saves

Hrud Fusils cannon 140 points Heavy Support

Front Side Rear BS

11 10 10 4

Unit Composition: 1 Fusils Cannon

Unit Type: Immobile Tank

Wargear: 1 Fusils Cannon (Range 72" strength 10 AP 1 Heavy 1, 5" blast, rending, causes instant death on a 3+)

Options: may include 4 more Fusils Cannons for 140 points each

Special Rules

Tank Hunters, Infiltrate