



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

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, Hypnoth bolts

Special Issue Ammunition Bolt Pistols: 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

Storm bolters must be replaced with twin linked bolters

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

All Power armor has acute senses special rule

Missile launchers may be upgraded to carry special issue missiles for +15 points



Adeptus Custodian list.....may be taken by Adeptus Mechanicus, Adeptus Titanicus, assassins, sisters of silence, 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

Custodes High Lord 165 points

WS BS S T W I A LD SV
7 5 4 4 3 5 3 10 2+

Unit composition: 1 Custodes High Lord

Unit Type: infantry

Wargear: artificer armor, master guardian spear, frag, krak, and rad grenades, melta bombs

Options: may take shroud bombs for +3 points. May take blind grenades for +5 points
and/or gas grenades for +7 points. May take a jump pack for +5 points, or custodes jetbike
for +15 points, or Cataphractii terminator armor for +20 points. May upgrade Master

Guardian Spear for a Black Spear for +5 points.

Special rules

Fearless, special issue ammunition, relentless, touch of the emperor, independent character,
5+ invulnerable save, Overwatch

Amon Tauromachian Chief Custodes Infiltrator 175 points

[WS][BS][S][T][W][I][A][LD][SV]
Amon] 7 5 4 4 2 5 4 10 3+

Unit composition: 1 (unique)

Unit Type: infantry

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

Special rules

Fearless, special issue ammunition, eternal warrior, relentless, touch of the emperor,
independent character, counterattack, 4+ invulnerable save, infiltrate, scout, Overwatch

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)

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

Special Rules

Deep Strike, Fleet, Ferromantic Invulnerability, Dreadnought Lord, Galvanic Motors, Overwatch
Warrior without Equal: may for go his normal attacks to make D6 attack at strength 10

Constantin Valdor 325 points

[WS][BS][S][T][W][I][A][LD][SV]
Valdor] 9 6 5 5 4 6 5 10 2+

Unit composition: 1 (unique)

Unit Type: infantry

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, independent character, cold steel and courage, Overwatch

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

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,

Black Spear, 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,

counterattack, deep strike, A force of their own, Overwatch

Resolute: The unit may choose to pass or fail Leadership tests. This ability is

conferred to any independent character joining the unit.

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, Master 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 Master Guardian Spear for a Black Spear for +5 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, eternal warrior, relentless, touch of the emperor, counterattack, 4+

Invulnerable save, Deep strike (does NOT scatter), A force of their own, Overwatch

Resolute: The unit may choose to pass or fail Leadership tests. This ability is

conferred to any independent character joining the unit.

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 for +15 points or a Banner of Terra for +25 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, counterattack, A force of their own, Overwatch

Resolute: The unit may choose to pass or fail Leadership tests. This ability is conferred to any independent character joining the unit.

Dedicated transports

Artificer rhino 80 points

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

Rhino] 12 12 11 5

Unit Composition: 1 Artificer rhino

Unit type: tank, fast

Transport capacity: 10 models

Access points: one rear assault ramp, two side hatches

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

Options: May take a pintle mounted master crafted multimelta for +20 points, pintle mounted Master crafted twin 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. May take a Misericorde, Tank siege armor, auto launchers, dozer blade, and/or an overcharged engine for +5 points, and/or reinforced armor for +10 points.

Special rules

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

Emperor's gift 90 points

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

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

Unit Composition: 1 Emperor's Gift

Unit type: skimmer, fast

Transport capacity: 12 models

Access points: one rear assault ramp

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

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. May take a Misericorde and/or auto launchers for +5 points and/or Reinforced Armor for +10 points.

Special rules

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

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, flare shield

Options: may replace the heavy bolter for a multilaser for +10 points or an autocannon for +15 points. May take a Misericorde for +5 points and/or Reinforced Armor for +10 points.

Special rules

Supersonic, deep strike, Overwatch

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 for +15 points or a Banner of Terra for +25 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 or a Black Spear for +10 points per model. 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, counterattack, 4+ invulnerable save, deep strike, A force of their own, Overwatch

Resolute: The unit may choose to pass or fail Leadership tests. This ability is conferred to any independent character joining the unit.

Fast Attack

Custodes Jetbike 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: Jetbike

Wargear: artificer armor, Guardian Spear, frag grenades, krak grenades, bullock Jetbike

Options: May include 7 more envoys for 100 points per model. Up to two jetbikes 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. May model upgrade their guardian spear for a Black Spear for +10 points.

Special rules

Fearless, eternal warrior, relentless, touch of the emperor, counterattack, 4+ invulnerable save, deep strike, A force of their own, Overwatch

Resolute: The unit may choose to pass or fail Leadership tests. This ability is conferred to any independent character joining the unit.

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. Any model may upgrade their guardian spear for a Black Spear for +10 points.

Special rules

Fearless, eternal warrior, relentless, touch of the emperor, counterattack, 4+ invulnerable

save, infiltrate, scout, Stealth, move through cover, hit and run, fleet, A force of their own, Overwatch

Resolute: The unit may choose to pass or fail Leadership tests. This ability is conferred to any independent character joining the unit.

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, flare shield

Transport Capacity: 14 models

Options: may upgrade the twin linked heavy bolter to a master crafted twin linked lascannon for +25 points or a master crafted twin linked heavy flamer for free. May take an auto launcher for +7 points, a Master crafted twin 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. May take a Misericorde, Tank Siege Armor, and/or an overcharged engine for +5 points.

Special rules

Power of the machine spirit, assault vehicle, Venerable, Galvanic Motors, Overwatch

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 multimelta, smoke launchers, flare shield

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 an overcharged engine for +5 points, an auto launcher for +8 points, a hunter killer missile for +10 points, extra armor for +15 points, and/or Reinforced Armor for +20 points.

Special rules

Power of the machine spirit, special issue ammunition, counterattack, Venerable, Galvanic Motors, Overwatch

Super Heavies

Hand of Wraith Gunship 750 points each

Front Side Rear BS

14 13 10 5

Unit Composition: 1 Hand of Wraith Gunship

Unit Type: Super heavy flyer, hover

Structure points: 5

Access points: one front assault ramp

Transport capacity: 60 Custodes in artificer armor, 30 terminator

armored ones, or 6 Custodes Ancients

Wargear: six sponson twin linked lascannons with AA mount, frag assault launchers, two front mount Deathwind launchers, two sponson mount hurricane bolters with special issue ammunition, four front mount twin linked heavy assault cannons with AA mount

Options: May take a Misericorde for +5 points, an auto launcher for +8 points, a hunter killer missile for +10 points, extra armor for +15 points, and/or Reinforced Armor for +20 points.

Special rules

Power of the machine spirit, Venerable, Galvanic Motors, Overwatch, deep strike



*Sisters of silence list.....may be taken
by Adeptus Mechanicus, Adeptus Titanicus,
assassins, Adeptus Custodian, marine
legions and imperial army*

HQ

Lord Oblivion Knight 150 points

WS BS S T W I A LD SV

6 4 3 4 3 5 3 10 4+

Unit composition: 1 Lord Oblivion Knight

Unit type: infantry

Wargear: carapace armor, bolt pistol, chainsword, frag, krak, and blind grenades

Options: may upgrade her carapace armor to Artificer carapace armor for +15 points. May replace her bolt pistol with a flame pistol for free, an infernus pistol for +5 points, a plasma pistol for +7 points, a heavy plasma pistol for +10 points, or a volkite serpenta for +15 points. May replace her chainsword with a chain axe for +5 points, a power weapon for +7 points, a power stake for +10 points, a power maul for +12 points, a null rod for +15 points, a relic blade for +17 points, a power fist for +20 points, or a storm shield for +23 points. May take melta bombs for +2 points and/or Phosphex bombs for +8 points per bomb. May take a psi-tracker for +5 points.

Special rules

Fearless, eternal warrior, independent character, Pariah, Psyker Bane, 5+ invulnerable save, Overwatch

Amendera Kendel **200 points**

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

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

Unit composition: 1 (unique)

Unit type: infantry

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

Special rules

fearless, eternal warrior, independent character, 3+ invulnerable save, Pariah, Psyker Bane, Bane of Daemons, Overwatch

Janetia Krole **235 points**

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

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

Unit composition: 1 (unique)

Unit type: infantry

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

Special rules

Rights of battle, fearless, eternal warrior, independent character, 3+ invulnerable save, Pariah, Psyker Bane, Overwatch

Elites

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

Unit type: infantry

Wargear: Carapace armor, master crafted plasma pistol, master crafted relic blade, frag and 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 a psi-tracker for +5 points and/or digital lasers

for +10 points. One Excrutiatus may have a psilencer for free or 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, Psyker Bane, Overwatch

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

Unit type: infantry

Wargear: Carapace armor, bolt pistol, relic blade, frag and 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 a psi-tracker for +5 points and/or 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, Psyker Bane, Overwatch

Sisters of Silence contego squad 155 points

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

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

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

Unit composition: 1 Oblivion Knight and 4 sisters

Unit type: infantry

Wargear: Artificer carapace armor, master crafted power weapon, bolt pistol, frag and krak grenades

Options: may include 10 more contego for 31 points per model. Up to two sisters may replace bother their bolt pistol and power weapon for an incinerator for free. The Oblivion Knight may replace her power weapon for a power stake for +5 points or a relic blade for +10 points or a thunder hammer for +15 points. The Oblivion knight may have a psi-tracker for +5 points and/or digital lasers for +10 points. The Oblivion Knight may replace her bolt pistol for a flame pistol or web pistol for free, an infernus pistol for +5 points, a plasma pistol for +7 points, a heavy plasma pistol for +10 points, or a volkite serpenta for +15 points

Special rules

Fearless, 4+ invulnerable save, Pariah, Psyker Bane, Overwatch

Dedicated Transports

Artificer rhino 80 points

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

Rhino] 12 12 11 4

Unit Composition: 1 Artificer rhino

Unit type: tank, fast

Transport capacity: 10 models

Access points: one rear assault ramp, two side hatches

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

Options: May take a 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, a pintle mounted master crafted multi-melta for +20 points. May take a Misericorde, Tank Siege Armor, auto launchers, dozer blade, and/or an overcharged engine for +5 points, and/or Reinforced Armor for +10 points.

Special rules

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

Emperor's gift 90 points

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

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

Unit Composition: 1 Emperor's Gift

Unit type: skimmer, fast

Transport capacity: 12 models

Access points: one rear assault ramp

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

Options: May take a pintle mounted Master crafted linked bolter for +5 points, master crafted combi plasma; melta; flamer; grenade launcher for +10 points, a master crafted hunter killer missile for +10 points, a master crafted havoc launcher for +15 points, master crafted plasma gun for +15 points, a pintle mounted master crafted multi-melta for +20 points. May take a Misericorde, auto launchers, and/or Tank Siege Armor for +5 points, and/or Reinforced Armor for +10 points.

Special rules

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

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

Unit type: infantry

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

Options: may include 5 more sisters for 16 points each. The Oblivion Knight may replace her power weapon for a power stake for +5 points, a relic blade for +10 points or a thunder hammer for +15 points. The Oblivion knight may have a psi-tracker for +5 points and/or digital lasers for +10 points. Two sisters may replace their bolters for a flamer, psilencer, or meltagun for free, a heavy meltagun for +10 points, an incinerator for +15 points, or a psycannon for +20 points. If neither option is taken two sisters may replace their power weapon for a power stake for +5 points or 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, Psyker Bane, Overwatch

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

Unit type: infantry

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 power stake for +5 points, a relic blade for +10 points, or a thunder hammer for +15 points. The Oblivion knight may have a psi-tracker for +5 points and/or 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, Overwatch

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

Unit type: infantry

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 a psi-tracker for +5 points and/or digital lasers

for +10 points. Two of the En-Dogs may have either a flamer for +5 points,

a heavy flamer for +7 points, meltagun for +10 points, or a heavy meltagun for +15 points

Special rules

Fearless, Pariah, Psyker Bane, En-dogs, Overwatch

Sisters of silence jetbike team 195 points

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

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

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

Unit composition: 1 Oblivion Knight and 2 sisters

Unit type: jetbike

Wargear: Carapace armor, power weapon, bolt pistol, frag, krak, and Psyk-out grenades, bullock jetbike with twin linked psycannons in place of twin linked bolters

Options: may include seven more jetbikes for 65 points per model. The

Oblivion Knight may replace her power weapon for a power stake for

+5 points, a relic blade for +10 points, or a thunder hammer for +15 points.

The Oblivion knight may have a psi-tracker for +5 points and/or digital lasers for +10 points.

Special rules

Fearless, Pariah, Psyker Bane, deep strike, Overwatch

Heavy Support

Holocaust Cannon 110 points each

Front Side Rear

Cannon 10 10 10

WS BS S T W I A LD SV

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

Unit Composition: between 1 and 5 Holocaust Cannons each manned by an Oblivion Knight

Unit Type: artillery

Wargear cannon: Holocaust cannon, flare shield

Wargear Knight: master crafted twin linked bolter, power axe, carapace armor, frag, krak, and Psyk-out grenades

Options: The Oblivion knight may have a psi-tracker for +5 points and/or digital

lasers for +10 points. The Oblivion Knight may replace her power axe for a power

stake for +5 points, a relic blade for +10 points, or a thunder hammer for +15 points.

The Holocaust Cannon may take Reinforced Armor for +10 points.

Special rules

Hit the battery, Fearless, Pariah, Psyker Bane, counter attack, iron halo, Overwatch

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

Unit Type: infantry

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 a psi-tracker for +5 points and/or 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, psilencer, or meltagun for free, a heavy flamer for +5 points, a

heavy meltagun for +7 points, an incinerator for +10 points, or a psycannon for +15 points.

Special rules

Fearless, titanic might, Eye of Vengeance, Pariah, Psyker Bane, Overwatch

Space Marine Legion additional list

HQ

Dactylics Command Rhino 50 points each

Front Side Rear BS

12 12 10 4

Unit Composition: between 1 and 2 Dactylics Command Rhinos

Unit Type: Tank

Access points: one rear hatch

Transport capacity: one HQ and up to a nine strong command squad

Wargear: Improved Communications, pintle mount heavy bolter, extra armor, searchlight, smoke launchers

Options: May purchase an auto launcher and/or an overcharged engine for +10 points, Tank Siege Armor for +15 points, a flare shield for +20 points, and/or Reinforced Armor for +25 points

Special Rules

Overwatch, Galvanic Motors, Ceramite armor, Battlefield Command Uplink

Atomantic Shielding: have a 6+ invulnerable save from shooting attacks

and a 6+ invulnerable save in close combat

Improved Communications: If the Dactylics 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.

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 may join a Siege Breaker,

Primarch Honor Guard, Techmarine Lord, Senior Librarian,

Praetor, Major, Command squad, Master of the Forge, Captain,

Centurion, Master Apothecary, Lieutenant for +50 points

Unit type: infantry

Wargear: none

Special rules

Embedded Recorder, Terrified Civilian, Worthy of Remembrance, Along for the ride

Halcyon Command Rhino 60 points each

BS FRONT SIDE REAR

Halcyon Rhino 4 11 11 10

Unit Composition: between 1 and 3 Halcyon Command Rhino

Unit Type: Tank

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

Options: May purchase an auto launcher and/or an overcharged engine for +10 points,

Extra Armor and/or Tank Siege Armor for +15 points, a flare shield for +20 points, and/or Reinforced Armor for +25 points.

Special Rules

Battlefield Command Uplink, Overwatch

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

Lieutenant 75 points

WS BS S T W I A LD SV

4 4 4 4 2 5 2 10 3+

Unit composition: 1 lieutenant

Unit type: infantry

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

Options: may take a bolter or autogun for free, a siege bolter for +1 point, a bolt carbine for +2 points, a twin linked bolter, Hades bolter, or shard blaster for +5 points, a Combibolter for +10 points, a Gilded Twin Linked Bolter for +12 points, an arc rifle for +15 points, a relic bolter for +17 points, or a volkite charger for +20 points. May replace bolt pistol for a flame pistol or shard pistol for free, a Web Pistol for +2 points, an infernus pistol for +5 points, a plasma pistol or lightning claw for +10 points, a Gauntlet of Salvation for +11 points, a needle pistol for +15 points, a graviton pistol, gauntlet of war, or Storm Repeater for +16 points, a relic pistol for +17 points, an arc pistol for +18 points, a Traitorbane Plasma Pistol for +19 points, a thunder hammer for +20 points, Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +41 points. May replace chainsword with chain axe for +5 points, power weapon for +7 points, power maul or lightning claw for +10 points, Neural Whip or xenotech phase blade for +11 points, a chain glaive or Mechanicus crafted lighting claw for +12 points, a Power Flail for +13 points, a Gauntlet of Salvation for +14 points, power fist or power scythe for +15 points, a power claw for +18 points, gauntlet of war for +19 points, chain fist for +20 points, relic blade or storm shield for +25 points, a Gauntlet of Furry for +34 points, Gauntlet of Vengeance for +44 points. May take digital weapons for +5 points. May take an auxiliary grenade launcher for +10 points. May take Anti plant grenades and/or Web grenades for +2 points, plasma grenades for +4 points, melta bombs for +5 points, stasis grenades and/or haywire grenades for +7 points, shroud bombs and/or Hallucinogen Grenades for +10 points, rad grenades and/or Nova Bombs for +15 points, Phosphex bombs for +20 points, and/or vortex grenades for +50 points. May take a Grav Chute for +5 points, a jump pack for +10 points, a bike for +15 points, or a jetbike for +25 points. May replace power armor with artificer armor for +15 points. May purchase an Auspex for +2 points, any bolter, bolt pistol, siege bolter, bolt carbine,

Hades bolter, relic bolter, Gilded Twin Linked Bolter, twin linked bolter or combibolter may take Chain Blades for +5 points, Oath of the Moment for +7 points, Terminator Honors for +10 points, any twin linked bolter, Gilded Twin Linked Bolter, or combibolter may take power blades for +15 points, and/or bionics for +18 points. May upgrade any bolter, siege bolter, bolt carbine, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, combat tactics, Refractor Field, independent character, Overwatch

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, bionics

Options: may take a bolter or autogun for free, a bolt carbine for +1 point, a siege

bolter for +2 points, a twin linked bolter, Hades bolter, webber, or shard blaster

for +5 points, a combibolter or psilencer for +10 points, a relic bolter for

+12 points, or a volkite charger for +15 points. May replace the bolt pistol for

a flame pistol or shard pistol for +5 points, a Web Pistol for +7 points, an

infernus pistol, needle pistol, or lightning claw for +10 points, a Gauntlet of

Salvation for +12 points, a plasma pistol for +15 points, a Storm Repeater

or gauntlet of war for +16 points, a relic pistol for +17 points, a volkite

serpenta for +20 points, a thunder hammer for +25 points, a Gauntlet of

Furry for +31 points, Gauntlet of Vengeance for +41 points. May replace

the chainsword with a chain axe for +5 points, a lightning claw for

+10 points, a Neural Whip for +11 points, a chain glaive or Mechanicus

crafted lighting claw for +12 points, a Power Flail for +13 points, a

Gauntlet of Salvation for +14 points, a power fist or power scythe for

+15 points, a power claw for +18 points, gauntlet of war for +19 points,

a storm shield for +20 points, a Gauntlet of Furry for +34 points, Gauntlet

of Vengeance for +44 points. May take a Grav Chute for +5 points, a

jump pack for +10 points, a bike for +15 points, or a jetbike for +25 points.

Any bolter, bolt pistol, bolt carbine, siege bolter, Hades bolter, relic bolter,

twin linked bolter or combibolter may take Chain Blades for +5 points, any

twin linked bolter or combibolter may take power blades for +15 points.

May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked

bolter to have an exterminator for +3 points.

Special rules

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

Fire, Master Apothecary, Overwatch

Centurion 80 points

WS BS S T W I A LD SV

4 4 4 4 2 5 3 10 3+

Unit composition: 1 Centurion

Unit type: infantry

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

Options: may take a bolter or autogun for free, a siege bolter for +1 point,

a bolt carbine for +2 points, a twin linked bolter, Hades bolter, or shard

blaster for +5 points, a Combibolter for +10 points, a Gilded Twin Linked

Bolter for +12 points, an arc rifle for +15 points, a relic bolter for +17 points,

or a volkite charger for +20 points. May replace bolt pistol for a flame pistol

or shard pistol for free, a Web Pistol for +2 points, an infernus pistol for

+5 points, a plasma pistol or lightning claw for +10 points, a Gauntlet of

Salvation for +12 points, a needle pistol for +15 points, a graviton pistol,

gauntlet of war or Storm Repeater for +16 points, a relic pistol for +17 points,

an arc pistol for +18 points, a Traitorbane Plasma Pistol for +19 points, a

thunder hammer for +20 points, a Gauntlet of Furry for +31 points,

Gauntlet of Vengeance for +41 points. May replace chainsword with chain

axe for +5 points, power weapon for +7 points, power maul or lightning

claw for +10 points, Neural Whip or xenotech phase blade for +11 points,

a chain glaive or Mechanicus crafted lighting claw for +12 points, a Power

Flail for +13 points, a Gauntlet of Salvation for +14 points, power fist or power scythe for +15 points, power claw for +18 points, gauntlet of war for +19 points, chain fist for +20 points, relic blade or storm shield for +25 points, a Gauntlet of Furry for +34 points, Gauntlet of Vengeance for +44 points. May take digital weapons for +5 points. May take an auxiliary grenade launcher for +10 points. May take Anti plant grenades and/or Web grenades for +2 points, plasma grenades for +4 points, melta bombs for +5 points, stasis grenades and/or haywire grenades for +7 points, shroud bombs and/or Hallucinogen Grenades for +10 points, rad grenades and/or Nova Bombs for +15 points, Phosphex bombs for +20 points, and/or vortex grenades for +50 points. May take a Grav Chute for +5 points, a jump pack for +10 points, a bike for +15 points, or a jetbike for +25 points. May replace power armor with artificer armor for +15 points, Tartorus pattern terminator armor for +25 points, or Cataphractii pattern terminator armor for +30 points. May purchase an Auspex for +2 points, a combat shield for +5 points, any bolter, bolt pistol, siege bolter, bolt carbine, Hades bolter, relic bolter, Gilded Twin Linked Bolter, twin linked bolter or combibolter may take Chain Blades for +5 points, Oath of the Moment for +7 points, a siege shield and/or terminator honors for +10 points, any twin linked bolter, Gilded Twin Linked Bolter, or combibolter may take power blades for +15 points, bionics for +18 points, and/or Battlefield Command Uplink for +20 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, combat tactics, Refractor Field, independent character, Overwatch, orbital bombardment

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 or autogun for free, a siege bolter for +1 point, a bolt carbine for +2 points, a twin linked bolter, Hades bolter, or shard blaster for +5 points, a Combibolter for +10 points, a Gilded Twin Linked Bolter for +12 points, an arc rifle for +15 points, a relic bolter for +17 points, or a Volkite charger for +20 points. May replace bolt pistol for a flame pistol or shard pistol for free, a Web Pistol for +2 points, an infernus pistol for +5 points, a plasma pistol or lightning claw for +10 points, a Gauntlet of Salvation for +12 points, a needle pistol for +15 points, a graviton pistol, gauntlet of war, or Storm Repeater for +16 points, a relic pistol for +17 points, an arc pistol for +18 points, a Traitorbane Plasma Pistol for +19 points, a thunder hammer for +20 points, a Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +41 points. May replace chainsword with chain axe for +5 points, power weapon for +7 points, power maul or lightning claw for +10 points, Neural Whip or xenotech phase blade for +11 points, a chain glaive or Mechanicus crafted lightning claw for +12 points, a Power Flail for +13 points, Gauntlet of Salvation for +14 points, power fist or power scythe for +15 points, power claw for +18 points, gauntlet of war for +19 points, chain fist for +20 points, relic blade or storm shield for +25 points, a Gauntlet of Furry for +34 points, Gauntlet of Vengeance for +44 points.

May take digital weapons for +5 points. May take an auxiliary grenade launcher for +10 points. May take Anti plant grenades and/or Web grenades for +2 points, plasma grenades for +4 points, melta bombs for +5 points, stasis grenades and/or haywire grenades for +7 points, shroud bombs and/or Hallucinogen Grenades for +10 points, rad grenades and/or Nova Bombs for

+15 points, Phosphex bombs for +20 points, and/or vortex grenades for +50 points. May take a Grav Chute for +5 points, a jump pack for +10 points, a bike for +15 points, or a jetbike for +25 points. May replace power armor with artificer armor for +15 points, Tartorus pattern terminator armor for +25 points, or Cataphractii pattern terminator armor for +30 points. May purchase an Auspex for +2 points, a combat shield for +5 points, any bolter, bolt pistol, siege bolter, bolt carbine, Hades bolter, relic bolter, Gilded Twin Linked Bolter, twin linked bolter or combibolter may take Chain Blades for +5 points, Oath of the Moment for +7 points, a siege shield or terminator honors for +10 points, any twin linked bolter, Gilded Twin Linked Bolter, or combibolter may take power blades for +15 points, bionics for +18 points, and/or Battlefield Command Uplink for +20 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

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

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, bionics

Options: may replace servo harness with a conversion beamer for +20 points. May replace their bolter with a bolt carbine or autogun for free, a siege bolter for +1 point, a twin linked bolter or shard blaster for +2 points, a Webber for +3 points, a Hades bolter for +4 points, a combibolter for +5 points, a Gilded Twin Linked Bolter for +7 points, a plasma gun for +10 points, a relic bolter for +12 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 or shard pistol for free, a Web Pistol for +2 points, an infernus pistol for +5 points, a plasma pistol, graviton pistol, or lightning claw for +10 points, a Gauntlet of Salvation for +11 points, a needle pistol or arc pistol for +15 points, a Storm Repeater or gauntlet of war for +16 points, a relic pistol for +17 points, a Traitorbane Plasma Pistol or Iron Gauntlet for +18 points, a volkite serpenta for +20 points, a Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +41 points.

May exchange their power weapon for a chain axe for free, Gauntlet of Salvation for +6 points, Neural Whip or xenotech phase blade for +8 points, a Power Flail for +9 points, a power fist or power scythe for +10 points, a chain glaive or power claw or gauntlet of war for +11 points, a chain fist for +12 points, a Criterion Hammer or Iron Gauntlet for +13 points, a thunder hammer for +15 points, a storm shield, or Mechanicus Blade for +20 points, a Gauntlet of Furry for +26 points, Gauntlet of Vengeance for +36 points. May take Anti plant grenades and/or Web grenades for +2 points, plasma grenades for +4 points, melta bombs for +5 points, stasis grenades and/or haywire grenades for +7 points, shroud bombs and/or Hallucinogen Grenades for +10 points, rad grenades and/or Nova Bombs for +15 points, Phosphex bombs for +20 points, and/or vortex grenades for +50 points. May take a bike for +5 points or a jetbike for +20 points. May purchase an Auspex for +2 points, any bolter, bolt pistol, bolt carbine, siege bolter, Hades bolter, relic bolter, Gilded Twin Linked Bolter, twin linked bolter or combibolter may take Chain Blades for +5 points, Terminator Honors for +10 points, any twin linked bolter, Gilded Twin Linked Bolter, or combibolter may take power blades for +15 points, and/or Battlefield

Command Uplink for +15 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, combat tactics, independent character, blessings of the Omnissiah, bolster defenses, Maximum Fire, Lord of the armory, Mechanicus Protectiva, Overwatch

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 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, 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 bolt carbine, autogun, or flamer for free, siege bolter for +1 point, twin linked bolter or shard blaster for +2 points, a Webber for +3 points, a Hades bolter for +4 points, a meltagun or combibolter for +5 points, a Gilded Twin Linked Bolter for +6 points, a heavy meltagun for +7 points, a plasma gun for +10 points, a heavy plasma gun for +15 points, a relic bolter for +17 points, or a volkite charger for +20 points. Any veteran may replace their bolt pistol with a flame pistol or shard pistol for free, a Web Pistol for +2 points, an infernus pistol for +5 points, a plasma pistol or lightning claw for +10 points, a Gauntlet of Salvation for +12 points, a needle pistol for +15 points, a Storm Repeater, or gauntlet of war for +17 points, a volkite serpenta, graviton pistol, arc pistol, or thunder hammer for +20 points, a Gauntlet of Furry for +32 points, Gauntlet of Vengeance for +42 points. Any veteran may exchange their chainsword for a chain axe for +5 points, a power weapon for +10 points, a Neural Whip or xenotech phase blade for +11 points, a chain glaive or Mechanicus crafted lighting claw for +12 points, a Power Flail for +13 points, a Gauntlet of Salvation for +14 points, a power fist or power

scythe for +15 points, a power claw for +18 points, gauntlet of war for +19 points, a chain fist for +20 points, a storm shield for +25 points, a Gauntlet of Furry for +34 points, Gauntlet of Vengeance for +44 points. Any veteran may have Anti plant grenades and/or Web grenades for +2 points per model, plasma grenades for +4 points, melta bombs for +5 points per model, stasis grenades and/or haywire grenades for +7 points, shroud bombs and/or Hallucinogen Grenades for +10 points per model, and/or rad grenades and/or Nova Bombs for +15 points per model. Any veteran may replace their power armor with artificer armor for +20 points per model or terminator armor for +35 points per model. Any bolter, bolt pistol, heavy bolter, bolt carbine, siege bolter, Hades bolter, relic bolter, Gilded Twin Linked Bolter, twin linked bolter or combibolter may take Chain Blades for +5 points, any twin linked bolter, heavy bolter, Gilded Twin Linked Bolter, or combibolter may take power blades for +15 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules
And they shall know no fear, combat tactics, Maximum Fire, Overwatch

Major 110 points

WS BS S T W I A LD SV
5 5 4 4 4 5 3 10 3+

Unit composition: 1 Major

Unit type: infantry

Wargear: bolt pistol, chainsword, power armor, frag and krak grenades
Options: may take a bolter or autogun for free, a siege bolter for +1 point, a bolt carbine for +2 points, a Webber for +4 points, a twin linked bolter, Hades bolter, or shard blaster for +5 points, a Combibolter for +10 points, a Gilded Twin Linked Bolter for +12 points, an arc rifle for +15 points, a relic bolter for +17 points, or a volkite charger for +20 points. May replace bolt pistol for a flame pistol or shard pistol for free, a Web Pistol for +2 points, an infernus pistol for +5 points, a plasma pistol or lightning claw for +10 points, a Gauntlet of Salvation for +11 points, a needle pistol for +15 points, a graviton pistol, gauntlet of war or Storm Repeater for +16 points, a relic pistol or Traitorbane Plasma Pistol for +17 points, an arc pistol for +18 points, a volkite serpenta for +19 points, a thunder hammer for +20 points, a Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +41 points. May replace chainsword with chain axe for +5 points, power weapon for +7 points, power maul or lightning claw for +10 points, a Neural Whip or xenotech phase blade for +11 points, a chain glaive or Mechanicus crafted lighting claw for +12 points, a Power Flail for +13 points, Gauntlet of Salvation for +14 points, power fist or power scythe for +15 points, power claw for +18 points, gauntlet of war for +19 points, chain fist for +20 points, relic blade, storm shield for +25 points, a Gauntlet of Furry for +34 points, Gauntlet of Vengeance for +44 points, or a Vortex weapon for +50 points. May take digital weapons for +5 points. May take an auxiliary grenade launcher for +10 points. May take Anti plant grenades and/or Web grenades for +2 points, plasma grenades for +4 points, melta bombs for +5 points, stasis grenades and/or haywire grenades for +7 points, shroud bombs and/or Hallucinogen Grenades for +10 points, rad grenades

and/or Nova Bombs for +15 points, Phosphex bombs for +20 points, and/or vortex grenades for +50 points. May take a Grav Chute for +5 points, a jump pack for +10 points, a bike for +15 points, or a jetbike for +25 points. May replace power armor with artificer armor for +15 points, Tartorus pattern terminator armor (but may not take a jump pack, bike, or jetbike) for +25 points, or Cataphractii pattern

terminator armor for +30 points. May purchase an Auspex for +2 points, any bolter, bolt pistol, siege bolter, bolt carbine, Hades bolter, relic bolter, Gilded Twin Linked Bolter, twin linked bolter or combibolter may take Chain Blades for +5 points, Oath of the Moment for +7 points, Terminator Honors for +10 points, any twin linked bolter, Gilded Twin Linked Bolter, or combibolter may take power blades for +15 points, bionics for +18 points, and/or Battlefield Command Uplink for +20 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules
And they shall know no fear, combat tactics, iron halo, independent character, Overwatch, orbital bombardment

Praetor 120 points

WS BS S T W I A LD SV
6 5 4 4 3 5 4 10 2+

Unit composition: 1 Praetor

Unit type: infantry

Wargear: artificer armor, frag and krak grenades, chainsword, bolt pistol
Options: may take a bolter or autogun for free, a siege bolter for +1 point, a bolt carbine for +2 points, a Webber for +4 points, a twin linked bolter, Hades bolter, or shard blaster for +5 points, a Combibolter for +10 points, a Gilded Twin Linked Bolter for +12 points, an arc rifle for +15 points, a relic bolter for +17 points, or a volkite charger for +20 points. May replace bolt pistol for a flame pistol or shard pistol for free, a Web Pistol for +2 points, an infernus pistol for +5 points, a plasma pistol or lightning claw for +10 points, a Gauntlet of Salvation for +11 points, a needle pistol for +15 points, a graviton pistol, gauntlet of war, or Storm Repeater for +16 points, a relic pistol or Traitorbane Plasma Pistol for +17 points, an arc pistol for +18 points, a volkite serpenta for +19 points, a thunder hammer for +20 points, a Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +41 points. May replace chainsword with chain axe for +5 points, power weapon for +7 points, power maul or lightning claw for +10 points, a Neural Whip or xenotech phase blade for +11 points, a chain glaive or Mechanicus crafted lighting claw for +12 points, a Power Flail for +13 points, Gauntlet of Salvation for +14 points, power fist or power scythe for +15 points, power claw for +18 points, gauntlet of war for +19 points, chain fist for +20 points, relic blade, storm shield for +25 points, a Gauntlet of Furry for +34 points, Gauntlet of Vengeance for +44 points, or a Vortex weapon for +50 points. May take digital weapons for +5 points. May take an auxiliary grenade launcher for +10 points. May take Anti plant grenades and/or Web grenades for +2 points, plasma grenades for +4 points, melta bombs for +5 points, stasis grenades and/or haywire grenades for +7 points, shroud bombs and/or Hallucinogen Grenades for +10 points, rad grenades and/or Nova Bombs for +15 points, Phosphex bombs for +20 points, and/or vortex grenades for +50 points. May take a Grav Chute for +5 points, a jump pack for +10 points, a bike for +15 points, or a jetbike for +25 points. May replace power armor with artificer armor for +15 points, Tartorus pattern terminator armor (but may not take a jump pack, bike, or jetbike) for +25 points, or Cataphractii pattern terminator armor for +30 points. May purchase an Auspex for +2 points, combat shield for +5 points, any bolter, bolt pistol, bolt carbine, siege bolter, Hades bolter, relic bolter, Gilded Twin Linked Bolter, twin linked bolter or combibolter may take Chain Blades for +5 points, Oath of the Moment for +7 points, siege shield or terminator honors for +10 points, any twin linked bolter, Gilded Twin Linked Bolter, or combibolter may take power blades for +15 points, bionics for +18 points, and/or Battlefield Command Uplink for +20 points.

May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

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

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, psychic hood

Options: may replace bolt pistol with a flame pistol or shard pistol for free, a Web Pistol for +2 points, an infernus pistol or needle pistol for +5 points, a plasma pistol for +10 points, a heavy plasma pistol for +12 points, a volkite serpenta for +15 points, a graviton pistol or Storm Repeater for +16 points, a relic pistol for +17 points, an arc pistol for +18 points, a Traitorbane Plasma Pistol for +19 points, or a plasma blaster for +20 points. May take a Grave Chute for +10 points, a jump pack for +15 points, a Bike for +20 points, or a jetbike for +25 points. May replace artificer armor for terminator armor for +30 points. May purchase any bolter, bolt pistol, twin linked bolter or combibolter may take Chain Blades for +5 points, Oath of the Moment for +7 points, Terminator Honors for +10 points, any twin linked bolter or combibolter may take power blades for +15 points, and/or bionics for +18 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

Master psyker, and they shall know no fear, Master Librarian, Overwatch, Independent Character

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, bionics

Options: may take an autogun for free, a Webber for +4 points, a bolter for +5 points, a bolt carbine for +6 points, a siege bolter for +7 points, a twin linked bolter, Hades bolter, or shard blaster for +10 points, a combibolter for +15 points, a Gilded Twin Linked Bolter for +16 points, a relic bolter for +17 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, shard pistol, or shredder bolter for +5 points, a Web Pistol for +7 points, an infernus pistol, graviton pistol, or lightning claw for +10 points, a Mechanicus crafted lighting claw for +13 points, Gauntlet of Salvation for +11 points, a plasma pistol for +15 points, a Storm Repeater or gauntlet of war for +16 points, a relic pistol, Iron Gauntlet, or Traitorbane Plasma Pistol for +17 points, an arc pistol for +18 points, a volkite serpenta for +20 points, a Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +41 points. May replace the power weapon with a chain axe for +5 points, a lighting claw for +10 points, a Neural Whip or xenotech phase blade for +11 points, a chain glaive or Mechanicus crafted lighting claw for +12 points, a Power Flail or Gauntlet of Salvation for +13 points, a Criterion Hammer for +15 points, Iron Gauntlet for +17 points, gauntlet of war for +18 points, a cult mechanicus power axe for +20 points, a storm shield, power scythe, or a Mechanicus Blade for +25 points, a Gauntlet of Furry for +33 points, Gauntlet of Vengeance for +43 points, or a Vortex Weapon for +50 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 Anti plant grenades and/or Web grenades for +2 points, Blind Grenades and/or plasma grenades for +4 points, Melta bombs for +5 points, stasis grenades and/or haywire grenades for +7 points, Rad Grenades and/or Hallucinogen Grenades for +10 points, breacher charges and/or Nova Bombs for +15 points, Virus Grenades for +17 points, and/or Phosphex bombs for +20 points. May purchase an Auspex for +2 points, any bolter, bolt pistol, siege bolter, bolt carbine, Hades bolter, relic bolter, Gilded Twin Linked Bolter, twin linked bolter or combibolter may take Chain Blades for +5 points, Terminator Honors for +10 points, and/or Battlefield Command Uplink for +10 points, any twin linked bolter, Gilded Twin Linked Bolter, or combibolter may take power blades for +15 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, blessings of the Ommissiah, independent character, bolster defenses, combat tactics, Maximum Fire, Shatter defenses, Master Techmarine, Mechanicus Protectiva, Overwatch

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

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: 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.

Any Primarch Honor guard may exchange their bolter for an autogun for free, a bolt carbine for +1 point, siege bolter for +3 points, a Webber for +4 points, twin linked bolter, Hades bolter, or shard blaster for +5 points, combibolter for +10 points, a Gilded Twin Linked Bolter for +15 points each, or a relic bolter for +20 points each, The legion champion may replace his relic blade for a thunder hammer for +5 points. The legion champion may have Oath of the Moment for +7 points and/or a back pack banner for +15 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 Relic blade for a power fist for free. Any honor guard with bolter, bolt pistol, siege bolter, bolt carbine, Hades bolter, relic bolter, Gilded Twin Linked Bolter, twin linked bolter or combibolter may take Chain Blades for +5 points, any honor guard with twin linked bolter, Gilded Twin Linked Bolter, or combibolter may take power blades for +15 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

Maximum Fire, Overwatch

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

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, rad and krak grenades, 3 Phosphex bombs

Options: may take a bolter or autogun for free, siege bolter for +1 point, a bolt carbine for +2 points, a Webber for +4 points, a twin linked bolter, Hades bolter, or shard blaster for +5 points, a combibolter for +10 points, a Gilded Twin Linked Bolter for +11 points, a relic bolter for +12 points, or a volkite charger for +15 points. May replace the bolt pistol for a flame pistol or shard pistol for +5 points, a Web Pistol for +7 points, an infernus pistol, needle pistol, or lightning claw for +10 points, Gauntlet of Salvation for +12 points, a plasma pistol for +15 points, a Storm Repeater for +16 points, a heavy plasma pistol, graviton pistol, gauntlet of war, or relic pistol for +17 points, an arc pistol for +18 points, a Traitorbane Plasma Pistol for +19 points, a volkite serpenta for +20 points, a thunder hammer for +25 points, a Gauntlet of Furry for +32 points, Gauntlet of Vengeance for +42 points. May replace the chainsword with a chain axe for +5 points, a lightning claw for +10 points, a Neural Whip or xenotech phase blade for +11 points, a chain glaive or Mechanicus crafted lighting claw for +12 points, a Power Flail or Gauntlet of Salvation for +13 points, a power fist or power scythe for +15 points, a power claw for +17 points, gauntlet of war for +18 points, a Criterion Hammer for +19 points, a storm shield for +20 points, a Gauntlet of Furry for +33 points, Gauntlet of Vengeance for +43 points. May take a Grav Chute for +5 points, a jump pack for +10 points, a bike for +15 points, or a jetbike for +25 points. May take breacher charges, Hallucinogen Grenades, and/or Nova Bombs for +10 points. May take Virus Grenades for +15 points. May purchase an Auspex for +2 points, any bolter, bolt pistol, siege bolter, bolt carbine, Hades bolter, relic bolter, Gilded Twin Linked Bolter, twin linked bolter or combibolter may take Chain Blades for +5 points, Oath of the Moment for +7 points, Terminator Honors for +10 points, bionics for +12 points, any twin linked bolter, Gilded Twin Linked Bolter, or combibolter may take power blades for +15 points, and/or Battlefield Command Uplink for +18 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

Tank hunters, and they shall know no fear, Maximum Fire, Master of Siege, Overwatch

Elites

Servitors 10 points each may include ONE unit for every techmarine, master of the forge, Warsmithen, and techmarine lord in the army

WS BS S T W I A LD SV

3 3 3 3 1 3 2 8 4+

Unit composition: between 1 and 20 Servitors

Unit type: infantry

Wargear: servo arm

Options: any servitor may take Close Combat Implants for +10 points. One out of every two servitors may replace their servo arm for a rotor cannon for +5 points a heavy bolter for +10 points, a multimelta for +20 points, or a plasma cannon for +25 points.

Special rules

Mindlock, Overwatch

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 an autogun for free, a Webber for +4 points, a bolter for +5 points, a siege bolter for +6 points, a bolt carbine for +7 points, a twin linked bolter, shard blaster, Hades bolter, or lightning claw for +10 points, a combibolter or arc rifle for +15 points, a relic bolter for +17 points, or a volkite charger for +20 points. May exchange his bolt pistol for a shard pistol for +3 points, a Web Pistol for +5 points, a plasma pistol for +10 points, Gauntlet of Salvation for +11 points, a heavy plasma pistol for +12 points, a volkite serpenta for +15 points, a graviton pistol, gauntlet of war, or a Storm Repeater for +16 points, a relic pistol for +17 points, a thunder hammer for +20 points, a Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +41 points. May exchange his chainsword for a chain axe for +15 points, a power weapon or lightning claw for +20 points, a Neural Whip or xenotech phase blade for +22 points, a chain glaive or Mechanicus crafted lighting claw for +23 points, a Power Flail for +24 points, a power fist, power scythe, or Gauntlet of Salvation for +25 points, a power claw for +28 points, gauntlet of war for +30 points, a Gauntlet of Furry for +45 points, Gauntlet of Vengeance for +55 points. May take a Grave Chute for +2 points, a jump pack for +5 points, a bike for +10 points or a jetbike for +20 points. May take artificer armor for +15 points. May purchase an Auspex for +2 points, any bolter, bolt pistol, siege bolter, bolt carbine, Hades bolter, relic bolter, twin linked bolter or combibolter may take Chain Blades for +5 points, Oath of the Moment for +7 points, Terminator Honors for +10 points, any twin linked bolter or combibolter may take power blades for +15 points, and/or bionics for +20 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, Maximum Fire, Chain Blades, Overwatch

Orbital bombardment: may be used every three turns

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, bolter

Wargear: quad heavy bolter

Options: may include 4 more Hurricane weapons batteries for +40 points each. Any hurricane weapons battery may have a flare shield for +25 points per weapon and/or Reinforced Armor for +30 points per weapon. Any marine manning the battery may take chain blades for +5 points.

May upgrade any bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, Extremely Bulky, Overwatch

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, bionics

Options: may take an autogun for free, a bolter for +5 points each, a Bolt Carbine or Webber for +6 points each, a siege bolter for +7 points each, a twin linked bolter, shard blaster, Hades bolter, or psilencer for +10 points each, a combibolter for +15 points each, a relic bolter for +17 points each, an arc rifle for +20 points each, a Plasma Blaster Gun for +23 points, a graviton gun for +25 points each, or a volkite charger for +30 points each. May replace the bolt pistol with a flame pistol, shard pistol, or shredder bolter for +5 points each, a Web Pistol for +7 points, an infernus pistol, graviton pistol, or lightning claw for +10 points each, Gauntlet of Salvation for +11 points, a plasma pistol for +15 points each, a Storm Repeater or gauntlet of war for +16 points, a heavy plasma pistol, Iron Gauntlet, or relic pistol for +17 points each, an arc pistol or Traitorbane Plasma Pistol for +18 points each, a volkite serpenta for +20 points each, a Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +41 points. May replace the power weapon with a chain axe for +5 points each, a lighting claw for +10 points each, a Neural Whip or xenotech phase blade for +11 points, a chain glaive or Mechanicus crafted lighting claw for +12 points, a Power Flail for +13 points, a power fist or power scythe for +15 points each, Gauntlet of Salvation for +16 points, a cult mechanicus power axe or Iron Gauntlet for +20 points each, a power claw or gauntlet of war for +21 points each, a Criterion Hammer for +22 points each, a storm shield for +25 points each, a Mechanicus Blade for +27 points, a thunder hammer for +30 points each, a Gauntlet of Furry for +36 points, Gauntlet of Vengeance for +46 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 for +30 points. May take Anti plant grenades and/or Web grenades for +2 points, Blind Grenades and/or plasma grenades for +4 points, Melta bombs for +5 points, stasis grenades and/or haywire grenades for +7 points, Nova Bombs

and/or Hallucinogen Grenades for +10 points, breacher charges for +15 points, Virus Grenades for +17 points, Phosphex bombs for +20 points, and/or Vortex Grenades for +75 points. May upgrade any bolter, bolt pistol, bolt carbine, siege bolter, Hades bolter, relic bolter, twin linked bolter or combibolter may take Chain Blades for +5 points, any twin linked bolter or combibolter may take power blades for +15 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, blessings of the Ommissiah, independent character, bolster defenses, combat tactics, Maximum Fire, Mechanicus Protectiva, Overwatch

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 bolt carbine or autogun for free, a siege bolter for +1 point, twin linked bolter, Hades bolter, or shard blaster for +5 points, a combibolter for +10 points, a relic bolter for +12 points, a stalker bolter or needle rifle for +15 points, or a volkite charger for +20 points. May replace the bolt pistol for a shard pistol for +3 points, a plasma pistol or lightning claw for +10 points, a heavy plasma pistol for +12 points, an arc pistol for +14 points, a volkite serpenta for +15 points, a Storm Repeater for +16 points, or a relic pistol for +17 points. May replace chainsword with a lightning claw for +10 points, a chain axe for +15 points, a chain glaive, Mechanicus crafted lighting claw, or xenotech phase blade for +18 points, a Power Flail for +19 points, a relic blade for +20 points, or a storm shield for +25 points. May replace power armor for scout armor and gain move threw cover and infiltrate for free. May purchase an Auspex for +2 points, any bolter, bolt pistol, bolt carbine, siege bolter, Hades bolter, relic bolter, stalker bolter, twin linked bolter or combibolter may take Chain Blades for +5 points, Oath of the Moment for +7 points, Terminator Honors for +10 points, any twin linked bolter or combibolter may take power blades for +15 points, and/or bionics for +28 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

Scout, and they shall know no fear, Maximum Fire, Master Scout, Overwatch

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

Options: each marine may upgrade their bolter/bolt pistol to have chain blades for +5 points. May upgrade any bolter to have an exterminator for +3 points

Special rules

And they shall know no fear, combat tactics, Maximum Fire, bulky, Overwatch

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 may join a Breacher siege squad, Serpents strike squad, Implacable Terminator Squad, Siege Terminator Squad, Cyborgs, Cobra Terminator squad, Warsmithen, High Veteran Squad, Space Marine Heavy Support Specialists, Terminator Combat Engineers, Cataphractii terminator squad, Combat engineers, Sieeguard, Proto-Astartes Battalion, Tartorus Pattern terminator squad, Sternguard Veterans, Prototype Terminator armor squad, Master of The Watch, Rogue Trader, Librarian Detachment, Moritat, Champion, Robot Maniple, Veteran Apothecary detachment, Vigilator, Techmarine detachment, or Master of Signal for +50 points

Unit type: infantry

Wargear: none

Special rules

Embedded Recorder, Terrified Civilian, Worthy of Remembrance, Along for the ride

Veteran Apothecary detachment 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 flame pistol or autogun for free, a needle pistol, Web pistol, or bolter for +5 points a twin linked bolter for +8 points, a combi weapon for +10 points, Gauntlet of Salvation for +11 points, a plasma pistol or Infernus pistol for +15 points, a Storm Repeater or gauntlet of war for +16 points, a heavy plasma pistol for +17 points, a Gauntlet of Fury for +31 points, Gauntlet of Vengeance for +41 points. May replace chainsword for a chain axe for +5 points, a relic chainsword for +10 points, a power weapon or lightning claw for +15 points, a Mechanicus crafted lighting claw for +17 points, a Power Flail for +20 points, a power fist, power scythe, or Gauntlet of Salvation for +25 points, a power claw for +28 points, gauntlet of war for +30 points, a Gauntlet of Fury for +45 points, Gauntlet of Vengeance for +55 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 jetbike for +40 points. Any bolter, bolt pistol, twin linked bolter or combibolter may take Chain Blades for +5 points, any twin linked bolter or combibolter may take power blades for +15 points.

May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, independent character, Counter Attack, Furious Charge, Feel No pain, Overwatch

Rapier laser battery 55 points each

Front Side Rear

Rapier 11 11 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 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

Options: any Rapier laser battery may have Tank Siege Armor for +15 points per weapon, a flare shield for +25 points per laser battery, and/or Reinforced Armor for +30 points per weapon. Any marine manning the batteries may upgrade the bolter/bolt pistol to have chain blades for +5 points. May upgrade any bolter to have an exterminator for +3 points.

Special rules

Chain Blades, and they shall know no fear, Hit the battery, Extremely Bulky, Battery, Overwatch

Shockwave Battery 68 points each

	Front	Side	Rear									
Shockwave	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 Shockwave Batteries each 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 Shockwave: Shockwave Cannon

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

Options: Any shockwave battery may have flare shields for +25 points per shockwave cannon and/or Reinforced Armor for +30 points per cannon. Any marine manning the batteries may upgrade the bolter/bolt pistol to have chain blades for +5 points. May upgrade any bolter to have an exterminator for +3 points.

Special rules

Chain Blades, and they shall know no fear, Hit the battery, Extremely Bulky, Battery, Overwatch

Robot Maniple 68 points per Robot

	WS	BS	S	T	W	I	A	LD	SV
Techmarine	3	3	3	3	1	3	1	8	3+
Robot	4	4	5(10)	7	2	2	1	10	2+

Unit Composition: 1 Techmarine and between one and five Robots

Unit type: Infantry

Wargear: The Techmarine wears power armor, a bolter, and a cult mechanicus power axe. Robots are roughly humanoid in appearance (though much larger), and are normally fitted with two weapon arms in one of the configurations below.

You are free to mix robot types in the same Maniple if desired.

Crusader: Two Dreadnought Close Combat Weapon Arms, shoulder mounted lascannon

This will increase the Robot's number of Attacks to 2

Castellen: Two Dreadnought Close Combat Weapon Arms, shoulder mounted heavy bolter. May upgrade the heavy bolter to a rotor cannon for free.

Conqueror: A Dreadnought Close Combat Weapon Arm, arm mounted heavy bolter, shoulder mounted autocannon. May replace it's dreadnought close combat weapon with a twin linked autocannon for free or a twin linked assault cannon for +10 points, This will decrease the Robot's Strength to 5.

May it's heavy bolter with a rotor cannon for free, a multimelta for +5 points, or a lascannon for +10 points

Colossus: A single Dreadnought Close Combat Weapon Arm, a siege bolter, and a shoulder mounted meltagun. May replace the shoulder mount

meltagun for a heavy bolter for +10 points, a plasma cannon for +15 points, or a lascannon for +20 points. May replace the siege bolter for an autocannon for +10 points.

Cataphract: Two Ranged Weapon Arms

This will decrease the Robot's Strength to 5

Ranged Weapon Arms must carry one of the following weapons:
Lascannon (+20 pts), Autocannon (+15 pts), Meltagun or heavy webber (+10 pts), Missile Launcher (+15 pts), Plasma Gun (+12 pts), Heavy Bolter (+10 pts), Twin linked Bolter (+5 pts), Flamer or webber (+4 pts), Multilaser (+10 pts), Plasma Cannon (+35 pts), Multi-Melta (+35 pts), Twin linked assault cannon +45 points

Options: May include 9 more robots for 60 points each.

Special rules

Very bulky, Overwatch

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 shard pistol for +5 points,

a Web Pistol for +7 points, a plasma pistol for +10 points, Gauntlet

of Salvation for +11 points, a heavy plasma pistol for +12 points,

a relic pistol for +13 points, an arc pistol for +14 points, a volkite

serpenta for +15 points, a Storm Repeater or gauntlet of war for

+16 points, a Gauntlet of Furry for +31 points, Gauntlet of

Vengeance for +41 points. May replace his power weapon with

Gauntlet of Salvation for +10 points, a Neural Whip or xenotech

phase blade for +12 points, a Power Flail or Mechanicus crafted

lighting claw for +13 points, a power scythe for +14 points,

gauntlet of war for +15 points, a relic blade for +18 points, a

storm shield for +20 points, a Gauntlet of Furry for +30 points,

Gauntlet of Vengeance for +40 points. May take a Grav Chute

for +10 points, 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. May purchase an

Auspex for +2 points, any bolt pistol may take Chain Blades for

+5 points, Oath of the Moment for +7 points, Terminator Honors

for +10 points, and/or bionics for +18 points.

Special rules

And they shall know no fear, Maximum Fire, Honor of the legion, Overwatch

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, autogun, or bolt carbine 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

or shard pistol for free, a needle pistol for +3 points, a Web pistol for

+4 points, an infernus pistol for +5 points, a plasma pistol for +7 points,

a heavy plasma pistol or relic pistol for +9 points, a volkite serpenta for

+10 points, or a Storm Repeater for +16 points. May replace the

chainsword for a chain axe for +5 points, a power weapon for +10 points,

a Neural Whip for +11 points, a chain glaive or Mechanicus crafted

lighting claw for +12 points, a Power Flail for +13 points, or a storm

shield for +15 points. May take artificer armor for +15 points. May

take a Grav Chute for +2 points or a jump pack for +5 points. May

purchase an Auspex for +2 points, any bolter, bolt pistol, or bolt carbine

may take Chain Blades for +5 points, Oath of the Moment for +7 points, Terminator Honors for +10 points, and/or bionics for +15 points. May upgrade any bolter or bolt carbine to have an exterminator for +3 points.

Special rules

Scout, counter attack, and they shall know no fear, Maximum Fire, Lone Killer, Overwatch

Librarian Detachment 75 points each

WS BS S T W I A LD SV

4 4 4 4 2 4 3 8 3+

Unit composition: between 1 and 3 Librarians

Unit type: infantry

Wargear: Bolt pistol, force weapon, power armor, frag and Krak grenades

Options: any Librarian may upgrade to a Epistolary and gain +1 wound and gain master psyker special rule for +25 points. Any Librarian may upgrade their power armor to mark 5 heresy armor for +5 points, mark 3 iron armor for +10 points, artificer armor for +15 points, Tartarus pattern terminator armor for +17 points (but may not ride a bike/jetbike, or take a jump pack), or Cataphractii pattern terminator armor for +20 points, (but may not ride a bike/jetbike, or take a jump pack). Any Librarian may take a grav Chute for free, a jump pack for +5 points, a bike for +10 points, a jetbike for +12 points, or a Phase Reality Generator for +15 points. Any Librarian may replace their bolt pistol for a needle pistol, web pistol, or flame pistol for free, an infernus pistol for +5 points, a plasma pistol for +7 points, a heavy plasma pistol for +10 points, a graviton pistol or a Storm Repeater for +12 points, an arc pistol for +15 points, or a volkite serpenta for +17 points. Any Librarian may upgrade their force weapon to a force halberd for +10 points or a force hammer for +20 points. Any Librarian may take Anti plant grenades, gas grenades and/or Web grenades for +2 points, blind grenades and/or plasma grenades for +4 points, Melta bombs for +5 points, stasis grenades and/or haywire grenades for +7 points, and/or Hallucinogen Grenades for +10 points. Any Librarian may take an autogun for free, a bolter for +2 points, a bolt carbine for +3 points, a siege bolter or webber for +4 points, a twin linked bolter or Hades bolter for +5 points, a combibolter for +10 points, a plasma blaster for +12 points, a plasma blaster gun for +15 points, or a volkite charger for +20 points.

Librarians must purchase any of the following psychic powers; Force Dome or Gate of Infinity for free, Communications Breakdown, Might of Ancients, Machine Curse, Invigorating Pistons, and/or Gift of Prescience for +5 points, Firestorm, Psi-storm, Hand of Mechanicus, and/or Null Zone for +7 points, Avenger, Iron Arm, Quickening, and/or Life Leech for +10 points, Smite, Misfortune, and/or Curse of The Machine Spirit for +15 points, and/or Vortex of Doom for +20 points.

Any bolter, bolt pistol, twin linked bolter or combibolter may take Chain Blades for +5 points, any twin linked bolter or combibolter may take power blades for +15 points. May upgrade any bolter, bolt carbine, siege bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, combat tactics, Maximum Fire, Overwatch, psyker, independent character

Arik Taranis the Lightning Bearer +75 points

WS BS S T W I A LD SV

6 4 4 4 2 4 2 8 4+

Unit composition: may replace one Proto-Astartes with Arik Taranis

the Lightning Bearer for +75 points

Unit type: infantry

Wargear: Thunder Armor, bolt carbine, relic blade, Frag and Krak Grenades, Auspex, bionics

Options: may upgrade bolt carbine to have chain blades for +5 points. May upgrade bolt carbine to have an exterminator for +3 points.

Special Rules

Overwatch, Furious Charge, Fleet, Relentless, Thunder Warriors, Powered Grapple, Chain Blades

Lightning Bearer: Arik was the Emperor's standard bearer, and is an awe-inspiring presence. All friendly Space Marine units that can draw line of sight to Arik may re-roll failed Leadership tests.

Rogue Trader 80 points each

WS BS S T W I A LD SV

3 4 3 3 3 4 3 7 5+

Unit composition: between 1 and 5 Rogue Traders each operating independently from one another

Unit type: infantry

Wargear: archeotech laspistol, Xenotech phase blade, flak armor, frag, Krak, and rad grenades

Options: may replace archeotech laspistol for a bolt pistol, needle pistol, or flame pistol or web pistol for free, an infernus pistol for +3 points, a plasma pistol or Gauntlet of Salvation for +5 points, a heavy plasma pistol for +7 points, a graviton pistol, gauntlet of war or a Storm Repeater for +10 points, an arc pistol for +12 points, a Traitorbane Plasma Pistol for +14 points, a volkite serpenta for +15 points, a Gauntlet of Fury for +25 points, Gauntlet of Vengeance for +35 points.

May replace Xenotech phase blade for a null rod for free, a C'Tan Phase Sword for +5 points, a Power Flail for +6 points, a power fist or power scythe for +7 points, Gauntlet of Salvation for +8 points, a Power Claw for +10 points, gauntlet of war for +13 points, a chain fist for +15 points, a thunder hammer for +20 points, a Gauntlet of Fury for +28 points, a Mechanicus Blade for +35 points, Gauntlet of Vengeance for +38 points. Any Rouge Trader may be upgraded to a psyker for +10 points, automatically trade their Xenotech phase blade for a force weapon, gain a psychic hood, and gain the Smite, force dome, and Null Zone Psychic powers. Any Rogue Trader may take a lasgun or autogun for free, a bolter for +2 points, a bolt carbine for +3 points, a siege bolter or webber for +4 points, a twin linked bolter or Hades bolter for +5 points, a combibolter for +10 points, a plasma blaster for +12 points, a plasma blaster gun for +15 points, or a volkite charger for +20 points. Any Rogue Trader may upgrade their Flak Armor to carapace armor for +5 points, power armor for +10 points, artificer armor for +15 points, Tartorus Terminator armor for +20 points, or Cataphractii Terminator armor for +25 points. Any Rogue Trader not wearing terminator armor may have a grav Chute for free, a jump pack for +5 points, a bike for +10 points, a jetbike for +12 points, a Phase Reality Generator for +15 points, or a Scimitar jetbike for +18 points. Any Rogue Trader may have an Auspex for +1 point, bionics for +5 points, any bolter, bolt pistol, bolt carbine, siege bolter, Hades bolter, twin linked bolter or combibolter may

take Chain Blades for +5 points, servo arm for +7 points, servo harness for +9 points. and/or a Refractor field and/or terminator honors for +10 points, any twin linked bolter or combibolter may

take power blades for +15 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

Combat Tactics, stubborn, pick of the legion, Overwatch

Master of The Watch 80 points

WS BS S T W I A LD SV

4 4 4 4 2 4 3 8 2+

Unit composition: 1 Master of The Watch

Unit type: infantry

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

Options: may replace their bolter for a twin linked bolter for +5 points, a combibolter for +7 points, a plasma blaster for +10 points, a plasma blaster gun for +15 points, a volkite charger for +20 points, or a storm shield for +25 points. May replace their power axe for a relic blade for +15 points or a thunder hammer for +25 points. May take a Grav Chute for +2 points or a jump pack for +5 points. May purchase an Auspex for +2 points, any bolter, bolt pistol, twin linked bolter or combibolter may take Chain Blades for +5 points, Oath of the Moment for +7 points, Terminator Honors for +10 points, any twin linked bolter or combibolter may take power blades for +15 points, and/or bionics for +15 points. May upgrade any bolter or twin linked bolter to have an exterminator for +3 points.

Special rules

Combat Tactics, stubborn, ambush, Battlefield Command Uplink, overwatch

Prototype Terminator armor squad 99 points

WS BS S T W I A LD SV

4 4 4 4 2 4 3 8 2+

Unit composition: 2 Prototype Terminators, 1 Prototype Terminator sergeant

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: 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 power s cythe for +5 points, a power claw or Gauntlet of Salvation for +10 points, a Iron Gauntlet for +12 points, a gauntlet of war for +15 points,

a Criterion Hammer for +20 points, a storm shield for +25 points each, a Gauntlet of Furry for +30 points, Gauntlet of Vengeance for +40 points. The sergeant may have an Auspex for +2 points, Oath of the Moment for +7 points, Terminator Honors for +10 points, a back pack banner for +15 points and/or bionics for +18 points. Any Terminator may upgrade their Quad Bolter to have chain blades for +5 points or power blades for +10 points. Any quad bolter may have an exterminator for +3 points.

Special rules

Deep strike, and they shall know no fear, combat tactics, very bulky, special issue ammunition, Maximum Fire, Chain Blades, Overwatch

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

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 or bolt cannon for +5 points, a plasma cannon, dreadnought close combat weapon, or heavy assault cannon for +10 points, a multimelta, dreadnought lightning claw, or dreadnought hammer for +15 points, a twin linked lascannon, chain fist, siege wrecker, or power scourge for +20 points, Shrieker cannon, Nova Cannon, Butcher Cannon, or a punisher cannon for +25 points, Mega Gatling Cannon for +27 points, Melta Cannon, Condensed Beam Projector, Storm Laser, ultra assault cannon, 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 Dreadnought Hammer or dreadnought lightning claw for +5 points or a chain fist, siege wrecker, or Power Scourge for +10 points. May replace the built in twin linked bolter for a twin linked Webber for free, 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 or spitfury missile launcher for free, a missile launcher for +5 points, a Hammerfist launcher for +10 points, or a twin linked autocannon for +15 points. May take extra armor for +5 points, auto launchers and/or an overcharged engine, for +10 points, Terminator Honors for +12 points, lasher tendrils, Tank Siege Armor, and/or a dreadnought jump pack for +15 points, Flare shield for +20 points, and/or Reinforced Armor for +25 points.

Special Rules

Overwatch

Mortis dreadnought Talon

105 points each

WS BS S I A FRONT SIDE REAR

4 5 7 4 2 12 12 10

Unit Composition: between 1 and 5 mortis 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: two missile launchers, smoke launchers, searchlight

Option: may replace the two missile launchers for two twin linked heavy bolters, two twin linked havoc launchers, two spitfury missile launchers, two bolt cannons, two frag cannons, two twin linked heavy stubbers, two rotor cannons, or two twin linked heavy flamers for free, two inferno cannons for +5 points, two twin linked autocannons or two Hammerfist launchers for +10 points, two plasma cannons for +20 points, two flamestorm cannons for +25 points, two assault cannons, Shrieker cannons, nova cannons, multimeltas, or Punisher Cannons for +30 points, two Mega Gatling Cannons for +40 points, two heavy flamestorm cannons for +45 points, two twin linked lascannons, 2 melta cannons, 2 Butcher Cannons, two ultra assault cannons, or two Condensed Beam Projectors for +50 points, two storm lasers or two Rotary Lascannons for +60 points, 2 Heavy Conversion Beamers or 2 twin linked Conversion Beamers for +70 points, or two twin linked Volkite Culverins for +80 points. May take Extra Armor for +15 points. May take a havoc launcher for +5 points, Hammerfist launcher for +10 points, or cyclone missile launcher for +15 points. May have Auto Launchers for +2 points, lasher tendrils for +5 points, terminator honors, Tank Siege Armor, and/or an overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special Rules

Helical Targeting Array, Overwatch

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.

Any marine may upgrade to mark 3 Iron armor for +10 points or mark 5 heresy armor for +15 points. 2 out of every 5 may exchange their bolter for a flamer, heavy bolter, autocannon, missile launcher, heavy stubber, rotor cannon, Webber, or heavy flamer for free, a meltagun, assault stubber, Heavy Webber, or havoc missile launcher for +5 points, a heavy meltagun for +7 points, a multimelta or plasma gun for +10 points, a plasma carbine for +12 points, an arc rifle, plasma cannon, heavy plasma gun, plasma blaster, or twin linked autocannon for +15 points, a Plasma Blaster Gun or needle rifle for +18 points, a volkite charger, Repeating melta rifle, or lascannon for +20 points, a Merciless Judgement Lascannon for +22 points, a grim lascannon or Graviton Gun for +25 points, a Volkite Caliver or Long Melta Rifle for +30 points, an assault cannon, Hammerfist Launcher, 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 an autogun for free, a frag carbine for +2 points, a twin linked bolter or shard blaster for +3 points, a siege bolter for +4 points, a bolt carbine for +5 points, a combibolter or Hades bolter for +6 points, or a bolter with M40 targeter for +10 points. The sergeant may have a back pack banner for +10 points. The sergeant purchase an Auspex for +2 points, Oath of the Moment for +7 points, Terminator Honors for +10 points, and/or bionics for +18 points. Any model may upgrade their bolter, bolt pistol, twin linked bolter, siege bolter, bolt carbine, Hades bolter, combibolter, or heavy bolter to have chain blades for +5 points, or upgrade their twin linked bolter, combibolter, or heavy bolter to have power blades for +15 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

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

Tartorus Pattern terminator squad 120 points

WS BS S T W I A LD SV

4 4 4 4 1 5 2 8 2+

Unit composition: 2 Tartorus pattern terminators, 1 Tartorus pattern terminator sergeant

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 chain axe for free,

a Neural Whip or power axe for +3 points, a lightning claw for +5 points,

a Power Flail or Mechanicus crafted lighting claw for +7 points,

Gauntlet of Salvation for +9 points, power fist or power scythe for

+10 points, a power claw for +13 points, gauntlet of war for +14 points,

chain fist for +15 points, relic blade or Iron Gauntlet for +20 points,

a power maul for +25 points, a Criterion Hammer for +28 points,

a Gauntlet of Furry for +29 points, a storm shield for +30 points,

Gauntlet of Vengeance for +39 points. Any terminator may replace

their twin linked bolter for a twin linked webber or Achilles Bolter for free,

a twin linked Achilles Bolter, combimelta, flamer, shotgun, webber,

needle pistol, crossbow, or grenade launcher for +5 points, Gauntlet

of Salvation for +8 points, a combiplasma, foeblaster bolter, or

lightning claw for +10 points, gauntlet of war for +13 points, a

Volkite charger for +15 points, twin linked relic bolter for +17 points,

a thunderhammer or Iron Gauntlet for +20 points, a Gauntlet of

Furry for +28 points, Gauntlet of Vengeance for +38 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 heavy flamers for +5 points,

plasma blaster for +15 points, a Plasma Blaster Gun for +18 points,

Repeating melta rifle, twin linked heavy bolter, or Reaper

autocannons for +20 points, rotor cannon or for +25 points, assault

cannons for +30 points, multi-melta for +35 points, a Plasma

Cannon for +40 points, twin linked lascannon for +50 points and

conversion beamers for +60 points, or may keep the twin linked bolter

and add a havoc missile launcher for +20 points, a Hammerfist

Launcher for +25 points, or a cyclone missile launchers for +30 points.

The sergeant may have an Auspex for +2 points, Oath of the Moment

for +7 points, Terminator Honors for +10 points, a back pack banner

for +15 points and/or Bionics for +20 points. The entire squad may

have a grenade harness for +15 points per model. Any model may

upgrade their twin linked bolter, combibolter, twin linked relic bolter,

foeblaster bolter, or twin linked heavy bolter to have chain blades for

+5 points or power blades for +15 points. Any twin linked bolter, twin

linked relic bolter, or foeblaster bolter may have an exterminator for +3 points.

Special rules

Deep strike, and they shall know no fear, combat tactics, quick, bulky,

Maximum Fire, Overwatch

Their Number is Legion: may be placed back on the table for no

additional points once they reach 10 models

Proto-Astartes Battalion 120 points

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 L D 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 thirty-five additional Proto-Astartes at 20 points

each. The entire squad may have Grav Chutes for free or jump packs for

+5 points. Any in the unit may replace their Close Combat Weapon with

a Power Weapon for +10 points each, a Neural Whip for +12 points, a chain glaive for +15 points, a Power Flail for +20 points, a relic blade for +25 points each, or a Criterion Hammer for +30 points each. Any models may replace their bolters with an autogun for free, a bolt carbine for +1 point, a siege bolter for +5 points each, a webber for +7 points, a Hades bolter for +10 points, a relic bolter for +15 points each, or a master crafted combiplasma for +20 points each. May purchase an Auspex for +2 points per model, any bolter, bolt carbine, siege bolter, or combibolter may have chain blades for +5 points, Oath of the Moment for +9 points per model, Terminator Honors for +10 points per model, any combibolter may have power blades for +15 points, and/or bionics for +15 points per model. May upgrade any bolter, bolt carbine, siege bolter, or relic bolter to have an exterminator for +3 points.

Special rules

Relentless, special issue ammunition, Thunder Warriors, Powered Grapple, Overwatch

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

Siege Dreadnought Talon 120 points each

Front Side Rear BS WS S I A

13 12 10 4 4 6 4 2

Unit Composition: 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, Assault Drill with built in Heavy Flamer, Searchlight, Smoke launchers, Extra armor, Tank Siege Armor

Options: May replace Inferno Cannon for a Multimelta for +5 points, a melta cannon for +10 points, a Flamestorm cannon for +20 points, or a heavy flamestorm cannon for +30 points. May take a Havoc Launcher for +15 points and or 2 Hunter killer missiles for +10 points each. May take auto launchers and/or an overcharged engine for +10 points, Terminator Honors for +12 points, lasher tendrils for +15 points, flare shield for +20 points, and/or reinforced armor for +25 points.

Special Rules

Overwatch

Berserk Slaughterer Talon 120 points each

Front Side Rear WS BS S I A

13 12 10 5 2 6(10) 5 D6+3

Composition: between 1 and 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, searchlight

Options: may replace one dreadnought close combat weapon for an impaler for +5 points. May have Auto Launchers for +2 points, Lasher Tendrils and/or overcharged engine for +5 points, extra armor for +7 points, Terminator Honors and/or Tank Siege Armor for +9 points, flare shield for +10 points, and/or Reinforced Armor for +25 points

Special Rules

Rage, Fleet, counter attack, Berserk Rage

Mark IV Siege Dreadnought Talon 125 points each

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

Unit Composition: 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, Assault Drill with built in Heavy Flamer, Searchlight, Smoke launchers, Extra armor, Tank Siege Armor

Options: May replace Inferno Cannon for a Multimelta for +5 points, a melta cannon for +10 points, Flamestorm cannon for +20 points, or a heavy flamestorm cannon for +30 points. May take a Havoc Launcher for +15 points and or 2 Hunter killer missiles for +10 points each. May take auto launchers and/or an overcharged engine for +10 points, Terminator Honors for +12 points, lasher tendrils for +15 points, Flare Shield for +20 points, and/or Reinforced Armor for +25 points

Special rules

Neural Fibre-bundles, Overwatch

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

Jupiter Cannon 125 points each

Front Side Rear

Cannon 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 10 Jupiter cannon each manned by 2 marines

Unit Type: artillery

Wargear cannon: Shard Cannon

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

Options: Any Jupiter cannon may replace it's shard cannon for a quantum annihilator for +75 points. Any Jupiter Cannon may have a Flare Shield for +25 points per cannon and/or Reinforced Armor for +30 points per cannon. Any marines manning the battery may take chain blades for their bolter/bolt pistol for +5 points. May upgrade any bolter to have an exterminator for +3 points

Special rules

And they shall know no fear, Hit the battery, Extremely Bulky, Battery, Overwatch

MORPHEUS-PATTERN DREADNOUGHT 125 points each

Front Side Rear WS BS S I A

12 12 10 4 4 6 4 3

Unit Composition: between 1 and 3 MORPHEUS-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: two dreadnought close combat weapons with built in twin linked bolter, whirlwind missile launcher, searchlight, smoke launchers

Options: May replace either built in twin linked bolter for a twin linked webber for free, 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 take extra armor for +5 points, auto launchers and/or an overcharged engine for +10 points, Terminator Honors for +12 points, lasher tendrils and/or Tank Siege Armor for +15 points, flare shield for +20 points, and/or Reinforced Armor for +25 points

Special rules

Overwatch

Siegeguard 125 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 Webber for free, a heavy flamer for +5 points, a meltagun for +10 points, a heavy meltagun for +12 points, a multi-melta for +15 points, or a Lascannon for +25 points. Any marine may exchange their bolter for a siege bolter or autogun for free, or a bolt carbine for +1 point. Any marine may exchange their power armor with mark 3 iron armor for +5 points. May upgrade any bolter, siege bolter, or bolt carbine to have chain blades for +5 points. May upgrade any bolter, bolt carbine, or siege bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Squads, Combat Tactics, Tank Aces, Overwatch

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 or bolt cannon for +5 points, a plasma cannon, dreadnought close combat weapon, or heavy assault cannon for +10 points, a multimelta or dreadnought hammer for +15 points,

a twin linked lascannon, chain fist, siege wrecker, or power scourge for +20 points, Shrieker cannon, Nova Cannon, Butcher Cannon, or a punisher cannon for +25 points, Mega Gatling Cannon for +27 points, Melta Cannon, Condensed Beam Projector, Storm Laser, ultra assault cannon, or a Rotary Lascannon for +30 points, a twin linked conversion beamer or a Heavy Conversion Beamer for +35 points, a twin linked Volkite Culverin for +40 points, or a Atomizer Cannon for +45 points. May replace the dreadnought close combat weapon with a Dreadnought Hammer or dreadnought lightning claw for +5 points or a chain fist, siege wrecker, or Power Scourge for +10 points. May replace the built in twin linked bolter for a twin linked webber for free, 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 spitfury missile launcher for free, a missile launcher for +5 points, a Hammerfist launcher for +10 points, or a twin linked autocannon for +15 points. May take extra armor for +5 points, auto launchers and/or an overcharged engine for +10 points, Terminator Honors for +12 points, lasher tendrils Tank Siege Armor, and/or a dreadnought jump pack for +15 points, flare shield for +20 points, and/or Reinforced Armor for +25 points

Special rules

Neural Fibre-bundles, Overwatch

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

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; twin linked Flamestorm cannon for +30 points each, a bolt cannon for +32 points each, shard cannon for +33 points each, punisher gatling cannon for +35 points each, quad gun or Ultra Assault Cannon for +40 points each. May replace one dreadnought close combat weapon for a seismic hammer for +10 points each or a chain fist for +25 points each. May take a personal teleporter for +75 points, auto launchers for +10 points, Terminator Honors for +12 points, and/or Lasher tendrils for +15 points

Special rules

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

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

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 with built in meltagun, dreadnought close combat weapon with built in twin linked bolter, Tank Siege Armor, searchlight, smoke launchers

Options: may replace the dreadnought close combat weapon and twin linked bolter for hurricane bolters or dreadnought lightning claw for free or a siege wrecker for +5 points. 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 twin linked webber for free, 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. May take extra armor for +10 points, auto launchers and/or an overcharged engine for +12 points, Terminator Honors for +14 points, lasher tendrils for +15 points, flare shield for +20 points, and/or Reinforced Armor for +25 points

Special Rules

Overwatch

Mark IV Mortis dreadnought Talon **135 points each**

WS BS S I A FRONT SIDE REAR

4 5 7 4 2 12 12 11

Unit Composition: 1 to 5 mortis 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: two missile launchers, smoke launchers, searchlight

Option: may replace the two missile launchers for two twin linked heavy bolters, two spitting fury missile launchers, two twin linked heavy stubbers,

two rotor cannons, two frag cannons, two bolt cannons, or two twin linked heavy flamers for free, two inferno cannons for +5 points, two

twin linked autocannons or two Hammerfist launchers for +10 points, two plasma cannons for +20 points, two flamestorm cannons for

+25 points, two assault cannons, Shrieker cannons, nova cannons, multimeltas, or Punisher Cannons for +30 points, two heavy

flamestorm cannons for +35 points, two Mega Gatling Cannon for +40 points, two twin linked lascannons, two melta cannons, two

Butcher Cannons, two ultra assault cannons, or two Condensed Beam Projectors for +50 points, two storm lasers or two rotary

lascannons for +60 points, two Heavy Conversion Beamer or two twin linked Conversion Beamers for +70 points, two twin

linked Volkite Culverins for +80 points, or two Atomizer Cannons for +90 points. May take Extra Armor for +15 points,

may take a carapace havoc launcher for +5 points, a Hammerfist launcher for +10 points, or cyclone missile launcher for +15 points.

May have Auto Launchers for +2 points, lasher tendrils for +5 points, terminator honors, Tank Siege Armor, and/or an overcharged engine

for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special Rules

Helical Targeting Array, Neural Fibre-bundles, Overwatch

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

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 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, bolter, special issue ammo, bionics

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 an autogun for free, a siege bolter for +2 points, a Web Pistol for +4 points, or a Combibolter for +5 points. The Veteran Engineer may replace his Bolt Pistol or Close Combat weapon with a power weapon for +10 points, Gauntlet of Salvation for +17 points, power fist or power scythe for +20 points, power claw for +21 points, gauntlet of war for +22 points, chain fist for +23 points, a storm shield for +27 points, Gauntlet of Furry for +37 points, Gauntlet of Vengeance for +47 points.

The Veteran Engineer may take a Servo-Arm for +15 points 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 flamer for free, a Webber for +5 points, a meltagun for +10 points, or a multimelta for +20 points. May upgrade any bolter, bolt pistol, siege bolter, or combibolter to have chain blades for +5 points or may upgrade any combibolter to have power blades for +15 points. May upgrade any bolter or siege bolter to have an exterminator for +3 points.

Special Rules

Mechanics, Combat Engineers, Minefield, Tank Traps, Trench Line, Teleport Homer, Assault Bridge, Disruptor Beacon, Siege Specialists,

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: 2 Cataphractii pattern terminators, 1 Cataphractii pattern terminator sergeant

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 chain axe for free, a Neural Whip for +3 points, a lightning claw for +5 points, a Power Flail or Mechanicus crafted lightning claw for +7 points, Gauntlet of Salvation for +8 points, power fist or power scythe for +10 points, power claw for +11 points, gauntlet of war for +13 points, chain fist for +15 points, relic blade or Iron Gauntlet for +20 points, power maul for +25 points, a Criterion Hammer or Gauntlet of Furry for +28 points, a storm shield for +30 points, Gauntlet of Vengeance for +38 points. Any terminator may replace their twin linked bolter for a shard blaster, Achilles Bolter, or twin linked webber for free, a twin linked Achilles Bolter, combimelta, flamer, shotgun, Webber, needle pistol, crossbow, or grenade launcher for +5 points, Gauntlet of Salvation for +8 points, a combi-plasma, foeblaster bolter, or lightning claw for +10 points, gauntlet of war for +13 points, Volkite charger for +15 points, a twin linked relic bolter or twin linked volkite charger for +17 points, a thunderhammer or Iron Gauntlet for +20 points, a Gauntlet of Furry for +28 points, Gauntlet of Vengeance for +38 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 heavy webber for free, a heavy flamer for +5 points, plasma blaster for +15 points, a Plasma Blaster Gun for +18 points, Repeating melta rifle, twin linked heavy bolter, shard cannons, or Reaper autocannons for +20 points,

rotor cannon for +25 points, assault cannons for +30 points, multimelta for +35 points, a Plasma Cannon for +40 points, twin linked lascannon for +50 points and conversion beamers for +60 points, or may keep the twin linked bolter and add a havoc missile launcher for +20 points, a Hammerfist Launcher, or a cyclone missile launchers for +30 points. The sergeant may have an Auspex for +2 points, Oath of the Moment for +7 points, Terminator Honors for +10 points, a back pack banner for +15 points and/or bionics for +18 points. The entire squad may have a grenade harness for +15 points per model. Any terminator may upgrade their twin linked bolter, twin linked relic bolter, foeblaster bolter, combibolter or twin linked heavy bolter to have chain blades for +5 points or power blades for +15 points. May upgrade any twin linked bolter, twin linked relic bolter, or foeblaster bolter to have an exterminator for +3 points.

Special rules

Deep strike, and they shall know no fear, combat tactics, bulky, 5+ feel no pain, Maximum Fire, slow and purposeful, Overwatch
Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models

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, shard cannon, or bolt cannon for +5 points, a plasma cannon, dreadnought close combat weapon, or heavy assault cannon for +10 points, a multimelta or dreadnought hammer for +15 points, a twin linked lascannon, chain fist, siege wrecker, or power scourge for +20 points,

Shrieker cannon, Nova Cannon, Butcher Cannon, or a punisher cannon for +25 points, Mega Gatling Cannon for +27 points, Melta Cannon, Condensed Beam Projector, Storm Laser, Ultra Assault Cannon, 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 Dreadnought Hammer or dreadnought lightning claw for +5 points or a chain fist, siege wrecker, or Power Scourge for +10 points. May replace the built in twin linked bolter for a twin linked webber for free, 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 or spitfury missile launcher for free, a missile launcher for +5 points, a Hammerfist launcher for +10 points, or a twin linked autocannon for +15 points. May take extra armor for +5 points, auto launchers and/or an overcharged engine for +10 points, Terminator Honors for +12 points, lasher tendrils,

Tank Siege Armor, and/or a dreadnought jump pack for +15 points, flare shield for +20 points, and/or Reinforced Armor for +25 points

Special rules

Venerable, Overwatch

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, Tank Siege Armor, searchlight, smoke launchers

Options: may replace the dreadnought close combat weapon and twin linked bolter for hurricane bolters or dreadnought lightning claw for free or a siege wrecker for +10 points. 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 twin linked webber for free, 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 launchers for +5 points each or two hunter killer missiles for +10 points each. May take Extra armor for +10 points, auto launchers and/or an overcharged engine for +12 points, Terminator Honors for +14 points, lasher tendrils for +15 points, flare shield for +20 points, and/or Reinforced Armor for +25 points

Special rules

Neural Fibre-bundles, Overwatch

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

Mark I Dreadnought Talon 145 points each

Front Side Rear BS WS S I A

11 11 11 4 5 10 4 3

Unit Composition: between 1 and 3 Mark I Carolus class 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), searchlight, smoke launchers, flare shield

Options: May upgrade to a Furibundus Dreadnought and lose the jump jets and one dreadnought close combat weapon for a grim lascannon (or may upgrade it to a heavy plasma cannon for +10 points) for free. May upgrade to a Deredo Dreadnought and lose the jump jets and one dreadnought close combat weapon for a spitfury missile launcher for free. May take auto launchers for +5 points, extra armor and/or an overcharged engine for +10 points, Terminator Honors for +12 points, and/or lasher tendrils and/or Tank Siege Armor for +15 points

Special rules

Scout, Ferromantic Invulnerability, Overwatch

Terminator Combat Engineers 145 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 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: Tartarus terminator armor, twin linked bolter, melta bombs, power weapon, bionics

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 +15 points 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 lightning claw for +5 points, a Power Flail for +7 points, Gauntlet of Salvation for +9 points, a power fist or power scythe for +10 points, power claw for +12 points, gauntlet of war for +14 points, Chainfist for +15 points, a storm shield for +25 points, Gauntlet of Furry for +29 points, Gauntlet of Vengeance for +39 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 combibolter for +5 points, lightning claw or Gauntlet of Salvation for +10 points, gauntlet of war for +15 points, a thunder hammer for +20 points, Gauntlet of Furry for +30 points, Gauntlet of Vengeance for +40 points. Three models may replace their twin linked bolter for a reaper autocannon for +25 points, heavy flamer for +5 points, multimelta for +10 points or a plasma cannon for +30 points. May upgrade any twin linked bolter or combibolter to have chain blades for +5 points or power blades for +15 points. May upgrade any twin linked bolter to have an exterminator for +3 points.

Special Rules

Mechanics, Combat Engineers, Minefield, Tank Traps, Trench Line, Teleport Homer, Assault Bridge, Disruptor Beacon, Siege Specialists, Scanner, Overwatch

Space Marine Heavy Support Specialists 150 points

WS BS S T W I A LD SV

4 5 4 4 2 4 2 9 3+

Unit Composition: 5 Heavy Support Specialists

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

Special rules

They shall have no fear, combat tactics, Maximum Fire, Overwatch

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

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, 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, a power weapon for +15 points, a Neural Whip for +17 points, a chain glaive or Mechanicus crafted lighting claw for +18 points, a Power Flail for +19 points, or a Criterion Hammer for +20 points.

The whole squad may have an Auspex for +2 points per model, Terminator Honors for +10 points per model, Oath of the Moment for +14 points per model, and/or Bionics for +22 point per model. Any Veteran may upgrade their Achilles Pattern Bolter

to have Chain blades for +5 points. May upgrade any Achilles

Pattern Bolter may have an exterminator for +3 points.

Special rules

Righteous fury, stubborn, aura of discipline, Desperadoes, Maximum

Fire, Overwatch

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

Mark IV Venerable Dreadnought Talon 150 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 or bolt cannon for +5 points, a plasma cannon, dreadnought close combat weapon, or heavy assault cannon for +10 points, a multimelta, dreadnought lightning claw, or dreadnought hammer for

+15 points, a twin linked lascannon, chain fist, siege wrecker, or power scourge for +20 points, Shrieker cannon, Nova Cannon, Butcher Cannon, or a punisher cannon for +25 points, Mega Gatling Cannon for +27 points, Melta Cannon, Condensed Beam Projector, Storm Laser, Ultra Assault Cannon, or a Rotary Lascannon for +30 points, a twin linked conversion beamer or a Heavy Conversion Beamer for +35 points, a twin linked Volkite Culverin for +40 points, or a Atomizer Cannon for +45 points.

May replace the dreadnought close combat weapon with a Dreadnought Hammer or dreadnought lightning claw for +5 points or a chain fist, siege wrecker, or Power Scourge for +10 points. May replace the built in twin linked bolter for a twin linked webber for free, 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 or spittfury missile launcher for free, a missile launcher for +5 points, a Hammerfist launcher for +10 points, or a twin linked autocannon for +15 points. May take extra armor for +5 points, auto launchers and/or an overcharged engine for +10 points, Terminator Honors for +12 points, lasher tendrils Tank Siege Armor, and/or a dreadnought jump pack for +15 points, flare shield for +20 points, and/or Reinforced Armor for +25 points.

Special rules

Venerable, Neural Fibre-bundles, Overwatch

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

Warsmithen 150 points each

WS BS S T W I A LD SV

5 5 4 4 3 3 3 9 2+

Unit composition: between 1 and 3 Warsmithens (each operate independently from one another)

Unit type: infantry

Wargear: artificer armor, bolt pistol, cult mechanicus power axe, servo arm, frag, krak, blind, plasma, haywire, gas, stasis, and rad grenades, 10

Phosphex bombs, bionics, Mehadendrites

Options: may take an autogun for free, a bolter for +5 points each, a Bolt Carbine or Webber for +6 points each, a siege bolter for +7 points each, a twin linked bolter, shard blaster, Hades bolter, or psilencer for +10 points each, a combibolter for +15 points each, a relic bolter for +17 points each, an arc rifle for +20 points each, a Plasma Blaster Gun for +23 points, a graviton gun for +25 points each, or a volkite charger for +30 points each. May replace the bolt pistol with a flame pistol, shard pistol, or shredder bolter for +5 points each, a Web Pistol for +7 points, an infernus pistol, graviton pistol, or lightning claw or Gauntlet of Salvation for +10 points each, a plasma pistol or gauntlet of war for +15 points each, a heavy plasma pistol or relic pistol for +17 points each, an arc pistol, Iron Gauntlet, or Traitorbane Plasma Pistol for +18 points each, a volkite serpenta for +20 points each, a Gauntlet of Furry for +30 points, Gauntlet of Vengeance for +40 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 replace the servo arm for a servo harness for +10 points, an Arc cannon for +15 points, or a conversion beamer for +25 points. May take Anti plant grenades and/or Web grenades for +2 points, Melta bombs for +5 points, Hallucinogen Grenades for +10 points, and/or Vortex Grenades for +50 points. Any bolter, bolt pistol, siege bolter, Hades bolter, bolt carbine, relic bolter, twin linked bolter or combibolter may take Chain Blades for +5 points, any twin linked bolter or combibolter may take power blades for +15 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

Fearless, blessings of the Ommissiah, independent character, bolster defenses (+2), combat tactics, Maximum Fire, Mechanicus Protectiva, Tank hunters, relentless, Overwatch

Cobra Terminator squad 150 points 0 - 1

WS BS S T W I A LD SV

4 4 4 4 1 4 2 8 2+

Unit composition: 3 Cobra Terminators

Unit type: infantry

Wargear: Cobra pattern terminator armor, twin linked bolter, power weapon, frag, krak, rad, stasis, and vortex grenades

Options: may include 7 more Cobra Terminators for 50 points each. Any model may exchange their power weapon for a chain axe for free, a Neural Whip for +5 points, Gauntlet of Salvation for +8 points, a power fist or power scythe for +10 points, power claw for +12 points, gauntlet of war for +13 points, a Criterion Hammer for +14 points, a chain fist for +15 points, a relic blade or Iron Gauntlet for +20 points, a Gauntlet of Furry for +28 points, Gauntlet of Vengeance for +38 points. Any terminator may upgrade their twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade any twin linked bolter to have an exterminator for +3 points.

Special rules

Deep strike, and they shall know no fear, combat tactics, small in stature, Maximum Fire, Overwatch

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

Cyborgs 150 points 0 - 2

[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, bionics

Options: any model may take an autogun for free, a siege bolter for +2 points per model, a Webber for +3 points, or a combibolter for +5 points per model. Any model may replace their power armor with mark 3 iron armor for +5 points. May include 9 more cyborgs for +22 points each. The commander may replace his close combat weapon for a chain axe for +5 points, a relic chainsword for +10 points, a power weapon for +15 points, a Power Flail for +20 points, Gauntlet of Salvation for +23 points, a power fist or power scythe for +25 points, power claw for +26 points, gauntlet of war for +28 points, a chain fist for +30 points, a storm shield for +35 points, Gauntlet of Furry for +43 points, Gauntlet of Vengeance for +53 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 a flame pistol or Web pistol for +10 points, a plasma pistol for +15 points, an Infernus pistol for +20 points, storm Repeater or gauntlet of salvation for +25 points, gauntlet of war for +30 points, Gauntlet of Furry for +45 points, Gauntlet of Vengeance for +55 points. May upgrade any bolt pistol, siege bolter, or combibolter to have chain blades for +5 points or upgrade any combibolter to have power blades for +15 points. May upgrade any siege bolter to have an exterminator for +3 points.

Special Rules

Relentless, Rending, 5+ invulnerable save, Overwatch

Their Number is Legion: may be placed back on the table for no additional points once they reach 15 models

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 reaper autocannon's

Options: May replace either reaper autocannon for twin linked heavy bolters or flamers for free, missile launcher or havoc launcher for +5 points, twin linked lascannon for +15 points. May have Auto Launchers for +5 points, Lasher Tendrils and/or overcharged engine for +10 points, Terminator Honors for +11 points, extra armor for +12 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special Rules

Furious Charge, Overwatch

Contemptor Talon 155 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, shard cannon, or bolt cannon for +5 points, a plasma cannon, dreadnought close combat weapon, or Heavy assault cannon for +10 points, a multimelta, dreadnought lightning claw, or dreadnought hammer for +15 points, a twin linked lascannon, chain fist, siege wrecker, or Power Scourge, for +20 points, Shrieker cannon, Nova Cannon, Butcher Cannon, or a punisher cannon for +25 points, Mega Gatling Cannon for +27 points, Melta Cannon, Condensed Beam Projector, Storm Laser, Ultra Assault Cannon, or a Rotary Lascannon for +30 points, a twin linked conversion beamer or a Heavy Conversion Beamer for +35 points, a twin linked Volkite Culverin for +40 points, or a Atomizer Cannon for +45 points. May replace the dreadnought close combat weapon with a Dreadnought Hammer or dreadnought lightning claw for +5 points or a chain fist, siege wrecker, or Power Scourge 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 or spiffury missile launcher for free, a Hammerfist launcher for +5 points, or a twin linked autocannon for +10 points. May take a carapace havoc launcher for +5 points, a Hammerfist launcher for +7 points, or a cyclone missile launcher for +10 points. May take extra armor for +5 points, auto launchers and/or an overcharged engine for +10 points, Terminator Honors for +12 points, lasher tendrils, Tank Siege Armor, and/or a dreadnought jump pack for +15 points, flare shield for +17 points, and/or Reinforced Armor for +25 points

Special rules

Galvanic Motors, Neural Fibre-bundles, Overwatch

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

Venerable Contemptor Talon 160 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 or bolt cannon for +5 points, a plasma cannon, dreadnought close combat weapon, or assault cannon for +10 points, a multimelta, dreadnought lightning claw, or Dreadnought Hammer for +15 points, a twin linked lascannon, chain fist, siege wrecker, or Power Scourge for +20 points, Shrieker cannon, Nova Cannon, Butcher Cannon, or a punisher cannon for +25 points, Mega Gatling Cannon for +27 points, Melta Cannon, Condensed Beam Projector, Storm Laser, Ultra Assault Cannon, or a Rotary Lascannon for +30 points, a twin linked conversion beamer or a Heavy Conversion for +35 points, a twin linked Volkite Culverin for +40 points, or a Atomizer Cannon for +45 points. May

replace the dreadnought close combat weapon with a Dreadnought Hammer or dreadnought lightning claw for +5 points or a chain fist, siege wrecker, or Power Scourge 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 or spitfury missile launcher for free, a Hammerfist launcher for +5 points, or a twin linked autocannon for +10 points. May take a carapace havoc launcher for +5 points, Hammerfist launcher for +7 points, or a cyclone missile launcher for +10 points. May take extra armor for +5 points, auto launchers and/or an overcharged engine for +10 points, Terminator Honors for +12 points, lasher tendrils, Tank Siege Armor, and/or a dreadnought jump pack for +15 points, flare shield for +17 points, and/or Reinforced Armor for +25 points

Special rules

Venerable, Galvanic Motors, Neural Fibre-bundles, Overwatch

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

Contemptor Mortis dreadnought Talon 160 points each

WS BS S I A FRONT SIDE REAR
4 6 7 4 2 13 12 11

Unit Composition: 1 to 5 mortis 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: two missile launchers, smoke launchers, searchlight

Option: may replace the two missile launchers for two twin linked heavy bolters, two twin linked havoc launchers, two spitfury missile launchers, two twin linked heavy stubbers, two bolt cannons, two frag cannons,

two rotor cannons, or two twin linked heavy flamers for free, two inferno cannons for +5 points, two twin linked autocannons or two Hammerfist launchers for +10 points, two plasma cannons for +20 points, two flamestorm cannons for +25 points, two assault cannons, Shrieker cannons, nova cannons, multimeltas, or Punisher Cannons for +30 points, two Mega Gatling Cannons for +40 points, two twin linked lascannons, 2 melta cannons, 2 Butcher Cannons, Ultra Assault Cannons, or two Condensed Beam Projectors for +50 points, two storm lasers or two rotary lascannons for +60 points, 2 Heavy Conversion Beamer or 2 twin linked Conversion Beamers for +70 points, two twin linked Volkite Culverins for +80 points, or two Atomizer Cannons for +90 points. May take Extra Armor for +15 points, may take a cyclone missile launcher for +15 points or 2 havoc launchers for +10 points. May have Auto Launchers for +2 points, lasher tendrils for +5 points, terminator honors, Tank Siege Armor, and/or an overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special Rules

Helical Targeting Array, Galvanic Motors, Neural Fibre-bundles, Overwatch
Atomantic Shielding: have a 4+ invulnerable save from shooting attacks and a 5+ invulnerable save in close combat

Venator 160 points each

Front Side Rear BS

13 12 11 4

Unit composition: Between 1 and 5 Venator Tanks

Unit Type: Tank

Wargear: turret mount Venator Cannon, searchlight, smoke launchers, extra armor

Options: may take auto launchers for +1 point, lasher tendrils, Tank Siege Armor, and/or an overcharged engine for +5 points, flare shield for +10 points, and/or Reinforced Armor for +15 points

Special rules

Repair, Tank Hunters, Overwatch

Siege Terminator Squad 160 points

WS BS S T W I A LD SV

4 4 4 4 1 4 2 8 2+

Unit composition: 2 Siege pattern terminators, 1 Siege pattern terminator sergeant

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, chain fist, combimelta, havoc launcher

Options: may include 9 more Siege terminators for 54 points each. Any Siege Terminator may exchange their combimelta for a repeating melta rifle for +15 points. Any Siege Terminator may exchange their chain fist for a siege shield or Gauntlet of Salvation for free, gauntlet of war for +5 points, a storm shield for +10 points, a Iron Gauntlet for +15 points, a Gauntlet of Furry for +20 points, Gauntlet of Vengeance for +30 points.

One out of every five siege terminators may exchange their combimelta for a multimelta for +20 points. Any Siege Terminator may exchange their havoc launcher for a Hammerfist Launcher for +5 points or a cyclone missile launcher for +10 points. The sergeant may have an Auspex for +2 points, Oath of the Moment for +7 points, Terminator Honors for +10 points, a back pack banner for +15 points and/or bionics for +18 points. The entire squad may have a grenade harness for +15 points per model. Any siege terminator may upgrade their combimelta with chain blades for +5 points or power blades for +15 points.

Special rules

Deep strike, and they shall know no fear, combat tactics, bulky, 5+ feel no pain, Maximum Fire, slow and purposeful, Overwatch

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

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 heavy bolters or heavy flamers for free, twin linked autocannons for +5 points, multimelta or plasma cannon for +10 points, or twin linked lascannons for +20 points. May be equipped with Lasher tendrils for +5 points, auto launchers and/or an overcharged engine for +10 points, Terminator Honors for +12 points, and/or extra armor, Tank Siege Armor, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Overwatch

Saggitaire Class Dreadnought 160 points each

Front Side Rear WS BS S I A

12 12 10 4 5 5 4 1

Unit Composition: between 1 and 3 Saggitarie class 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: right and left arm mounted Saggitaire Autocannons, smoke launchers, searchlight

Options: May have Auto Launchers for +2 points, lasher tendrils for +5 points, Terminator Honors, extra armor, and/or Tank Siege Armor for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points.

Special Rules

Helical Targeting Array, Overwatch

Siege Beserker Dreadnought 160 points each

Front Side Rear WS BS S I A

13 13 12 6 4 10 5 3

Unit Composition: between 1 and 3 Siege Beserker 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 bolter, twin linked heavy flamer, seismic hammer, searchlight, smoke launchers, Tank Siege Armor, extra armor, lasher tendrils

Options: may replace the twin linked heavy bolter with a multimelta or twin linked autocannon for free, a melta cannon for +7 points, siege wrecker for +10 points, or a seismic hammer for +15 points. May replace the twin linked heavy flamer for an inferno cannon for +5 points, or a Flamestorm cannon for +10 points. May have auto launchers for +5 points, terminator honors and/or overcharged engine for +8 points, flare shield for +10 points, and/or Reinforced Armor for +25 points

Special rules

Move Threw Cover, venerable, Overwatch

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, flare shield

Options: May take auto launchers and/or an overcharged engine for +10 points, Terminator Honors for +12 points, and/or extra armor, Tank Siege Armor, and/or lasher tendrils for +15 points, and/or Reinforced Armor for +25 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 a bolt cannon for free, a Flamestorm cannon for +15 points, an twin linked lascannon for +25 points, a twin linked conversion beamer for +45 points, a heavy conversion beamer for +55 points, or a Atomizer Cannon for +65 points.

May replace the dreadnought close combat weapon with a Dreadnought Hammer or dreadnought lightning claw for +5 points or a chain fist, siege wrecker, or Power Scourge for +10 points.

Special Rules

Blessing of the Omnissiah(+1), Bolster Defenses, Overwatch

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

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: Chain Fist and built in Melta Gun, Flamestorm Cannon, Tank Siege Armor, searchlight, smoke launchers

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 for +90 points. Any Meltagun may be replaced with a heavy

flamer for free. The Chainfist may be replaced by a second Flamestorm Cannon, dreadnought lightning claw, or Dreadnought Hammer for +5 points or a Power Scourge or siege wrecker for +10 points. Any Dreadnought may have extra armor for +10 points and/or up to 4 hunter killer missiles for 20 points each. May have Auto Launchers for +2 points, Lasher Tendrils for +5 points, terminator honors, extra armor, and/or overcharged engine for +8 points, flare shield for +10 points, and/or Reinforced Armor for +20 points

Special rules
Move Threw Cover, Outflank, Overwatch

Butcher Slaughter 165 points each

Front	Side	Rear	WS	BS	S	I	A
13	13	10	6	2	6(10)	6	2D6+3

Composition: 1 to 2 Butcher Slaughters

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: two dreadnought close combat weapons, two impalers, searchlight
Options: May have Auto Launchers for +2 points, Lasher Tendrils and/or overcharged engine for +5 points, extra armor for +7 points, Terminator Honors and/or Tank Siege Armor for +9 points, flare shield for +10 points, and/or Reinforced Armor for +25 points

Special Rules

Rage, Fleet, counter-attack, Berserk Rage, 4+ invulnerable save, MUST run 3D6"

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, flare shield

Options: May take auto launchers and/or an overcharged engine for +10 points, Terminator Honors for +12 points, and/or extra armor, Tank Siege Armor, and/or lasher tendrils for +15 points, and/or Reinforced Armor for +25 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 a bolt cannon for free, a Mega Gatling Cannon for +10 points, a Flamestorm cannon for +15 points, an twin linked lascannon for +25 points, a rotary lascannon for +35 points, a twin linked conversion beamer for +45 points, a heavy conversion beamer for +55 points, or a Atomizer Cannon for +65 points. May replace the dreadnought close combat weapon with a Dreadnought Hammer or dreadnought lightning claw for +5 points or a chain fist, siege wrecker, or Power Scourge for +10 points.

Special Rules

Blessing of the Ommissiah(+1), Bolster Defenses, Neural Fibre-bundles, Overwatch
Atomantic Shielding: have a 5+ invulnerable save from shooting attacks and a 6+ invulnerable save in close combat

Siege Contemptor dreadnought Talon 175 points each

Front	Side	Rear	WS	BS	S	I	A
13	12	11	5	5	6	4	3

Unit Composition: between 1 and 5 Siege 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: Inferno Cannon, Assault Drill with built in Heavy Flamer, Searchlight, Smoke launchers, Tank Siege Armor, Extra armor

Options: May replace Inferno Cannon for a Multimelta for +5 points, a melta cannon for +10 points, Flamestorm cannon for +20 points, or a heavy flamestorm cannon for +30 points. May take a Havoc Launcher for +15 points and/or 2 Hunter killer missiles for +10 points each.

May take auto launchers and/or an overcharged engine for +10 points, Terminator Honors for +12 points, lasher tendrils for +15 points, Flare Shield for +20 points, and/or Reinforced Armor for +25 points

Special rules

Neural Fibre-bundles, Overwatch

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

Implacable Terminator Squad 180 points

WS BS S T W I A LD SV

5 4 4 5 2 4 3 10 2+

Unit composition: 1 Implacable Terminator sergeant and 2 Implacable 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: Implacable terminator suit, twin linked bolter, power weapon

Options: may include 27 more Implacable terminators for 60 points each.

Any terminator may replace the power weapon with a chain axe for free, a Neural Whip or power axe for +3 points, a lightning claw for +5 points, a Power Flail or Mechanicus crafted lightning claw for +7 points, Gauntlet of Salvation for +9 points, power fist or power scythe for +10 points, a power claw for +13 points, gauntlet of war for +14 points, chain fist for +15 points, relic blade or Iron Gauntlet for +20 points, a power maul for +25 points, a Criterion Hammer for +28 points, a Gauntlet of Furry for +29 points, Gauntlet of Vengeance for +39 points. Any terminator may replace their twin linked bolter for a twin linked webber or Achilles Bolter for free, a twin linked Achilles Bolter, combimelta, flamer, shotgun, webber, needle pistol, crossbow, or grenade launcher for +5 points, Gauntlet of Salvation for +9 points, a combiplasma, foeblaster bolter,

or lightning claw for +10 points, gauntlet of war for +14 points, a Volkite charger or Gilded Twin Linked Bolter for +15 points, twin linked relic bolter for +17 points, a thunderhammer or Iron Gauntlet for +20 points, a Gauntlet of Furry for +29 points, Gauntlet of Vengeance for +39 points. 1 terminator if the squad number 3 models (2 if 6, 3 if 12, 4 if 20, or 5 if 27) may replace their twin linked bolter for heavy flamers for +5 points, plasma blaster for +15 points, a Plasma Blaster Gun for +18 points, Repeating melta rifle, twin linked heavy bolter, or Reaper autocannons for +20 points, rotor cannon or for +25 points, assault cannons for +30 points, multi-melta for +35 points, a Plasma Cannon for +40 points, twin linked lascannon for +50 points and conversion beamers for +60 points, or may keep the twin linked bolter and add a havoc missile launcher for +20 points, a Hammerfist launcher for +25 points, or a cyclone missile launcher for +30 points. The sergeant may have an Auspex for +2 points, Oath of the Moment for +7 points, Terminator Honors for +10 points, a back pack banner for +15 points and/or Bionics for +20 points. The entire squad may have a grenade harness for +15 points per model. Any terminator may upgrade their twin linked bolter, combibolter, Gilded Twin Linked Bolter, foeblaster bolter, twin linked relic bolter, or heavy bolter to have chain blades for +5 points or power blades for +15 points. May upgrade any twin linked bolter, twin linked relic bolter, or foeblaster bolter to have an exterminator for +3 points.

Special rules

Deep strike, and they shall know no fear, combat tactics, quick, bulky, Maximum Fire, Overwatch

Their Number is Legion: may be placed back on the table for no additional points once they reach 15 models

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 heavy bolters or heavy flamers for free, twin linked autocannons for +5 points, multimelta or plasma cannon for +10 points, or twin linked lascannons for +20 points. May be equipped with Lasher tendrils for +5 points, Auto launchers and/or an overcharged engine for +10 points, Terminator Honors for +12 points, extra armor, Tank Siege Armor, and/or flare shield for +15 points, and/or Reinforced Armor for +20 points

Special Rules

Neural Fibre-bundles, Overwatch

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

Thunderer Dreadnought Talon 185 points each

Front Side Rear WS BS S I A

12 12 11 1 6 5 3 1

Unit composition: Between 1 and 5 Thunderer 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: right and left arm mounted thunderfire cannon, extra armor, searchlight, smoke launchers

Options: may take a carapace mounted thunderfire cannon for +45 points.

May take auto launchers and/or an overcharged engine for +15 points, Terminator Honors for +18 points, lasher tendrils and/or Tank Siege Armor for +20 points, flare shield for +25 points, and/or Reinforced Armor for +30 points

Special Rules

Neural Fibre-bundles, Overwatch

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

Testudo Siege Dreadnought 185 points each

Front Side Rear WS BS S I A
14 13 10 4 4 6 4 2

Unit Composition: between 1 and 3 Testudo Siege 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: Seismic Hammer with built in meltagun, dreadnought close combat weapon with built in twin linked bolter, Carapace Mounted Ultra Assault Cannon, Tank Siege Armor, searchlight, smoke launchers

Options: may replace the dreadnought close combat weapon and twin linked bolter for hurricane bolters or dreadnought lightning claw 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 twin linked webber for free, 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. May take extra armor for +10 points, auto launchers and/or an overcharged engine for +12 points, Terminator Honors for +14 points, lasher tendrils for +15 points, flare shield for +20 points, and/or Reinforced Armor for +25 points

Special Rules

Overwatch, Slow and Purposeful

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 flame pistol, Web pistol, or shard pistol for free, an arc pistol for +1 point, a plasma pistol for +5 points, or a heavy 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, a Neural Whip for +11 points, a chain glaive or Mechanicus crafted lighting claw for +12 points, or a Power Flail for +15 points. The entire squad may exchange their volkite chargers for arc rifles for free. The entire squad may have Anti plant grenades and/or Web grenades for +2 points, melta bombs for +5 points per model, stasis grenades for +7 points per model, shroud bombs and/or Hallucinogen Grenades for +10 points, Nova Bombs for +15 points, and/or 3 Phosphex bombs for +20 points each

Special rules

Fearless, furious charge, outflank, tank hunters, Overwatch

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, flare shield

Options: May take auto launchers and/or an overcharged engine for +10 points, Terminator Honors for +12 points, extra armor, Tank Siege Armor, and/or lasher tendrils for +15 points, and/or Reinforced Armor for +25 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 a bolt cannon for free, a Mega Gatling Cannon for +10 points, a Flamestorm cannon for +15 points, an twin linked lascannon for +25 points, a twin linked conversion beamer for +45 points, a heavy conversion beamer for +55 points, or a Atomizer Cannon for +65 points. May replace the dreadnought close combat weapon with a Dreadnought Hammer or dreadnought lightning claw for +5 points or a chain fist, siege wrecker, or Power Scourge for +10 points.

Special Rules

Blessing of the Ommissiah(+1), Bolster Defenses, Neural Fibre-bundles, Galvanic Motors, Overwatch

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

Praetorian Heavy Assault Walker 205 points each

Front Side Rear WS BS S I A

13 12 10 2 6 6 4 4

Unit composition: Between 1 and 3 Praetorian Heavy Assault Walkers

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: Heavy Caliber Assault Batteries, searchlight, smoke launchers

Options: May take auto launchers for +5 points, and/or extra armor, Terminator

Honors, overcharged engine, Tank Siege Armor, and/or lasher tendrils for +10 points, a flare shield for +15 points, and/or Reinforced Armor for +20 points.

Special Rules

Neural Fibre-bundles, Galvanic Motors, Overwatch

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

Any breacher siege marine may replace their power armor with mark 3 iron

armor for +10 points or mark 5 heresy armor for +15 points. Any breacher

siege marine may replace their bolter with an autogun for free, a frag carbine

for +2 points, a siege bolter for +3 points a bolt carbine for +5 points, or a twin

linked bolter or shard blaster for +7 points. One in every 5 may exchange their

bolter for a flamer, an assault stubber, Webber, or lascutter for +2 points each,

a meltagun for +5 points each, a plasma gun for +6 points, a plasma carbine

for +7 points, a heavy meltagun for +8 points, a plasma blaster for +10 points

each, a Plasma Blaster Gun for +12 points, a graviton gun for +15 points each,

a heavy plasma gun for +17 points each, or a volkite charger for +20 points each.

The entire squad may have Anti plant grenades and/or Web grenades for +2 points,

plasma grenades for +4 points, melta bombs for +5 points per model, stasis grenades

for +6 points per model, gas grenades and/or haywire grenades for +7 points

per model, and/or breacher charges, Hallucinogen Grenades, and/or Nova

Bombs 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

siege bolter for +1 point, bolt carbine for +2 points, a twin linked bolter or

Gauntlet of Salvation for +5 points, a combibolter for +8 points, gauntlet of war

for +10 points, a plasma gun for +12 points, a relic bolter for +15 points,

a Gauntlet of Furry for +25 points, Gauntlet of Vengeance for +35 points.

The sergeant may have an Auspex for +2 points, Oath of the Moment for

+7 points, a back pack banner for +10 points, Terminator Honors for +15 points,

and/or Bionics for +20 points. Any squad member may upgrade any bolter,

bolt pistol, siege bolter, bolt carbine, twin linked bolter or combibolter may

take Chain Blades for +5 points, any twin linked bolter or combibolter may

take power blades for +15 points. May upgrade any bolter, bolt carbine,

siege bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

They shall have no fear, combat tactics, Hardened armor, Overwatch

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

Mark 2 Dreadnought Talon 225 points each

Front Side Rear WS BS S I A

13 11 10 1 7 5 2 4

Unit composition: between 1 and 2 Mark 2 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: searchlight, smoke launchers, Heavy assault cannon, heavy lascannon,

extra armor, flare shield

Options: may take both a heavy conversion beamer and spitfury missile launcher

for +25 points. May take an overcharged engine and/or Tank Siege Armor for +10 points, and/or Reinforced Armor for +20 points.

Special Rules

Helical Targeting Array, Overwatch

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: between 1 and 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, Tank Siege Armor, 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 twin linked heavy flamers for free, a multimelta for +10 points, or twin linked lascannons for +15 points. May have Auto Launchers for +2 points, Lasher Tendrils and/or overcharged engine for +5 points, extra armor and/or dreadnought jump pack for +10 points, flare shield for +15 points, and/or Reinforced Armor for +25 points

Special Rules

Overwatch

Dedicated Transports

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. May have auto launchers and/or a Misericorde for +5 points, Lasher Tendrils and/or Tank Siege Armor for +10 points, flare shield for +15 points, and/or Reinforced Armor for +25 points

Special rules

Scout, deep strike, Galvanic Motors, Overwatch

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 upgrade to an assault drop pod and may only transport 5 assault marines without jump packs or vanguard marines, loses the twin linked bolter, -1 to front armor facing, and gains the Melta Breaching charges and assault vehicle special rule for -10 points.

May upgrade to a Deathrain drop pod and gain havoc charges, -2 transport

capacity, the assault vehicle and Melta Breaching charges special rules for +10 points. May upgrade to a Dreadclaw drop pod and lose the twin linked bolter for twin linked missile launchers, becomes a flyer, gains +1 to front armor facing, +2 to side and rear armor facing, gains frag assault launchers and extra armor, and only transport 10 models in power, scout, or terminator armor, and gains the hover mode special rule for +20 points. may replace the twin linked bolter with a Havoc Launcher for +10 points or a Deathwind launcher for +20 points. May take a locator beacon for +10 points and/or Reinforced Armor for +30 points

Special rules

Drop pod assault, Inertial guidance system, Overwatch

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 upgrade to a Thunderer rhino and lose the repair special rule, become opened topped and fast, -1 to side armor, +3 transport capacity, and the Limited Availability special rule for +10 points, may upgrade to a Thunder and lose the repair special rule and the pintle mount twin linked bolter for +2 transport capacity, 6 fire points, a turret mount twin linked bolter, +1 to front armor, extra armor, a siege shield, and a pintle mount heavy flamer for +15 points. May take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a flamer for +3 points, a heavy flamer for +10 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers, dozer blade, and/or a Misericorde for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or an overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Repair, Galvanic Motors, Overwatch

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, flare shield

Options: may upgrade to a Rhino Mark 1B and gain +2 to transport capacity for +1 point, Rhino Mark 1C lose 1 point from front armor and gain an overcharged engine for +3 points, or a Honorius Rhino and lose the pintle mount twin linked bolter, -4 transport capacity, and lose the ability to take additional pintle mount weapons for a pintle mount foeblaster bolter, extra armor, and the Ceramite armor special rule for +13 points. May take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a flamer for +3 points, a heavy flamer for +12 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points.

May have auto launchers, dozer blade, and/or a Misericorde for +5 points, Lasher Tendrils, extra armor, and/or an overcharged engine for +10 points, and/or Reinforced Armor for +30 points

Special rules

Galvanic Motors, Overwatch

Testudo 40 points

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

Testudo] 13 11 10 4

Unit Composition: 1 Testudo

Unit type: tank

Transport: 15 models in power or scout armor

Access points: 2 side hatches and a rear assault ramp

Wargear: turret mounted Exterminator Autocannon, hull heavy bolter, searchlight, smoke launchers, Rough Terrain modifications

Options: twin linked bolter for +2 points, a flamer for +5 points, a heavy flamer for +12 points, a multimelta 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 have auto launchers, dozer blade, and/or a Misericorde for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or an overcharged engine for +10 points, Flare Shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

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. May have auto launchers and/or a Misericorde for +5 points, Lasher Tendrils for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, Galvanic Motors, Overwatch

Termite 60 points

Front Side Rear BS

12 12 - 4

Unit Composition: 1 Termite

Unit type: immobile tank

Transport: 14 models, models in terminator armor count as two models

Wargear: Multimelta, Hull mount drill, Smoke Launchers, searchlight, flare shield

Options: may take extra armor for +10 points and/or Reinforced Armor for +25 points

Special Rules

Subterranean assault, Drill attack, Overwatch, Blessings of the Ommissiah

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

Options: may take extra armor for +15 points, flare shield for +20 points, and/or Reinforced Armor for +25 points

Special rules

Assault vehicle, Drop pod assault, Inertial guidance system

Emperor's gift 90 points

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

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

Unit Composition: 1 Emperor's Gift

Unit type: skimmer, fast

Transport capacity: 12 models

Access points: one rear assault ramp

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

Options: May take a pintle mounted multi-melta for +20 points, pintle mounted linked bolter for +5 points, combi plasma; melta; flamer; grenade launcher for +10 points, a master crafted havoc launcher for +15 points, a hunter killer missile for +10 points, master crafted plasma gun for +15 points. May take a Misericorde and/or auto launchers for +5 points and/or Reinforced Armor for +10 points.

Special rules

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

Skyhawk Gunship 150 points

Front Side Rear BS

11 11 10 4

Unit Composition: 1 Skyhawk

Unit Type: Flier

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

Access points: one rear loading ramp

Wargear: two hull mount heavy assault cannons, 2 door mount heavy bolters, one nose mount twin linked bolter, searchlight, smoke launchers

Options: may have 2 Hellstrike missiles for +7 points per missile or multiple rocket pods for +15 points. May have extra armor and/or a Misericorde for +5 points, flare shield for +10 points, and/or Reinforced Armor for +15 points

Special rules

Deep strike, hover mode, Overwatch

Storm hawk 180 points

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

Storm hawk] 12 12 10 4

Unit Composition: 1 Storm Hawk

Unit Type: Flier

Transport capacity: 12 models and a walker

Access points: one front assault ramp, two side doors

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

Options: May upgrade to a Storm Hawk Vahanas and replace the twin linked autocannon and twin linked heavy bolter for a twin linked typhoon missile launcher, twin linked plasma cannon, a flare shield, +1 to BS, lose the ability to transport a dreadnought and only carry an HQ and honor guard/command squad for +30 points, or may upgrade to a Storm Hawk Kleps and replace the twin linked heavy bolter and twin linked autocannon for two sponson mount twin linked heavy bolters, a hull mount twin linked lascannon, 2 wing

mounted Light Turbo Laser Destroyers, +1 to front and rear armor, -2 transport capacity and the loss of the ability to transport a dreadnought for +75 points. May take four hunter killer missiles for +10 points each or 4 Kraken Penetrator Missiles for +20 points per missile. May take a flare shield and/or a Misericorde for +5 points, and/or Reinforced Armor for +15 points

Special rules
Power of the machine spirit, assault vehicle, Ceramite armor, Deep Strike, Hover mode, Overwatch

Stormeagle Umbra Angelus pattern 185 points each

Front Side Rear BS

12 12 12 4

Unit Composition: 1 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 a Misericorde for +5 points, extra armor for +15 points, flare shield for +20 points, and/or Reinforced Armor for +25 points. May take four hunter killer missiles for +10 points each or 4 Kraken Penetrator Missiles for +20 points per missile.

Special rules

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

Storm Raptor assault gunship 195 points

Front Side Rear BS

12 12 12 4

Unit Composition: 1 Storm Raptor assault gunship

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 a Misericorde for +5 points, extra armor, flare shield for +15 points, Reinforced Armor for +20 points. May take four hunter killer missiles for +10 points each or 4 Kraken Penetrator Missiles for +20 points per missile.

Special rules

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

Land Raider Crom 200 points

Front Side Rear BS

14 14 13 4

Unit Composition: 1 Land Raider Crom

Unit Type: tank

Transport capacity: 1 walker

Access points: one front assault ramp

Wargear: two sponson twin linked heavy bolters, searchlight, smoke launchers

Options: May have auto launchers and/or dozer blade for +2 points, extra armor and/or a Misericorde for +5 points, lasher tendrils, siege shield, Tank Siege Armor, and/or an overcharged engine for +7 points, and/or flare shield for +10 points

Special rules

Assault vehicle, Galvanic Motors, Overwatch

Stormeagle assault gunship 225 points each

Front Side Rear BS

12 12 12 4

Unit Composition: 1 Stormeagle assault gunship

Unit type: Flier

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, 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 a Misericorde for +5 points, extra armor for +15 points, flare shield for +20 points, and/or Reinforced Armor for +25 points. May take four hunter killer missiles for +10 points each or 4 Kraken Penetrator Missiles for +20 points per missile

Special rules

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

Caestus Assault Ram 275 points

Front Side Rear BS

13 13 11 4

Unit Composition: 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 Misericorde for +5 points, a frag assault launcher for +10 points, Teleport homer for +15 points, flare shield for +20 points, and/or Reinforced Armor for +25 points.

Special rules

Assault vehicle, afterburners, deep strike, Caestus ram, Overwatch

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, bionics

Options: May include 19 more Fire Wasps for +12 points each. Any Fire Wasp may replace their flamer, Webber, or a heavy stubber for free, an assault stubber for +4 points, or a meltagun for +8 points. Any Fire Wasp may have an Auspex for +2 points

Special Rules

Fearless, Move Threw Cover, Overwatch

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

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, bolt carbine, Orthrus Grenade Launcher, frag carbine, combat knife, Autogun, or sniper rifle for free, a Hades bolter for +3 points, an executioner shotgun for +7 points, a Vengeance pattern bolter for +10 points, or a needle rifle for +12 points. The entire squad may have Grav Chutes for +5 points per model. One out of every 7 scouts may replace their bolter with a heavy stubber for free, a heavy bolter with hellfire shells, an assault stubber, a shard blaster, or a heavy flamer for +5 points, a meltagun for +6 points, a Fight Sniper for +7 points, a plasma gun for +8 points, a missile launcher for +10 points, or a plasma carbine for +12 points. The sergeant may exchange their bolter for a double barreled shotgun or flame pistol or shard 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 Neural Whip for +11 points, a chain glaive or Mechanicus crafted lighting claw for +12 points, a Power Flail for +13 points, a power maul for +15 points, a power fist or power scythe for +20 points, a power claw for +23 points, or a storm shield for +25 points. The sergeant may have an Auspex for +5 points, Terminator Honors for +10 points, Oath of the Moment for +15 points, a back pack banner for +20 points and/or bionics for +25 points. The squad may take Anti plant grenades and/or Web grenades for +2 points, blind grenades and/or plasma grenades for +4 points, shroud bombs for +5 points, and/or Stasis Grenades, haywire grenades, Hallucinogen Grenades, and/or Nova Bombs for +7 points per model. Any scout (including the sergeant) may upgrade any bolter, bolt pistol, heavy bolter, bolt carbine, Hades bolter, Vengeance pattern bolter, twin linked bolter or combibolter may take Chain Blades for +5 points, any twin linked bolter, heavy bolter, or combibolter may take power blades for +15 points. May upgrade any bolter, bolt carbine, Vengeance pattern bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

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

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

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 may join a Destroyer Squad, Reconnaissance squad, Assault Squad without jump packs, Tactical squad, Legion Auxila, or Scout Squad for +50 points

Unit type: infantry

Wargear: none

Special rules

Embedded Recorder, Terrified Civilian, Worthy of Remembrance, Along for the ride

Legion Auxila 70 points

WS BS S T W I A LD SV

Prefect 3 3 3 3 1 3 2 7 6+

Auxiliary 2 2 3 3 1 3 1 5 6+

Unit composition: one Prefect and nineteen Auxiliary

Unit type: infantry

Wargear: autogun, auto pistol (Prefect only), chainsword, frag and krak grenades

Options: the Auxila may include forty additional Auxiliary for 3 points per model.

One in every ten may replace their autogun for a flamer for free, an Astartes

grenade launcher for +5 points, or a heavy stubber for +10 points. The Prefect

may exchange their auto pistol for a shotgun for free, a flame pistol for +3 points,

or a bolt pistol for +5 points. The Prefect may exchange their chainsword for

a chain axe for +5 points or a power weapon for +10 points.

Special rules

combat squads, Overwatch, fearless (as long as the Prefect is alive)

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.

Any tactical marine may exchange their bolter for an autogun for free,

a shuriken catapult for +2 points, a bolt carbine for +5 points, Hades

Bolter for +6 points, or a shard blaster for +7 points. Any tactical

marine may upgrade to mark 3 iron armor for +10 points or

mark 5 heresy armor for +15 points. 1 in every 5 marines may

exchange their bolter for a flamer or frag carbine for free, an assault

stubber or Webber for +3 points, a meltagun for +5 points, a heavy

meltagun for +7 points, a plasma gun or lascutter for +10 points,

a plasma carbine for +15 points, a Plasma Blaster Gun for +18 points,

a heavy plasma gun for +20 points, a volkite charger for +25 points. 1 in every 10 marines may exchange their bolter for a rotor cannon, heavy bolter, heavy flamer, heavy stubber, or multimelta for free, a missile launcher or an autocannon 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, a Merciless Judgement Lascannon for +32 points, an assault cannon, Long Melta Rifle, Hammerfist Launcher, or grim lascannon for +35 points, or a conversion beamer for +40 points. The sergeant may exchange his bolt pistol for a flame pistol or shard pistol for free, a twin linked bolter for +3 points, a plasma pistol for +5 points, a heavy plasma pistol for +7 points, a combibolter for +8 points, an infernus pistol or lighting claw for +10 points, Gauntlet of Salvation for +11 points, a needle pistol for +15 points, a Storm Repeater or gauntlet of war for +16 points, a volkite serpenta or thunder hammer for +20 points, a Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +41 points. The sergeant may exchange his chainsword for a chain axe for +5 points, a power weapon or lighting claw for +10 points, a Neural Whip for +11 points, a chain glaive or Mechanicus crafted lighting claw for +12 points, a Power Flail for +13 points, a power maul for +15 points, Gauntlet of Salvation for +19 points, a power fist or power scythe for +20 points, power claw for +22 points, gauntlet of war for +24 points, a storm shield for +25 points, a Gauntlet of Furry for +39 points, Gauntlet of Vengeance for +49 points. The sergeant may exchange his power armor with artificer armor for +20 points. The sergeant may have an Auspex for +5 points, a back pack banner for +10 points, Terminator Honors for +13 points, Oath of the Moment for +15 points, and/or bionics for +20 points. The squad may take Anti plant grenades and/or Web grenades for +2 points, blind grenades and/or plasma grenades for +4 points, shroud bombs for +5 points, and/or Stasis Grenades, haywire grenades, Hallucinogen Grenades, and/or Nova Bombs for +7 points per model. And model (including the sergeant) may upgrade any bolter, bolt pistol, heavy bolter, bolt carbine, Hades bolter, twin linked bolter or combibolter may take Chain Blades for +5 points, any twin linked bolter, heavy bolter, or combibolter may take power blades for +15 points. May upgrade any bolter, bolt carbine, or twin linked bolter to have an exterminator for +3 points.

Special rules

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

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, or a Thunderer Rhino if numbering 13 or less for +45 points, an assault drop pod if numbering only 5 models and without jump packs

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 Grav Chutes for +2 points each, jump packs for +5 points each but may not ride in a transport other than a flier or super heavy, a Raptor Jump Pack for +10 points, or Phase Reality Generators for +15 points per model. Any assault marine may exchange their bolt pistol for a shard pistol for +5 points each, Hades bolter for +7 points, or a shredder bolter for +8 points each. Any assault marine may replace their power armor with Mark 3 Iron armor for +10 points per model or Mark 5 Heresy Armor for +15 points per model. 1 out of every 5 assault marines may exchange their bolt pistol and/or chainsword for a flame pistol, Shuriken pistol, or Web pistol for +3 points, a frag carbine for +4 points, a flamer, Webber, twin linked bolter, or chain axe for +5 points, a relic chainsword, shard blaster, or an assault stubber for +6 points, an infernus pistol for +7 points, a meltagun or combibolter for +10 points, a heavy meltagun for +11 points, a plasma pistol, chain glaive, or Vengeance Assault Launcher for +12 points, a needle pistol for +15 points, a heavy plasma pistol or a Storm Repeater for +16 points, a plasma gun for +17 points, a plasma carbine for +18 points, a heavy plasma gun for +19 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, Gauntlet of Salvation for +11 points, a needle pistol for +12 points, a plasma pistol or twin linked bolter for +15 points, Storm Repeater or gauntlet of war for +16 points, a heavy plasma pistol for +17 points, a volkite serpenta for +20 points, a thunder hammer or combibolter for +25 points, a Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +41 points. The sergeant may exchange his chainsword for a chain axe for +5 points, a relic chainsword for +6 points, a power weapon for +8 points, a lightning claw for +10 points, a Neural Whip for +11 points, a chain glaive or Mechanicus crafted lightning claw for +12 points, a Power Flail or Gauntlet of Salvation for +13 points, a power maul, power fist, or power scythe for +15 points, power claw for +16 points, gauntlet of war for +18 points, a chain fist for +20 points, a storm shield for +25 points, a Gauntlet of Furry for +33 points, Gauntlet of Vengeance for +43 points. The sergeant may exchange his power armor for artificer armor for +15 points. The sergeant may have an Auspex for +5 points, Oath of the Moment for +10 points, Terminator Honors for +12 points, a back pack banner for +15 points and/or bionics for +22 points. The entire squad may have Anti plant grenades and/or Web grenades for +2 points per model, Blind Grenades and/or plasma grenades at +4 points per model, stasis grenades and/or haywire grenades for +7 points per model, and/or rad grenades,

Hallucinogen Grenades, and/or Nova Bombs for +15 points per model.
Any model may upgrade their bolt pistol, twin linked bolter, combibolter, Hades bolter, or shredder bolter to have chain blades for +5 points, or may upgrade their twin linked bolter or combibolter to have power blades for +15 points. May upgrade any shredder bolter to have an exterminator for +3 points.

Special rules

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

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

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, bolt carbine, frag carbine, autogun, shuriken catapult, or chainsword for free, a Orthrus Grenade Launcher or Hades Bolter for +3 points, an executioner shotgun for +4 points, a sniper rifle for +5 points, a double barreled shotgun for +7 points, a Vengeance pattern bolter for +10 points, or a needle rifle for +15 points. The entire squad may have Grav Chutes for +7 points per model. For every 10 marines in the squad 1 may exchange their bolter for a Webber for +5 points, a stalker bolter or shard blaster for +7 points, a heavy bolter, autocannon, or heavy flamer for +10 points, A fight Sniper for +12 points, or a missile launcher with only rad missiles for +15 points. The squad may take Anti plant grenades and/or Web grenades for +2 points, blind grenades and/or plasma grenades for +4 points, shroud bombs for +5 points, and/or stasis grenades, Hallucinogen Grenades, and/or haywire grenades for +7 points. Any marine may upgrade their bolters, bolt pistols, bolt carbine, Hades bolter, Vengeance pattern bolter, heavy bolter, and/or

stalker bolter to have chain blades for +5 points or may upgrade any heavy bolter to have power blades for +15 points. May upgrade any bolter, bolt carbine, stalker bolter, Vengeance pattern bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

Scout, outflank, acute senses, Overwatch

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

Destroyer Squad 135 points

WS BS S T W I A LD SV

4 4 4 4 1 4 2 9 3+

Unit composition: 1 destroyer sergeant and 4 destroyer 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: 2 bolt pistols each, chainsword, power armor, frag, krak, and rad grenades

Options: may include 15 more destroyer marines for 27 points per model. The entire squad may have melta bombs for +2 points per model. The entire squad may have jump packs (but loses the ability to take a dedicated transport) for +7 points per model. The entire squad may exchange their power armor for mark 5 heresy armor for +10 points per model or mark 3 iron armor for +15 points per model. Any model may exchange both their bolt pistols for 2 shard pistols for +4 points. One in every 3 may exchange one of their bolt pistols for a frag carbine for +1 point, a flame pistol for +3 points, a Web pistol for +4 points, a needle pistol for +5 points, an infernus pistol for +7 points, a plasma pistol or shard blaster for +10, a heavy plasma pistol for +12 points, a missile launcher with Suspensor web and only rad missiles or a Storm Repeater for +15 points, an arc pistol for +16 points, or a volkite serpenta for +17 points. The sergeant may exchange their chainsword for a power weapon for +5 points, a lightning claw for +7 points, a power axe for +10 points, Gauntlet of Salvation for +12 points, a power fist for +15 points, power claw for +16 points, gauntlet of war for +17 points, a chain fist for +18 points, a thunder hammer for +20 points, a Gauntlet of Furry for +32 points,

Gauntlet of Veengeance for +42 points. The sergeant may exchange their power armor for artificer armor for +10 points. The sergeant may have bionics for +5 points, a back pack banner for +8 points, and/or Terminator Honors for +10 points. The sergeant may take 3 phosphex bombs for +6 points per bomb and/or Nova Bombs for +10 points. Any marine (including the sergeant) may upgrade their bolt pistols to have chain blades for +5 points

Special rules

And they shall know no fear, combat tactics, counter attack, Overwatch

Their Number is Legion: may be placed back on the table for no additional points once they reach 15 models

Fast Attack

Defense Emplacement 30 points each

Front Side Rear BS

10 10 10 2

Unit Composition: between 1 and 20 Defense Emplacements

Unit type: tank, immobile

Wargear: Quad Gun, extra armor, flare shield

Options: any defense emplacement may replace their quad gun for an Icarus Lascannon for +35 points. Any defense emplacement may take Reinforced Armor for +20 points

Special Rules

Overwatch

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, twin linked melta guns for +20 points, or twin linked plasma guns for +27 points. Any bike may exchange their heavy bolter for a heavy flamer, heavy stubber, or rotor cannon for free, an autocannon for +5 points, multimelta, shard cannon, or havoc missile launcher for +10 points, a Hammerfist Launcher for +25 points, an assault cannon for +40 points, a lascannon for +50 points, or a conversion beamer for +75 points. The entire squad may have Anti plant grenades and/or Web grenades for +2 points, plasma grenades for +4 points, melta bombs for +5 points each, stasis grenades and/or haywire grenades for +7 points each, and/or gas grenades, Hallucinogen Grenades, and/or Nova Bombs for +8 points each. The entire squad may have Scythes for +5 points per model. Any attack bike may upgrade their bolt pistol to have chain blades for +5 points

Special rules

And they shall know no fear, combat tactics, Overwatch

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

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. May have auto launchers for +5 points, Lasher Tendrils and/or Tank Siege Armor for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, Galvanic Motors, Overwatch

Hyperios Air Defence Battery 35 points each

Front Side Rear BS

Hyperios 11 10 10 3

Command 10 10 10 -

Unit composition: between 1 and 5 Hyperios platforms

Unit type: artillery, immobile

Wargear: twin linked Hyperios missile launcher, searchlight

Options: one Hyperios platform may exchange it's twin linked Hyperios missile launcher for a Hyperios command Platform (granting +1 BS to whole Defence Battery) for +10 points. may take extra armor for +5 points, a flare shield for +10 points, and/or Reinforced Armor for +20 points

Special Rules

Automated Artillery, Overwatch

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 or shard cannon for +5 points, a multimelta or graviton gun for +10 points, or an assault cannon for +15 points. May have auto launchers for +5 points, Lasher Tendrils for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, Galvanic Motors, Overwatch

Predator Light Battle Tank 45 points each

Front Side Rear BS

13 10 10 4

Unit Composition: between 1 and 3 Predator Light Battle Tank Centurion Pattern

Unit Type: tank, fast

Transport capacity: 8 models in power armor

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

Options: May replace the turret twin linked heavy bolter for a twin linked heavy flamer for free, may upgrade to a Predator Butcher and replace the turret mount twin linked heavy bolters for a twin linked Butcher cannon and extra armor for +55 points or may upgrade to a Predator Exterminator and replace the turret mount twin linked heavy bolters for an exterminator autocannon (may take a Coaxial twin linked bolter for +5 points or a heavy flamer for +10 points), extra armor, and -1 transport capacity for +65 points.

May have sponson heavy bolters or heavy flamers for +10 points, autocannons for +15 points, or lascannons at +20 points but loses the transport capacity if it takes sponsons. 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, flamer for +3 points, a heavy flamer for +7 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, and/or an overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

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, bullock 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, twin linked meltaguns for +20 points, or twin linked plasma gun for +27 points. Any bike may exchange their heavy bolter for a heavy flamer, heavy stubber, or rotor cannon for free, an autocannon or shard cannon for +5 points, multimelta or havoc missile launcher for +10 points, a Hammerfist launcher for +25 points, an assault cannon for +40 points, a heavy assault cannon for +45 points, a lascannon for +50 points, or a conversion beamer for +75 points.

The entire squad may have Anti plant grenades and/or Web grenades for +2 points, plasma grenades for +4 points, melta bombs for +5 points each, stasis grenades and/or haywire grenades for +7 points each, and/or gas grenades, Hallucinogen Grenades, and/or Nova Bombs for +8 points each. Any Bullock Jetbike Chariot may upgrade their bolt pistol to have chain blades for +5 points

Special rules

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

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

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

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. May have auto launchers for +5 points, Lasher Tendrils for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, Galvanic Motors, Overwatch

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 heavy assault cannon for +35 points,

or a twin linked assault cannon for +40 points. May upgrade to a

Vanquisher land speeder and replace the hull mount heavy bolter for

a plasma cannon (or a heavy conversion beamer for +35 points) for

+20 points. May have auto launchers for +5 points, Lasher Tendrils

for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, Galvanic Motors, Overwatch

Bait Cannon 50 points each

Front Side Rear

Cannon 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 Bait Cannons each manned by 2 marines

Unit Type: artillery

Wargear cannon: Flakk Cannon, extra armor

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

Options: Any Bait Cannon may replace the Flakk cannon with a quad gun

for +25 points. Any Bait Cannon may have a flare shield for +30 points

and/or Reinforced Armor for +35 points. Any marine manning the battery

may upgrade their bolters to have chain blades for +5 points. May upgrade

any bolter to have an exterminator for +3 points.

Special Rules

Hit the battery, Battery, Overwatch

Sunflower AA gun 50 points each

Front Side Rear BS

10 10 10 4

Unit composition: between 1 and 5 Sunflower AA guns

Unit type: tank immobile

Wargear: Quad Heavy Bolter Longarm pattern, searchlight, smoke launchers

Options: may take extra armor for +5 points, a flare shield for +10 points,

and/or Reinforced Armor for +20 points.

Special rules

Overwatch

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 may join a Axe Bearers Veteran Squad,

Seeker squad, Tactical Support Squad, Vanguard veteran squad, Flames

of War, or Siege Assault Squad for +50 points

Unit type: infantry

Wargear: none

Special rules

Embedded Recorder, Terrified Civilian, Worthy of Remembrance, Along for the ride

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 or shard cannon 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, twin linked shard cannon, 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 heavy assault cannon for +35 points, or a twin linked

assault cannon for +40 points. May upgrade to a Vanquisher land

speeder and replace the hull mount heavy bolter for a plasma cannon

(or a heavy conversion beamer for +35 points) for +20 points. May

have auto launchers for +5 points, Lasher Tendrils and/or Tank Siege

Armor for +10 points, flare shield for +15 points, and/or Reinforced

Armor for +20 points

Special rules

Deep strike, Galvanic Motors, Overwatch

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 heavy assault cannon for +35 points,

or a twin linked assault cannon for +40 points. May upgrade to a Vanquisher

land speeder and replace the hull mount heavy bolter for a plasma cannon

(or a heavy conversion beamer for +35 points) for +20 points. May have auto

launchers for +5 points, Lasher Tendrils for +10 points, flare shield for

+15 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, Galvanic Motors, Overwatch

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 flammers for +15 points, twin linked meltaguns for +20 points, or twin linked plasma gun for +27 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 or a shard 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 heavy plasma pistol or Gauntlet of Salvation for +11 points, a twin linked bolter for +12 points, a combibolter for +15 points, a Storm Repeater or gauntlet of war for +16 points, a Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +41 points. The sergeant may exchange their chainsword for a chain axe for +5 points, a relic chainsword for +6 points, a power weapon or lightning claw for +8 points, a Neural Whip for +10 points, a Power Flail for +11 points, a power maul for +12 points, a Mechanicus crafted lightning claw or Gauntlet of Salvation for +15 points, a power fist or power scythe for +17 points, a power claw for +18 points, gauntlet of war for +20 points, a chain fist for +21 points, a storm shield for +25 points, a Gauntlet of Furry for +35 points, Gauntlet of Vengeance for +45 points. The sergeant may have a back pack banner for +15 points. Two bikers in every 4 may exchange their bolt pistol for a flamer, shard blaster, or bolt carbine for free, Orthrus Grenade Launcher or Hades bolter for +1 point, twin linked bolter for +2 points, a meltagun for +5 points, a heavy meltagun for +7 points, a plasma gun for +8 points, or a heavy plasma gun for +12 points. The entire squad may have Anti plant grenades and/or Web grenades for +2 points each, Blind Grenades for +3 points each, plasma grenades for +4 points, melta bombs for +5 points each, stasis grenades and/or haywire grenades for +7 points each, and/or gas grenades, Hallucinogen Grenades, and/or Nova Bombs for +8 points each. The sergeant may purchase an Auspex for +7 points, Oath of the Moment for +15 points, Terminator Honors for +20 points, and/or bionics for +25 points. The entire squad may have Scythes for +10 points per model. Any scout bike may upgrade their bolt pistol, bolt carbine, Hades bolter (or in the sergeants case twin linked bolter or combibolter) to have chain blades for +5 points, the sergeant if he has a twin linked bolter or combibolter may take power blades on it for +15 points. May upgrade the sergeant's twin linked bolter to have an exterminator for +3 points.

Special rules

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

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

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 or a shard cannon 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. Any land speeder typhoon may upgrade to a land speeder hurricane and replace it's typhoon missile launchers with hurricane bolters for free. Any land speeder typhoon may upgrade to a land speeder Tsunami and add a hull mount heavy

bolter for +15 points. May have auto launchers for +5 points, Lasher Tendrils for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points
Special rules
Deep strike, Galvanic Motors, Overwatch

Land Speeder Gravis Ictus 60 points each

Front Side Rear BS
10 10 10 4

Unit composition: between 1 and 10 Land Speeder Gravis Ictus

Unit type: skimmer, fast

Wargear: Hull mount twin linked heavy bolter, Hull mount twin linked heavy bolter, two twin linked Heavy Bolters, searchlight, smoke launchers

Options: may replace either set of twin linked heavy bolters for twin linked Bolt Cannons for +5 points or heavy bolt cannons for +10 points.

May replace the two twin linked heavy bolters for twin linked bolt cannons for +10 points or heavy bolt cannons for +15 points. May have auto launchers for +2 points, extra armor for +5 points, Lasher Tendrils for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, Galvanic Motors, Overwatch

Flames of War 60 points

WS BS S T W I A L D 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, Web pistol, or needle pistol for +5 points, an infernus pistol for +10 points, Gauntlet of Salvation for +15 points, gauntlet of war for +20 points, Gauntlet of Furry for +35 points, Gauntlet of Vengeance for +45 points. Any model may replace their chainsword for a chain axe for +5 points, a relic chainsword +7 points, Gauntlet of Salvation for +15 points,

gauntlet of war for +20 points, Gauntlet of Furry for +35 points,

Gauntlet of Vengeance for +45 points. The Entire squad may have incendiary grenades for +15 points. 2 Flames of War may exchange both their bolt pistol and chainsword for a flamer for +5 points, Webber for +6 points, a heavy flamer for +7 points, or a meltagun for +10 points. Any member of the squad may exchange their power armor for mark 5 heresy armor for +5 points or mark 3 iron armor for +10 points.

May upgrade any bolt pistol to have chain blades for +5 points

Special Rules

Rage, furious charge, fearless, Overwatch

Land Speeder Oppugno Eradico 65 points each

Front Side Rear BS

10 10 10 4

Unit composition: between 1 and 2 Land Speeder Oppugno Eradico

Unit type: skimmer, fast

Wargear: Hull mount twin linked rotor cannon, hull mount twin linked rotor cannon, two twin linked rotor cannons, searchlight, smoke launchers

Options: may replace either set of twin linked rotor cannons with twin linked assault cannons for +10 points or heavy assault cannons for +20 points. May replace the two twin linked rotor cannons with two twin linked assault cannons for +20 points or two heavy assault cannons for +30 points. May have auto launchers for +2 points, extra armor for +5 points, Lasher Tendrils for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, Galvanic Motors, Overwatch

Land Speeder Inflatus 70 points each

Front Side Rear BS

10 10 10 4

Unit composition: between 1 and 3 Land Speeder Inflatus

Unit type: skimmer, fast

Wargear: hull mount twin linked missile launcher, hull mount twin linked missile launcher, two twin linked missile launchers, searchlight, smoke launchers

Options: may replace any set of twin linked missile launchers with havoc launchers for +5 points, two hunter killer missiles for +10 points, or cyclone missile launchers for +15 points. May have auto launchers for +2 points, extra armor for +5 points, Lasher Tendrils for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, Galvanic Motors, special issue ammunition, Overwatch

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, Tank Siege Armor, smoke launcher, searchlight

Options: 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. May have Auto Launchers for +5 points, Lasher Tendrils and/or overcharged engine for +10 points, extra armor for +12 points, flare shield for +15 points, and/or Reinforced Armor for +20 points
Special Rules
Fleet, night vision, Galvanic Motors, Overwatch

Raptor squad 72 points 0-1

WS BS S T W I A LD SV
5 4 4 4 2 5 4 7 3+

Unit composition: 3 raptors

Unit type: jump infantry

Wargear: 2 chainswords, frag, krak, Blind, stasis, and rad grenades, melta bombs, power armor, forge fire plate, Raptor 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 relic chainswords for +10 points, 2 power weapons for +15 points, 2 Gauntlets of Salvation for +19 points, 2 power fists for +20 points, 2 power claws for +22 points, 2 gauntlets of war for +24 points, 2 relic blades or 2 lightning claws for +25 points, two chain fists for +30 points 2 thunder hammers for +35 points, 2 Gauntlets of Furry for +39 points, 2 Gauntlets of Vengeance for +49 points

Special rules

Deep strike, scout, heroic intervention, Overwatch

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

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, twin linked melta guns for +20 points, or twin linked plasma gun for 27 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 or shard 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 heavy plasma pistol or Gauntlet of Salvation for +11 points, a twin linked bolter for +12 points, a combibolter for +15 points, a Storm Repeater or gauntlet of war for +16 points, a Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +41 points.

The sergeant may exchange their chainsword for a chain axe for +5 points, a relic chainsword for +6 points, a power weapon or lightning claw for +8 points, a Neural Whip for +10 points, a Power Flail for +11 points, a power maul for +12 points, a Mechanicus crafted lightning claw or Gauntlet of Salvation for +15 points, a power fist or power scythe for +17 points, power claw for +18 points, gauntlet of war for +20 points, a chain fist for +21 points, a storm shield for +25 points, a Gauntlet of Furry for +35 points, Gauntlet of Vengeance for +45 points. The sergeant may have a back pack banner for +10 points. Two bikers in every 4 may exchange their bolt pistol for a flamer, frag carbine, autogun, or siege bolter for free, a bolt carbine for +1 point, twin linked bolter, Hades bolter, or shard blaster for +2 points, a meltagun

for +5 points, a heavy meltagun for +7 points, a plasma gun for +8 points, a heavy plasma gun for +12 points, or a Storm Repeater for +16 points. The entire squad may have Anti plant grenades and/or Web grenades for +2 points, plasma grenades for +4 points, melta bombs for +5 points each, stasis grenades and/or haywire grenades for +7 points each, and/or gas grenades, Hallucinogen Grenades, and/or Nova Bombs for +8 points each. The sergeant may purchase an Auspex for +5 points, Oath of the Moment for +10 points, Terminator Honors for +15 points, and/or bionics for +18 points. The entire squad may have Scythes for +5 points per model. Any bike may upgrade their bolt pistol, siege bolter, bolt carbine, Hades bolter (or twin linked/combibolter) to have chain blades for +5 points, or may upgrade twin linked bolter or combibolter wielded by the sergeant to have power blades for +15 points. May upgrade any bolter, bolt carbine, siege bolter, or twin linked bolter to have an exterminator for +3 points.

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

Praetorian Jetbike squadron 75 points

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

Unit Composition: 1 Praetorian jetbike sergeant and 2 Praetorian jetbikes

Unit type: jetbike

Wargear: bolt pistol, chainsword, frag and krak grenades, Praetorian jetbike with foeblaster bolter, power armor

Options: may include 7 additional Praetorian jetbikes for 25 points per model. The sergeant may exchange their power armor for artificer armor for +20 points. The sergeant may exchange their bolt pistol for a flame pistol or shard 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 heavy plasma pistol or Gauntlet of Salvation for +11 points, a twin linked bolter for +12 points, a combibolter for +15 points, or a Storm Repeater or gauntlet of war for +16 points, a Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +41 points. The sergeant may exchange their chainsword for a chain axe for +5 points, a relic chainsword for +6 points, a power weapon or lightning claw for +8 points, a Neural Whip for +10 points, a Power Flail for +11 points, a power maul for +12 points, a Mechanicus crafted lighting claw for +13 points, a power lance or Gauntlet of Salvation for +15 points, a power fist or power scythe for +17 points, power claw for +18 points, gauntlet of war for +20 points, a chain fist for +21 points, a storm shield for +25 points, a Gauntlet of Furry for +35 points, Gauntlet of Vengeance for +45 points. The sergeant may have a back pack banner for +7 points. Two bikers in every 4 may exchange their bolt pistol for a flamer, frag carbine, or bolt carbine for free, twin linked bolter, Hades Bolter, or shard blaster for +2 points, a meltagun for +5 points, a heavy meltagun for +7 points, a plasma gun for +8 points, a heavy plasma gun for +12 points, a power lance for +15 points, or a Storm Repeater for +16 points. The entire squad may have Anti plant grenades and/or Web grenades for +2 points each, plasma grenades for +4 points, melta bombs for +5 points each, stasis grenades and/or haywire grenades for +7 points each, and/or gas grenades, Hallucinogen Grenades, and/or Nova Bombs for +8 points each. The sergeant may purchase an Auspex for +5 points, Oath of the Moment for +13 points, Terminator Honors for +15 points, and/or bionics for +18 points. Any bike may upgrade their bolt pistol, bolt

carbine, Hades bolter (or twin linked/combibolter) to have chain blades for +5 points, or may upgrade twin linked bolter or combibolter wielded by the sergeant to have power blades for +15 points. May upgrade any bolter, bolt carbine, or twin linked bolter to have an exterminator for +3 points.

Special rules

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

Javelin Attack Speeder 75 points each

Front Side Rear BS

11 11 10 4

Unit composition: between 1 and 5 Javelin Attack Speeders

Unit type: skimmer, fast

Wargear: heavy bolter, twin linked cyclone missile launcher, searchlight, smoke launchers

Options: may exchange the heavy bolter for a heavy flamer for free or a multimelta for +10 points. May exchange twin linked cyclone missile launcher for a twin linked lascannon for +10 points. May have auto launchers for +2 points, extra armor and/or Tank Siege Armor for +5 points, flare shield for +10 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, Galvanic Motors, Overwatch, outflank. scout

Land Speeder Flamma Tempestas 80 Points each

Front Side Rear BS

11 10 10 4

Unit composition: between 1 and 6 Land Speeder Flamma Tempestas

Unit type: skimmer, fast

Wargear: hull mount twin linked heavy flamer, hull mount twin linked heavy flamer, two Inferno cannons, searchlight, smoke launchers, extra armor

Options: may replace either set of twin linked heavy flamers for inferno cannons for +10 points or Flamestorm cannons for +20 points. May replace both inferno cannons for flamestorm cannons for +10 points or heavy flamestorm cannons for +20 points.

May have auto launchers for +5 points, Lasher Tendrils for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points.

Special rules

Deep strike, Galvanic Motors, Overwatch

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

Options: may take 4 Kraken Penetrator Missiles for +20 points per missile. Any Stormcrow fighter may have extra armor and/or Tank Siege Armor for +5 points, a flare shield for +10 points, and/or Reinforced Armor for +20 points

Special rules

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

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 bullock jetbike sergeant and 2 bullock jetbikes

Unit type: jetbike

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

Options: may include 12 additional bullock jetbikes for 30 points each.

Any bike may exchange their twin linked bolter for twin linked flamers for +15 points, twin linked meltaguns for +20 points, or twin linked plasma gun for +27 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 or shard 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 heavy plasma pistol or Gauntlet of Salvation for +11 points, a twin linked bolter for +12 points, a combibolter for +15 points, or a Storm Repeater or gauntlet of war for +16 points, a Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +41 points. The sergeant may exchange their chainsword for a chain axe for +5 points, a relic chainsword for +6 points, a power weapon or lightning claw for +8 points, a Neural Whip for +10 points, a Power Flail for +11 points, a power maul for +12 points, a Mechanicus crafted lightning claw for +13 points, a power lance or Gauntlet of Salvation for +15 points, a power fist or power scythe for +17 points, power claw for +18 points, gauntlet of war for +20 points, a chain fist for +21 points, a storm shield for +25 points, a Gauntlet of Furry for +35 points, Gauntlet of Vengeance for +45 points. The sergeant may have a back pack banner for +7 points. Two bikers in every 4 may exchange their bolt pistol for a flamer, frag carbine, or bolt carbine for free, twin linked bolter, Hades Bolter, or shard blaster for +2 points, a meltagun for +5 points, a heavy meltagun for +7 points, a plasma gun for +8 points, a heavy plasma gun for +12 points, a power lance for +15 points, or a Storm Repeater for +16 points. The entire squad may have Anti plant grenades and/or Web grenades for +2 points each, plasma grenades for +4 points, melta bombs for +5 points each, stasis grenades and/or haywire grenades for +7 points each, and/or gas grenades, Hallucinogen Grenades, and/or Nova Bombs for +8 points each. The sergeant may purchase an Auspex for +5 points, Oath of the Moment for +13 points, Terminator Honors for +15 points, and/or bionics for +18 points. Any bike may upgrade their bolt pistol, Bolt carbine, Hades bolter, (or twin linked/combibolter) to have chain blades for +5 points, or may upgrade twin linked bolter or combibolter wielded by the sergeant to have power blades for +15 points. May upgrade any bolter, bolt carbine, or twin linked bolter to have an exterminator for +3 points.

Special rules

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

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

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 Flamer for +3 points, a heavy flamer for +12 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers for +5 points, Lasher Tendrils, Tank Siege Armor, extra armor, and/or an overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

Orgus 95 points each

Front Side Rear BS

11 10 10 4

Unit composition: between 1 and 3 Orgus

Unit type: flier, hover mode

Wargear: Heavy Lascannon, Missile Launcher, searchlight

Options: may have extra armor for +10 points, a flare shield for +20 points, and/or Reinforced Armor for +25 points

Special rules

Deep strike, Galvanic Motors, Overwatch

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

Options: may have a Flare Shield for +25 points and/or Reinforced Armor for +30 points.

Special rules

Deep strike, Afterburner, Galvanic Motors, Overwatch

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 heavy conversion beamer for +40 points. linked bolter for +2 points, a flamer for +5 points, a heavy flamer for +12 points, a multimelta 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 have auto launchers for +5 points, Lasher Tendrils and/or

Tank Siege Armor for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, Galvanic Motors, Overwatch

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 flamer for +4 points, a heavy flamer for +7 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 have auto launchers for +5 points, Lasher Tendrils, Tank Siege Armor, and/or extra armor for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, Galvanic Motors, Overwatch

Aquila Pattern Jetbike Squadron 105 points

WS BS S T W I A LD SV

4 3 4 6 1 4 2 8 3+

Unit Composition: 1 Aquilla jetbike sergeant and 2 Aquilla jetbikes

Unit type: jetbike

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

Options: may include 10 more Aquilla pattern jetbikes for 35 points per model. Any jetbike may exchange their twin linked bolters for twin linked Achilles Pattern Bolters for free, twin linked flamers for +5 points, twin linked heavy flamers for +10 points, twin linked meltaguns for +15 points, twin linked heavy meltaguns for +17 points, twin linked plasma guns for +20 points, or twin linked heavy plasma 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 or shard 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 heavy plasma pistol or Gauntlet of Salvation for +11 points, a twin linked bolter for +12 points, a combibolter for +15 points, or a Storm Repeater or gauntlet of war for +16 points, a Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +41 points. The sergeant may exchange their chainsword for a chain axe for +5 points, a relic chainsword for +6 points, a power weapon or lightning claw for +8 points, a Neural Whip for +10 points, a Power Flail for +11 points, a power maul for +12 points, a Mechanicus crafted lightning claw for +13 points, a power lance or Gauntlet of Salvation for +15 points, a power fist or power scythe for +17 points, power claw for +18 points, gauntlet of war for +20 points, a chain fist for +21 points, a storm shield for +25 points, a Gauntlet of Furry for +35 points, Gauntlet of Vengeance for +45 points. The sergeant may have a back pack banner for +7 points. Two bikers in every 4 may exchange their bolt pistol for a flamer, frag carbine, or bolt carbine for free, twin linked bolter, Hades Bolter, or shard blaster for +2 points, a meltagun for +5 points, a heavy meltagun for +7 points, a plasma gun for +8 points, a heavy plasma gun for +12 points, a power lance for +15 points, or a Storm Repeater for +16 points. The entire squad may have Anti plant grenades and/or Web grenades for +2 points each, plasma grenades for +4 points, melta bombs for +5 points each, stasis grenades and/or haywire grenades for +7 points each, and/or gas grenades, Hallucinogen Grenades,

and/or Nova Bombs for +8 points each. The sergeant may purchase an Auspex for +5 points, Oath of the Moment for +13 points, Terminator Honors for +15 points, and/or bionics for +18 points. Any bike may upgrade their bolt pistol, Bolt carbine, Hades bolter, (or twin linked/combibolter) to have chain blades for +5 points, or may upgrade twin linked bolter or combibolter wielded by the sergeant to have power blades for +15 points. May upgrade any bolter, bolt carbine, or twin linked bolter to have an exterminator for +3 points.

Special rules

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

Siege Assault Squad 105 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, Web pistol, or chain axe for +5 points, a relic chainsword or Webber for +7 points, meltagun or power sword for +10 points, a heavy meltagun or Power Flail for +12 points, a plasma pistol for +15 points or a heavy plasma pistol for +17 points. The veteran sergeant may exchange either their bolt pistol or chainsword for a siege bolter or autogun for free, a bolt carbine for +2 points, a twin linked bolter, infernus pistol, or chain axe for +5 points, a relic chainsword for +7 points, combibolter for +10 points, a plasma pistol, power weapon, or lightning claw for +15 points, a Power Flail for +16 points, a heavy plasma pistol for +17 points, Gauntlet of Salvation for +23 points, a power fist or power scythe for +25 points, power claw for +26 points, gauntlet of war for +28 points, a thunder hammer, pair of lightning claws, or a relic blade for +30 points, Gauntlet of Furry for +43 points, Gauntlet of Vengeance for +53 points. The entire squad may have melta bombs for +30 points. The entire squad may have combat shields

for +25 points. May upgrade any bolt pistol, siege bolter, bolt carbine, twin linked bolter, or combibolter to have chain blades for +5 points or may upgrade any twin linked bolter or combibolter to have power blades for +15 points

Special Rules

Stubborn, and they shall know no fear, combat squads, Tip of the spear, Overwatch

Dreadspeeder 110 points each

Front Side Rear WS BS S I A

12 11 10 4 4 10 4 4

Unit Composition: between 1 and 5 Dreadspeeders

Unit type: skimmer, fast

Wargear: 2 dreadnought close combat weapons with built in twin linked bolters, lasher tendrils, extra armor, searchlight, smoke launchers

Options: may replace either twin linked bolter with heavy flamers for free, meltaguns for +5 points, plasma blaster for +10 points, a Grinder Rifle for +12 points, a Graviton Gun for +15 points, or a twin linked volkite charger for +20 points. May take up to 3 hunter killer missiles for +10 points each. Any dreadspeeder may have Tank Siege Armor for +5 points, a flare shield for +10 points each, and/or Reinforced Armor for +20 points each

Options

Deep strike, Galvanic Motors, Overwatch

Monsoon 110 points each

Front Side Rear BS

11 11 10 4

Unit composition: between 1 and 3 Monsoons

Unit type: tank

Wargear: twin linked punisher gatling cannon AA mount, searchlight, smoke launchers

Options: may replace twin linked punisher gatling cannon for twin linked heavy assault cannons AA mounted for +10 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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, Tank Siege Armor, extra armor, and/or an overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special Rules

Helical Targeting Array, Overwatch, Galvanic Motors

Hell Reaver Assault Gunship 110 points each

Front Side Rear BS

12 11 10 4

Unit Composition: between 1 and 20 Hell Reaver Assault Gunships

Unit type: flyer

Wargear: two wing mounted rotor cannons with AA mount, hull mount twin linked heavy bolter, searchlight, smoke launchers

Options: may replace the two wing mounted rotor cannons for two autocannons with AA mount for +10 points or two Hades

Autocannons with AA mount for +20 points. May replace the hull mount twin linked heavy bolter for two havoc launchers for free or a twin linked lascannon for +25 points. may take four hunter killer missiles for +10 points each or 4 Kraken Penetrator Missiles for +20 points per missile. May have extra armor for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Ceramite armor, Supersonic, hover mode, Overwatch

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, 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, an assault drop pod if numbering only 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 Grave Chutes for +5 points each, jump packs for +10 points each, Raptor Jump Packs for +15 points, or Phase Reality Generators for +20 points each. Any vanguard may replace their bolt pistol for a Hades bolter for +5 points, or a shredder bolter for +8 points each. Any Vanguard marine may upgrade to mark 3 iron armor for +10 points or mark 5 heresy armor for +15 points Any Vanguard may exchange their bolt pistol for a flame pistol, Web pistol or shard pistol for +3 points each, a frag carbine for +4 points, a flamer, Webber, or shard blaster for +5 points each, an assault stubber for +6 points, an infernus pistol for +7 points each, a lightning claw, twin linked bolter, or meltagun for +10 points each, a heavy meltagun for +11 points, a plasma pistol, Vengeance Assault Launcher, or Gauntlet of Salvation for +12 points each, a needle pistol or plasma gun for +15 points each, a plasma carbine for +16 points each, a heavy plasma pistol, a Storm Repeater, gauntlet of war,

or graviton pistol for +17 points each, an arc pistol for +18 points each, a volkite serpenta or combibolter for +20 points each, a thunder hammer or heavy plasma gun for +25 points each, a Gauntlet of Furry for +32 points each, Gauntlet of Vengeance for +42 points each. Any vanguard may exchange their chainsword for a chain axe for +5 points each, a relic chainsword for +6 points each, a power weapon for +7 points each, a lightning claw or Neural Whip for +10 points each, a chain glaive or Mechanicus crafted lighting claw for +11 points, a Power Flail or Gauntlet of Salvation for +13 points, a power fist or power scythe for +15 points each, power claw for +16 points, gauntlet of war for +18 points, a chain fist for +20 points each, a storm shield for +25 points each, a Gauntlet of Furry for +33 points, Gauntlet of Vengeance for +43 points. The sergeant may exchange his bolt pistol for a flame pistol for +5 points, an infernus pistol or lightning claw for +10 points, Gauntlet of Salvation for +11 points, a needle pistol for +12 points, a plasma pistol for +15 points, a Storm Repeater or gauntlet of war for +16 points, a heavy plasma pistol for +17 points, a volkite serpenta for +20 points, a thunder hammer for +25 points, or a Gauntlet of Furry for +31 points. The sergeant may exchange his power weapon for a chain axe or relic chainsword for free, a lightning claw for +5 points, Gauntlet of Salvation for +6 points, a Neural Whip for +7 points, a chain glaive or Mechanicus crafted lighting claw for +8 points, power fist or power scythe for +9 points, power claw for +10 points, gauntlet of war for +11 points, a relic blade for +12 points, a storm shield for +15 points, or a Gauntlet of Furry for +26 points. The sergeant may exchange his power armor for artificer armor for +15 points. The sergeant may have a back pack banner for free, an Auspex for +8 points, Oath of the Moment for +10 points, bionics for +12 points, Terminator Honors for +15 points. The entire squad may have Anti plant grenades and/or Web grenades for +2 points, Blind Grenades and/or plasma grenades for +4 points per model, stasis grenades and/or haywire grenades for +7 points per model, and/or rad grenades, Hallucinogen Grenades, and/or Nova Bombs for +15 points per model. May upgrade any bolt pistol, Hades bolter, shredder bolter, twin linked bolter, or combibolter to have chain blades for +5 points, or upgrade any twin linked bolter or combibolter to have power blades for +15 points. May upgrade any twin linked bolter or shredder bolter to have an exterminator for +3 points.

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

Hurricane Heavy Artillery tank 115 points each

Front Side Rear BS

12 11 10 4

Unit composition: between 1 and 3 Hurricane Heavy Artillery tanks

Unit type: tank

Wargear: Hull mount Heavy Thunderfire cannon, searchlights, smoke launchers

Options: May have auto launchers and/or dozer blade for +3 points, extra

armor for +5 points, lasher tendrils, Tank Siege Armor, and/or an overcharged engine for +7 points, flare shield for +10 points, and/or

Reinforced Armor for +20 points. May take Javelin rounds for +15 points

Special rules

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 or 4 Kraken Penetrator Missiles for +20 points per missile . 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. May have extra armor for

+10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, Ceramite armor, hover mode, Overwatch

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 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 is 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. Any marine may upgrade to mark 5 heresy armor for +10 points

The whole squad may exchange their flamers for frag carbines for

+2 points, Orthrus Grenade Launchers, Hades bolter, Webber, or

shard blasters for +3 points, rotor cannons for +5 points per model,

assault stubbers for +6 points per model, heavy flamers for +7 points

per model, meltagun for +10 points per model, a heavy meltagun

for +11 points per model, plasma gun for +12 points per model,

a plasma carbine or plasma blaster for +13 points, a Plasma

Blaster Gun for +14 points, heavy plasma gun for +15 points

per model, Long Melta Rifle for +18 points, or volkite caliver

for +20 points per model. The sergeant may exchange their power armor for artificer armor for +20 points. The sergeant may have an Auspex for +7 points, a back pack banner for +10 points, Oath of the Moment for +15 points, bionics for +17 points, and/or Terminator Honors for +20 points.

Special rules

And they shall know no fear, combat tactics, combat squads, Overwatch
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: flier

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. may take four hunter killer missiles for +10 points each or 4 Kraken Penetrator Missiles for +20 points per missile. May have extra armor for +5 points, flare shield for +10 points, and/or Reinforced Armor for +20 points

Special rules

Ceramite armor, Supersonic, hover mode, Overwatch

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. may take four hunter killer missiles for +10 points each or 4 Kraken Penetrator Missiles for +20 points per missile. May have extra armor for +15 points, flare shield for +20 points, and/or Reinforced Armor for +25 points

Special rules

Deep strike, supersonic, strafing run, power of the machine spirit, hover mode, Overwatch

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 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or an overcharged engine for +10 points, flare shield for +15 points,

and/or Reinforced Armor for +20 points

Special rules

Scout, stealth, infiltrate, Galvanic Motors, Overwatch

Sky Talon 140 points each

Front Side Rear BS

11 11 11 4

Unit Composition: between 1 and 5 Sky Talons

Unit type: flier

Wargear: Twin linked punisher gatling cannon with AA mount, twin linked Hellstorm gatling cannon with AA mount, extra armor, flare shield

Options: May replace the twin linked Hellstorm gatling cannon for a vengeance launcher for +15 points, or a quantum Annihilator for +55 points. May take four hunter killer missiles for +10 points each or 4 Kraken Penetrator Missiles for +20 points per missile. May take Reinforced Armor for +25 points

Special rules

Deep strike, hover mode, power of the machine sprit, scout, Ferromantic Invulnerability, Overwatch

Rhino Achilles 140 points each

Front Side Rear BS

12 11 10 4

Unit composition: between 1 and 20 Rhino Achilles

Unit type: tank, fast

Wargear: hull mount twin linked Heavy Flamestorm Cannons, 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 flamer for +3 points, a heavy flamer for +12 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20.

May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, overcharged engine, Tank Siege Armor, and/or extra armor for +10 points, a flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, repair, Overwatch

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: jetbikes

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

Options: any Scimitar jetbike may replace the heavy bolter for a heavy flamer for free, a multimelta, havoc missile launcher, autocannon, shard cannon, or graviton gun for +5 points, twin linked autocannon for +10 points, a plasma cannon for +15 points, a Hammerfist launcher for +20 points, or a Volkite Culvarin for +25 points. The entire squadron may have Anti plant grenades and/or Web grenades for +2 points, plasma grenades for +4 points, melta bombs for +5 points each, stasis grenades and/or haywire grenades for +7 points each, and/or rad grenades, Hallucinogen Grenades, and/or Nova Bombs for +15 points each. The sergeant may

exchange his bolt pistol for a Flame pistol, Web pistol, or shard pistol for +5 points, a needle pistol or twin linked bolter for +7 points, a plasma pistol or combibolter for +10 points, Gauntlet of Salvation for +11 points, a heavy plasma pistol for +12 points, an infernus pistol for +15 points, a Storm Repeater or gauntlet of war for +16 points, a Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +41 points. The sergeant may exchange his chainsword for a power weapon for +10 points, a Neural Whip or Power Flail for +11 points, a power lance for +12 points, a chain axe for +15 points, a relic chainsword for +17 points, a power fist, power scythe, Gauntlet of Salvation, or lighting claw for +20 points, power claw for +22 points, gauntlet of war for +25 points, a Gauntlet of Furry for +40 points, Gauntlet of Vengeance for +50 points.

The sergeant may have an Auspex for +2 points, a back pack banner for +4 points, Oath of the Moment for +6 points, Terminator Honors for +7 points, and/or bionics for +8 points. May include 7 more scimitar jetbikes for 49 points each. Any bike may upgrade their bolt pistol (or twin linked/combibolter) to have chain blades for +5 points, or may upgrade twin linked bolter or combibolter wielded by the sergeant to have power blades for +15 points. May upgrade the sergeant's twin linked bolter to have an exterminator for +3 points.

Special rules

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

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 Air Superiority Fighter 145 points each

Front Side Rear BS

11 11 10 4

Unit composition: between 1 and 10 Hurricane Air Superiority Fighters

Unit Type: flier

Wargear: long barreled heavy assault cannon, 2 flakk missiles

Options: may replace the long barreled heavy assault cannon with twin linked lascannons for free. May add 2 additional flakk missiles for +10 points each. May replace the flakk missiles with hellion incendiary missiles for +5 points per missile or sidewinder missiles for free. May have extra armor for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Power of the machine spirit, deep strike, Overwatch

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 shard blaster for +5 points, a combi flamer, combi shotgun, or a combi grenade launcher for +7 points, combi meltagun 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 weapon to a Power Flail for +10 points, a relic blade for +15 points, or a thunder

hammer for +25 points. Any jetbike may upgrade their rotary bolt pistol to a rotary flame pistol or rotary web pistol, for +5 points, rotary infernus pistol for +15 points, rotary plasma pistol for +25 points, or a rotary volkite Serpenta for +35 points. May upgrade any Rotary bolt pistol to have chain blades for +5 points

Special rules

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

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

Whisper Class Fighter 155 points each

Front Side Rear BS

10 10 10 4

Unit Composition: between 1 and 10 Whisper Class Fighters

Unit type: flier

Wargear: one hull mount heavy lascannon, 4 wing mount Hellstrike missiles

Options: may have extra armor for +10 points, a flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, Overwatch

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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points.

May have auto launchers and/or dozer blade for +5 points, Lasher

Tendrils, extra armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

Storm Class Dogfighter 160 points each

Front Side Rear BS

12 12 11 4

Unit Composition: between 1 and 5 Storm Class Dogfighters

Unit type: flier

Wargear: 6 Stormstrike missiles, Stormhawk Missile Launcher

Options: may have extra armor for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special Rules

Deep Strike, Dogfighter, Sky-high hunter, Overwatch

Squall ECM 165 points each

Front Side Rear BS

13 11 10 4

Unit Composition: between 1 and 2 Squall ECM

Unit type: Tank

Wargear: Squall MRL System, 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 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special Rules

Overwatch

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 upgrade to mark 3 iron armor for +10 points or mark 5 heresy armor for +15 point Any seeker marine may exchange their bolter for a siege bolter for +1 point each, a bolt carbine or frag carbine for +2 points each, Orthrus Grenade Launcher or Hades bolter for +3 points, twin linked bolter, Webber, or shard blaster for +5 points each, a combibolter for +10 points each, or a relic bolter for +15 points each. May upgrade any bolter, siege bolter, bolt carbine, Hades bolter, twin linked bolter, combibolter, or relic bolter to have chain blades for +5 points, or upgrade any twin linked bolter or combibolter to have power blades for +15 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

Special ammunition, Marked for Death, Overwatch

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

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 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, Power Axe, 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 axe with a lightning claw or Chain Axe for free, a relic chainsword or Gauntlet of Salvation for +3 points, a powerfist for +5 points, power claw for +6 points, gauntlet of war for +8 points, a thunderhammer or relic blade for +10 points, gauntlet of furry for +23 points, Gauntlet of Vengeance for +33 points. Any Axe Bearers Veteran may replace his power axe with a lightning claw or chain Axe for free, a relic chainsword for +3 points, a Power Flail for +7 points, Gauntlet of Salvation for +9 points, a power fist or power scythe for +10 points, power claw for +12 points, gauntlet of war for +14 points, a thunder hammer or relic blade for +15 points, Gauntlet of Furry for +29 points, Gauntlet of Vengeance for +39 points. The entire squad may replace their bolt pistols with a Web pistol for +5 points, gauntlet of salvation for +9 points, an Infernus pistol for +10 points, gauntlet of war for +14 points, storm shields for +15 points per model, Gauntlet of Furry for +29 points. The entire squad may have jump packs for +10 points per model. Any member of the squad may exchange their power armor for mark 5 heresy armor for +5 points or mark 3 iron armor for +10 points. May upgrade any bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads, Heroic Intervention, Furious Charge, rage, Overwatch

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, Tank Siege Armor, extra armor

Options: linked bolter for +2 points, a flamer for +3 points, a heavy flamer for +7 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 have auto launchers and/or dozer blade for +5 points, Lasher Tendrils and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, power of the machine spirit, Overwatch

Sky Hammer squad 190 points

WS BS S T W I A LD SV

4 4 4 4 2 4 2 9 3+

Unit composition: 4 Sky Hammer marines and 1 sky hammer sergeant

Unit Type: jump infantry

Wargear: bolter, thunder hammer, power armor, frag and krak grenades, jump pack

Options: may include 10 more sky hammer marines for 30 points per model. Any model may exchange their bolter for a bolt carbine for free, a siege bolter for +1 point, a twin linked bolter for +3 points, a combibolter for +6 points, or a storm shield for +15 points. One in every five Sky hammer marines may exchange their bolter for a flamer, autocannon, or missile launcher for free, a meltagun for +3 points, a heavy flamer for +5 points, a heavy meltagun for +6 points, a plasma gun for +8 points, a heavy plasma gun for +12 points, or a multimelta for +15 points. The sergeant may have an Auspex for +2 points, a back pack banner for +4 points, Oath of the Moment for +6 points, Terminator Honors for +7 points, and/or bionics for +8 points. Any bolter may upgrade their bolter, bolt carbine, siege bolter, twin linked bolter, and/or combibolter to have chain blades for +5 points, or may upgrade their twin linked bolter or combibolter to have power blades for +15 points. May upgrade any bolter, bolt carbine, siege bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

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

Maximum Fire: Grants the relentless special rule once they reach 8 models

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

Ravager Assault Squad 195 points

WS BS S T W I A LD SV

4 4 4 4 2 4 2 9 3+

Unit composition: 4 Ravager marines and 1 Ravager sergeant

Unit Type: jump infantry

Wargear: power armor, Evicerator, bolt pistol, frag, krak, and blind grenades

Options: may include 5 more Ravager marines for 30 points per model. The sergeant may exchange their Evicerator for

a power axe for free. Any Ravager marine may exchange their bolt pistol for a flame pistol, Web pistol or shard pistol for +3 points each, a frag carbine for +4 points, a flamer, Webber, or shard blaster for +5 points each, an assault stubber for +6 points, an infernus pistol for +7 points each, a lightning claw or meltagun for +10 points each, a heavy meltagun for +11 points, a plasma pistol or Vengeance Assault Launcher for +12 points each, a needle pistol or plasma gun for +15 points each, a plasma carbine for +16 points each, a heavy plasma pistol, a Storm Repeater, or graviton pistol for +17 points each, an arc pistol for +18 points each, or a volkite serpenta for +20 points each. Any Ravager marine may upgrade to mark 3 iron armor for +10 points or mark 5 heresy armor for +15 points. The sergeant may have a back pack banner for free, an Auspex for +8 points, Oath of the Moment for +10 points, Terminator Honors for +12 points, and/or bionics for +15 points. The entire squad may have Anti plant grenades and/or Web grenades for +2 points, Blind Grenades and/or plasma grenades for +4 points per model, stasis grenades and/or haywire grenades for +7 points per model, and/or rad grenades, Hallucinogen Grenades, and/or Nova Bombs for +15 points per model. Any marine may upgrade their bolt pistol to have chain blades for +5 points.

Special rules
 And they shall know no fear, combat tactics, deep strike, combat squads, heroic intervention, Overwatch
 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

Heavy Support

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

Support Weapons Team 30 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 15 support weapons teams

Unit type: Infantry

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

Options: may upgrade any bolter and/or bolt pistol to have chain blades

for +5 points. May upgrade any bolter to have an exterminator for

+5 points. May upgrade any mortar to a heavy lascannon for +75 points

Special rules

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

Their Number is Legion: may be placed back on the table for no

additional points once they reach 15 models

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

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

Options: may have extra armor and/or an overcharged engine for +5 points, flare shield for +10 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, Lumbering, Galvanic Motors, Overwatch

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. May upgrade any sentry gun to have extra armor for +15 points, a flare shield for +20 points, and/or Reinforced Armor for +25 points

Special Rules

Extremely Bulky, Overwatch

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 flamer for +3 points, a

heavy flamer for +7 points, a havoc launcher or hunter

killer missile for +15 points, plasma gun for +15 points,

heavy bolter for +15, multimelta for +20 points. May have

auto launchers, dozer blade, and/or Misericorde for +5 points,

Lasher Tendrils, extra armor, and/or overcharged engine for

+10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

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. May take flare shield for +20 points per heavy mortar and/or Reinforced Armor for +25 points per heavy mortar. Any marine manning the battery may take chain blades for +5 points. May upgrade any bolter to have an exterminator for +3 points.

Special rules

Immobile, Hit the battery, Battery, Overwatch

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 flamer for +4 points, a heavy flamer for +7 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points.

May have auto launchers, dozer blade, and/or Misericorde for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

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 may join a Devastator squad, Space Marine Heavy Support Specialists, Terminator Devastator squad, or Havoc Squad for +50 points

Unit type: infantry

Wargear: none

Special rules

Embedded Recorder, Terrified Civilian, Worthy of Remembrance, Along for the ride

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 replace the turret mount Predator cannon for a Flamestorm cannon for +35 points, a Magna-melta cannon or a twin linked lascannon for +65 points, or may take a plasma destroyer but loses all transport capacity for +70 points. 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,
flamer for +4 points, a heavy flamer for +7 points, a havoc
launcher or hunter killer missile for +15 points, plasma gun
for +15 points, heavy bolter for +15, multimelta for +20 points.
May have auto launchers, dozer blade, and/or Misericorde for
+5 points, Lasher Tendrils, extra armor, Tank Siege Armor,
and/or overcharged engine for +10 points, flare shield for +12 points,
and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

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. Any thudd gun may have extra armor for +10 points
per thudd gun, a flare shield for +20 points per thudd gun,
and/or Reinforced Armor for +25 points per thudd gun. Any
marine manning the battery may upgrade their bolters to have
chain blades for +5 points. May upgrade any bolter to have
an exterminator for +3 points.

Special rules

Immobile, Hit the battery, Extremely Bulky, Battery, Slow rate of fire, Overwatch

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 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 upgrade to mark 3 iron armor for +10 points or mark 5 heresy armor for +15 points Any marine may replace their bolter with flamers, frag carbines, Webber, or Heavy Stubbers for free, Meltaguns, Havoc Launcher, Shard Blasters, or Rotor cannons for +5 points, Heavy meltaguns for +7 points, Plasma guns, shard cannons, or Twin linked autocannons for +10 points, a plasma carbine for +11 points, a plasma blaster for +12 points, a plasma blaster gun for +13 points, heavy plasma gun for +14 points, Plasma Cannon, Hammerfist Launchers, or arc rifle for +15 points, Bolt Cannon for +16 points, Heavy Plasma Cannon for +17 points, Graviton Gun for +25 points, Volkite Culverin or Long Melta Rifle for +30 points, Lancer for +35 points, assault cannons for +40 points, Merciless Judgement Lascannon for +42 points, Grim Lascannon +45 points, or a conversion beamers for +50 points. If the sergeant chooses none of these options they may replace their bolter with a flame pistol or shard 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, Gauntlet of Salvation for +11 points, Heavy Plasma Pistol for +12 points, a volkite serpenta for +15 points, a Storm Repeater or gauntlet of war for +16 points, a thunder hammer for +20 points, a Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +41 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 Neural Whip for +8 points, a lightning claw for +10 points, a chain glaive or Mechanicus crafted lighting claw for +11 points, a Power Flail for +12 points, a power maul or Gauntlet of Salvation for +13 points, a power fist or power scythe for +15 points, power claw for +16 points, gauntlet of war for +18 points, a storm shield for +20 points, a Gauntlet of Furry for +33 points, Gauntlet of Vengeance for +43 points. The sergeant may have an Auspex for +10 points, a back pack banner for +15 points, Oath of the Moment for +20 points, Terminator Honors for +25 points, and/or bionics for +28 points. The entire squad may have anti plant grenades and/or Web grenades for +2 points per model, blind grenades and/or plasma grenades for +4 points per model, melta bombs for +5 points per model, stasis grenades and/or haywire grenades for +7 points per model, Virus grenades and/or Hallucinogen Grenades for +10 points per model, shroud bombs for +12 points per model, and/or rad grenades and/or Nova Bombs for +15 points per model. Any bolter, heavy bolter, bolt cannon, twin linked bolter, or combibolter may upgrade to have chain blades for +5 points, or any twin linked bolter, combibolter, heavy bolter,

or bolt cannon may have power blades for +15 points.

Special rules

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

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

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 upgrade to a Predator Cerberus and replace the turret

autocannon for a turret mount Cerberus Cannon for free. May upgrade to a Cleaver Pattern Predator and lose 1 transport

capacity, lose the repair special rule, and gain the ability to

take sponson mount havoc launchers (for +25 points, standard

rules about sponsons still apply) or reaper autocannons (for

+40 points, standard rules about sponsons still apply) for

+10 points. May upgrade to a Predator Hellfire and replace

the turret mount autocannon for a twin linked cyclone

missile launcher and -1 side armor for +20 points. May

upgrade to a predator Bale and replace the turret mount

autocannon for a Baleflamer, -1 to front armor, the loss of the

repair special rule, and becomes fast for +25 points. May

upgrade to a Predator Gouger and replace the turret mount

autocannon for a Gouger Autocannon, -1 to side armor

facing, and +1 BS for +30 points. May upgrade to a predator

punisher and replace the turret mount autocannon for a

punisher gatling cannon for +30 points. May upgrade to a

Doomsayer Predator and upgrade the turret mount autocannon

to a Hades autocannon, gain sponson mount twin linked

autocannons, gain extra armor, loses the repair special rule,

and lose the transport capacity for +50 points. May Upgrade

to a Predator Decimator and replace the turret mount

autocannon for a turret mount Decimator Havoc Launcher,

become fast, and -1 to side armor for +55 points. Upgrade to

a Annihilator Predator and upgrade the turret mount

autocannon to a twin linked lascannon and loses 1 transport

capacity for +65 points. May upgrade to a Predator Destroyer

and replace the turret mount autocannon for a turret mount

lascannon with coaxial twin linked plasma gun for +65 points.

May upgrade to a predator deepening and replace the turret mount

autocannon for a turret mount Ectoplasma cannon, the Ferromantic

Invulnerability special rule, +1 to side armor, and the loss of it's

transport capacity for +70 points. May upgrade to a predator

Kronstadt and replace the turret mount autocannon, lose the

transport capacity, and reduce side armor to 11 for a turret mount

Aleksandra battle cannon with coaxial heavy bolter,

extra armor, and the Ceramite armor special rule for +75 points.

May upgrade to a predator thunderer and replace the turret mount

autocannon for a thunderfire cannon for +75 points. May upgrade

to a Predator Shatterer and replace the turret mount autocannon

for a Stormflame cannon for +80 points. May upgrade to a Predator

Executionator and replace the turret mount autocannon for a turret mount executioner plasma cannon with co-axel twin linked plasma gun, the loss of it's transport capacity, Venerable and power of the machine spirit special rules for +120 points. 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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15 points, multimelta for +20 points. May have auto launchers, dozer blade, and/or Misericorde for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +20 points, and/or Reinforced Armor for +25 points

Special rules

Repair, Galvanic Motors, Overwatch

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.

Any viper cannon may have extra armor for +15 points per viper cannon, a flare shield for +25 points per viper cannon, and/or Reinforced Armor for +30 points per viper cannon. Any marine manning the batteries may upgrade their bolters to have chain blades for +5 points. May upgrade any bolter to have an exterminator for +3 points.

Special rules

Immobile, Extremely Bulky, Overwatch

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: any earthshaker cannon may be upgraded to fire indirectly (range G36"-240" strength 9 AP 3 ordinance 1, 5" blast). Any earthshaker cannon may have extra armor for +15 points, flare shield for +20 points, and/or Reinforced Armor for +25 points. Any marine manning the cannon may upgrade their bolters to have chain blades for +5 points. May upgrade any bolter to have an exterminator for +3 points.

Special rules

Immobile, Hit the battery, Battery, Overwatch

Bullock Heavy Support Chariot 75 Points

WS BS S T W I A LD SV

4 5 4 5 2 4 2 9 2+

Unit Composition: 1 Bullock Heavy Support Chariot

Unit Type: jetbike

Wargear: Bullock jetbike with mounted twin linked reaper autocannon, bolt pistol, chainsword, frag, krak, and blind grenades

Options: may include 2 more Bullock Heavy Support Chariots for 75 points per model. Any Bullock Heavy Support Chariot may replace their twin linked reaper autocannon for a twin linked rotor cannon or twin linked havoc launcher for free, a twin linked storm laser for +5 points, a quad heavy bolter or twin linked Hammerfist Launcher for +10 points, a twin linked assault cannon for +20 points, a graviton cannon and/or twin linked cyclone missile launcher for +25 points, a heavy assault cannon for +30 points, a thudd gun for +33 points, a thunderfire cannon for +35 points, a twin linked arc cannon for +40 points, a twin linked conversion beamer for +45 points, or a heavy conversion beamer for +50 points. Any Bullock Heavy Support Chariot may upgrade their bolt pistol to have chain blades for +5 points

Special rules

Deep strike, And they shall know no fear, combat tactics, combat squads, Overwatch, hit and run, skilled rider

Their Number is Legion: may be placed back on the table if killed for no additional points once they reach 3 models

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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15 points, multimelta for +20 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Repair, Galvanic Motors, Overwatch

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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

Whirlwind Demos 88 points

Front Side Rear BS

11 10 10 4

Unit composition: between 1 and 3 Whirlwinds

Unit type: tank, fast

Wargear: stormfury missile pod, 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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, and/or overcharged engine for +10 points, flare shield for +12 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

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: stormfury missile pod, 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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, and/or overcharged engine for +10 points, flare shield for +12 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

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 upgrade to a Light Bombard and replace the hull mount griffon heavy mortar for a Bombard Siege mortar for +55 points. May upgrade to a Thor Multi Launcher and replace the griffon heavy mortar for two twin linked missile launchers with vanquisher pattern krak missiles for +55 points. May upgrade to a Basilisk and replace the hull mount griffon heavy mortar for an Earthshaker cannon for +55 points. May upgrade to a Medusa and replace the hull mount griffon heavy mortar for Medusa Siege cannon for +60 points. May upgrade to a Colossus and replace the hull mount griffon heavy mortar for a Colossus Siege mortar for +70 points. May upgrade to a Deathstrike and replace the hull mount griffon heavy mortar for a Deathstrike missile (or vortex missile for +75 points, or rad missile for +50 points) and gain T-minus five minutes to launch special rule for + 90 points.

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, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, twin linked bolter for +2 points, a flamer for +3 points, a heavy flamer for +6 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special Rules

Accurate Bombardment, Galvanic Motors, Overwatch

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

Unit 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, heavy assault cannons for +25 points, plasma cannons for +30 points, or lascannons for +40 points.

May upgrade to an Avenger Dreadclaw and gain +1 to front, side, and rear armor facing, gain extra armor, and replace the Whirlwind Launchers for a Twin linked quad heavy bolter (or a twin linked Hades Autocannon for +15 points) for +15 points.

Special Rules

Inertial Guidance System, Immobile, Drop Pod Assault, Automated Weapons, Overwatch

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, twin linked shard cannon, 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, Overwatch

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

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: any Medusa siege gun may be upgraded to fire indirectly (range G24"-120" strength 9 AP 3 ordinance 1, 5" blast). Any Medusa siege gun may have extra armor for +15 points, flare shield for +20 points, and/or Reinforced Armor for +25 points. Any marine manning the siege gun may upgrade their bolters to have chain blades for +5 points. May upgrade any bolter to have an exterminator for +3 points.

Special rules

Immobile, Hit the battery, Battery, Overwatch

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 or bolter for +5 points, an infernus pistol or twin linked bolter for +10 points, a plasma pistol or combibolter for +15 points, a Storm Repeater or gauntlet of war for +16 points, a Heavy Plasma Pistol for +17 points, or a volkite serpenta for +20 points. Any thunderfire cannon may have extra armor for +15 points, flare shield for +20 points, and/or Reinforced Armor for +25 points. Any bolt pistol, bolter, twin linked bolter, or combibolter may have chain blades for +5 points or any twin linked bolter or combibolter may have power blades for +15 points. May upgrade any bolter or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, combat tactics, blessing of the Omnissah, bolster defenses, Extremely Bulky, battery, Overwatch

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 upgrade to a Excalibur Heavy Tank and replace the hull mount Saber Autocannon for a hull mount Light Turbo Laser

Destroyer, extra armor, +1 to front and side armor, and the power

of the machine spirit, repair, Ceramite armor special rules for

+65 points. May replace autocannon for a laser destroyer for

+35 points or a Neutron laser projector for +45 points. linked

bolter for +2 points, a flamer for +3 points, a heavy flamer for

+6 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 point. May have auto launchers and/or dozer blade for

+5 points, Lasher Tendrils, siege shield, Tank Siege Armor, and/or

overcharged engine for +10 points, flare shield for +15 points,

and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

Hellion Cannon 110 points

Front Side Rear

Hellion 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 Hellion cannon manned by two marines

Unit type: artillery

Wargear Hellion: Heavy Conversion Beamer

Wargear space marines: bolter, bolt pistol, frag and krak

grenades, power armor

Options: may include one more hellion cannon manned

by two marines for 110 points. Any Hellion cannon may

replace the heavy conversion beamer for and arc cannon

for free. Any hellion cannon may have extra armor for

+20 points, flare shield for +25 points, and/or Reinforced

Armor for +30 points. Any marines manning the cannon

may upgrade their bolter to have chain blades for +5 points.

May upgrade any bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, combat tactics, Extremely Bulky, battery, Overwatch

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 upgrade to a Siege vindicator and replace the

demolisher cannon for a Heavy Siege Cannon for +5 points.

May upgrade to a Vindicator Detonator and replace the demolisher cannon with a battle cannon, lose the repair special rule, +1 to front armor facing and -1 to side armor facing, and gain the ability to take heavy plating (increases all armor facings by +1, cost +25 points) for +10 points. May upgrade to a Vindicator Thunderer and replace the hull mount demolisher cannon for a hull mount Thunderfire cannon, extra armor, Power of the Machine Spirit, venerable, Bolster Defenses, tank hunters, and Bunker Busters special rules for +25 points. May upgrade to a Vindicator Annihilator and replace the demolisher cannon for a Vanquisher battle cannon, lose the repair special rule, +1 to front armor facing and -1 to side armor facing, and gain the ability to take heavy plating (increases all armor facings by +1, cost +25 points) for +30 points. May upgrade to a Goliath Siege tank and replace the hull mount demolisher cannon for a hull mount Thunderer cannon, siege Blade, Targeter, +2 to side armor facing, +1 to rear armor facing, (and the ability to take shock absorbers for +20 points), and extra armor for +30 points. May upgrade to a Vindicator Stormshell and replace the demolisher cannon for a Stormshell cannon, lose the repair special rule, gain the ability to take Hellfire stormshells (for +10 points), and gain the ability to take Multi-shot Shells (for +15 points) for +55 points. May upgrade to a vindicator thudd and replace the hull mount demolisher cannon for a thudd gun, Power of the Machine Spirit, Bolster Defenses, and Ferromantic Invulnerability special rules for +65 points. May upgrade to a Onager siege tank and replace the hull mount demolisher cannon for a hull mount Hull mounted Onager cannon and -1 side armor for +70 points. May upgrade to a Vindicator Rapier and replace the hull mount demolisher cannon for a hull mount Rapier Laser Battery, extra armor, Power of the Machine Spirit, Bolster Defenses, tank hunters, and Ferromantic Invulnerability special rules for +85 points. May take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, siege shield, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules
Repair, Galvanic Motors, Overwatch

Whirlwind Scorpis 115 points each

Front Side Rear BS

13 12 10 4

Unit composition: between 1 and 3 Whirlwind Scorpis

Unit type: tank

Wargear: Scorpis multi-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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma

gun for +15 points, heavy bolter for +15, multimelta for +20 points.
May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points
Special rules
Galvanic Motors, Overwatch

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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, siege shield, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, siege shield, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

Bastion 130 points each

Front Side Rear BS

14 14 14 2

Unit Composition: between 1 and 10 Bastions

Unit type: tank, immobile

Access points: one front door

Transport capacity: 12 models

Wargear: 4 heavy bolters (each may fire at different targets)

Options: may replace any heavy bolter with a lascannon for +10 points per gun. May add a second level to the bastion (with 4 more heavy bolters and +8 transport capacity) for

+50 points. May take a roof mounted Quad Gun for +10 points or an Icarus Lascannon for +30 points.

Special Rules

Overwatch

Skycracker artillery 140 points each

Front Side Rear BS

11 10 10 4

Unit Composition: between 1 and 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, combi grenade launcher for +5 points, multimelta for +20 points. May have Auto Launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, siege shield, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special Rules

Siege Specialists, Galvanic Motors, Overwatch

Space Marine Heavy Support Specialists 150 points

WS BS S T W I A LD SV

4 5 4 4 2 4 2 9 3+

Unit Composition: 5 Heavy Support Specialists

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: Oxy-acetylene +15 points, Servo Arm for +25 points, Force Field Generator for +40 points, Advance Targeting Protocols for +20 points, Stabilizers for +30 points, Heavy Gauss Rifle for +25 points, Gatling Cannon for +35 points, "Stinger" Launcher for +30 points, Nuclear Catapult for +70 points

Special rules

And they shall know no fear, combat tactics, combat squads, Chain Blades, Overwatch

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

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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers for +5 points, Lasher Tendrils and/or Tank Siege Armor for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, Galvanic Motors, Overwatch

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. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, siege shield, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, siege shield, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special Rules

Indirect fire, slow rate of fire, Galvanic Motors, Overwatch

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 or
power scythe for +10 points, power claw for +12 points, gauntlet of
war for +14 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, a Hammerfist launcher for +25 points, or a cyclone missile
launcher for +35 points. Any terminator with twin linked heavy bolters
may upgrade them to have chain blades for +5 points or power blades for +15 points

Special rules

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

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

Dorn Battle Tank 170 points each

Front Side Rear BS

14 12 10 4

Unit composition: Between 1 and 5 Dorn praetorians

Unit Type: Tank

Access points: rear door and 2 side doors

Transport Capacity: 5 models in power or scout armor

Wargear: turret mount twin linked multilaser, extra armor, searchlight,
smoke launchers

Options: may Upgrade to a Dorn Conqueror and replace the turret
mount twin linked multilaser for a conqueror cannon for free,
Upgrade to a Dorn Exterminator and replace the twin linked
multilasers for an exterminator autocannon for +5 points, May
upgrade to a Dorn Punisher and replace the turret mount twin
linked multilasers for a punisher gatling Cannon or Hellstorm
gatling gun for +10 points, may upgrade to a Dorn Demolisher
and replace the turret mount twin linked multilaser for a demolisher
Cannon (and gain +1 to the rear armor facing) or Upgrade to a Dorn
Eradicator and replace the turret mount twin linked multilasers for
a nova cannon for +15 points, may upgrade to a Dorn Battle Tank
and replace the turret mount twin linked multilasers for a battle
cannon for +20 points, may upgrade to a Dorn Annihilator and
replace the turret mount twin linked multilasers for a twin linked
lascannon for +25 points, may upgrade to a Dorn Incinerator and

replace the turret mount twin linked multilaser for a melta cannon and gain the battery feedback special rule for +27 points, may upgrade to a Dorn Vanquisher and replace the turret mount twin linked multilaser for a vanquisher battle cannon or may upgrade to a Dorn Executioner and replace the turret mount twin linked multilaser for a Executioner plasma cannon (and gain +1 to rear armor facing) and gain the battery feedback special rule for +30 points, may upgrade to a Dorn Avenger and replace the twin linked multilaser for a Avenger Mega Bolter, lose 2 transport capacity, and lose extra armor for +40 points, or may upgrade to a Dorn Thunderer and replace the turret mount twin linked multilaser for a thunderfire cannon for +45 points. May have a siege shield for +10 points per model. May take sponson mount heavy bolters or heavy flamers for +20 points but loses the transport capacity. May take pintle 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, a flamer for +3 points, a heavy flamer for +6 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Lumbering Behemoth, repair, Galvanic Motors, Overwatch

Spearpoint Platform 180 points each

Front Side Rear BS

11 10 10 4

Unit Composition: between 1 and 5 Spearpoint Platforms

Unit type: tank, immobile

Wargear: Spearpoint Antitank gun, searchlight, smoke launchers

Options: may have auto launchers for +5 points, extra armor for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Overwatch

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: Artillery

Wargear marines: Power Armor, Bolt pistol, Combimelta, Chainsword, frag and krak grenades

Wargear cannon: 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. May take extra armor for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special Rules

Stubborn, and they shall know no fear, Tank Hunters, Bunker Busters, Extremely Bulky, Overwatch

Reaper 190 points each

Front Side Rear BS

14 12 11 4

Unit Composition: between 1 and 5 Reaper Tanks

Unit Type: Tank

Wargear: Turret mounted Diabolos cannon, hull mounted twin linked autocannon, 2 sledgehammer launchers, Tank Siege

Armor, searchlight, smoke 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,

combi grenade launcher for +5 points, multimelta for +20 points.

May have Auto Launchers and/or dozer blade for +5 points,

Lasher Tendrils, extra armor, siege shield, and/or overcharged

engine for +10 points, flare shield for +15 points, and/or

Reinforced Armor for +25 points

Special rules

Galvanic Motors, Overwatch

Stug Hammer Assault Gun 190 points each

Front Side Rear BS

14 13 10 4

Unit Composition: between 1 and 3 Stug Hammer Assault Guns

Unit type: Tank

Wargear: hull mounted Hellhammer cannon, turret mount

heavy stubber, searchlight, smoke launchers

Options: 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 +5 points,

combi grenade launcher for +5 points, multimelta for +20 points.

May have Auto Launchers and/or dozer blade for +5 points,

Lasher Tendrils, extra armor, siege shield, and/or overcharged

engine for +10 points, flare shield for +15 points, and/or

Reinforced Armor for +25 points

Special Rules

Overwatch

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 flamer

for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter

killer missile for +15 points, plasma gun for +15 points, heavy bolter

for +15, multimelta for +20 points. May have auto launchers and/or

dozer blade for +5 points, Lasher Tendrils, siege shield, and/or

overcharged engine for +10 points, flare shield for +15 points, and/or

Reinforced Armor for +20 points

Special rules

Ceramite armor, Repair, Galvanic Motors, Overwatch

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 20 more havoc marines for 20 points each.

Any marine may upgrade to mark 3 iron armor for +10 points or

mark 5 heresy armor for +15 points. The whole squad may exchange their rotor cannon for a heavy bolter, flamer, frag carbine,

heavy stubber, Webber, or heavy flamer for free, a missile launcher with all special issue ammo, an autocannon, shard blaster, or

meltagun for +5 points each, a heavy meltagun or Heavy Webber

for +7 points each, multimelta, plasma gun, Bolt Cannon, shard

cannon, or havoc launcher for +10 points each, heavy plasma gun

for +12 points each, plasma cannon or arc rifle for +15 points each,

Heavy Plasma Cannon for +17 points each, a lascannon or

Hammerfist Launcher for +20 points each, Graviton Gun for

+25 points each, a volkite culverin or Long Melta Rifle for +30 points each,

a Merciless Judgement Lascannon for +32 points, 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 .

Any heavy bolter or bolt cannon may have chain blades for +5 points

or power blades for +15 points.

Special rules

And they shall know no fear, Detailed fire plan, Overwatch

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 20 models

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

Options: May replace the hull mount punisher gatling cannon for a

heavy Flamestorm cannon or Hellstorm gatling cannon for free. May

have auto launchers and/or dozer blade for +5 points, Lasher Tendrils,

siege shield, and/or overcharged engine for +10 points, flare shield for

+15 points, and/or Reinforced Armor for +20 points

Special rules

Scout, Ferromantic Invulnerability, Galvanic Motors, Overwatch

Heavy Land Raider Assault Tank 200 points each

Front Side Rear BS

14 14 14 4

Unit Composition: 1 - 3 Land Raider Heavy Assault Tanks Hellfire class

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 upgrade to a land raider destroyer and replace the sponson lascannon and pintle mount heavy bolter for sponson twin linked reaper autocannons, a hull mount twin linked heavy flamer, the fast special rule, and +1 transport capacity for +15 points. may Upgrade to a Land raider Hellfurry and replace the pintle mount heavy bolter for a pintle mount twin linked heavy bolter, lose the front assault ramp, lose 4 transport capacity, gain the Explorator Augury web special rule, and the scout special rule, for +35 points, may upgrade to a Land Raider Spartan and lose the sponson lascannons for Icarus Lascannons, gain an additional heavy bolter, extra armor, gain +5 transport capacity, and gain Ceramite armor special rule and lose the Explorator augury web special rule, Ferromantic invulnerability special rule, and scout special rule for +65 points. May upgrade to a Land Raider Tartarus and replace sponson mount lascannons for sponson twin linked heavy bolters, a hull mount twin linked heavy bolter, and lose the Explorator augury web special rule, Ferromantic invulnerability special rule, and scout special rule, for +45 points, may upgrade to a land raider nemesis and replace the pintle mount heavy bolter and sponson lascannons for sponson Hades autocannons, a hull mount Ectoplasma cannon and +1 transport capacity for +50 points, may upgrade to a Land Raider Crusader and replace sponson mount lascannons for sponson mount hurricane bolters, hull mount quad gun, +1 transport capacity, and lose the Explorator augury web special rule, Ferromantic invulnerability special rule, and scout special rule, and gain frag assault launchers for +60 points, May upgrade to a land raider Ragnos and replace the sponson lascannons, pintle mount heavy bolter and extra armor for sponson mount twin linked heavy assault cannons, hull mount twin linked lascannon, frag assault launchers, and +1 transport capacity for +60 points, May upgrade to a Spartan Assault Tank and replace sponson lascannons for sponson quad lascannons or rapier lasers, a hull mount twin linked heavy bolter, twin linked heavy flamers or(twin linked autocannon (costs +10 points), gain +10 transport capacity, lose the Explorator augury web special rule, Ferromantic invulnerability special rule, and scout special rule, and gain the Ceramite armor and Venerable special rules for +100 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, a flamer for +3 points, a heavy flamer for +6 points. May have auto launchers, dozer blade, and/or Misericorde for +5 points, Lasher Tendrils and/or overcharged engine for +10 points, and/or flare shield for +15 points

Special rules

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

Caliban strike tank 230 points each

Front Side Rear BS

14 14 13 4

Unit composition: between 1 and 2 Caliban strike tanks

Unit type: tank

Wargear: hull mount rotary heavy conversion beamer, sponson punisher gatling cannons, 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 flamer

for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, siege shield, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Power of the machine spirit, Galvanic Motors, tank hunters, Overwatch

Land Raider Assault Tanks 250 points each

Front Side Rear BS

14 14 14 4

Unit composition: between 1 and 5 Land Raider Assault Tanks

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 upgrade to a Land Raider Proteus and lose the hull mount twin linked heavy bolter and 2 transport capacity for the scout special

rule, Explorator Augury web special rule, and the ability to take Ceramite armor (for +20 points) for -25 points. May upgrade to a

land raider hornet and replace the sponson lascannons for Hornet

Missile Launchers, frag assault launchers, and -2 transport capacity for -20 points. May upgrade to a Land Raider Punisher and replace

the sponson twin linked lascannons and hull mount twin linked heavy bolter for two sponson each with a twin linked combiflamer,

a hull mount punisher cannon, pintle mounted Flamestorm cannon, extra armor, +2 transport Capacity, and the special issue ammunition

special rule for -10 points. May upgrade to a Land Raider Graviton and replace the sponson mount twin linked lascannons and the hull

mount twin linked heavy bolters for sponson mount Graviton Cannons and hull mount twin linked heavy graviton gun for free. May

upgrade to a Land Raider Suppressor and replace the sponson twin linked lascannons with sponson mount 2 havoc launchers (which

may be upgraded to quad guns for +20 points), a hull mount twin linked heavy flamer, and a pintle mount heavy bolter for -10 points,

may upgrade to a Land Raider Redeemer and replace the sponson mount twin linked lascannons for Flamestorm cannons, a hull

mount quad gun, and frag assault launchers for free, May upgrade to a Land Raider Decimator and lose 2 transport capacity and the

sponson twin linked lascannons for sponson mount twin linked heavy bolters and sponson mount heavy bolters for free, may upgrade

to a Land Raider Helios and replace the hull mount heavy bolter and gain a whirlwind missile launcher for +10 points, May upgrade

to a land raider Thermic and replace the sponson twin linked lascannons for Thermic Cannons and -2 transport capacity for

+10 points, may upgrade to a Land Raider Eradicator and replace twin linked lascannons and hull mount twin linked heavy bolter

for sponson hurricane plasmas (counts as 3 twin linked plasma guns), hull mount twin linked plasma cannon, frag assault launchers,

and lose 2 transport capacity, may upgrade to a Land Raider Hunter and replace sponson twin linked lascannons for plasma lances,

may upgrade to a Land Raider Executioner and replace sponson lascannons and hull heavy bolter for sponson twin linked Plasma

cannons, hull plasma megacannon or quad gun, lose 4 transport capacity, and gain the dangerous weapon special rule for +10 points.

May upgrade to a Land Raider Nightstorm and replace sponson lascannons and hull heavy bolter with sponson Nightstorm cannons, hull mount twin linked missile launchers, gain relic from the past special rule, and have the ability to gain two pintle mount missile launchers (pintle missile launchers cost +10 points each), for +10 points, may upgrade to a land raider banisher and replace the hull mount twin linked heavy bolter and sponson lascannons for a hull mount twin linked heavy assault cannon, sponson mount plasma destroyers, -6 transport capacity, the move through cover special rule, and the ceramite armor special rule for +15 points, may upgrade to a Land Raider Tiberius and replace the sponson twin linked lascannons and hull mount twin linked heavy bolter for sponson exterminator autocannons, a hull mount typhoon missile launcher, and -2 transport capacity for +15 points, may upgrade to a Land Raider Prometheus replace sponson lascannon and lose the hull mount twin linked heavy bolters for quad heavy bolters, the orbital bombardment (may be used every three turns) special rule, Battlefield Command Uplink special rule, and the improved communications special rule for +20 points, may upgrade to a land raider conquest and lose 7 transport capacity and the hull mount twin linked bolter for a hull mount death ray cannon, a turret mount stormfury missile pod, extra armor, and the Ceramite armor special rule for +20 points, may upgrade to a land raider pulsar and replace the sponson twin linked lascannons and hull mount twin linked heavy bolter for sponson twin linked melta cannons and a hull mount shredder launcher for +25 points, may upgrade to a land raider heretic and replace the sponson mount twin linked lascannons and hull mount twin linked heavy bolter for sponson mount quad heavy bolters, a hull mount twin linked multimelta and -2 transport capacity for +30 points, may upgrade to a Land Raider Achilles and replace the sponson twin linked lascannons and hull mount heavy bolter for sponson twin linked multimeltas, a hull mount thunderfire cannon, extra armor, lose 6 transport capacity, loses front assault ramp, and gain the Ferromantic Invulnerability special rule for +35 points, May Upgrade to a Land raider Dragoon and replace the sponson mount twin linked lascannons and the hull mount twin linked heavy bolters for hull mount twin linked lascannons and sponson mount rotary lascannons, -4 transport capacity, and the Ferromantic Invulnerability special rule for +40 points. May upgrade to a land raider deepening and replace the sponson twin linked lascannons and hull mount twin linked heavy bolter for sponson mount Ectoplasma cannons, a hull mount twin linked Baleflamer, and lose 6 transport capacity for +40 points. May upgrade to a Land Raider Dragon and gain sponson mount twin linked multimeltas, may upgrade to a hull mount twin linked heavy flamer, loses 2 transport capacity, gain extra armor, and gains the Ceramite armor special rule for +50 points. may upgrade to a land raider purifier and replace the sponson twin linked lascannons for sponson twin linked heavy plasma cannons and -6 transport capacity for +55 points, may upgrade to a land raider Respudiate and replace the sponson twin linked lascannons and hull mount twin linked heavy bolter for sponson twin linked multimeltas, sponson heavy bolters, hull mount twin linked assault cannon, two pintle mount multimelta's, extra armor, and -4 transport capacity for +65 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points,

twin linked bolter for +2 points, a flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers and/or Misericorde for +5 points, Lasher Tendrils, extra armor, and/or overcharged engine for +10 points, and/or flare shield for +15 points
Special rules
Power of the machine spirit, assault vehicle, Galvanic Motors, Overwatch

Land Raider Battle Tanks 260 points each

Front	Side	Rear	BS
14	14	14	4

Unit Composition: between 1 and 2 Land Raider Battle Tanks

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: may upgrade to a Land Raider Raptor and replace the sponson hurricane bolters and hull mount thunderfire cannon for sponson mount quad guns and the loss of the marksmen special rule for free, may upgrade to a Land Raider Deimos and replace the sponson twin linked lascannons and hull mount thunderfire cannon for 2 sponson mount twin linked plasma cannons, a hull mount twin linked autocannon, a turret mount Siegebreaker cannon, extra armor, and lose the marksmen special rule for the Ferromantic Invulnerability special rule, for +5 points, May upgrade to a Land raider Thor and replace the sponson hurricane bolters, hull mount thunderfire cannon, and hull mount twin linked assault cannon for a hull mount twin linked heavy bolter and sponson mount thunderfire cannons for +15 points, may upgrade to a Land Raider Aries and lose the sponson mount hurricane bolters and hull mount thunderfire cannon for two sponson mount twin linked heavy flamers, a hull mount twin linked assault cannon, a hull mount demolisher cannon, lose the siege shield, and lose the marksmen special rule or may upgrade to a Land Raider Terminus Ultra and get two sponson mount twin linked lascannon, two sponson mount lascannons, a hull mount twin linked lascannon, lose the siege shield and dozer blade, and lose the marksmen special rule for the Ceramite armor special rule for +40 points, may upgrade to a land raider skyhunter and replace the hull mount thunderfire cannon, hull mount twin linked assault cannon for a turret mount twin linked Hunter anti-aircraft missile launcher and a hull mount Twin linked Hyperios missile launcher for +40 points, may upgrade to a land raider defender and lose the siege shield, dozer blade, hull mount thunderfire cannon, hull mount twin linked assault cannons, and the sponson mount hurricane bolters for a turret mount Defender Cannon, sponson mount Defender Blaster, hull mount battle cannon, and hull mount heavy bolter for +40 points, May upgrade to a land raider Terminus omega and replace the sponson hurricane bolters, hull mount thunderfire cannon, and hull mount twin linked assault cannon for a hull mount Icarus lascannon and sponson mount twin linked Merciless Judgement Lascannons for +50 points, may upgrade to a Land Raider Centurion and lose the sponson hurricane bolters, the hull mount thunderfire cannon, siege shield, and dozer

blade for sponson mount twin linked lascannons, a hull mount earthshaker cannon, a turret mount twin linked heavy bolter, extra armor, and lose the marksmen special rule for the Ceramite armor special rule for +55 points, Upgrade to a Land Raider Apollo and lose the sponson hurricane bolters, the hull mount thunderfire cannon, siege shield, and dozer blade for sponson mount heavy bolters, a hull mount volcano cannon with coaxial autocannon, and lose the marksmen special rule for the Ceramite armor special rule for +70 points, may upgrade to a Land Raider Magnus and replace the hull mount twin linked bolter for a second set of twin linked lascannons sponson, a hull mount twin linked lascannon, and a turret mount twin linked lascannon for +90 points, or upgrade to a Land Raider Omega and lose the hull mount thunderfire cannon, dozer blade, and the marksmen special rule for a hull mount demolisher cannon, sponson mount heavy bolters, and the Ceramite armor special rule for +140 points. may take any of the following Pintle-mounted Twin linked bolter for +2 points, a flamer for +3 points, a heavy flamer for +6 points, Hunter-killer missile for +10 points, a multimelta 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 point. May have auto launchers for +5 points, Lasher Tendrils, extra armor, and/or overcharged engine for +10 points, and/or flare shield for +15 points

Special rules

Power of the machine spirit, Galvanic Motors, Overwatch

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

Perturabo Siege Tank 280 points

Front Side Rear BS

14 14 12 5

Unit Composition: between 1 and 3 Perturabo Siege Tanks

Unit Type: tank, fast

Wargear: hull mounted Siegebriker 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. May

have Auto Launchers and/or dozer blade for +5 points, Lasher Tendrils,

siege shield, and/or overcharged engine for +10 points, flare shield for

+15 points, and/or Reinforced Armor for +20 points

Special Rules

Power of the Machine Spirit, Ferromantic Invulnerability, Galvanic Motors, Overwatch

Formations

Suppression Force 25 points + models

2-5 whirlwinds (any type)

1 land speeder (any type)

Special rules

Long range spotting: when firing at a target within 36" (an in line of sight) of the spotting land speeder, the whirlwinds have unlimited range

Automated Defence Force 25 points + models

3+ Spearhead Sentry guns

0+ Hyperios platforms
0+ Hyperios command Platform
Special Rules
Infiltrate

Legion's Fury Artillery battery 25 points + models

3 Basilisks, griffons or medusas or
3 Earthshaker platforms or medusa platforms
Special rules
Spotting rounds: treated like normal rounds, but any other vehicle formation automatically hit if firing at the same unit
Strike Force: all vehicles must be deployed within 6" of one another

Legion's Thunder Artillery Battery 25 points + models

3 Bombards
Special rules
Spotting rounds: treated like normal rounds, but any other vehicle formation automatically hit if firing at the same unit
Strike Force: all vehicles must be deployed within 6" of one another

Avenger Field Artillery Battery 25 points + models

3 Thudd guns or heavy mortars
Special rules
Spotting rounds: treated like normal rounds, but any other vehicle formation automatically hit if firing at the same unit
Strike Force: all vehicles must be deployed within 6" of one another

Wrath of the Ommissiah battery 25 points + models

3 Rapier Laser Batteries
0- 3 Thunderfire cannons
Special rules
Strike force: all tanks in the formation must be deployed within 12" of each other

Legion knocker siege battery 40 points + models

3 colossus
Special rules
Veteran siege crews: all vehicles in the battery have a BS of 5 and receive a +1 bonus to AP rolls on buildings, ruins, bunkers, etc.

Armored Spearhead 50 points + models

3+ land raiders of any variant One must be designated as the command tank
Special rules
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
Special rules
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
Special rules

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

Special rules

Deep strike

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

Deathwind Orbital Strike Element 50 points + models

3 Drop Pods with ONLY Deathwind missile launchers (one must be the command pod)

Special rules

Coordinated assault: drop pod assault with the command pod.

Once it lands the other two drop pods land 6" from it and do not scatter

Hammer of Wrath Battery 50 points + models

3 Basilisks

Special rules

Spotting rounds: treated like normal earthshaker rounds, but any other basilisk in the formation automatically hit if firing at the same unit

Strike Force: all basilisks must be deployed within 6" of one another

Sabers of War 50 points + models

Master of the Forge with Full Servo Harness

1+ Techmarine

1+ servitor unit

1+ Sabers

0-3 Thunderfire artillery cannons

Special rules

Flank march, overwatch

Strike Force: all units must be deployed within 15" of one another

City Breaker Squadron 50 points + models

3 - 5 land raiders (any type)

Special rules

Strike force: all land raiders must be deployed within 12" of one another

Bringing Down the Walls: is all land raiders fire at a building may re roll to hit and to penetrate it's armor

City Breakers: all the land raiders may fire there weapons twice

Legion's Fury Artillery company 50 points + models

2 Legion's Fury Artillery battery

1 Halcyon Command Rhino

Special rules

Spotting rounds: treated like normal rounds, but any other vehicle formation automatically hit if firing at the same unit

Pounding Barrage: range 24"-240" strength 9 AP 2 ordinance X, apocalypse barrage X, ignores cover. X equals the number of vehicles firing

Strike Force: all vehicles must be deployed within 24" of the Halcyon Command Rhino

Legion's Thunder Artillery company 50 points + models

2 Legion's Thunder Artillery Battery

1 Halcyon Command Rhino

Special rules

Spotting rounds: treated like normal rounds, but any other vehicle formation automatically hit if firing at the same unit

Strike Force: all vehicles must be deployed within 24" of the Halcyon Command Rhino

Avenger Field Artillery company 50 points + models

3 Avenger Field Artillery Battery

1 Halcyon Command Rhino

Special rules

Spotting rounds: treated like normal rounds, but any other vehicle formation automatically hit if firing at the same unit

Strike Force: all vehicles must be deployed within 24" of the Halcyon Command Rhino

Wrath of the Omnissiah company 50 points + models

3+ Wrath of the Omnissiah batteries

Special rules

Strike Force: all vehicles must be deployed within 24" of each other

Combined strike: if all Rapier Laser Batteries fire at the same target the shot is resolved at Strength D

Hammer of Wrath Company 75 points + models

1 Halcyon Command Rhino

9+ Basilisks

Special rules

Spotting rounds: treated like normal earthshaker rounds, but any other basilisk in the formation automatically hit if firing at the same unit

Strike Force: all basilisks must be deployed within 24" of the Halcyon Command Rhino

Veteran Contingent 75 points + models

1 captain with command squad

3+ Sternguard squads

special rules

Infiltrate

As long as the captain is still alive, the whole force benefits from the furious charge and fleet of foot special rules

Legion knocker siege Company 95 points + models

3+ Legion Knocker Siege Batteries

1 Halcyon Command Rhino

Special rules

Veteran siege crews: all vehicles in the battery have a BS of 5 and receive a +1 bonus to AP rolls on buildings, ruins, bunkers, etc.

Battlefield map: after deployment pick up to 4 points on the battlefield; these points may be targeted by any colossus within 24" of the command vehicle, suffering only one D6 of scatter.

Thunderfire Defence Battery 100 points + models

1 master of the forge

3+ Thunderfire cannons

Special rules

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

Line Breaker Squadron 100 points + models

3+ vindicators (any type)

Special rules

Strike force: all vindicators must be deployed within 12" of the command tank

Combined fire: if three or more vindicators fire at the same target it has the following profile: strength 10 AP 2 ordinance 1, 10" blast, any removable terrain hit is destroyed on a 4+

Prey On The Weak 100 points + models

3+ Predators armed with your choice of weapons

Special Rules

AA Guns Requirement=AC Turrets: The Pred's are mounted with special Flak Rounds and have extra long barrels. They hit Fliers on a 4+.

Death To The Aliens Workings Requirements=LC Turrets: The Pred's are trained to shoot at an enemy tanks weaker spots in the armour, and always count as using a 'Lance' weapon

Land Raider Command Spearhead 100 points + models

1 Land Raider with Captain and Command Squad

2 Land Raiders with full occupants

Special rules

Command Vehicle: all land raiders must be placed within 12" within the land raider with command squad and captain

Inviolable Armor: all land raiders ignore the effects of penetrating hits and destroyer hit ONCE per game

Heats of Iron: any unit that is part of this formation within 6" of a land raider have the stubborn special rule

Thunderhawk Assassination Force 100 points + models

1 - 3 Thunderhawks with at least 20 models in them

Special rules

Trophy Kill

Precision Strike: all thunderhawks must be placed within 36" of one another

Only in Death Does Duty End: all units in formation have the fearless special rule and may re roll to wound

Iron Cyclone Drop Strike 100 points + models

3 - 5 Dreadnoughts (any type) deployed in a drop pod (any type)

2 - 3 Deathstorm Drop Pods

Special rules

Staggered Assault: first an orbital bombardment strikes, and all Deathstorm Drop Pods must land within 18" of where it struck and immediately fire their weapon. All other drop pods must land within 24" of the Deathstorms

Pattern Bombardment: after the orbital bombardment hit is immediately scatters into smaller sub munitions with following profile; strength 7 AP 4 apocalypse barrage 6

Berserk Slaughterer Assault Force 100 points + models

3 to 10 Berserk Slaughterers (one must be the assault force commander)

Special rules

Assault Force Commander: has +2 WS and +2 I, and all other Berserk Slaughterers within 6" of the commander have +1 WS and +1 I.

Tear it Down: if two or more Berserk Slaughterers attack a terrain feature on a 4+ the terrain feature is destroyed (this includes buildings) and any models in said terrain feature suffer a wound on a 3+.

Hell Raker Assault Battery 125 points + models

1 Fellblade

3 Minotaur's

Special Rules

Strike Force: all Minotaur's must be deployed within 24" of the fellblade

Barrage Pattern: if two Minotaur's fire at the same target they may choose

the following modes of fire; Concentrated range 24" - 120" strength 10

AP 2 ordnance 1, 7" blast, twin linked. Fire for Effect; range 24" - 120"

strength 10 AP 2 ordnance, apocalyptic barrage 4

Predator Battery 150 points + models

3-9 Predators (any variant)

Special rules

*must stay within 18' of each other, but doesn't have to fire at the same target

Special Rules:

Coordinated Shots: If a Predator hits an enemy unit, any subsequent attack

by a Predator on the same unit gets +1 to its 'to hit' rolls.

Skilled Litterers: Any Death or Glory against a Predator gets -1 to hit,

and a -1 on the Vehicle Damage Chart. Any Tank Shock made on a unit

not doing 'Death or Glory' gives another -1 to the leadership of the unit.

Armored Line Breaker Spearhead Squadron 150 points + Models

3+ Land Raider Omegas.

0+ Land Raiders (any variant).

One Land Raider Omega must be designated as the command tank.

Special Rules

Strike Force: All tanks in the squadron must be deployed within

6" of the command tank, or, if coming in for reserve, they must

enter the table within 6" of the point entered by the command tank.

Command Tank: As long as the Squadron command tank is mobile,

any tank in the Squadron within 6" of it (including the command tank

itself) may ignore Crew Shaken results on the damage table.

Combined Fire: if three or more Land Raider Omegas in the formation

fire at the same target, resolve the shots as a single Strength 10, AP 2,

ordnance shot, using the 10" Apocalyptic Blast marker. If the hole in the

center of the blast marker lands over a terrain feature (building, bunker,

fortification or wood, for example) it is destroyed on the roll of a 4+

(replace it with suitable debris). For each additional Land Raider

Omega after the third that combines its fire upon the target, add +1

to the roll to determine whether the terrain feature is destroyed.

Models within the destroyed terrain feature suffer 1 wound on the

roll of a 4+ (Saving throws are allowed) and each unit must take a

pinning test. Vehicles automatically suffer a glancing hit.

Deathwind Orbital Strike Force 150 points + models

1 Locator Beacon Drop pod with Deathwind missile launcher

3+ drop pods with Only Deathwind missile launchers

Special rules

Strike force: all drop pods must land within 24" of the Locator Beacon drop pod

Careful planning

Raiding Squad 150 points + models

1 captain or major on bike or jetbike

1 command squad on bikes or jetbikes

3+ bike or jetbike squads

2+ land speeder squads

Special rules

Flank March, strategic redeployment

Strike force: all units must be deployed within 18" of the captain/major

Wrath of Mars 150 points + models

4 - 6 Land Raider Achilles

Special Rules

Command Vehicle: all land raiders must be placed within 12" of each other

Shrapnel Storm: if all thunderfire cannons fire at the same target resolve the attack with the apocalypse barrage template

Close Defence: any pintle mounted weapons may fire twice at enemies within 12"

Space Marine swarm breaker squad: 200 points + models

3+ Units able to taking a drop pod as their transport option.

Special Rules

Roll for reserves as 1 unit. When the formation comes in from reserves

place the first pod using normal rules for deep striking but ignore

intervening enemy models. Roll for scatter as normal. Each pod

must now deep strike within 6" of the original pod (again ignoring

enemy models). When a final landing place has been determined for

all pods push all enemy models so they are 3 inches away from the

base of each drop pod (so they're 1 inch away from the 2 inch

deployment line). Deploy the models contained in the drop pods like normal.

Legion Battle Company 200 points + models

1 captain or major

1 command squad

6+ tactical squads (10 strong at least)

2+ assault or vanguard squads (10 strong at least)

2+ devastator or havoc squads (10 strong at least)

Special rules

Hold at all costs, careful planning, orbital bombardment

Legion High Command 200pts + models

1 Major and command squad

4 Captains with command squads

Special Rules

Strategic redeployment, careful planning, orbital bombardment, and hold at all cost

The Hextad of Ancients 205 points + models

1 Venerable Contemptor Dreadnought

6 dreadnoughts of any type

Special rules

The Ancient Lord: all dreadnoughts must be deployed within 12" of the Venerable Contemptor

Shock Assault: any unit that has a WS that is assaulting the The Hextad of Ancients has their WS reduced by 1

Unstoppable Force: any marine units within 24" of The Hextad of Ancients has +1 WS and the stubborn special rule. Also a dreadnoughts in the formation suffer from rage

Legionnaire Warband 210 points + models

1 Praetor with command squad

3+ tactical squads

6+ 20 man tactical squads

1+ terminator squad

2+ techmarine detachments

1+ Veteran Apothecary detachments

2+ assault squads

1+ vanguard veteran squad

2+ Devastator squads

1+ Havoc Squad

Special rules

Strategic redeployment, careful planning, orbital bombardment, and hold at all cost

War of the Righteous: the whole formation has the fearless and preferred enemy special rules

Berserk Slaughterer Onslaught 215 points + models

1 Butcher Slaughterer

2 - 4 Berserk Slaughterer Talons consisting of a minimum of 3 Berserk

Slaughterers per talon

Special rules

Strike Force: all Berserk Slaughterers must be deployed within 18"

of the Butcher Slaughterer

Rampaging Assault: all units in the formation roll 4D6 added together

when attempting to run

Sword of War 225 points + models

3+ sword battle tanks (one MUST be the command tank)

0-1 techmarine lord

Special rules

Careful planning

Strike force: all sword battle tanks MUST be deployed within 12"

of one another

Combined fire: if all sword battle tanks fire at the same target they cause a nuke blast with the vortex grenade rule

Super Heavies

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, a flamer for +3 points, a heavy

flamer for +6 points, combi grenade launcher for +5 points,

multimelta for +20. May have auto launchers for +5 points,

Lasher Tendrils, extra armor, and/or overcharged engine for +10 points,

flare shield for +15 points, and/or Reinforced Armor for +20 points

Special Rules

Galvanic Motors, Overwatch

Malcador Heavy Tank 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 upgrade to a Suppressor variant and lose the turret mount battle cannon, sponson heavy stubbers, and hull mount heavy bolter for Five upper hull mounted heavy flamers, sponson inferno cannons, and hull mount Stormshell cannon for -20 points, may upgrade to a Havoc variant and lose the turret mount battle cannon, sponson heavy stubbers, and hull mount heavy bolter for 5 upper hull mount havoc launchers, sponson quad heavy bolters, and a hull vanquisher missile cannon for -10 points, may upgrade to a infernus variant and lose the turret mount battle cannon, sponson heavy stubbers, and hull mount heavy bolter for a hull mount inferno gun, two sponson heavy stubbers, and the Highly Flammable special rule for -5 points, may upgrade to an Annihilator variant and replace the turret mount battle cannon for twin linked lascannon, replace the hull mount heavy bolter for a demolisher cannon for +30 points, may upgrade to a Defender variant and lose the turret mount battle cannon, sponson heavy stubbers, and hull mount heavy bolter for Five upper hull mounted Heavy bolters, Hull mounted Demolisher Cannon, and sponson heavy Bolters for +40 points. 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, a flamer for +3 points, a heavy flamer for +6 points, combi grenade launcher for +5 points, multimelta for +20 points. May have auto launchers for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points
Special Rules
Engine Damage, Galvanic Motors, Overwatch

Thunderhawk transporter 300 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 or may take four hunter killer missiles for +10 points each or 4 Kraken Penetrator Missiles for +20 points per missile. May take extra armor for +20 points, flare shield for +25 points, and/or Reinforced Armor for +30 points

Special rules

Ceramite armor, Overwatch

Unloading vehicles: if the transporter does not move that turn the vehicle may move instead

Dominus Siege Bombard 320 points each

Front Side Rear BS

14 13 12 4

Unit Composition: 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, a flamer for +3 points, a heavy flamer for +6 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

AA Emplacement 325 points each

Front Side Rear BS

14 14 14 4

Unit Composition: between 1 and 3 AA emplacements

Unit type: Super heavy tank, immobile

Structure points: 3

Wargear: hull mount Macro Cannon with AA mount, searchlight, smoke launchers

Options: may upgrade to macro cannon to a defense laser for +25 points.

May take two twin linked autocannons with AA mount for +50 points.

May take up to 10 twin linked heavy bolters for +10 points per bolter.

Special rules

Overwatch, indiscriminate bombardment, scheduled bombardment, orbital bombardment

Hercules 350 points each

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

Hercules] 14 12 11 4

Unit Composition: 1 to 3 Hercules

Unit type: Super heavy tank

Structure points: 2

Wargear: 3 twin linked Heavy lascannons, 2 lascannons

Options: linked bolter for +2 points, a flamer for +3 points, a heavy flamer for +6 points, a multimelta 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 have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

Praetor Assault Launcher 350 points each

Front Side Rear BS

14 13 12 4

Unit Composition: 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, a flamer for +3 points, a heavy flamer for +6 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

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, sponson heavy stubbers

Options: May upgrade to a Vanquisher variant and replace the Ferrus Battle cannon for a twin linked Vanquisher Battle cannon for +50 points, May upgrade to a FERRUS Hydra and replace the turret mount FERRUS battle cannon for 4 twin linked hydra autocannon for +60 points, may upgrade to a Vulcan variant and replace the Ferrus Battle cannon for a Vulcan Mega Bolter for +75 points. May replace sponson heavy stubbers for either heavy bolters or heavy flamers for +10 points. combi-plasmas for +10, combimelta for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, twin linked bolter for +2 points, a flamer for +3 points, a heavy flamer for +6 points, extra armor for +15 points, combi grenade launcher for +5 points, multimelta for +20 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

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, a flamer for +3 points, a heavy flamer for +6 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, and/or overcharged engine for +10 points, and/or flare shield for +15 points

Special rules

Galvanic Motors, Overwatch

Spooky Gunship 350 points

Front Side Rear BS

13 12 10 4

Unit composition: 1 Spooky Gunship

Unit type: super heavy flier

Structure points: 2

Wargear: Hull mount battle cannon, sponson reaper autocannons, hull mount twin linked assault cannon, searchlight, smoke launchers, extra armor

Options: may take Reinforced Armor for +25 points

Special rules

Power of the machine spirit , Ceramite armor, Overwatch

Storm Wolf Heavy Walker 370 points each

Front Side Rear WS BS S I A

13 12 10 1 4 6 3 2

Unit Composition: between 1 and 5 Storm Wolf heavy walkers

Unit Type: Super heavy walker

Structure points: 2

Void shields: 1

Wargear: twin linked assault cannon, twin linked heavy bolter, vengeance launcher, searchlight, smoke launchers

Options: May have auto launchers for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, and/or Reinforced Armor for +20 points

Special rules

Power of the machine spirit, Overwatch

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, a flamer for +3 points, a heavy flamer for +6 points, heavy bolter for +15, multimelta for +20. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Power of the machine spirit , assault vehicle, Ceramite armor, Venerable, Galvanic Motors, Overwatch

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

Options: may have an overcharged engine and/or Tank Siege Armor for +20 points, flare shield for +50 points, and/or Reinforced Armor for +55 points.

Special rules

Power of the machine spirit, Ceramite armor, Overwatch

Mole 425 points

Front Side Rear BS

13 13 - 4

Unit composition: 1 Mole

Unit type: Super Heavy tank, immobile

Transport Capacity: 50 models in power or scout armor, 25 terminators, or 2 dreadnoughts

Structure points: 3

Wargear: hull mount twin linked melta cannon, hull mount twin linked quad heavy bolters, searchlight, smoke launchers

Special Rules

Subterranean assault, Drill attack O, Overwatch, Blessings of the Ommissiah

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 upgrade to a mark 1 Fellblade and lose the hull mount plasma blast gun and the sponson weapons for a turret mount banesword battle cannon with coaxial autocannon, two sponsons each with three heavy bolters and a lascannon, hull mount twin linked heavy bolters, and a hull mount demolisher cannon for +15 points, may upgrade to a Fellsword and replace the hull mount plasma blast gun for a Banesword quake cannon for +15 points, may upgrade to a fellblade and lose the hull mount plasma blast gun for a turret mount banesword battle cannon with coaxial autocannon, hull mount demolisher cannon, +1 to side armor facing, gain the command tank special rule, and hull mount twin linked heavy bolter for +40 points, may upgrade to a lucius pattern Fellblade and lose the hull mount plasma blast gun for a turret mount banesword battle cannon with coaxial autocannon, hull mount demolisher cannon, +1 to side and rear armor facing, gain the command tank special rule, and hull mount twin linked heavy bolter for +60 points, may upgrade to a Fellhammer variant and lose the hull mount plasma blast gun for a turret mount Hellhammer cannon with coaxial autocannon, hull mount demolisher cannon, +1 to side armor facing, gain the command tank special rule, and hull mount twin linked heavy bolter for +65 points, may upgrade to a Fellsword variant and replace the hull mount plasma blast gun for a hull mount volcano cannon and the ability to replace the lascannons for targeters (+1 BS for free) for +65 points, May upgrade to a Broadsword Fellblade and replace the hull mount plasma blastgun for a hull mount demolisher cannon, a turret mount Kheres pattern vulcan mega bolter or Heavy Frag Cannon, replace the sponson lascannons for autocannons, and +1 to side and rear armor facings for +65 points, may upgrade to a mars pattern Fellsword variant and replace the hull plasma blast gun for a hull mount mars pattern volcano cannon, gain +1 to both side armor and +2 rear armor facings,

and the ability to replace the lascannons for targeters (+1 BS for free) for +70 points, may upgrade to a mars pattern Fellblade variant and replace the hull mount plasma blast gun for a turret mount banesblade battle cannon with axial autocannon, hull mount demolisher cannon, +1 to side armor and +2 rear armor facings, and the command tank special rule for +75 points, or may upgrade to a Fellsword and replace the hull mount plasma blast gun for a Stromsword cannon and gain +1 to side and rear armor facings for +85 points. May upgrade to a Ignitus Fellblade and replace the hull mount plasma blastgun, hull mount twin linked bolter, and sponson mount lascannons for a turret mount inferno gun or melta ray, a hull mount demolisher cannon, hull mount Flamestorm cannon, sponson mount twin linked multimelta, and +1 to side and rear armor for +90 points. May upgrade to a Glaive pattern fellblade and replace the hull mount plasma blastgun for a hull mount demolisher cannon, a turret mount Glaive Cannon, and +1 to side and rear armor facings for +115 points.

May upgrade to a Warmaul Fellblade and replace the hull mount plasma blastgun for two turret mount twin linked thunderfire cannons and +1 to side and rear armor for +115 points. May upgrade to a Lancer Fellblade and replace the hull mount plasma blastgun for a hull mount demolisher cannon, a turret mount plasma eliminator, and +1 to side and rear armor facings for +165 points. may take combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, twin linked bolter for +2 points, a flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 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 have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

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 upgrade to a Fellhammer and replace the hull mount Termor cannon for a magma cannon 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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 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 have auto launchers, dozer blade, and/or Misericorde for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

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/d 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 upgrade to a fellbanelord and replace the hull mount vulcan mega bolter for a hull mount light laser blaster 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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 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 have auto launchers, dozer blade, and/or Misericorde for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

All power to the weapons: if the Fellord does not move it may fire it's vulcan mega bolter twice

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 models in power, scout, or artificer armor, or 35 terminators

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. May have auto launchers and/or Misericorde for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special Rules

Heavy Armored Prow, Amphibious, Galvanic Motors, Overwatch

Deathhammer 450 points each

Front Side Rear BS

14 13 12 4

Unit composition: between 1 and 4 Deathhammer

Unit type: super heavy tank

Structure points: 3

Wargear: two sponsons each with a twin linked heavy bolter, two turret mount Deathhammer cannons, searchlight, smoke launchers

Options: may replace the sponson twin linked heavy bolters for twin linked heavy flamers, frag cannons, or hurricane bolters 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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter

killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers and/or

dozer blade for +5 points, Lasher Tendrils, extra armor, Tank Siege

Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special Rules

Galvanic Motors, Overwatch

Hellbore 500 points

Front Side Rear BS

14 13 - 4

Unit composition: 1 Hellbore

Unit type: super heavy tank, immobile

Structure points: 4

Transport capacity: 100 models in power or scout armor, 50 terminators, or 10 dreadnoughts

Wargear: hull mount twin linked titan Melta Cannon, hull mount vulcan mega bolter, searchlight, smoke launchers, flare shield

Options May take extra armor for +20 points and/or Reinforced Armor for +30 points

Special Rules

Subterranean assault, Drill attack O, Overwatch, Blessings of the Ommissiah

Aurora Assault Shuttle 500 points

Front Side Rear BS

11 11 10 4

Unit composition: super heavy flier

Structure points: 5

Access Points: 4 massive assault ramp (one on each side)

Transport Capacity: 80 or 20 per side (models in terminator armor count as 2, bikes and jetbikes count as 3, attack bikes count as 4,

Scimitar jetbikes bikes count as 5, walkers count as 7, land speeders count as 10)

Wargear: 5 turret mount twin linked bombardment cannon, nose mount twin linked heavy bolter with AA mount, searchlight, smoke launcher, extra armor

Options: may take Misericorde for +5 points, a flare shield for +10 points, and/or Reinforced Armor for +25 points

Special rules

Deep strike, Overwatch, assault vehicle, hover mode

Thunderhawk gunship mark 1 535 points

Front Side Rear BS

11 11 10 4

Unit composition: 1 Thunderhawk gunship mark 1

Unit type: super heavy flyer, hover

Structure points: 2

Access points: one front assault ramp

Transport capacity: 20 (dreadnoughts count as ten, bikes count as 5, jetbikes count as 6, attack bikes count as 10, attack jetbikes count as 11, skyhunter jetbikes count as 8)

Wargear: hull mounted thunderhawk cannon, 4 sponson mount heavy bolters, 2 wing mount twin linked heavy bolters, 3 heavy bombs

Options: May exchange it's 3 heavy bombs for 4 Hellstrike missiles, 4 hunter killer missiles, or 4 Kraken Penetrator Missiles for free. May take a Misericorde for +5 points, extra armor for +20 points, flare shield for +25 points, and/or Reinforced Armor for +30 points.

Special rules

Ceramite armor , Overwatch

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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points.

May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, command tank, Overwatch

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 reaper autocannons 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, a flamer for +3 points, a heavy flamer for +6 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

Mammoth 600 points each

Front Side Rear BS

14 14 12 4

Unit composition: between 1 and 5 Mammoths

Unit type: super heavy tank

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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points.

May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Power of the machine spirit, Galvanic Motors, Overwatch

Equalizer 600 points

Front Side Rear BS

14 14 13 4

Unit composition: 1 Equalizer

Unit type: super heavy tank

Structure points: 3

Void shields: 1

Access points: two side doors

Transport capacity: 20 in power, scout, or artificer armor or 10 terminators

Wargear: hull mount two titan melta cannons, hull mount twin linked assault cannons, two sponsons each with two twin linked heavy bolters, 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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers, dozer blade, and/or Misericorde for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Power of the machine spirit, Galvanic Motors, venerable, Overwatch

Doomslayer 620 points each

Front Side Rear BS

14 12 11 4

Unit composition: between 1 and 2 Doomslayer

Unit type: super heavy tank, opened topped

Structure points: 4

Wargear: Turret mount doomslayer cannon and co-axial earthshaker cannon, hull mounted vanquisher cannon and a twin-linked heavy bolter, sponson twin-linked heavy bolters and a lascannon, 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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter

killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Power of the machine spirit, Galvanic Motors, Overwatch

Glaive 625 points

Front Side Rear BS

14 13 12 4

Unit composition: between 1 and 3 Glaive Tanks

Unit type: super heavy tank

Structure points: 4

Wargear: turret mount Volkite Carronade, sponson mount quad lascannons, hull mount twin linked heavy bolter, searchlight, smoke launchers

Options: may take auto launchers and/or dozer blade for +2 points, extra armor, Lasher Tendrils, Tank Siege Armor, and/or overcharged engine for +5 points, flare shield for +10 points, Ceramite armor for +15 points, and/or Reinforced Armor for +25 points. May replace the sponson quad lascannons for rapier lasers for free. May replace the hull mount twin linked heavy bolter for twin linked 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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points.

Special rules

Power of the machine spirit, Galvanic Motors, Overwatch

Land Raider Maelstorm 650 point each

Front Side Rear BS

14 14 14 4

Unit composition: between 1 and 2 Land Raider Maelstorm

Unit type: super heavy tank

Structure points: 2

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

Access points: two front assault ramps

Wargear: turret mount battle cannon, 5 havoc launchers, 2 turret mount exterminator autocannons, 2 hull mount twin linked heavy bolters, 3 sponson mount twin linked lascannons, 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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers, dozer blade, and/or Misericorde for +5 points, Lasher Tendrils and/or overcharged engine for +10 points, and/or flare shield for +15 points

Special rules

Power of the machine spirit, Galvanic Motors, assault vehicle, Overwatch

Thunderhawk gunship 685 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 jetbikes 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 its six heavy bombs for six Hellstrike missiles, 4 hunter killer missiles, or 4 Kraken

Penetrator Missiles for free. May take a Misericorde for +5 points, extra armor for +20 points, flare shield for +25 points, and/or

Reinforced Armor for +30 points.

Special rules

Ceramite armor, assault vehicle, Overwatch

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, a flamer for +3 points, a heavy

flamer for +6 points. May have auto launchers, dozer blade,

and/or Misericorde for +5 points, Lasher Tendrils, extra armor,

Tank Siege Armor, and/or overcharged engine for +10 points,

flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

Mastodon super heavy transport 700 points each

Front Side Rear BS

14 12 13 4

Unit Composition: between 1 and 3 Mastodon's

Unit type: Super heavy tank

Structure points: 4

Transport capacity: 40

Access points: front assault ramp, 2 side doors

Wargear: hull mounted Mastodon cannon, hull mounted twin

linked bolt cannons, 4 sponson mounted Flamestorm cannons,

2 twin linked heavy bolter turrets, two pintle mounted twin

linked heavy bolters, searchlight, extra armor, smoke launchers, flare shield

Options: May take a Misericorde and/or dozer blade for +5 points,

lasher tendrils for +7 points, Tank Siege Armor and/or overcharged

engine for +10 points, and/or Reinforced Armor for +25 points.

Special Rules

True Might of the Ommissiah: Ignores all crew shaken and stunned results,

Improved Communications, Ferromantic Invulnerability, Orbital

Bombardment, Galvanic Motors, Overwatch

Sword Battle Tank 725 points each

Front Side Rear BS

14 13 12 4

Unit Composition: between 1 and 4 Sword Battle Tanks

Unit type: Super heavy tank

Structure points: 3

Wargear: hull mounted Quasar cannon, sponson lascannons and twin linked heavy bolters, searchlight, smoke launchers, flare 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, a flamer for +3 points, a heavy flamer for +6 points. May have auto launchers for +2 points, dozer blade for +5 points, extra armor for +7 points, Lasher Tendrils, Tank Siege Armor, and/or overcharged engine for +10 points, and/or Reinforced Armor for +25 points.

Special rules

Galvanic Motors, Overwatch

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, a flamer for +3 points, a heavy flamer for +6 points. May have auto launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +25 points

Special rules

Galvanic Motors, Overwatch

Thunderhawk "Annihilator" Pattern Gunship 785 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 points), 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)
Options: May take a Misericorde for +5 points, extra armor for +25 points, flare shield for +30 points, and/or Reinforced Armor for +35 points.

Special rules

Hover mode, cerimite armor, Overwatch

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.

Land Raider Terrain 800 points each

Front Side Rear BS

14 14 14 4

Unit Composition: 1 to 2 Land Raider Terrains

Unit type: super heavy Tank

Structure points: 3

Access points: three front assault ramps

Transport capacity: 30 models in power, scout, or artificer armor, or 15 terminators

Wargear: Turret Mounted Twin Linked Vanquisher

Battle cannon Turret, Co-axial Long Barreled

Autocannon, Hull Mount volcano cannon, twin

linked Flamestorm cannon sponsons, quad heavy bolter sponsons, frag assault launchers, extra armor, smoke launchers, searchlight

Options: May have auto launchers, dozer blade, and/or

Misericorde for +5 points, Lasher Tendrils and/or overcharged engine for +10 points, and/or flare shield for +15 points

Special rules

Ceramite armor, assault vehicle, Overwatch

Emperor Guided Forging: The Emperor put his heart and soul into the design and construction of these metallic monsters, and when they were being created, it was said that every single screw, nut, bolt, support strut, metal sheet, and thimble of fuel was prayed over by the Emperor for a day and a night. This protection manifests itself in battle, shielding the tank from harm. All 'D' Strength weapons inflict D3 structure points of damage on the Land Raider Terrain, instead of outright removal. All weapons with the Titan Killer Special Rule do 1 structure point of damage only, instead of D3. In addition, it is immune to the effects of Stun and Shaken - it ignores those results.

Lumbering: The Machine is so large and heavy that it may only move D6" in the Movement Phase, but can fire any and all weaponry, including Ordnance Weapons. However, you may only move in a straight line directly forwards, but can pivot at the end of the movement phase, and only then up to 90 degrees. You must always move the distance shown, no more, no less.

Unstoppable Behemoth: During the shooting phase, you may choose to make an additional move in a straight line from where you ended your Movement Phase. This again is D6", but you may not pivot at the end of this move. You may still do this in addition to firing all your guns, but you may not use your Smoke Launchers if you choose

to carry on moving. You must always move the distance shown - no more, no less.

Relic of the Emperor - All squads with one model inside 12" are fearless, and they gain an additional attack on their profile.

Integrated Adeptus Mechanicus Adept: Embedded in the machine, literally, the vehicle is built around the Adept, is a senior member of the Adeptus Mechanicus. Along with neural interfacing with the Machine Spirit, the Adept can trigger the self repair mechanisms embedded in the tanks hull.

If a weapon is destroyed, the Tank may elect to attempt to automatically repair one weapon, by rolling a D6. This is done in at the end each of your shooting phases. You may only repair one weapon a turn. Unmodified 1 - The Weapon is entirely destroyed, and may not be attempted to be repaired again. 2-5, the weapon failed to be repaired, but it may be repaired. 6, the weapon is repaired, and may fire as normal in the following turn.

Land Crawler 950 points each

Front Side Rear BS

14 14 12 4

Unit Composition: 1 to 5 Land Crawlers

Unit type: super heavy Tank

Structure points: 7

Access points: Six front assault ramp

Transport capacity: 125 (dreadnoughts count as ten, bikes count as 5, jetbikes count as 6, attack bikes count as 10, attack jetbikes count as 11, skyhunter jetbikes count as 8)

Wargear: six turret mount twin linked lascannons, six sponsons per side with twin linked lascannons, ten twin linked Bolt Cannon turrets, Three Whirlwind multiple missile launchers, searchlight, smoke launchers, extra armor

Options: may replace the Incendiary missiles for Rad Missiles for +45 points.

May have auto launchers, dozer blade, and/or Misericorde for +5 points, Lasher

Tendrils Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Explorator augury web, Ferromantic invulnerability, orbital bombardment (may be used every three turns), improved communications, Overwatch

Mega Bombard Siege Mortar 1000 points each

Front Side Rear BS

13 13 10 4

Unit composition: between 1 and 3 Mega Bombard Siege Mortars

Unit Type: super heavy tank, opened topped

Structure points: 5

Wargear: Hull Mount Mega Bombard Siege Mortar, extra armor

Options: May have auto launchers, and/or dozer blade for +5 points,

Lasher Tendrils Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +25 points

Special rules

Cerimite armor, Overwatch

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. May
have extra armor for +30 points, flare shield for +35 points, and/or Reinforced
Armor for +40 points
Special rules
Large target, Overwatch
Might of the Ommissiah: ignores crew stunned and crew shaken results

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 banesblade battle cannon, hull mounted

Doomsday cannon, 6 twin linked lascannons

Options: may have 6 twin linked heavy bolters for +100 points.

May have Auto Launchers, dozer blade, and/or Misericorde for
+5 points, Lasher Tendrils, siege shield, Tank Siege Armor, and/or
overcharged engine for +10 points, extra armor for +12 points, flare
shield for +15 points, and/or Reinforced Armor for +25 points

Special rules

Careful planning, supreme headquarters, general staff, Galvanic Motors, Overwatch

Storm Bird 1350 points

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

Storm bird] 12 12 11 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, flare shield

Options: may exchange the bomb pylons for 6 hellstrike missiles,
6 hunter killer missiles, or 6 Kraken Penetrator Missiles for free.

May take a Misericorde for +5 points, extra armor for +25 points
and/or Reinforced Armor for +35 points.

Special rules

Large target, Ceramite armor, Overwatch

Thunderstorm 1500 points each

Front Side Rear BS

13 13 13 4

Unit composition: between 1 and 3 Thunderstorms

Unit Type: super heavy tank

Structure points: 5

Access points: one front assault ramp, one rear
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 jetbikes count as 8)
Wargear: Turret mounted Thunderhawk Cannon, 4 Sponson mounted Twin-linked Heavy Bolters, 4 Turret Mounted Skycrusher Missile Batteries, 2 Storm Styker Missile batteries, searchlight, smoke launchers, flare shield, auto launchers
Options: May take a Misericorde for +5 points, extra armor, lasher tendrils, Tank Siege Armor, and/or overcharged engine for +10 points, and/or Reinforced Armor for +30 points.

Special rules

Assault vehicle, Overwatch

In Field support drops: In order to better full fill the field support role of the Thunderstorm. the vehicle maintains a modest machine shop. While this allows detachments to fabricate parts for vehicles, it also gives the Thunderstorm the ability to send replacement supplies to troops in the midst of battle. Up to 4 times per battle, you may elect to send a single replacement weapon to a selected squad. To accomplish this declare what weapon you are sending to what squad. Declare the location you are sending the weapon to and roll for scatter as if you were bringing a unit in from deep strike. This does not benefit from the "Allied Command Center" special rule, Teleport homers, or any other deep strike assistance rules. Once the final location of the weapon as been determined, the squad it was intended for must move onto that spot and spend it's firing and assault phases to equip the weapon(s). If they are charged during that turn, they fight as if they were in cover. They may move and shoot as normal the following turn. If an enemy unit reaches the location first, the weapon is considered lost and the intended unit may not make use of it. Remember that only 4 weapons may be swapped out per game, and these swap outs may not change the unit type. You may use this option to swap four weapons in a single squad.
Targeting Arrays: If the Thunderstorm does not move, it may use it's Thunderhawk cannon at BS5.

Allied Command Center: The Thunderstorm is intended to be used as a central command center during an extended campaign. Because of this it is outfitted with extremely powerful communications and mapping equipment. Any allied unit that is entering from Reserves via Deep Strike and is attempting to land with in 12" of the Thunderstorm does NOT scatter. If it is attempting to enter the field more then 12" away from the Thunderstorm, but less then 24" the controlling player may choose to re-roll their scatter distance, but must abide by the second roll.

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

Options: May have Auto Launchers and/or dozer blade for +5 points, Lasher Tendrils, siege shield, and/or overcharged engines for +10 points, extra armor for +12 points, flare shield for +15 points, and/or Reinforced Armor for +25 points

Special rules

Galvanic Motors, Overwatch

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

Options: may take extra armor for +35 points, flare shield for +40 points, and/or Reinforced Armor for +45 points

Special rules

Galvanic Motors, Overwatch

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

Options: May take a Misericorde for +5 points, Tank Siege Armor for +10 points, extra armor for +20 points, flare shield for +30 points,

and/or Reinforced Armor for +35 points.

Special rules

Galvanic Motors, Overwatch

Imperial Army Add on list

HQ

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 may join a Storm Trooper Major

and/or Rogue Trader for +50 points

Unit type: infantry

Wargear: none

Special rules

Embedded Recorder, Terrified Civilian, Worthy of Remembrance, Along for the ride

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, Fleet (applies to squad),

Move Through Cover (applies to squad), Geno Five Two Chiliad, Overwatch

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!, Send in the Next Wave, Urslavik

12th Infantry, Overwatch

Storm Trooper Major 70 points

WS BS S T W I A LD SV

4 4 3 3 3 3 3 9 4+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: master crafted hot shot laspistol, power fist, frag and krak grenades, refractor field

Special rules

Storm trooper commander, deep strike, special operations, Overwatch

Rogue Trader 80 points each

WS BS S T W I A LD SV

3 4 3 3 3 4 3 7 5+

Unit composition: between 1 and 5 Rogue Traders each operating independently from one another

Unit type: infantry

Wargear: archeotech laspistol, Xenotech phase blade, flak armor, frag, krak, and rad grenades

Options: may replace archeotech laspistol for a bolt pistol, needle pistol, or flame pistol for free, an infernus pistol for +3 points, a plasma pistol for +5 points, a heavy plasma pistol for +7 points, a graviton pistol for +10 points, an arc pistol for +12 points, or a volkite serpenta for +15 points. May replace Xenotech phase blade for a null rod for free, a C'Tan Phase Sword for +5, a power fist for +7 points, a Power Claw for +10 points, a chain fist for +15 points, or a thunder hammer for +20 points. Any Rouge Trader may be upgraded to a psyker for +10 points, automatically trade their Xenotech phase blade for a force weapon, gain a psychic hood, and gain the Smite, force dome, and Null Zone Psychic powers. Any Rogue Trader may take a lasgun, stub rifle, or autogun for free, a bolter for +2 points, a bolt carbine for +3 points, a siege bolter for +4 points, a twin linked bolter for +5 points, a combibolter for +10 points, a plasma blaster for +12 points, a plasma blaster gun for +15 points, or a volkite charger for +20 points. Any Rogue Trader may upgrade their Flak Armor to carapace armor for +5 points, power armor for +10 points, artificer armor for +15 points, Tartorus Terminator armor for +20 points, or Cataphractii Terminator armor for +25 points. Any Rogue Trader not wearing terminator armor ma have a grav Chute for free, a jump pack for +5 points, a bike for

+10 points, a jetbike for +12 points, a Phase Reality Generator for +15 points, or a Scimitar jetbike for +18 points. Any Rogue Trader may have an Auspex for +1 point, bionics for +5 points, servo arm for +7 points, servo harness for +9 points. and/or a Refractor field for +10 points

Special rules

Combat Tactics, stubborn, Overwatch

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, Calth 5th Infantry, Overwatch

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, Overwatch

ELITES

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, Overwatch

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

Options: may take extra armor for +15 points and/or flare shield for +20 points

Special rules

Deep strike, Lumbering, Overwatch

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 engineer may replace the power weapon with a cult mechanicus power axe for +15 points. May replace the laspistol with an architect laspistol for +3 points, 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 Omnissah, Overwatch

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 army each

Unit type: artillery

Wargear Rapier: Rapier laser

Wargear Army: lasgun, laspistol, frag and krak grenades, flak armor

Options: any rapier laser battery may have extra armor for +20 points and/or flare shield for +25 points

Special rules

Hit the battery, Extremely Bulky, Battery, Overwatch

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

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, flare shield, and/or havoc launcher for +20 points

Special rules

Scout, infiltrate, Surveyor, Improved comms, Orbital Bombardment, Overwatch

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 may join a Techpriest Engineer Detachment, Ratling Squad, Storm trooper squad, OPERATIVE CELL, Grenadier squad, LUCIFER BLACK SQUAD, Ogryn squad, and/or Siege Ogryn Squad for +50 points

Unit type: infantry

Wargear: none

Special rules

Embedded Recorder, Terrified Civilian, Worthy of Remembrance, Along for the ride

Shockwave Battery 60 points each

Front Side Rear

Shockwave 10 10 10

WS BS S T W I A LD SV

Army 3 3 3 3 1 3 1 7 5+

Unit Composition: between 1 and 3 Shockwave batteries manned by 2 imperial army each

Unit type: artillery

Wargear Shockwave: shockwave cannon

Wargear Army: lasgun, laspistol, frag and krak grenades, flak armor

Options: any shockwave battery may take extra armor for +15 points and/or flare shield for +20 points

Special rules

Hit the battery, Extremely Bulky, Battery, Overwatch

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, Overwatch

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+

Unit 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 points, a Plasma Gun +10 points or a hellshot for +15 points.

Special Rules

Stubborn, Scout, Move Through Cover, Overwatch

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 grenade launcher

for +3 points, a flamer for +5 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, Overwatch

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+

Unit 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 Meltagun for +5 points or a Plasma Gun +10 points.

Special Rules

Stubborn, Counter Attack, Overwatch

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, Overwatch

Siege Ogryn Squad 120 points

	WS	BS	S	T	W	I	A	LD	SV
Ogryn	4	0	6	5	3	2	4	6	4+
Bone head	5	0	6	5	3	2	5	7	4+

Unit composition: 1 bone head and 2 ogryns

Unit type: infantry

Wargear: Demolition hammer, carapace armor

Options: may include 17 more Siege Ogryns for 40 points per model.

One out of every 5 may exchange their Demolition hammer for a demolition charge for free.

Special rules

Bulky, furious charge, stubborn

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 and/or Misericorde for +5 points, rough terrain modifications for +10 points, mine sweeper for +7 points, track guards for +10 points, and/or flare shield for +20 points

Special Rules

Overwatch

Technical 28 points

Front Side Rear BS

9 9 9 3

Unit composition: 1 Technical

Unit type: tank, opened topped

Transport capacity: 8 imperial army

Wargear: pintle mount heavy stubber, searchlight, rough terrain modifications

Options: may replace the pintle mount heavy stubber with a twin linked bolter for free, a havoc launcher for +5 points, a heavy bolter or heavy flamer for +8 points, or an autocannon for +10 points. May take a Misericorde for +5 points.

Special rules

Scout, Overwatch

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 upgrade to a siege Chimera and replace the turret mount multilaser for a turret mount melta cannon, -2 transport capacity, and the Hull breacher special rule for +50 points. May upgrade to a Chimedon and replace the turret mount multilaser for a conquerer cannon (or a battle cannon for +15 points) for +75 points. May upgrade to a Charon and replace the turret mount multilaser for a heavy bolter, mine throwers, track guards, the assault vehicle and Siege blade special rules for +80 points.

May upgrade to a Chimerax and replace the turret mount multilaser for a quad gun for +85 points. May upgrade to a Chimerro and gain a HK

Missile Rack and -2 transport capacity for +100 points. 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, extra

armor for +10 points, and/or flare shield for +25 points. May take a Misericorde for +5 points.

Special rules

Scout, Amphibious, Overwatch

Land speeder storm 35 points

Front Side Rear BS

10 10 10 3

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. May have extra armor for +20 points and/or flare shield for +25 points. May take a Misericorde for +5 points.

Special rules

Scout, deep strike, Overwatch

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, extra armor for +10 points, and/or flare shield for +25 points. May take a Misericorde for +5 points.

Special rules

Repair, Overwatch

Rhino Deimos 57 points

Front Side Rear BS

11 10 10 3

Unit composition: 1 Rhino Deimos

Unit type: tank, fast

Access points: 2 side doors, 1 rear assault ramp

Fire points: 4 models may fire from the top hatch

Transport capacity: 12 models in flak or carapace armor

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. May take a Misericorde for +5 points.

Special Rules

Overwatch

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,
extra armor for +10 points, and/or flare shield for +25 points.
May take a Misericorde for +5 points.

Special Rules

Overwatch

Termite 60 points

Front Side Rear BS

12 12 - 4

Unit Composition: 1 Termite

Transport capacity: 14 models, ogryns count as two models

Wargear: Multimelta, Hull mount drill, Smoke Launchers, searchlight, Flare Shield

Special Rules

Blessings of the Ommissiah, Subterranean assault, Drill attack, Overwatch

Arvus Lighter 75 points

Front Side Rear BS

10 10 10 3

Unit Composition: 1 Arvus lighter

Unit Type: flyer

Access points: one rear door

Transport capacity: 12 models in flak or carapace armor, or 6 orgyns

Options: may have a searchlight for +1 point, extra armor for +15 points,

and/or flare shield for +20 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. May take a Misericorde for +5 points.

Special rules

Deep strike, hover mode, Overwatch

Valkyrie assault carrier 100 points

Front Side Rear BS

12 12 10 3

Unit Composition: 1 Valkyrie

Unit type: Flier

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 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. May have flare shield for

+25 points. May take a Misericorde for +5 points.

Special rules

Deep strike, scout, hover mode, Overwatch

Aquila lander 110 points

Front Side Rear BS

11 11 11 3

Unit Composition: 1 Aquila Lander

Unit Type: flyer

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. May have extra armor for +20 points, flare shield for +25 points, or cerimite armor for +30 points. May take a Misericorde for +5 points.

Special rules

Supersonic, deep strike, hover mode, Overwatch

TROOPS

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, Overwatch

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 exchange their laspistol for an archeotech laspistol for +1 point, a bolt pistol for +2 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 stub rifle for free, 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 stub rifle for free, a lascarbine for +1 points, autogun for +2 points, flamer, grenade launcher, or sniper rifle for +5 points, a meltagun for +7 points, heavy meltagun for +9 points, a plasma gun for +10 points, or a heavy plasma gun for +15 points

Special rules

Junior officer (commander only), Overwatch

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 heavy meltagun for +7 points, a plasma gun for +8 points, a long lasgun for +10 points, a heavy plasma gun for +12 points, or a demolition charge for +15 points

Special rules

Overwatch

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, flak armor

Options: the sergeant may exchange their laspistol for an archeotech laspistol for +1 point, a bolt pistol for +2 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, stub rifle, or shotgun for free, a lascarbine for +2 points, 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 a stub rifle for free, a lascarbine for +2 points or 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 heavy meltagun for +9 points, a plasma gun for +10 points, a long lasgun for +12 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

Special rules

Overwatch

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: Archeotech Laspistol, Flak Armor, Lasgun, Frag and Krak Grenades

Special Rules

Independent Character, Inspirational Hero, Iron Will, Overwatch

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, Overwatch

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 a stub rifle for free,

a lascarbine for +2 points or an autogun for +3 points each

Special rules

Overwatch

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

Special rules

Overwatch

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 may join a Worker rabble, Platoon

command squad, Special weapons squad, Infantry squad, Fire Support

Squad, Conscript squad, Engineer squad, Heavy weapons squad,

Veteran squad, Gene trooper squad, and/or CLONE TROOPER

SQUAD for +50 points

Unit type: infantry

Wargear: none

Special rules

Embedded Recorder, Terrified Civilian, Worthy of Remembrance,

Along for the ride

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 rules

Overwatch

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 for +60 points.

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, Overwatch

Squad may take doctrines, the benefits of which also apply to Sergeant Corvine Sleight.

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 an archeotech

laspistol for +1 point, 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, stub rifle, or lascarbine for free,

an autogun for +2 points, or a bolter for +5 points. Any

veteran may exchange their lasgun for a shotgun, stub rifle,

or lascarbine 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 heavy meltagun for +9 points, a plasma gun for +10 points,

a long lasgun for +12 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

Special rules

Overwatch

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, Overwatch

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+

Unit 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, Overwatch

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+

Unit 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, an assault stubber

for +7 points, or a Heavy Stubber for +10 points. The Clone

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

Fearless, We are Legion, Overwatch

FAST ATTACK

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
Options: any cyclops demolition vehicle may have extra armor for +20 points and/or flare shield for +25 points
Special rules
Operator, Damage

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. May have extra armor for +25 points and/or flare shield for +30 points
Special rules
Deep strike, Overwatch

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. Any sentinel may have auto launchers for +10 points, extra armor for +15 points, and/or flare shield for +20 points
Special rules
Scout, move throu cover, Overwatch

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 an archeotech laspistol for +1 point, 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 or stub rifle 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

Special rules

Overwatch

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.

May have extra armor for +15 points and/or flare shield for +20 points

Special rules

Deep strike, Overwatch

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 auto launchers for +5 points, one hunter killer missile for +10 points, extra armor for +15 points, a homing beacon for +20 points, and/or flare shield for +25 points

Special rules

Scout, All terrain vehicle, Galvanic motors, Overwatch

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, auto launchers, and/or heavy stubber for +5 points, extra armor for +10 points, track guards for +15 points, a hunter killer missile or havoc launcher for +20 points, and/or a flare shield for +25 points

Special rules

Scout, infiltrate, Overwatch

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. May have auto launchers for +5 points, extra armor for +15 points, and/or flare shield for +20 points

Special rules

Deep strike, move threw cover, Overwatch

Sunflower AA gun 40 points each

Front Side Rear BS

10 10 10 3

Unit composition: between 1 and 5 Sunflower AA guns

Unit type: tank immobile

Wargear: Quad Heavy Bolter Longarm pattern, searchlight, smoke launchers

Options: may take extra armor for +5 points or a flare shield for +10 points.

Special rules

Overwatch

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.

May have auto launchers for +15 points, extra armor for +20 points, and/or flare shield for +25 points

Special rules

Deep strike, Overwatch

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 heavy assault cannon for +35 points, or a twin linked assault cannon for +40 points.

May have auto launchers for +10 points, extra armor for +15 points, and/or flare shield for +20 points

Special rules

Deep strike, Overwatch

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. May have

auto launchers for +10 points, extra armor for +15 points, and/or

flare shield for +20 points

Special rules

Deep strike, Overwatch

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. May have auto launchers

for +10 points, extra armor for +15 points, and/or flare shield for +20 points

Special Rules

Overwatch

Hydra Flak Platform 50 points each

Front Side Rear BS

10 10 10 3

Unit composition: between 1 and 10 Hydra Flak Platforms

Unit type: tank immobile

Wargear: turret mounted 2 twin linked Hydra Autocannons, searchlight,

smoke launchers, auto-targeting system

Options: May have auto launchers for +10 points, extra armor for

+15 points, and/or flare shield for +20 points

Special Rules

Overwatch

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. May have auto

launchers for +10 points, extra armor for +15 points, and/or flare shield for +20 points

Special rules

Deep strike, Overwatch

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.

May have auto launchers for +10 points, extra armor for +15 points, and/or flare shield for +20 points

Special rules

Deep strike, Overwatch

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.

May have auto launchers for +10 points, extra armor for +15 points, and/or flare shield for +20 points

Special Rules

Overwatch

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 auto launchers for +5 points, one hunter killer missile for +10 points, extra armor for +15 points, a homing beacon for +20 points, and/or flare shield for +25 points

Special rules

Scout, All terrain vehicle, Galvanic motors, Overwatch

Vanquisher land speeder 65 points each

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

Vanquisher] 10 10 10 3

Unit Composition: between 1 and 5

Unit type: fast, skimmer, opened topped

Wargear: plasma cannon, heavy bolter, searchlight, smoke launcher

Options: may replace the plasma cannon for a heavy conversion beamer for +15 points. May have auto launchers for +10 points, extra armor for +15 points, and/or flare shield for +20 points

Special rules

Deep strike, Overwatch

Land Speeder Flamma Tempestas 70 Points each

Front Side Rear BS

11 10 10 3

Unit composition: between 1 and 6 Land Speeder Flamma Tempestas

Unit type: skimmer, fast

Wargear: hull mount twin linked heavy flamer, hull mount twin linked heavy flamer, two Inferno cannons, searchlight, smoke launchers, extra armor

Options: may replace either set of twin linked heavy flamers for inferno cannons for +10 points or Flamestorm cannons for +20 points. May replace both inferno cannons for flamestorm cannons for +10 points or heavy flamestorm cannons for +20 points. May have auto launchers for +5 points, Lasher Tendrils for +10 points, and/or flare shield for +15 points.

Special rules

Deep strike, Galvanic Motors, Overwatch

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. May have auto launchers for +10 points, extra armor for +15 points, and/or flare shield for +20 points

Special Rules

Overwatch

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+

Unit 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 Evicerator 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)

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 heavy 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. May have auto launchers for +10 points, extra armor for +15 points, and/or flare shield for +20 points

Special Rules

Overwatch

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. May have auto launchers for +10 points, extra armor for +15 points, and/or flare shield for +20 points

Special Rules

Overwatch

Vulture gunship 105 points each

Front Side Rear BS

12 12 10 3

Unit Composition: between 1 and 5 Vulture gunships

Unit Type: flyer

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. May have auto launchers for +10 points, and/or flare shield for +20 points

Special rules

Strafing run, vector dancer, Hover mode, Overwatch

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 flammers 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 have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Overwatch

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. May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Overwatch

Vendetta gunship 130 points per model

Front Side Rear BS

12 12 10 3

Unit Composition: between 1 and 5 Vendetta gunships

Unit type: Flier

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. May have auto launchers for +10 points, and/or flare shield for +20 points

Special rules

Deep strike, scout, hover mode, Overwatch

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. May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Overwatch

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. May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Overwatch

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. May have auto launchers for +10 points, and/or flare shield for +20 points

Special rules

Scout, stealth, infiltrate, Overwatch

Hurricane Air Superiority Fighter 135 points each

Front Side Rear BS

11 11 10 3

Unit composition: between 1 and 10 Hurricane Air Superiority Fighters

Unit Type: flier

Wargear: long barreled heavy assault cannon, 2 flakk missiles

Options: may replace the long barreled heavy assault cannon with twin linked lascannons for free. May add 2 additional flakk missiles for +10 points each. May replace the flakk missiles with hellion incendiary missiles for +5 points per missile or sidewinder missiles for free.

Special rules

Power of the machine spirit, deep strike, Overwatch

Whisper Class Fighter 140 points each

Front Side Rear BS

10 10 10 3

Unit Composition: between 1 and 10 Whisper Class Fighters

Unit type: flier

Wargear: one hull mount heavy lascannon, 4 wing mount Hellstrike missiles

Options: may have extra armor for +10 points and/or a flare shield for +15 points

Special rules

Deep strike, Overwatch

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. May have auto launchers for +10 points, extra armor for +15 points, and/or flare shield for +20 points

Special rules

Agile, supersonic, deep strike, Overwatch

Rhino Achilles 145 points each

Front Side Rear BS

12 11 10 3

Unit composition: between 1 and 20 Rhino Achilles

Unit type: tank, fast

Wargear: hull mount twin linked Heavy Flamestorm Cannons, 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 flamer for +3 points, a heavy flamer for +12 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 have auto launchers for +5 points and/or Lasher Tendrils for +10 points

Special rules

Galvanic Motors, repair, Overwatch

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 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. May have auto launchers for +10 points, extra armor for +15 points, and/or flare shield for +20 points

Special rules

Deep strike, strafing run, Overwatch

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 for free. May have auto launchers for +10 points, extra armor for +15 points, and/or flare shield for +20 points

Special rules

Deep strike, repair, supersonic, Overwatch

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

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. May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Overwatch, power of the machine spirit

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

Special Rules

Extremely Bulky, Overwatch

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. May have extra armor for +20 points and/or flare shield for +25 points

Special rules

Immobile, Hit the battery, Battery, Overwatch

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 army manning it, it may fire every turn. May have extra armor for +20 points, and/or flare shield for +25 points

Special rules

Immobile, Hit the battery, Extremely Bulky, Battery, Slow rate of fire, Overwatch

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. May have auto launchers for +10 points, extra armor for +15 points, and/or flare shield for +20 points. May take a Misericorde for +5 points.

Special Rules

Overwatch

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). May have extra armor for +20 points and/or flare shield for +25 points

Special rules

Immobile, Hit the battery, Battery, Overwatch

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. May have auto launchers for +10 points, extra armor for +15 points, and/or flare shield for +20 points

Special Rules

Overwatch

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. May have auto launchers for +10 points, and/or flare shield for +20 points. May take a Misericorde for +5 points.

Special Rules

Overwatch

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 upgrade to a Basilisk and replace the Griffon Heavy mortar for a Earthshaker cannon for +55 points. May upgrade to a Light Bombard and replace the Griffon Heavy mortar for a Bombard Siege mortar, gain the indirect and slow rate of fire special rules for +65 points. May upgrade to a Medusa and replace the Griffon Heavy mortar for a Medusa Siege cannon for +65 points. May upgrade to a Colossus and replace the Griffon Heavy mortar for a Colossus Siege mortar for +70 points. May upgrade to a Thor Multi Launcher and replace the griffon heavy mortar for two twin linked missile launchers with vanquisher pattern krak missiles for +75 points. May upgrade to a Deathstrike and replace the Griffon Heavy mortar for a Deathstrike missile (or a rad missile for +50 points or a vortex missile for +75 points) and gain the T-minus five minutes to launch special rule for +80 points. May upgrade to a Manticore and replace the Griffon Heavy mortar for Storm Eagle Rockets for +90 points. 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 have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Accurate Bombardment, Overwatch

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. May have auto launchers for +10 points, and/or flare shield for +20 points. May take a Misericorde for +5 points.

Special rules

Repair, Overwatch

HIGH PALATINE MIKA VOGELTHAL +75 POINTS

ONE LEMAN RUSS TANK MAY BE UPGRADED

Special Rules

Leman Russ Tank Ace, Crack Shot (also applies to shooting a gainst Primarchs), All Leman Russ in the Squadron gain the Scout special rule.

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 carapce 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. May have auto launchers for +10 points, and/or flare shield for +20 points. May take a Misericorde for +5 points.

Special Rules

Overwatch

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. May have auto launchers for +10 points, and/or flare shield for +20 points. May take a Misericorde for +5 points.

Special Rules

Overwatch

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). May have extra armor for +20 points, and/or flare shield for +25 points

Special rules

Immobile, Hit the battery, Battery, Overwatch

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 for +15 points. May replace the laspistol with an archeotech laspistol for +3 points, 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 have extra armor for +20 points, and/or flare shield for +25 points

Special rules

Hit the battery, Extremely Bulky, Battery, Overwatch

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

Unit 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

Special Rules

Inertial Guidance System, Immobile, Drop Pod Assault, Automated Weapons, Overwatch

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. May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Overwatch

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. May have auto launchers for +10 points, extra armor for +15 points, and/or flare shield for +20 points. May take a Misericorde for +5 points.

Special Rules

Overwatch

Warp Lion Tank Destroyer 115 points each

Front Side Rear BS

10 10 10 3

Unit Composition: between 1 and 5 Warp Lion Tank Destroyers

Unit type: tank, fast

Wargear: searchlight, smoke launchers, turret mount vanquisher battle cannon, hull mount heavy stubber

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 have auto launchers for +10 points, and/or flare shield for +20 points

Special rules

Scout, overwatch

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. May have auto launchers for +10 points, and/or flare shield for +20 points

Special rules

Lumbering Behemoth, Overwatch

Leman Russ Mark I battle tank 120 points each

Front Side Rear BS

13 11 10 3

Unit Composition: between 1 and 20 Leman Russ Mark I battle tanks

Unit type: tank, fast

Wargear: Turret mount Light Battle Cannon, hull mount heavy bolter, searchlight, smoke launchers

Options: May replace hull heavy bolter for a heavy flamer for free, an autocannon for +10 points, a multimelta for +20 points, or a plasma cannon for +30 points. May take sponson twin linked heavy stubbers for +10 points, heavy bolters or heavy flamer for +20 points, autocannons for +25 points, multimelta for +30 points, plasma cannon for +40 points, or lascannons 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. May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Lumbering Behemoth, Overwatch

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. May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Overwatch

Bastion 130 points each

Front Side Rear BS

14 14 14 2

Unit Composition: between 1 and 10 Bastions

Unit type: tank, immobile

Access points: one front door

Transport capacity: 12 models

Wargear: 4 heavy bolters (each may fire at different targets)

Options: may replace any heavy bolter with a lascannon for +10 points per gun. May add a second level to the bastion (with 4 more heavy bolters and +8 transport capacity) for +50 points. May take a roof mounted Quad Gun for +10 points or an Icarus Lascannon for +30 points.

Special Rules

Overwatch

Vix Heavy Walker 130 points each

WS BS S T W I A LD SV

4 3 6 8 5 3 2 9 3+

Unit Composition: between 1 and 15 Vix Heavy Walkers

Unit type: monstrous creature

Wargear: two dreadnought close combat weapons with built in heavy bolters

Options: may take a carapace twin linked autocannon for +15 points per model

Special rules

Stubborn, fleet, move through cover, Overwatch

Heavy Weapons team Heavy Lascannons 135 points per team

WS BS S T W I A LD SV

3 3 3 3 2 3 2 7 5+

Unit Composition: between 1 and 10 Heavy Lascannon heavy weapons teams

Unit type: infantry

Wargear: lasguns, laspistols, Heavy Lascannon, frag and krak grenades

Special Rules

Overwatch, very bulky

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 upgrade to a Leman Russ Conqueror replace the battle cannon for a conqueror cannon (and gain the ability to take Augur Shells, gets hot, on a 4+ penetration to vehicles and permanently reduces the armor facing it hits, for +20 points)

or may upgrade to a Leman Russ Praetorian and replace the turret mount battle cannon for twin linked multilasers for -10 points, may upgrade to a Leman Russ Exterminator and replace the turret mount battle cannon for an exterminator autocannon for free, may upgrade to a Leman Russ

Vanquisher and replace the turret mount battle cannon for a vanquisher battle cannon or may upgrade to a Leman Russ Annihilator and replace the turret mount battle cannon for twin linked lascannons for +5 points, may upgrade to a Leman Russ Eradicator and replace the turret mount battle cannon for a Nova Cannon or may upgrade to a Leman Russ Graviton and replace the turret mount battle cannon for a Graviton Cannon for +10 points, may upgrade to a Leman Russ Burner and replace the turret mount battle cannon for a inferno cannon for +10 points, may upgrade to a Leman Russ Demolisher and replace the turret mount battle cannon for a Demolisher cannon and +1 to rear armor facing for +15 points, may upgrade to a Leman Russ Punisher and replace the turret mount battle cannon for a Punisher gatling cannon or Hellstorm gatling cannon and +1 to rear armor facing, may upgrade to a Leman Russ Butcher and replace the turret mount battle cannon for a thudd gun and +1 to rear armor, or may upgrade to a Leman Russ Burrower and replace the turret mount battle cannon for a mole mortar and +1 to rear armor for +20 points, may upgrade to a Leman Russ Executioner and replace the turret mount battle cannon for an Executioner plasma cannon and +1 to rear armor facing or may upgrade to a Leman Russ Incinerator and replace the turret mount battle cannon for a Melta-cannon, gains the Battery Feedback special rule, and -1 to side armor facing for +25 points, may upgrade to a Leman Russ Thunderer and replace the turret mount battle cannon for a Thunderfire cannon and +1 to

rear armor facing or may upgrade to a Lemman Russ Rapier and replace the turret mount battle cannon for a rapier laser for +30 points, or may upgrade to a Lemman Russ Mobile Breacher and replace the turret mount battle cannon for a Mobile Breacher for +40 points. may exchange the heavy bolter for a heavy flamer or twin linked heavy stubbers for free or a lascannon for +15 points. May take sponson twin linked heavy stubbers for +10 points, heavy bolters or heavy flamer for +20 points, autocannons for +25 points, multimelta for +30 points, plasma cannon for +40 points, or lascannons 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. Battle cannon may take HESH rounds for +5 points, Demolition rounds for +10 points, or Infernus rounds for +15 points. May have auto launchers for +10 points, and/or flare shield for +20 points

Special rules
Lumbering Behemoth, Overwatch

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.

May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Indirect fire, slow rate of fire, Overwatch

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 for +10 points, Multi-shot

Shells for +15 points. May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Overwatch

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. May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Overwatch

Spearpoint Platform 160 points each

Front Side Rear BS

11 10 10 3

Unit Composition: between 1 and 5 Spearpoint Platforms

Unit type: tank, immobile

Wargear: Spearpoint Antitank gun, searchlight, smoke launchers

Options: may have auto launchers for +5 points, extra armor for +10 points, and/or flare shield for +15 points

Special rules

Overwatch

Heavy Land Raider Assault Tank 180 points

Front Side Rear BS

14 14 14 3

Unit Composition: 1 Heavy Land Raider Assault Tank

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 replace the pintle mount heavy bolter for two pintle mount heavy bolters, a 5 increase transport capacity, and the Ceramite armor special rule for +75 points. May replace the sponson lascannons and the pintle mount heavy bolter for a hull mount twin linked heavy bolter, heavy flamer or twin linked autocannons (for +10 points), sponson mount quad lascannons or rapier lasers, gain 10 transport capacity, and gain the Ceramite armor and Venerable special rules for +95 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 +5 points, and or a dozer blade for +5 points. May have auto launchers for +10 points, and/or flare shield for +20 points.

May take a Misericorde for +5 points.

Special rules

Assault vehicle, 4+ invulnerable save, Scout, power of the machine spirit,

Explorator Augury web, Ferromantic Invulnerability, Overwatch

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

Options: may replace the punisher gatling cannon for a heavy Flamestorm cannon or Hellstorm gatling cannon for free. May have

auto launchers for +10 points, and/or flare shield for +20 points

Special rules

Scout, Ferromantic Invulnerability, Overwatch

Stug Hammer Assault Gun 200 points each

Front Side Rear BS

14 13 10 3

Unit Composition: between 1 and 5 Stug Hammer Assault Guns

Unit type: Tank

Wargear: hull mounted Hellhammer cannon, turret mount heavy stubber, 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 have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Overwatch

Land Raider Assault Tank 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 replace the hull mount twin linked heavy bolter and lose 2 transport capacity, gain the Scout special rule, gain the Explorator Augury web special rule, and the ability to buy armor
Ceramite armor (for +20 points) for -20 points, may replace the sponson twin linked lascannons and the hull mount twin linked heavy bolter for sponson 2 havoc launchers, hull mount twin linked heavy flamer, and pintle mount twin linked heavy bolters for -5 points, sponson mount twin linked plasma cannons, hull mount plasma megacannon, become BS 2, and gain the dangerous weapon special rule for +10 points, sponson twin linked plasma cannons, hull mount twin linked autocannon, a turret mount Siegebreaker cannon, gain a siege shield, a dozer blade, extra armor, and the Ferromantic Invulnerability special rule for +15 points, keep the hull mount twin linked heavy bolter and gain sponson mount plasma lances or Sponson mounted Hurricane Plasmas (counts as 3 twin linked plasma guns), hull mount twin linked plasma cannon, lose 2 transport capacity, and gain frag assault launchers for +25 points, may upgrade to a land raider pulsar and replace the sponson twin linked lascannons and hull mount twin linked heavy bolter for sponson twin linked melta cannons and a hull mount shredder launcher for +25 points, May Upgrade to a Land raider Dragoon and replace the sponson mount twin linked lascannons and the hull mount twin linked heavy bolters for hull mount twin linked lascannons and sponson mount rotary lascannons, -4 transport capacity, and the Ferromantic Invulnerability special rule for +30 points. twin-linked multi-meltas, hull mount thunderfire cannon, gain extra armor, lose the front assault ramp, lose 6

transport capacity, and gain the Ferromantic Invulnerability special rule 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 have auto launchers for +10 points, and/or flare shield for +20 points. May take a Misericorde for +5 points.

Special Rules

Overwatch

Land Raider Battle Tank 260 points each

Front Side Rear BS

Thunderhead 14 14 14 3

Unit Composition: between 1 and 3 Land Raider Battle Tanks

Unit type: tank

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

Options: May lose the siege shield, the sponson hurricane bolters, and hull mount thunderfire cannon for a hull mount demolisher cannon and the loss of the marksmen special rule for +15 points.

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. May have auto launchers for +10 points, and/or flare shield for +20 points

Special rules

Power of the machine spirit, Marksmen, Overwatch

Formations

Hammer of Wrath Battery 25 points + models

3 Basilisks

Special rules

Spotting rounds: treated like normal earthshaker rounds, but any other basilisk in the formation automatically hit if firing at the same unit

Strike Force: all basilisks must be deployed within 6" of one another

Legion's Fist Tank Squadron 25 points + models

5 Leman Russ Tanks (any type)

Special rules

Command tank: any tanks in the Squadron may ignore crew shaken results

Strike Force: all tanks must be deployed within 6" of one another

Armored Fist Reconnaissance Squadron 25 points + models

2+ Salamander Scouts

2+ units able to take a chimera

Special rules

Scout, recon

Legion's Fury Artillery battery 25 points + models

3 Basilisks, griffons or medusas or

3 Earthshaker platforms or medusa platforms

Special rules

Spotting rounds: treated like normal rounds, but any other vehicle formation automatically hit if firing at the same unit
Strike Force: all vehicles must be deployed within 6" of one another

Legion's Thunder Artillery Battery 25 points + models

3 Bombards

Special rules

Spotting rounds: treated like normal rounds, but any other vehicle formation automatically hit if firing at the same unit

Strike Force: all vehicles must be deployed within 6" of one another

Avenger Field Artillery Battery 25 points + models

3 Thudd guns or heavy mortars

Special rules

Spotting rounds: treated like normal rounds, but any other vehicle formation automatically hit if firing at the same unit

Strike Force: all vehicles must be deployed within 6" of one another

Wrath of the Ommissiah battery 25 points + models

3 Rapier Laser Batteries

0- 3 Thunderfire cannons

Special rules

Strike force: all tanks in the formation must be deployed within 12" of each other

Legion knocker siege battery 35 points + models

3 colossus

Special rules

Veteran siege crews: all vehicles in the battery have a BS of 4 and receive a +1 bonus to AP rolls on buildings, ruins, bunkers, etc.

Legion's Fist Tank Company 50 points + models

15+ Leman Russ Tanks (any type)

Special rules

Command tank: any tanks in the Squadron may ignore crew shaken results

Strike Force: all tanks must be deployed within 24" of one another

Hammer of Wrath Company 50 points + models

1 Halcyon Command Rhino or chimera, or salamander command tank

9+ Basilisks

Special rules

Spotting rounds: treated like normal earthshaker rounds, but any other basilisk in the formation automatically hit if firing at the same unit

Strike Force: all basilisks must be deployed within 24" of the Halcyon Command Rhino

Carrion Claw Strike Wing 50 points + models

3-6 Vultures (one must be designated the strike leader)

Special rules

Strike Leader: all vultures must be deployed within 24" of the strike leader

Hail of fire: if all vultures fire at the same target use the following profile;

range 36" strength 5 AP 3 apocalypse barrage D6

Strike Talon recon troop 50 points + models

3+ Sentinels (any type)

0-3 land speeders (any type)

Special rules

Recon, Strategic Redeployment

Strike Force: all models must be deployed within 6" of one another

City Breaker Squadron 50 points + models

3 - 5 land raiders (any type)

Special rules

Strike force: all land raiders must be deployed within 12" of one another

Bringing Down the Walls: is all land raiders fire at a building may re roll to hit and to penetrate it's armor

City Breakers: all the land raiders may fire there weapons twice

Armored Fist Reconnaissance Company 50 points + models

3 Reconnaissance Squadrons

1 Salamander command or Halcyon Command Rhino

Special rules

Flank March, recon

Legion's Fury Artillery company 50 points + models

3 Legion's Fury Artillery battery

1 Salamander command or Halcyon Command Rhino

Special rules

Spotting rounds: treated like normal rounds, but any other vehicle formation automatically hit if firing at the same unit

Strike Force: all vehicles must be deployed within 24" of the Salamander command or Halcyon Command Rhino

Legion's Thunder Artillery company 50 points + models

2 Legion's Thunder Artillery Battery

1 Salamander command or Halcyon Command Rhino

Special rules

Spotting rounds: treated like normal rounds, but any other vehicle formation automatically hit if firing at the same unit

Strike Force: all vehicles must be deployed within 24" of the Salamander command or Halcyon Command Rhino

Avenger Field Artillery company 50 points + models

3 Avenger Field Artillery Battery

1 Salamander command or Halcyon Command Rhino

Special rules

Spotting rounds: treated like normal rounds, but any other vehicle formation automatically hit if firing at the same unit

Strike Force: all vehicles must be deployed within 24" of the Salamander command or Halcyon Command Rhino

Wrath of the Omnissiah company 50 points + models

3+ Wrath of the Omnissiah batteries

Special rules

Strike Force: all vehicles must be deployed within 24" of each other

Combined strike: if all Rapier Laser Batteries fire at the same target the shot is resolved at Strength D

Legion knocker siege Company 85 points + models

3+ Legion Kicker Siege Batteries

1 Halcyon Command Rhino or salamander command vehicle

Special rules

Veteran siege crews: all vehicles in the battery have a BS of 4 and receive a +1 bonus to AP rolls on buildings, ruins, bunkers, etc.

Battlefield map: after deployment pick up to 4 points on the battlefield; these points may be targeted by any colossus within 24" of the command vehicle, suffering only one D6 of scatter.

Adeptus Mechanicus Salvage Team 100 + models

2-6 Tech-priest engineers, one of which must be designated as the Master Mechanic

Special rules

Well-oiled team: All engineers must be deployed within 12" of the Master Mechanic. If they come on from reserve, they must arrive within 12" of the Master

I am honored that you require my skills: The Master Mechanic may, if he starts the turn in contact with a Super-Heavy Vehicle, forgo the use of his 'Blessings of the Omnissiah' rule to attempt to repair any damaged Structure Points. On a roll of 6+ a single Structure Point is repaired. This may not bring the total number of Structure Points above the starting amount. This roll is unmodified by servitors. However, for every Techpriest in the team that is attempting a normal 'Blessings of the Omnissiah' on the same vehicle, the Master may add 1 to his roll. However, a roll of 1 always fails.

Resurrecting the Machine Spirit: If a full team of 5 Techpriests plus the Master Mechanic begin the turn in contact with a wrecked (not exploded!) Super Heavy Vehicle, the Master Mechanic may attempt to bring the vehicle back into the fight. On a roll of 6 the vehicle becomes fully mobile with all weapons intact, but only a single structure point and no void shields (if it ever had any). This roll is unmodified by servitors. This requires the team's full attention, so the techpriests and their servitors may not move, shoot, assault, or make use of the Blessings of the Omnissiah in the same turn they attempt to Resurrect the Machine's Spirit.

Thunderstrike Tank Destroyer Squadron 100 points + models

2 - 4 Valdor Tank Hunters

1 Malcador

Special rules

Strike Force: all Valdor's must be deployed within 18" of the Malcador

Neutron Thunderstrike: as long as the Malcador remains undestroyed any tank, walker, super heavy, monstrous creature, or gargantuan creature that is in the Malcador's line of sight all Valdor's may ONLY target this model with their Neutron Laser Projectors.

Against targets with an armor value any glancing or penetrating hits add +2 to the roll. Targets with a toughness may re roll to wound.

Additionally any vehicle or super heavy that suffers an explosion adds 2D6" to the explosions size.

Hell Raker Assault Battery 125 points + models

1 baneblade

3 Minotaur's

Special Rules

Strike Force: all Minotaur's must be deployed within 24" of the baneblade

Barrage Pattern: if two Minotaur's fire at the same target they may choose the following modes of fire; Concentrated range 24" - 120" strength 10 AP 2 ordnance 1, 7" blast, twin linked. Fire for Effect; range 24" - 120" strength 10 AP 2 ordnance, apocalyptic barrage 4

Planetary Defence Militia 150 points + models

1 command platoon

0-5 conscript platoons

0-5 infantry platoons

Special Rules

Under-equipped: The training and equipment given to Imperial Army regiments make them look like Astartes to PDF forces. Any support squads bought as part of the command platoon cost +10 points, and all heavy weapons chosen for other units cost +5 points. All non-vehicle units with an option for a heavy weapon may instead choose a heavy stubber for 8 points.

Hold the line!: Whether through patriotism, faith in The Emperor, or sheer terror of the commanding officers, all units in the formation gain the following benefits:

*The unit will never suffer negative leadership modifiers

*If the unit fails a morale check, it will be pinned rather than fall back

*If caught in a sweeping advance, the unit will not be destroyed outright, but will take extra wounds as if fearless.

Defensive works: A PDF will never leave its homeworld, and will only see combat when its planet is threatened. In most cases they will have no hope of defeating the invading force, and so they must buy time while an reinforcements are en route. The Planetary Defense Force formation grants the following strategic assets:

*Obstacles - the PDF will make their enemies pay for every inch of ground they cover.

*Hold at all costs - the planet's army will attempt to hold out as long as possible while help arrives, down to the last man, woman, or child.

Wrath of Mars 150 points + models

4 - 6 Land Raider Achilles

Special Rules

Command Vehicle: all land raiders must be placed within 12" of each other

Shrapnel Storm: if all thunderfire cannons fire at the same target resolve the attack with the apocalypse barrage template

Close Defence: any pintle mounted weapons may fire twice at enemies within 12"

Emperor's Advanced Recon and Extermination Force 200 Points + models

6+ units of Storm troopers or Grenadiers (combinations of both are acceptable)

0+ units of Sentinels (regular or Support)

0-4 Thunderbolt Fighters

0-2 THUNDERHEAD BOMBERS

0-2 Marauders or Marauder Destroyers

Special Rules

All units in this formation gain the benefits of the Flank March and Strategic Deployment. In addition, all Infiltrated Stormtroopers (see below) count as under the effects of the Night Fighting rules.

Deployment:

1/3 of your Storm troopers (count in squads, rather than models, and rounded down) must be deployed via transport. This may be a Chimera, Valkyrie, Arvus Lighter, or any other transport options normally available to them. The transport must be assigned to them, and the use of super-heavies, such as the Thunderhawk and Gorgon do not count.

1/3 of your Storm troopers must utilize the Infiltration rule and deploy as Infiltrators. They also count as having the Scouts special rule.

The remainder of your Storm troopers must deploy via Deep Strike. Note that if you take a transport that allows them to Deep Strike in, such as a Valkyrie, the Stormtroopers taken in those transports count toward this limit as well as

the transport limit.

If any Sentinels are used, they must deploy with the Scouts rule in effect.

Additional Rules:

Rapid Deployment: The advanced wave of Storm troopers are specially trained scouts, trained heavily in infiltration and marking techniques. In addition, any unit deploying within 48" via Reserves or Deep Strike may add 1 to the reserves roll. This is to symbolize the rapid insertion then rush forward to strike at the vulnerable sections of the army.

Pinpoint Strike: All Ordnance that targets units within 24" of any Storm trooper may have its scatter dice re-rolled. In addition, any bombing runs initiated by either Thunderbolts or Marauders/Marauder Destroyers may utilize two different techniques:

1.) Instead of using the Apocalypse template, they may use the large 10" template and resolve 1/4 of the Bombing run as hits (ie, if 4 bombs are dropped, treat it as one bomb, but with the 10" template). A minimum of 4 bombs must be dropped for this.

2.) They may use the Apocalypse template, but may add OR subtract 1 on the placement roll to each bomb dropped.

Sword of War 250 points + models

3+ sword battle tanks (one MUST be the command tank)

Special rules

Careful planning

Strike force: all sword battle tanks MUST be deployed within 12" of one another

Combined fire: if all sword battle tanks fire at the same target they cause a nuke blast with the vortex grenade rule

Super Heavies

Crassus Armored Transport 250 points each

Front Side Rear BS

14 13 12 3

Unit Composition: 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.

May have auto launchers for +10 points, and/or flare shield for +20 points.

May take a Misericorde for +5 points.

Special rules

Overwatch

Overdrive: May move 12" in the movement phase

Malcador Heavy Battle Tank 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,

sponson heavy stubbers, searchlight

Options: May upgrade to a Malcador Infernus and replace the turret mount battle cannon and hull mount heavy bolter for a hull mount inferno gun and gain the Highly Flammable special rule for -5 points, may upgrade to a Malcador Suppressor and replace the turret mount battle cannon and hull mount heavy bolter for Five upper hull mounted heavy flamers and a Stormshell cannon for -3 points, may upgrade to a Malcador Havoc and replace the turret mount battle cannon, sponson heavy stubbers, and hull mount heavy bolter for Five upper hull mounted Havoc missile launchers (may upgrade those with missile launchers with special issue ammunition for +25 points or cyclone missile launchers for +15 points), Sponson quad heavy bolters (may upgrade those to quad autocannons for +20 points, or havoc missile launchers for +5 points), and a hull mounted Vanquisher missile cannon for +10 points, may upgrade to a Malcador Annihilator and replace the turret mount battle cannon and hull mount heavy bolter for a turret mount twin linked lascannon and hull mount demolisher cannon for +30 points, or may upgrade to a Malcador Defender and replace the turret mount battle cannon, sponson mount heavy stubbers, and hull mount heavy bolter for Five upper hull mounted Heavy bolters, a hull mount demolisher cannon, and sponson heavy bolters for +40 points. 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. May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Engine Damage, Overwatch

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. May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Overwatch

Dominus Siege Bombard 280 points each

Front Side Rear BS

14 13 12 3

Unit Composition: 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. May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Overwatch

Praetor Assault Launcher 300 points each

Front Side Rear BS

14 13 12 3

Unit Composition: 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. May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Overwatch

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, multimelta for +20. May have auto launchers for +10 points, and/or flare shield for +20 points

Special rules

Feedback, Unstable reactor, Overwatch

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, sponson heavy stubbers

Options: May upgrade to a Ferrus Omega and replace the turret mount Ferrus battle canon, hull mount twin linked heavy stubber, and sponson mount heavy stubber for a hull mount Omega patter plasma blast gun for +30 points, may upgrade to a FERRUS Vanquisher and replace the turret mount ferrus battle cannon for a twin linked vanquisher battle cannon for +50 points, May upgrade to a FERRUS Hydra and replace the turret mount

FERRUS battle cannon for 4 twin linked hydra autocannon for +60 points, or may upgrade to a FERRUS Vulcan and replace the turret mount ferrus battle cannon for a turret mount vulcan mega bolter for +80 points. 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, multimelta for +20 points. May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Overwatch

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/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 upgrade to a Doomhammer and replace the hull mount termor cannon for a Magma cannon for free. May upgrade to a Shadowlord and replace the hull mount Termor cannon for a hull mount Melta Blastgun for +75 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. May have auto launchers for +10 points, and/or flare shield for +20 points.

May take a Misericorde for +5 points.

Special Rules

Overwatch

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. May have extra armor for +15 points, and/or flare shield for +20 points

Special Rules

Overwatch, Deep strike

THUNDERHEAD BOMBER 400 points each

Front Side Rear BS

10 10 10 3

Unit Composition: between 1 and 10 THUNDERHEAD BOMBERS
Unit Type: super heavy flyer
Structure points: 3
Wargear: 2 Fuselage Mounted Twin-Linked Autocannons, 1 Fuselage Mounted Twin-Linked Lascannon, 4 Fuselage Mounted Hellstrike Missiles, 4 Bombs, 4 Hellstrike missiles
Special Rules
Overwatch, Deep strike

Mole 400 points

Front Side Rear BS
13 13 - 3

Unit composition: 1 Mole
Unit type: Super Heavy tank, immobile
Transport Capacity: 50 models in carapace or Flak armor, 25 ogryns, or 2 Sentinels
Structure points: 3
Wargear: hull mount twin linked melta cannon, hull mount twin linked quad heavy bolters, searchlight, smoke launchers
Special rules
Subterranean assault, Drill attack O, Overwatch, Blessings of the Ommissiah

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, coaxial 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 upgrade to a mark 1 baneblade and exchange it's sponson twin linked heavy bolters for 3 heavy bolters per sponson and -1 side armor for -25 points, may upgrade to a Banesword and replace it's turret mount baneblade battle cannon and hull mount demolisher cannon for a hull mount Banesword quake cannon and +1 to rear armor facing for -25 points, may be upgraded to a Falcion and replace the turret baneblade battle cannon and hull mount demolisher cannon for a hull mount suppressor quake cannon and +1 to rear armor facing for -15 points, May upgrade to a Shredderblade and replace it's turret mount baneblade battle cannon, coaxial autocannon, sponson twin linked heavy bolters and lascannons, hull mount demolisher cannon, and hull mount twin linked heavy bolter for a turret mount Mulcher autocannon and hydra autocannon, coaxial havoc launcher, sponson twin linked assault cannons and heavy bolter, hull mount punisher gatling cannon, a hull mount Hellstorm gatling cannon and +1 to rear armor facing for free, may upgrade to a Stormblade and replace it's turret mount baneblade battle cannon and hull mount demolisher cannon for a hull mount plasma blast gun for +10 points, may upgrade to a Armageddon Shadowsword and replace it's turret mount baneblade battle cannon and hull mount demolisher cannon for a hull mount volcano cannon, replace sponson lascannon for targeters (+1 BS), and -1 to front and rear armor facings for +10 points,

may upgrade to a Lucius pattern baneblade and gain +1 to rear armor facing for +20 points, may upgrade to a Hellhammer and replace sponson twin linked heavy bolters for twin linked heavy flamers, replace turret mount baneblade battle cannon for turret mount Hellhammer cannon and gain +1 to rear armor facing for +25 points, may upgrade to a Shadowsword and replace turret mount baneblade battle cannon and hull mount demolisher cannon for a hull mount volcano cannon, -1 to side armor facing, and the ability to replace lascannons with targeters (for free) for +25 points, may upgrade to a mars pattern Baneblade and gain +2 to rear armor facing for +35 points, may upgrade to a Stromsword and replace turret mount baneblade battle cannon and hull mount demolisher cannon for a hull mount Stromsword cannon and +1 to rear armor facing for +45 points, may upgrade to a mars pattern Shadowsword and replace the turret mount baneblade battle cannon and hull mount demolisher cannon for a hull mount mars pattern volcano cannon, +2 to rear armor facing, and the ability to take targeters (+1 BS) for +75 points, or may upgrade to a Hellfury and replace the turret mount baneblade battle cannon and sponson mount lascannons and twin linked heavy bolters for a turret mount hellfury cannon, +1 to rear armor facing, and sponson twin linked inferno cannons for +75 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. May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Overwatch

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. May have extra armor for +15 points, and/or flare shield for +20 points

Special Rules

Overwatch, Deep Strike

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. May have auto launchers for +10 points, extra armor for +15 points, and/or flare shield for +20 points. May take a Misericorde for +5 points.

Special Rules

Heavy Armored Prow, Amphibious, Overwatch

Stromlord 450 points each

Front Side Rear BS

14 13 12 3

Unit Composition: between 1 and 5 Stromlords

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 upgrade to a Banelord and replace the hull mount vulcan mega bolter for a hull mount light laser blaster 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, 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 have auto launchers for +10 points, and/or flare shield for +20 points. May take a Misericorde for +5 points.

Special rules

All power to the weapons, Overwatch

Aurora Assault Shuttle 475 points

Front Side Rear BS

11 11 10 4

Unit composition: 1 Aurora Assault Shuttle

Unit type: super heavy flier

Structure points: 5

Access Points: 4 massive assault ramp (one on each side)

Transport Capacity: 80 or 20 per side (models that are ogryns count as 2, bikes and jetbikes count as 3, attack bikes count as 4, Scimitar jetbikes count as 5, walkers count as 7, land speeders count as 10)

Wargear: 5 turret mount twin linked bombardment cannon, nose mount twin linked heavy bolter with AA mount, searchlight, smoke launcher, extra armor

Options: may take a flare shield for +10 points. May take a Misericorde for +5 points.

Special rules

Deep strike, Overwatch, assault vehicle, hover mode

Shadowhammer 495 points each

Front Side Rear BS

14 13 12 3

Unit Composition: between 1 and 5 Shadowhammers

Unit type: super heavy tank

Structure points: 3

Wargear: turret mount Bombardment missile launcher, hull mount twin linked heavy bolter, sponson mount twin linked heavy bolters and a lascannon, 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 have auto launchers for +10 points, and/or flare shield for +20 points

Special rules
Overwatch

Hellbore 500 points

Front Side Rear BS
14 13 - 3

Unit composition: 1 Hellbore
Unit type: super heavy tank, immobile
Structure points: 4

Transport capacity: 100 models in carapace or flak armor, 50 ogryns, or 10 Sentinels
Wargear: hull mount twin linked titan Melta Cannon, hull mount vulcan mega bolter, searchlight, smoke launchers, flare shield
Special Rules

Subterranean assault, Drill attack O, Overwatch, Blessings of the Ommissiah

Doomsword 525 points each

Front Side Rear BS
14 13 12 3

Unit Composition: between 1 and 3 Doomswords
Unit Type: super heavy tank
Structure points: 3
Wargear: turret mount Warp Missile Projector, sponson twin linked heavy bolters, 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 points. May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules
Overwatch

Ironstorm 540 Points

Front Side Rear BS
14 13 12 3

Unit Composition: between 1 and 3 Ironstorms
Unit Type: super heavy tank.
Structure points: 3
Wargear: turret mount Apocalypse missile launcher, two sponson each with a twin linked heavy bolter, searchlight, smoke launcher
Options: May have auto launchers for +10 points, and/or flare shield for +20 points
Special Rules
Overwatch

Golgotha Missile Tank 550 points each

Front Side Rear BS

14 13 12 3

Unit Composition: between 1 and 3 Golgotha Missile Tanks

Unit Type: super heavy tank

Structure points: 3

Wargear: turret mount Golgotha Missile launcher, hull mount twin linked heavy flamer, sponson mount twin linked heavy flamers and targeters, 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 points. May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Overwatch

Annihilator super heavy mobile fire base 550 points each

Front Side Rear BS

14 13 12 3

Unit composition: between 1 and 2 Annihilator super heavy mobile fire base

Unit type: super heavy tank

Structure points: 3

Wargear: Turret mount Annihilator flak cannon, Turret mount twin linked autocannon with AA mount, pintle havoc missile launcher, hull mount Punisher gatling cannon, hull mount twin linked heavy bolter, sponson mount twin linked reaper autocannons and lascannons, 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 points. May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Overwatch

Doomslayer 610 points each

Front Side Rear BS

14 12 11 3

Unit composition: between 1 and 2 Doomslayer

Unit type: super heavy tank, opened topped

Structure points: 4

Wargear: Turret mount doomslayer cannon and co-axial earthshaker cannon, hull mounted vanquisher cannon and a twin-linked heavy bolter, sponson twin-linked heavy bolters and a lascannon, 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 flamer for +3 points, a heavy flamer for +6 points, a havoc launcher or hunter killer missile for +15 points, plasma gun for +15 points, heavy bolter for +15, multimelta for +20 points. May have auto launchers for +5 points, Lasher Tendrils for +10 points, and/or flare shield for +15 points

Special rules

Power of the machine spirit, Galvanic Motors, Overwatch

Mastodon super heavy transport 700 points each

Front Side Rear BS

14 12 13 4

Unit Composition: between 1 and 3 Mastodon's

Unit Type: super heavy tank

Structure points: 4

Transport capacity: 40

Access points: front assault ramp, 2 side doors

Wargear: hull mounted Mastodon cannon, hull mounted twin linked bolt cannons, 4 sponson mounted Flamestorm cannons, 2 twin linked heavy bolter turrets, two pintle mounted twin linked heavy bolters, searchlight, extra armor, smoke launchers

Options: May have auto launchers for +10 points, extra armor for +15 points, and/or flare shield for +20 points. May take a Misericorde for +5 points.

Special Rules

True Might of the Ommissiah, Improved Communications, Orbital Bombardment, Ferromantic Invulnerability, Overwatch

Sword Battle Tank 700 points each

Front Side Rear BS

14 13 12 3

Unit Composition: between 1 and 4 Sword Battle Tanks

Unit type: Super heavy tank

Structure points: 3

Wargear: hull mounted Quasar cannon, sponson lascannons and twin linked heavy bolters, searchlight, smoke launchers, flare 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, a flamer for +3 points, a heavy flamer for +6 points. May have auto launchers for +2 points, extra armor for +7 points, and/or Lasher Tendrils for +10 points.

Special rules

Galvanic Motors, Overwatch

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

Options: May have auto launchers for +10 points, and/or flare shield for +20 points

Special Rules

Overwatch

Mega Bombard Siege Mortar 1000 points each

Front Side Rear BS

13 13 10 3

Unit composition: between 1 and 3 Mega Bombard Siege Mortars

Unit Type: super heavy tank, opened topped

Structure points: 5

Wargear: Hull Mount Mega Bombard Siege Mortar, extra armor

Special rules
Cerimite armor, Overwatch

Stormsaber 1150 points each

Front Side Rear BS
14 13 12 3

Unit composition: between 1 and 2 Stormsaber

Unit Type: super heavy tank

Structure points: 4

Void Shields: 2

Wargear: Turret Mounted Vulcan Mega Bolter, Turret Mounted

Laser Blaster with co-axial Autocannon, Hull-mounted

Thunderfire Cannon, Sponson with twin-linked Laser Destroyers,

Sponson with twin-linked Avenger mega Bolters, Sponson reaper

autocannons, searchlight, smoke launchers, extra armor, flare shield

Options: May have auto launchers for +2 points and/or lasher tendrils

for +5 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, a flamer for +3 points, a heavy flamer for +6 points.

Special rules

Cerimite armor, Overwatch

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.

May have auto launchers for +15 points, extra armor for +20 points,

and/or flare shield for +25 points. May take a Misericorde for +5 points.

Special rules

Careful planning, supreme headquarters, general staff, Overwatch

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

Options: May have auto launchers for +15 points, extra armor for

+20 points, and/or flare shield for +25 points. May take a Misericorde for +5 points.

Special rules

Overwatch

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



*Assassins list may be taken by custodes,
sisters, marine legions or imperial army*

HQ

Iota 140 Points

WS BS S T W I A LD SV

5 5 4 4 2 5 3 9 -

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 take as troops

Tobeld 150 points

WS BS S T W I A Ld SV

5 5 4 4 3 6 3 10 4+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: master crafted needle pistol, Venom Blade (power weapon, Poisoned 2+),

Special rules

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)
Master Venenum: Venenum assassins may be taken as troops instead of elites

Eristede Kell 160 Points

WS BS S T W I A LD SV

4 6 4 4 2 5 2 9 4+

Unit Composition: 1 (Unique)

Unit Type: Infantry

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 seperate 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

Koyne 170 Points

WS BS S T W I A LD SV

6 5 4 4 2 5 3 10 -

Unit Composition: 1 (Unique)

Unit Type: Infantry

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, Koyne 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 Koyne 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

WS BS S T W I A LD SV

6 4 5 4 3 5 3 8 4+

Unit Composition: 1 (Unique)

Unit Type: Infantry

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

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).

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.

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.

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, 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, 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 Mechanicus List may be taken
by assassins, Custodes, Sisters of Silence,**

Squats, Marine Legions, and/or Imperial Army

Armory

A character may carry up to two weapons, but only one of these may be a Two-Handed Weapon. Note that some Tech Relics count as Weapons for this purpose! Within these limits, a character may add to or replace any weapons he already has with weapons from the Armory. In addition, each character may select up to a total of 150 points of combined Wargear and Tech Relics, except for Tech-Priests who may take up to 200 points. You may not take duplicate items for the same model or vehicle, and all Wargear and Weapons should be represented on the model.

Models in Terminator Armor can only use Wargear and Weapons marked with a "" . All Wargear and Weapons must be represented on the model.*

Single Handed Weapons

Arc Pistol 7 points

Archeotech Laspistol 5 points

Bolt Pistol 3 points

Chain Axe 2 points

Chainsword 1 point

Cult Mechanicus Power Axe 15 points *

Graviton Pistol 12 points

Gauntlet of Salvation 11 points

Gauntlet of war 16 points

Gauntlet of Furry 31 points

Gauntlet of Vengeance 41 points

Flamer pistol 7 points

Heavy Plasma pistol 10 points

Hellpistol 2 points

Hotshot Laspistol 5 points

Infernus pistol 10 points

Iron Gauntlet 18 points

Laspistol/Adeptus Mechanicus Autopistol 1 point

Lightning claw 5 points

Mechanicus crafted lightning claw 10 points

MP Hellpistol 4 points

Needle pistol 5 points

Null Rod (Tech-Priest Lords only) 20 points *

Plasma Pistol 5 points

Power Axe 10 points

Power Claw 17 points

Power Fist 15 points

Power Flail 12 points

Power Scythe 15 points

Power Weapon 7 points

Storm Shield 10 points

Storm Repeater 15 points

Tesla Pistol 5 points

Thunder Hammer 20 points

Traitorbane Plasma Pistol 15 points

Web Pistol 2 points

Volkite serpenta 10 points

Two-Handed Weapons

Arc Rifle 14 points

Assault Stubber 12 points

Bolt Carbine 2 points

Bolter 3 points *

Combi-Weapon

 Bolter-Flamer 8 points

 Bolter-Grenade Launcher 8 points

 Bolter-Webber 8 points

 Bolter-shotgun 6 points

 Bolter-Needle pistol 6 points

 Bolter-Plasma Gun 10 points

 Bolter-Meltagun 10 points

 Bolter-Graviton gun 12 points

 Bolter-volkite charger 15 points

Hell Blaster 7 points

Hellgun 2 points

Hotshot Lasgun 5 points

Mechanicus Blade 25 points

MP Hellgun 8 points

Webber 5 points

Lasgun/Adeptus Mechanicus Autogun 1 point

Long Lasgun 8 points

Needle Rifle 8 points

Plasma Blaster Gun 14 points

Plasma Blaster 13 points

Storm Bolter 7 points

Tesla Rifle 14 points

Twin linked Bolter 5 points

Webber 5 points

Volkite charger 16 points

Wargear

Anti Plant grenade 2 points

Artificer Armor 20 points

Auspex 5 points *

Blind Grenades 1 point

Overcharged Engine 10 points
 Power of the Machine Spirit 20 points
 Pintle Mounted Heavy Stubber 5 points
 Pintle Mounted Twin Linked Bolter 1 point
 Pintle mounted Heavy Graviton gun 10 points
 Pintle mounted Graviton gun 7 points
 Reinforced Armor 15 points
 Rough Terrain Modifications 5 points
 Scrap Code Shrieker 7 points
 Servitor Crew Installation 20 points
 Siege Wrecker 25 points
 Tank Siege Armor 7 points
 Void Armor 45 points

Special Rules

Tech Quest

The Cult Mechanicus is in a never-ending search for lost technology from the Dark Age of Mankind, but also is always on the lookout for new or alien weapons and vehicles to study. The Tech-Priests will have instructed all members of the expeditionary force to be ready to act if they encounter any of the suspected items, and to quickly alert them for their inspection and retrieval. When fielding a pure Cult Mechanicus force, roll a D6 before the game starts. On a roll of 6, your force has been instructed by the High Lords of Mars to undergo a Tech Quest. Randomly pick one character from the enemy forces before the game starts. The Cult Mechanicus forces have information that this individual has either knowledge of an archeo-tech source, or is using possible alien technology that the Lords of Mars want to inspect. That character will be the target of the Tech-Quest. If the target is killed or destroyed for any reason, leave it on the board rather than removing it as normal. If any character from the Adeptus Mechanicus force can get to it before the end of the game, their side will gain an additional D3x10 extra Victory Points in scenarios that use victory points to determine the winner. If the target was originally killed in close combat, you may double the result of extra VP's. If the Quest target runs off the board, the Tech-Priests side automatically get the points. Otherwise the other side gets the extra D3x10 victory points.

HQ

Disciples 12 points

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

Unit Composition: 3 Disciples

Unit type: infantry

Wargear: laspistol, plate armor

Options: may include 17 more disciples for 4 points per model. Any disciple may upgrade to an Artisan for +5 points and allows the Tech-Priest to Master-Craft any items he or any of his other Disciples take without the cost counting towards their Wargear allowance. Any disciple may upgrade to a Servo-Skull for +5 points, lose the laspistol for digital lasers, and Having one or more Servo-Skulls nearby grants the user literally another set of eyes, adding +1 Initiative that remains in effect even if the Servo-Skull is destroyed. Any disciple may upgrade to an Acolyte/Apprentice for +7 points and may choose additional weapons up to 25 points of weapons and wargear. Any disciple may upgrade to a Lexmechanic for +8 points and , a Tech-Priest accompanied by a Lexmechanic will gain +1 to his Ballistic Skill, which remains in effect even if the Lexmechanic is killed. Any disciple may upgrade to a Genetor for +10 points and any Laspistols chosen from the Armory may

be upgraded to Needle Pistols for +5 points. If two or more Genetors are part of the force, then any model in a Skitarii, Praetorian, or Servitor unit that could normally take a Special Weapon may instead take a Needle Rifle for 12 points. Any disciple may upgrade to a Transmechanic for +15 points and for every Transmechanic in the force, one Reserves roll may be re-rolled. Any disciple may upgrade to a Praetorian Bodyguard for +35 points, gain carapace armor, a Hellgun, frag and krak grenades, +2 Strength and toughness, +1 WS and BS, and may upgrade their Hellgun for a hotshot lasgun for +3 points.

Special rules

Overwatch

Explorator 30 points

WS BS S T W I A LD SV

3 3 3 3 2 3 2 8 4+

Unit Composition: 1 Explorator

Unit Type: Infantry

Wargear: Carapace Armor, Archeotech Laspistol, power weapon

Options: may choose from the Armory as normal. They may take a Hover Disk for +20 points or a jetbike for +30 points.

Special Rules

Independent character, Overwatch

Explorator: Menials and Praetorians may not be taken. All vehicles reduce their armor value by 1

Questor 35 points

WS BS S T W I A LD SV

3 4 3 4 2 3 2 8 4+

Unit Composition: 1 Questor

Unit Type: Infantry

Wargear: Carapace Armor

Options: may choose from the Armory as normal. They may take a Hover Disk for +20 points or a jetbike for +30 points

Disciplines: Tech-Priest Lords commonly specialize in one specific discipline in their service to the Machine God. You may assign a single Discipline to a Lord for the following points costs indicated below.

Alchemys (free), *Biologis* (15 points), *Cyberneticus* (8 points),

Metallurgicus (12 points), *Munitorum* (12 pts), *Physic* (15 points),

Technicus (5 points), *Xenologis* (15 points), *Xenotech* (free)

Special Rules

Independent character, Overwatch

Magos 40 points

WS BS S T W I A LD SV

3 4 3 4 3 4 2 9 4+

Unit Composition: 1 Magos

Unit Type: Infantry

Wargear: Carapace Armor

Options: may choose from the Armory as normal. They may take a Hover Disk for +20 points or a jetbike for +30 points

Disciplines: Tech-Priest Lords commonly specialize in one specific discipline in their service to the Machine God. You may assign a single Discipline to a Lord for the following points costs indicated below.

Alchemys (free), *Biologis* (15 points), *Cyberneticus* (8 points),

Metallurgicus (12 points), *Munitorum* (12 pts), *Physic* (15 points),

Technicus (5 points), *Xenologis* (15 points), *Xenotech* (free)

Special Rules

a chain fist for +10 points

Special Rules

Blessing of the Ommissiah (+1 to all rolls for each Magos present), Overwatch

KANE – FABRICATOR GENERAL-ELECT 170 POINTS

WS BS S T W I A LD SV

4 5 4 4 3 3 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Master Crafted Power Axe, Power Armor, Servo Harness, Frag and Krak Grenades, Eternal Warrior

Special Rules

Blessings of the Ommissiah, Independent Character, Icon of the Machine God, Mechanicus Protectivium, Overwatch

Caleb Decima Magos Reductor 175 points

WS BS S T W I A LD SV

3 4 5 5 3 4 2 10 3+

Unit composition: 1 (unique)

Unit type: infantry

Wargear: master crafted bolt pistol, power armor, master crafted Cult Mechanicus Power Axe, melta bombs, refractor field

Special rules

Stubborn, Overwatch

Master of Destruction: gives the tank hunter special rule and adds +1 to all armor penetration rolls. May be applied to any unit within 8”

Curse of the Ommissiah: shooting attack with the following profile; range 18” strength 3 AP 3 heavy 2D6, gets hot, +1 to all armor penetration rolls

Archmagos Veneratus 180 points

WS BS S T W I A LD SV

4 5 6 5 4 6 3 10 2+

Unit Composition: 1 Archmagos Veneratus

Unit Type: Monstrous creature

Wargear: Master Crafted Multi-melta, Conversion Beamer

Options: may replace multimelta for a Death Ray Cannon for +20 points

Special Rules

Eternal Warrior, Furious Charge, Overwatch

Terrifying Presence: all enemy models within 12” are at -1 to leadership

Founder of the Cult Mechanicus: all Mechanicus models within 24” may chose to pass or fail any test required to make.

Urtzi Malevolus Archmagos prime 200 points

WS BS S T W I A LD SV

6 5 4 5 3 4 3 10 2+

Unit composition: 1 (unique)

Unit type: infantry

Wargear: artificer armor, mechadendrites, digital weapons, frag, krak, plasma, and rad grenades, combat bionics, cybernetic enhancements, melta bombs, servo harness, power field, ocular implants, two fabricator gauntlets (power weapon that may re roll failed to wound results. Counts as a servo arm for vehicle repair results)

Special rules

Fearless, 3+ feel no pain, eternal warrior, independent character, Overwatch

The Omniscion 220 points

WS BS S T W I A LD SV
5 5 10 7 4 3 4 10 2+

Unit composition: 1 (unique)

Unit type: Monstrous creature

Wargear: artificer armor, heavy conversion beamer, runes of the machine god, refractory armor coating, combat bionics, cybernetic enhancements, digital weapons

Special rules

4+ invulnerable save, fearless, Overwatch

Gaden of the Biologis 220 points

Front Side Rear WS BS S I A

14 13 11 4 4 8 2 2

Unit composition: 1 (unique)

Unit type: walker

Wargear: cerberus grenade launcher, two servo assault cannons, 2 heavy servo arms (dreadnought close combat weapons), mechadendrites

Special rules

3+ invulnerable save, Overwatch

KELBOR HAL – FABRICATOR GENERAL OF MARS 235 POINTS

WS BS S T W I A LD SV

4 5 4 4 3 3 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

High Priest of the Ommissiah: A skilled orator and infected with Scrapcode, Kelbor Hal can fill his Skitarii with the unrelenting determination of the Ommissiah. At the start of each Mechanicum turn Hal may invoke the Spirit of the Machine God in a Skitarii unit within 18". The unit receives the Furious Charge and Feel No Pain special rule. This ability lasts until the start of the

next Mechanicum turn

Wargear: Artificer Armor, Servo Harness, Frag and Krak Grenades, melta bombs, Power Field, Cult Mechanicus Power Axe, Graviton Gun

Special rules

Overwatch

Lord of the Mechanicum: *Physic* The Tech-Priest has studied well the designs for the fragile human body, the better to know how to replace it with more trustworthy mechanical parts. He is able to repair damaged flesh with ease, patching up the wounded follower until he can be properly refitted after the battle, and counts as having a Narthecium/Medi-Pack.

Biologis, Cyberneticus, Xenologis Munitorum, Alchemys, Technicus, Metallurgicus

Elites

Engineer 35 points

WS BS S T W I A LD SV

3 3 3 3 2 3 1 8 4+

Unit Composition: 1 Engineer

Unit Type: Infantry

Wargear: Carapace armor

Options: may choose from the Armory as normal. They may take a Hover Disk for +20 points, a bike for +25 points, or a jetbike for +30 points.

Special Rules

Overwatch

Battlefield Repairs: Tech-Priest Engineers are highly trained in battlefield repair, and their mech-empathy gives them a chance to bring even the most badly damaged system back to life. If a Tech-Priest Engineer starts his turn

in contact with (or inside of) a damaged Imperial vehicle or support weapon he may attempt to effect repairs. If the vehicle has been Immobilized or has a destroyed weapon, one of these defects (chosen by the Engineer) will be corrected on a roll of 6+. If he is wearing a Servo-Arm or Mechadentrites he gains +1 to his roll, plus an extra +1 for every Technical Servitor also in contact with the vehicle.

Field Team: Tech-Priest Engineers often go into the field accompanied by a retinue of their Servitor assistants. If the Engineer takes no Disciples he may instead take a retinue of 1-4 Technical Servitors, chosen as per their entry below. These Servitors may be upgraded to Combat or Gun Servitors, but remember that only Technical Servitors can aid in repairs. He may not leave his Field Team unless they are all removed from play. The Engineer and his Field Team may join other units and leave them in the same manner as an Independent Character.

Transport: If the Engineer has chosen either Disciples or a Field Team to lead a s described above, he may take either an Adeptus Mechanicus Rhino (+35 pts) or Adeptus Mechanicus Chimera (+50 pts) as a transport. See individual vehicle entries for options and other details.

Praetorian Auxilia 40 points

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

Unit Composition: 1 Auxilia

Unit Type: Infantry

Wargear: Carapace armor, close combat weapon, heavy bolter

Options: May include 9 additional Auxilia for +40 points each. Any Auxilia may replace their heavy bolter for a heavy flamer, multilaser, webber, or multimelta for free, a plasma cannon for +10 points, an assault cannon or graviton cannon for +20 points a lascannon for +30 points, a tesla cannon for +40 points, or a Death Ray Cannon for

+50 points. Any Auxilia may replace their close combat weapon for a chain fist for +10 points.

Special Rules

Slow and purposeful, Fearless, 3+ feel no pain, mind lock, Bulky, Overwatch

Hurricane weapons battery 40 points

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

Unit composition: 1 hurricane weapons battery manned by two Skitarii

Unit type: artillery

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

Special rules

Battery, hit the battery, Overwatch

Acuitor Mech-Assassin 45 points each

WS BS S T W I A LD SV
4 3 3 4 1 3 1 7 4+

Unit Composition: between 1 and 5 Acuitor Mech-Assassins

Unit Type: Infantry

Wargear: Carapace armor, Executioner Pistol, Vibro Blade, psyk-out and virus grenades, Animus Speculum The animus speculum has the following profile. For every psyker within 12" of the Acuitor

Unit Composition: 6 Praetorians

Unit Type: Infantry

Wargear: Carapace armor, Hellgun or a close combat weapon and Hellpistol

Options: May include up to 14 more praetorians for +17 points each.

Any number of models may exchange their ranged weapon for a Boltgun or Bolt Pistol for +5 points, a MP Hellgun or MP Hellpistol for +6 points, a Hotshot lasgun or Laspistol for +7 points, or a Hell Blaster for +10 points.

Any model with a close combat weapon may exchange it for a power weapon for +5 points. One Model may exchange their close combat weapon for a Power Fist for +10 points. Three models in the unit be fitted with one of the following: a Flamer or webber for +5 points, a Meltagun or graviton gun for +10 points, a Plasma Gun for +15 points, Grenade Launcher for Krak/Frag/inferno, +6 points, a heavy meltagun for +12 points, a heavy plasma gun for +17 points, a tesla rifle for +20 points, an arc rifle for +22 points, or a volkite charger for +25 points. Two models may be armed with one of the following heavy weapons: a Lascannon for +25 points, an Autocannon for +15 points, Missile Launcher for +15 points, Heavy Bolter for +13 points, Multi-Melta for +30 points, Plasma Cannon for +35 points, Multi-Laser for +13points, a tesla cannon for +30 points, an arc cannon for +35 points, or a conversion beamer for +40 points.

Special Rules

Feel no Pain, Stubborn, bulky, Overwatch

Secutor 110 points

WS BS S T W I A LD SV

4 4 3 4 2 4 2 9 2+

Unit Composition: 1 Secutor

Unit Type: Infantry

Wargear: Artificer armor, Bolt Pistol, Mechanicus Power Axe, Servo Arm, Krak and Frag Grenades, Melta bombs, Signum

Options: may choose from the Armory as normal. They may take a Hover Disk for +20 points, a bike for +25 points, or a jetbike for +30 points.

Special Rules

Relentless, Tank Hunters, Fearless, Overwatch

Smite the Machine: After any hits are scored on a vehicle, the vehicle automatically suffers a glancing hit in addition to any other damage.

Secutor: May not join or be joined by ANY units

Righteous Fury: Any unit within 12” of a Secutor may re-roll to hit with their ranged weapons and in close combat.

Electro Priests 120 points

WS BS S T W I A LD SV

3 2 3 3 1 4 2 9 -

Unit Composition: 6 Electro Priests

Unit Type: Infantry

Wargear: Electrically augmented bare fists and static discharges.

Options: May include up to 6 more Electro Priests for +20 points each.

Special Rules

Overwatch

Electoos: These allow the Electro Priests' Close Combat attacks to ignore Armor Saves. Electoos give a 5+ Invulnerable Save (from the cracking electricity surrounding their bodies).

Static Shock: In the first round of any combat the barely contained electrical buildup erupts from the Priests, arcing across their bodies and striking those around them. All enemy models in base contact are hit at Initiative 10 with a single S3 attack on a roll of 4+; Armor saves can be taken as normal. These

distance of the dice roll if moving through difficult terrain). When Athena charges into combat, she gains an extra D6 Attacks rather than just +1 Attack. Bio-Meltdown! If Athena is killed, place a Blast marker centered over the model. So terrible are the energies released by a dying Sister of Cydonia that any model touched by the template takes an automatic Strength 5 hit, with no armor saving throws allowed. Athena is then removed from play.

Dreadknight 130 points each

WS BS S T W I A LD SV

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

Unit Composition: between 1 and 3 Dreadknights

Unit type: monstrous creature

Wargear: 2 dreadnought close combat weapons

Options: may take 2 of the following weapons; Death Ray Cannon for +55 points, quad gun for +40 points, punisher gatling cannon or Hellstorm 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

Overwatch

Vix Heavy Walker 130 points each

WS BS S T W I A LD SV

4 3 6 8 5 3 2 9 3+

Unit Composition: between 1 and 15 Vix Heavy Walkers

Unit type: monstrous creature

Wargear: two dreadnought close combat weapons with built in heavy bolters

Options: may take a carapace twin linked autocannon for +15 points per model

Special rules

Stubborn, fleet, move through cover, Overwatch

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

Wargear: 2 reaper autocannon's

Options: May replace either reaper autocannon for twin linked heavy bolters or flamers for free, missile launcher or havoc launcher for +5 points, twin linked lascannon for +15 points, or Death Ray Cannon for +35 points. Has access to the armory

Special Rules

Furious Charge, Overwatch

Protectors 150 points

WS BS S T W I A LD SV

4 3 4 4 2 4 3 8 3+

Unit Composition: 3 Protectors

Unit Type: infantry

Wargear: power lance, plasma pistol, power armor, frag, krak, and rad grenades, bionics, Electroos, Mechadendrites, Ocular Implants, Cybernetic Enhancements, Combat Bionics, Digital Weapons, Micro weapons, Auspex, Melta and shroud bombs

Options: may include 27 more Protectors for 30 points per model. Any

(grains +1 initiative and Mechadendrites) for +30 points

Special Rules

Fearless, 2+ feel no pain, Overwatch

Magnus assault engine 200 points each

WS BS S T W I A LD SV

4 3 6 6 5 3 4 8 2+

Unit composition: between 1 and 5 Magnus assault engine

Unit Type: monstrous creature

Wargear: artificer armor, dreadnought close combat weapon, shockwave cannon, power field

Options: Any Magnus assault engine may upgrade to an Ultima pattern (grains +1 initiative and Mechadendrites) for +30 points

Special Rules

Fearless, 2+ feel no pain, Overwatch

Maximus assault engine 200 points each

WS BS S T W I A LD SV

4 3 6 6 5 3 4 8 2+

Unit composition: between 1 and 5 Maximus assault engine

Unit Type: monstrous creature

Wargear: artificer armor, dreadnought close combat weapon, Graviton cannon, conversion field

Options: Any Maximus assault engine may upgrade to an Ultima pattern (grains +1 initiative and Mechadendrites) for +30 points

Special Rules

Fearless, 2+ feel no pain, Overwatch

01110011011101010111000001110010011001010110110101100101 Skitarii 220 points

WS BS S T W I A LD SV

2 4 4 3 2 3 2 8 3+

Unit Composition: 10 01110011011101010111000001110010011001010110110101100101 Skitarii

Unit type: infantry

Wargear: power armor, light assault laser, close combat weapon

Options: may include 5 more 01110011011101010111000001110010011001010110110101100101 Skitarii for 22 points each. Five models may exchange their light assault lasers for bolt carbines for +2 points each.

Special Rules

Feel no pain, slow and purposeful, Overwatch

Advanced Cybernetic enhancements: provides a 4+ invulnerable save

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

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. Has access to the armory

Special Rules

Overwatch

Transport: 10 models, models in terminator armor count as two models

Wargear: twin linked Bolter

Options: May upgrade to a Thunder and replace the twin linked bolter for a turret mounted twin linked bolter, a pintle mount heavy flamer, extra armor, a siege shield, 6 fire points, +2 to transport capacity, +1 to front armor facing, and a rear assault ramp and the assault vehicle special rule for +15 points. May upgrade to a Thunderer Rhino gain +2 transport capacity, become fast and opened topped, and gain a rear assault ramp and the assault vehicle special rule for +15 points. May upgrade to a Saemunder Rhino gain +2 to transport capacity, +2 to front armor, +1 to side armor, become an assault vehicle, and gain an assault ram for +55 points. Has access to the armory

Special Rules

Overwatch, Galvanic Motors, repair

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

Access points: 2 side doors, 1 rear assault ramp

Fire points: 4 models may fire from the top hatch

Wargear: twin linked bolter, searchlight, flare shield

Options: may upgrade to a Rhino Mark 1B and gain +2 to transport capacity for +1 point, Rhino Mark 1C lose 1 point from front armor and gain an overcharged engine for +3 points, a Brass Rhino and gain +4 transport capacity, and the opened topped and hand rail special rule for +13 points. or a Honorius Rhino and lose the pintle mount twin linked bolter, -4 transport capacity, and lose the ability to take additional pintle mount weapons for a pintle mount foeblaster bolter, extra armor, and the Ceramite armor special rule for +23 points. Has access to the armory

Special rules

Galvanic Motors, Overwatch

Testudo 40 points

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

Testudo] 13 11 10 3

Unit type: tank

Wargear: turret mounted Exterminator Autocannon, hull heavy bolter, searchlight, smoke launchers, Rough Terrain modifications

Transport: 15 models

Access points: 2 side hatches and a rear assault ramp

Options: Has access to the armory

Special rules

Galvanic Motors, Overwatch

Gant 45 points

Front Side Rear BS

11 11 10 3

Unit Composition: 1 Gant

Unit Type: Tank, walker

Transport Capacity: 11

Access points: 1 rear hatch

Fire points: models may fire from the top hatch

Wargear: Exigo Hellgun

Options: may replace Exigo Hellgun for a twin linked autocannon for +10 points. Has access to the armory
Special Rules
Overwatch

Chimera 50 points

Front Side Rear BS
12 11 10 4

Unit Composition: 1 Chimera

Type: tank

Transport: 12 models, models in terminator armor count as two models

Wargear: Turret mounted Multilaser, hull mounted heavy bolter

Options: May upgrade to a siege Chimera and replace the turret mount multilaser for a turret mount melta cannon, -2 transport capacity, and the

Hull breacher special rule for +50 points. May upgrade to a Chimedon and replace the turret mount multilaser for a conquerer cannon (or a battle

cannon for +15 points) for +50 points. May upgrade to a siege Chimera and replace the turret mount multilaser for a turret mount melta cannon,

-2 transport capacity, and the Hull breacher special rule for +50 points.

May upgrade to a Charon and replace the turret mount multilaser for a heavy bolter, mine throwers, track guards, the assault vehicle special rule, and the siege blade special rule for +60 points. May upgrade to a Chimerax

and replace the turret mount multilaser for a turret mount quad gun for

+65 points. May upgrade to a Chimerro and gain a HK missile rack and

-2 transport capacity for +75 points. May exchange multilaser for a heavy

bolter, Heavy Graviton gun, or heavy flamer for free, autocannon or twin

linked heavy bolter for +5 points, assault cannon for +15 points. The

Heavy bolter may be replaced with a heavy flamer or Heavy graviton gun

for free, a lascannon for +20 points, Plasma cannon for +30 points,

a multimelta for +25 points, conversion beamer for +35 points. Has access to the armory

Special Rules

Amphibious, scout, Overwatch

Land Speeder Chariot 50 points

Front side rear BS
10 10 10 3

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. Has access to the armory

Special rules

Deep strike, Galvanic Motors, Overwatch

Termite 60 points

Front Side Rear BS
12 12 - 3

Unit Composition: 1 Termite

Wargear: Multimelta, Hull mount drill, Smoke Launchers, searchlight

Transport: 14 models, models in terminator armor count as two models

Options: Has access to the armory

Special Rules

Subterranean assault, Drill attack, Blessings of the Ommissiah, Overwatch

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 walker

Wargear: none

Special rules

Assault vehicle, Drop pod assault, Inertial guidance system

Arvus Lighter 75 points

Front Side Rear BS

10 10 10 3

Unit Composition: 1 Arvus lighter

Unit Type: flyer

Access points: one rear door

Transport capacity: 12 models in flak or carapace armor, or 6 orgyns

Options: 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. Has access to the armory

Special rules

Deep strike, hover mode, Overwatch

Emperor's gift 90 points

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

Emperor's gift] 11(14) 11(14) 10 3

Unit Composition: 1 Emperor's Gift

Unit type: skimmer, fast

Transport capacity: 12 models

Access points: one rear assault ramp

Wargear: 2 master crafted twin linked bolter, smoke launcher,

searchlight, extra armor, flare shield

Options: Has access to the armory

Special rules

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

Venerable, Galvanic Motors, Overwatch

Valkyrie 100 points

Front Side Rear BS

12 12 10 4

Unit Composition: 1 Valkyrie

Type: Flier

Wargear: multilaser, 2 hellstrike missiles, search light, extra armor

Transport: 12 models, models in terminator armor count as two models

Options: May exchange it's multilaser for a heavy bolter or Heavy

graviton gun for free, multimelta for +15 points, lascannon for +20 points,

plasma cannon or assault cannon for +25 points, autocannon for +10 points.

May exchange it's hellstrike missile for two Rocket pods for +25 points,

two hellfurry missiles for +30 points, two twin linked lascannons for +35 points.

Has access to the armory

Special Rules

Deep Strike, scout, hover mode, Overwatch

Aquila lander 110 points

Front Side Rear BS

11 11 11 3

Unit Composition: 1 Aquila Lander

Unit Type: flyer

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. Has access to the armory

Special rules

Supersonic, deep strike, hover mode, Overwatch

Skyhawk Gunship 130 points

Front Side Rear BS

11 11 10 3

Unit Composition: 1 Skyhawk

Unit Type: Flier

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

Access points, one rear loading ramp

Wargear: two hull mount heavy assault cannons, 2 door mount heavy bolters, one nose mount twin linked bolter, searchlight, smoke launchers

Options: may have 2 Hellstrike missiles for +7 points per missile or multiple rocket pods for +15 points. Has access to the armory

Special rules

Deep strike, hover mode, Overwatch

Storm hawk 170 points

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

Storm hawk] 12 12 10 3

Unit Composition: 1 Storm Hawk

Unit Type: Flier

Transport capacity: 12 models and a walker

Access points: one front assault ramp, two side doors

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

Options: May upgrade to a Storm Hawk Vahanas and replace the twin linked autocannon and twin linked heavy bolter for a twin linked typhoon missile launcher, twin linked plasma cannon, a flare shield, +1 to BS, lose the ability to transport a dreadnought and only carry an HQ and honor guard/command squad for +30 points, or may upgrade to a Storm Hawk Kleps and replace the twin linked heavy bolter and twin linked autocannon for two sponson mount twin linked heavy bolters, a hull mount twin linked lascannon, 2 wing mounted Light Turbo Laser Destroyers, +1 to front and rear armor, -2 transport capacity and the lose of the ability to transport a dreadnought for +75 points.

Has access to the armory

Special rules

Power of the machine spirit , assault vehicle, Ceramite armor, Deep Strike, Hover mode, Overwatch

Stormeagle Umbra Angelus pattern 190 points each

Front Side Rear BS

12 12 12 3

Unit Composition: 1 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

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

Mass Crawler 250 points

Front Side Rear BS
14 13 12 4

Unit Composition: 1 mass crawler

Type: tank

Wargear: twin linked Heavy Bolter, searchlight, smoke launchers

Transport: 20 models

Options: may replace the twin linked heavy bolters for twin linked multimeltas for +25 points, twin linked assault cannons for +35 points, exterminator autocannon for +30 points. May take a turret mounted twin linked heavy bolter for +25 points, twin linked exterminator autocannons for +40 points, twin linked assault cannons for +30 points, twin linked lascannons for +45 points. Has access to the armory

Special Rules

Amphibious, Overwatch

Ponderous: max cruising speed is 8" and combat speed is 5". However never tests for difficult terrain

Caestus Assault Ram 275 points

Front Side Rear BS
13 13 11 3

Unit Composition: 1 Caestus assault ram

Unit type: Skimmer, Fast

Access points: 2 front assault ramps

Transport: 10 models

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

Options: may take a frag assault launcher for +10 points, Teleport homer for +15 points. Has access to the armory

Special rules

Assault vehicle, afterburners, deep strike, Caestus ram, Overwatch

Ophidian gunship 300 points

Front Side Rear BS
13 11 10 3

Unit Composition: 1 Ophidian gunship

Unit Type: flyer

Wargear: two hull mounted heavy bolters, hull mounted assault cannon, two wing mounted lascannons, frag assault launchers

Transport capacity: 20 models

Options: has access to the armory

Special rules

Hover mode, Overwatch

Troops

Servitor Phalanx 20 points

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

Unit Composition: 4 Technical Servitors

Wargear: Flack Armor, close combat weapon

Options: may include 106 more Servitors for 5 points each. Any servitor may upgrade to a combat servitor with a servo arm for +10 points. The Combat Servitors may exchange their close combat weapon for a power weapon for +5 points, a power fist for +10 points, a chain fist for +15 points or a thunder hammer for +20 points. Any Servitor may be upgraded to a gun servitor with a heavy bolter for +10 points. Any gun servitor may exchange their heavy bolter for a heavy flamer, multilaser, Heavy Graviton gun, or heavy webber for free, a multimelta or autocannon for +5 points, a plasma cannon for +10 points, a lascannon for +15 points, or a conversion beamer for +30 points.

Special Rules

Mind Lock, Overwatch

Machine Cultists 40 points

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

Unit Composition: 10 Machine Cultists

Unit type: infantry

Wargear: either a lasgun, autogun, a shotgun or a close combat weapon and laspistol or auto pistol

Options: may include 90 more machine cultists for 4 points each.

One model may be upgraded to a Machine Preacher for +5 points.

For every ten model one model may replace their weapon for a flamer for free, meltagun or grenade launcher for +5 points. Plasma gun for +15 points, bolter for +5 points, or a heavy stubber for +10 points. One member may be armed with a autocannon or missile launcher for +15 points or a heavy bolter or heavy flamer for +10 points

Special rules

Overwatch

Hypaspists Maniple 40 points

	WS	BS	S	T	W	I	A	LD	SV
	3	4	3	3	1	3	1	7	4+

Unit Composition: 5 Hypaspists

Unit type: infantry

Wargear: Carapace armor, lascarbine, close combat weapon, krak and frag grenades

Options: may include 25 more Hypaspists for 8 points each.

One Hypaspists may exchange either their lascarbine or close combat weapon for a bolt pistol for +5 points, plasma pistol, infernus pistol or power weapon for +10 points. One in every five Hypaspists may exchange their lascarbine for a flamer, webber, or Graviton gun for +5 points, meltagun or grenade launcher for +10 points, a plasma gun or heavy graviton gun for +15 points, a heavy plasma gun for +17 points, or a tesla rifle for +22 points.

Special rules

Overwatch

Servo Automata 60 points

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

Unit Composition: 5 Servo Automata

Unit type: infantry

Wargear: flak armor, chainsword, bolter

Options: any servo automata may exchange their bolter for a flamer or lascutter for +5 points a rotor cannon for +10 points

per model. Any model may upgrade to carapace armor for +5 points per model. Two models may replace their weapon for a flamer, Graviton gun, webber, or grenade launcher for +5 points, meltagun for +10 points, plasma gun for +15 points, a heavy flamer for +20 points, tesla rifle for +22 points, an arc rifle for +25 points, or a volkite charger for +27 points. Two models may form a heavy weapons team with a heavy bolter, missile launcher or autocannon for +10 points, lascannon for +15 points, plasma cannon or multimelta for +20 points.

Special rules

Overwatch

Thallax Cohort 135 points

WS BS S T W I A LD SV

3 4 5 5 3 2 2 8 4+

Unit Composition: 3 Thallax

Unit type: jump infantry

Wargear: Carapace armor, close combat weapon, frag and krak grenades, lighting gun

Options: may include 6 more Thallax for +40 points each.

The entire squad may have melta bombs for +5 points per model.

Any model may upgrade their close combat weapon for a chain axe for +5 points per model. The entire squad may upgrade to have destructor (gains tank hunter) for +25 points, Icarian (gains the AA special rule is they did not move) for +25 points, Ferro (gains rage and rending) for +25 points, or Empyrite (gains deep strike) for +25 points. One in every three may replace their lighting gun for a multi laser for +5 points, Phase plasma fusil for +10 points, Irad cleanser for +10 points, a multimelta for +15 points, a tesla rifle for +17 points, or a photon thruster for +20 points

Special rules

Stubborn, bulky, Overwatch

Djinn sight: reduces opponents cover save by -2

Fast attack

Servo Skull Squadron 6 points

WS BS S T W I A LD SV

2 2 2 3 1 2 1 6 6+

Unit Composition: 3 Servo Skulls

Unit type: Jump infantry

Wargear: Digital Weapons, micro-weapons

Options: may include 297 more Servo Skulls for 2 points each.

Special Rules

Infiltrate, Fleet, Overwatch

Counter Infiltrators: enemy infiltrators may not set up within 12" of any servo skull

Fire Wasp 12 points each

WS BS S T W I A LD SV

2 2 3 4 2 2 1 10 3+

Unit Composition: 1 to 10 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.

Special Rules

Fearless, Move Threw Cover, Overwatch

Devastation Drone 20 points each

WS BS S T W I A LD SV

2 - 3 5 1 1 - 10 4+

Unit Composition: 1 to 5 Devastation Drones

Unit type: Infantry (40mm Base)

Wargear: Implosion Charge

Special Rules

Fearless, Move Threw Cover

Cybernetic Hounds 25 points

WS BS S T W I A LD SV

4 1 4 4 1 4 3 7 6+

Unit Composition: 5 Cybernetic Hounds

Unit type: beasts

Wargear: close combat weapon (teeth, claws, tail), Ocular Implants,

Combat Bionics, Bionics, Cybernetic Enhancements, Digital Weapons,

Micro weapons

Options: may include 35 more Cybernetic Hounds for 5 points per model

Special rules

Move through cover, fleet, Overwatch

Sentinel Squadron 35 points each

Front Side Rear WS BS S I A

11 10 10 3 3 5 3 1

Unit Composition: 1 to 8 Sentinels

Unit type: Fast, walker, opened topped

Wargear: Multilaser, searchlight

Options: Any sentinel may upgrade their multilaser for a heavy

flamer, heavy bolter, Heavy Graviton gun, or autocannon for

+5 points, missile launcher or power lifter (adds +2 strength)

for +10 points, lascannon or assault cannon for +15 points, or

a plasma cannon or multimelta for +20 points. Has access to the armory

Special Rules

Scout, move threw cover, Overwatch

Hyperios Air Defence Battery 35 points each

Front Side Rear BS

Hyperios 11 10 10 3

Command 10 10 10 -

Unit composition: between 1 and 5 Hyperios platforms

Unit type: artillery, immobile

Wargear: twin linked Hyperios missile launcher, searchlight

Options: one Hyperios platform may exchange it's twin linked

Hyperios missile launcher for a Hyperios command Platform

(granting +1 BS to whole Defence Battery) for +10 points.

Has access to the armory

Special Rules

Automated Artillery, Overwatch

Land speeder 40 points each

Front Side Rear BS

10 10 10 3

Unit Composition: 1 to 10 Land Speeders

Unit type: Fast, skimmer, opened topped

Front Side Rear BS

11 10 10 3

Unit composition: between 1 and 6 Land Speeder Flamma Tempestas

Unit type: skimmer, fast

Wargear: hull mount twin linked heavy flamer, hull mount twin linked heavy flamer, two Inferno cannons, searchlight, smoke launchers, extra armor

Options: may replace either set of twin linked heavy flamers for inferno cannons for +10 points or Flamestorm cannons for +20 points. May replace both inferno cannons for flamestorm cannons for +10 points or heavy flamestorm cannons for +20 points.

Has access to the armory

Special rules

Deep strike, Galvanic Motors, Overwatch

Protector Chariot Squad 85 points

WS BS S T W I A LD SV

3 3 3 4 2 3 2 7 4+

Unit Composition: 1 Protector Chariot

Unit type: Jetbike

Wargear: Carapace armor, jetbike, power weapon, krak and frag grenades, Conversion beamer

Options: May include 9 more Protector Chariots for 85 points each

Special rules

Deep strike, Overwatch

Stormcrow fighter 85 points each

Front Side Rear BS

11 11 10 3

Unit composition: between 1 and 20 Stormcrow fighters

Unit type: flier

Wargear: 2 twin linked autocannons

Options: may take 4 Kraken Penetrator Missiles for +20 points per missile. Any Stormcrow fighter Has access to the armory

Special rules

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

Venator Auxilia 90 points

WS BS S T W I A LD SV

3 4 3 3 1 3 1 8 4+

Unit Composition: 6 Venators

Unit type: Jump infantry

Wargear: bolt pistol, close combat weapon. Krak and frag grenades, displacer jump pack, carapace armor

Options: may include 9 more Venators for 15 points each.

Any Venator may exchange their bolt pistol for a Web Pistol for +5 points, a plasma pistol or meltagun for +10 points, bolt pistol and combat shield, webber, or flamer for +5 points.

One Venator may replace their close combat weapon for a power weapon for +10 points or a power fist for +15 points.

Special Rules

Scouts, Deep strike, Overwatch

Displacer jump pack: may teleport 24" every three turns, or every other turn with a dangerous terrain test involved

Grav Attack tank 100 points

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

Grav] 12 12 10 3

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 lascannon for a conversion beamer for +40 points. Has access to the armory

Special Rules

Overwatch

Grav attack storm 100 points

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

Storm] 12 12 10 3

Unit Composition: 1 to 3 Grav Attack Storms

Unit Type: Fast, Tank, skimmer

Wargear: Turret mounted autocannon, searchlight, smoke launcher, jamming beacon, Orbital linkup (re roll any failed reserve rolls)

Options: Has access to the armory

Special Rules

Overwatch

Land Speeder Tempest 100 points each 0-1

Front Side Rear BS

11 10 10 3

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

Options: Has access to the armory

Special rules

Deep strike, Afterburner, Galvanic Motors, Overwatch

Vulture gunship 105 points each

Front Side Rear BS

12 12 10 3

Unit Composition: between 1 and 5 Vulture gunships

Unit Type: flyer

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. Has access to the armory

Special rules

Strafing run, vector dancer, Hover mode, Overwatch

Monsoon 105 points each

Front Side Rear BS

11 11 10 3

Special Rules
Overwatch

THE LUMINEN OF XERSES 120 POINTS

WS BS ST W I A LD SV

4 3 4 4 1 3 3 10 4+

Unit Composition: 3 Electro Priests

Unit Type: Infantry

Options: The Luminen of Xereses may be joined by up to seven Electro Priests for +40 pts each.

Shocking Company: The unit may not be transported in a vehicle or joined by an independent character.

Special Rules

Touch of the Luminen, Furious Charge, Fearless, Fleet, Scout, Overwatch

Harpy Interceptor 120 points each

Front Side Rear BS

11 11 10 3

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 or 4 Kraken Penetrator Missiles for +20 points per missile .

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. Has access to the armory

Special rules

Deep strike, Ceramite armor, hover mode, Overwatch

Stormtalon 130 points each

Front Side Rear BS

11 11 11 3

Unit Composition: between 1 and 5 Stormtalon gunships

Unit type: flier

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. may take four hunter killer missiles for +10 points each or 4 Kraken Penetrator Missiles for +20 points per missile. Has access to the armory

Special rules

Ceramite armor, Supersonic, hover mode, Overwatch

Hellhound 130 points each

Front Side Rear BS

12 12 10 3

Unit Composition: 1 to 5 Hellhounds

Unit type: Tank, fast

Wargear: Turret mounted Inferno Cannon, hull mounted

Heavy Bolter, searchlight, smoke launcher

Options: May replace the hull heavy bolter for a heavy flamer or heavy graviton gun for free, lascannon or multimelta for +15 points. Has access to the armory

Special Rules

Overwatch

Aetos Surveyor 140 points each

Front Side Rear BS

11 11 11 3

Unit Composition: between 1 and 15 Aetos Surveyor

Unit type: flyer

Wargear: Hellstorm Gatling Cannon, 4 hunter killer missiles

Options: Has access to the armory

Special rules

Explorator Augury web, Ceramite armor, Overwatch

Sky Talon 140 points each

Front Side Rear BS

11 11 11 3

Unit Composition: between 1 and 5 Sky Talons

Unit type: flier

Wargear: Twin linked punisher gatling cannon with AA mount, twin linked Hellstorm gatling cannon with AA mount, extra armor, flare shield

Options: May replace the twin linked Hellstorm gatling cannon for a vengeance launcher for +15 points, or a quantum Annihilator for +55 points. May take four hunter killer missiles for +10 points each or 4 Kraken Penetrator Missiles for +20 points per missile.

Has access to the armory

Special rules

Deep strike, hover mode, power of the machine spirit, scout,

Ferromantic Invulnerability, Overwatch

Whisper Class Fighter 140 points each

Front Side Rear BS

10 10 10 3

Unit Composition: between 1 and 10 Whisper Class Fighters

Unit type: flier

Wargear: one hull mount heavy lascannon, 4 wing mount Hellstrike missiles

Options: Has access to the armory

Special rules

Deep strike, Overwatch

Rhino Achilles 140 points each

Front Side Rear BS

12 11 10 3

Unit composition: between 1 and 20 Rhino Achilles

Unit type: tank, fast

Wargear: hull mount twin linked Heavy Flamestorm

Cannons, searchlight, smoke launchers

Options: Has access to the armory

Special rules

Galvanic Motors, repair, Overwatch

Hurricane Air Superiority Fighter 145 points each

Front Side Rear BS

11 11 10 3

Unit composition: between 1 and 10 Hurricane Air Superiority Fighters

Unit Type: flier

Wargear: long barreled heavy assault cannon, 2 flakk missiles

Options: may replace the long barreled heavy assault cannon with twin linked lascannons for free. May add 2 additional

flakk missiles for +10 points each. May replace the flakk missiles with hellion incendiary missiles for +5 points per missile or sidewinder missiles for free. Has access to the armory
Special rules
Power of the machine spirit, deep strike, Overwatch

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.

Has access to the armory

Special rules

Agile, supersonic, deep strike, Overwatch

Avenger strike fighter 150 points each

Front Side Rear BS
12 10 10 3

Unit Composition: between 1 and 10 Avenger strike fighters

Unit type: flyer

Wargear: hull mounted Avenger Bolt cannon, two wing mounted lascannons, pintle mounted heavy stubber

Options: may take six tactical bombs 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. Has access to the armory

Special rules

Deep strike, strafing run, Overwatch

Ancile Shield Tank 155 points each

Front Side Rear BS
13 12 10 3

Unit Composition: between 1 and 3 Ancile Shield Tanks

Unit type: tank, fast, open topped

Wargear: arc cascade

Options: Has access to the armory

Special rules

Overwatch

Ancile shield generator: all friendly units within 12" gain +1 to their invulnerable save, or gain a 6+ invulnerable save if they did not already have one

Hunter Antiaircraft tank 155 points each

Front Side Rear BS
11 10 10 3

Unit composition: between 1 and 10 Hunter Anti Aircraft tanks

Unit Type: tank

Wargear: Hunter antiaircraft missile launcher, searchlight, smoke launchers

mounted faith bringing cannon, searchlight, smoke launchers

Options: Has access to the armory

Special rules

Assault ramp, power of the machine spirit, Overwatch

Icon of faith: all Adeptus Mechanicus within 18" are fearless

Heavy Support

Hades Breaching Drill 35 points each

Front Side Rear BS

11 10 10 3

Unit composition: between 1 and 20 Hades Breaching Drills

Unit Type: tank

Wargear: 4 chain fists, Melta-cutter

Special rules

Deep strike, Lumbering, Galvanic Motors, Overwatch

Spearhead Sentry gun 35 points

Front Side Rear BS

10 10 10 3

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

Special Rules

Extremely Bulky, Overwatch

Predator mark 1 40 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 power, 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. Has access to the armory

Special rules

Galvanic Motors, Overwatch

Predator battle tank 40 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: 6 models in power or scout armor

Wargear: autocannon, searchlight, smoke launchers

Options: May upgrade to a Predator Cerberus and replace the turret autocannon for a turret mount Cerberus Cannon for free. May upgrade to a Cleaver Pattern Predator and lose 1 transport capacity, lose the repair special rule, and gain the ability to take sponson

types in the same Maniple if desired.

Crusader: Two Dreadnought Close Combat Weapon Arms, shoulder mounted lascannon

This will increase the Robot's number of Attacks to 2

Castellen: Two Dreadnought Close Combat Weapon Arms, shoulder mounted heavy bolter. May upgrade the heavy bolter to a rotor cannon for free.

Conqueror: A Dreadnought Close Combat Weapon Arm, arm mounted heavy bolter, shoulder mounted autocannon. May replace it's dreadnought close combat weapon with a twin linked autocannon for free or a twin linked assault cannon for +10 points, This will decrease the Robot's Strength to 5. May it's heavy bolter with a rotor cannon for free, a multimelta for +5 points, or a lascannon for +10 points

Colossus: A single Dreadnought Close Combat Weapon Arm, a siege bolter, and a shoulder mounted meltagun. May replace the shoulder mount meltagun for a heavy bolter for +10 points, a plasma cannon for +15 points, or a lascannon for +20 points. May replace the siege bolter for an autocannon for +10 points.

Cataphract: Two Ranged Weapon Arms

This will decrease the Robot's Strength to 5

Ranged Weapon Arms must carry one of the following weapons:

Lascannon (+20 pts), Autocannon (+15 pts), Meltagun or heavy webber (+10 pts), Missile Launcher (+15 pts), Plasma Gun (+12 pts), Heavy Bolter (+10 pts), Twin linked Bolter (+5 pts), Flamer or webber (+4 pts), Multi-Laser (+10 pts), Plasma Cannon (+35 pts), Multimelta (+35 pts), Twin linked assault cannon +45 points

Options: May include 9 more robots for 60 points each.

Special rules

Very bulky, Overwatch

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: Has access to the armory. May replace hull heavy bolter for a heavy flamer, multilaser, or heavy graviton gun for free. May upgrade to a Phantous and replace the Griffon Heavy mortar for a Saturn Launcher and gain +1 to front armor facing for +45 points. May upgrade to a Basilisk and replace the Griffon Heavy mortar for a Earthshaker cannon for +55 points. May upgrade to a Medusa and replace the Griffon Heavy mortar for a Medusa Siege cannon for +65 points. May upgrade to a Light Bombard and replace the Griffon Heavy mortar for a Bombard Siege mortar and gain the Indirect fire and slow rate of fire special rules for +65 points. May upgrade to a Colossus and replace the Griffon Heavy mortar for a Colossus Siege mortar for Colossus Siege mortar for +70 points. May upgrade to a Thor Multi Launcher and replace the Griffon Heavy mortar for Two twin linked missile launchers with vanquisher pattern krak missiles for +75 points. May upgrade to a Deathstrike and replace the Griffon Heavy mortar for a Deathstrike missile (or a rad missile for +50 or a vortex missile for +75 points) and gain T-minus five minutes to launch special rule for +80 points. May upgrade to a Maelstorm and replace the Griffon Heavy mortar for a Moab Launcher (or may upgrade that to a macro cannon or twin linked stormfury missile pod for +20 points) for +80 points. May upgrade to

a Manticore and replace the Griffon Heavy mortar for Storm Eagle Rockets for +90 points. May upgrade to a Maelstorm Cannon and replace the Griffon Heavy mortar for a Moab canister launcher (which may be upgrade to a Thundershock Gun for +20 points), +1 to front and rear armor, +2 to side armor, and gain the Volatile Payload (all vehicle destroyed results become vehicle explodes) special rule for +105 points.

Special Rules

Accurate Bombardment, Overwatch

Whirlwind 75 points each

Front Side Rear BS

11 11 10 3

Unit Composition: between 1 and 5 Whirlwinds

Unit type: tank

Wargear: searchlight, smoke launchers, Whirlwind Missile Launcher

Options: Has access to the armory

Special Rules

Overwatch

Whirlwind mark 1C 77 points each

Front Side Rear BS

11 10 10 3

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. Has access to the armory

Special rules

Galvanic Motors, Overwatch

Whirlwind Demos 78 points

Front Side Rear BS

11 10 10 3

Unit composition: between 1 and 3 Whirlwinds

Unit type: tank, fast

Wargear: stormfury missile pod , searchlight, smoke launchers

Options: may replace the Incendiary missiles for Rad

Missiles for +45 points. Has access to the armory

Special rules

Galvanic Motors, Overwatch

Whirlwind Mark 1B 79 points each

Front Side Rear BS

10 10 11 3

Unit composition: between 1 and 3 Whirlwinds

Unit type: tank

Wargear: stormfury missile pod , searchlight, smoke launchers

Options: may replace the Incendiary missiles for Rad

Missiles for +45 points. Has access to the armory

Special rules

Galvanic Motors, Overwatch

Viper cannon 75 points

Front Side Rear

Cannon 10 10 10

WS BS S T W I A LD SV

Skitarii 4 4 4 4 1 4 1 8 3+

Unit composition: 1 Viper cannon manned by two Skitarii

Unit type: artillery

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

Wargear: Graviton cannon

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

Has access to the armory

Special rules

Battery, hit the battery, Overwatch

Earthshaker cannon 75 points each

Front Side Rear

Earthshaker 11 11 11

WS BS S T W I A LD SV

Skitarii 4 4 4 4 1 4 1 8 3+

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

Unit type: artillery

Wargear earthshaker cannon: earthshaker cannon

Wargear techpriest: Archeotech Laspistol, power weapon, servo arm, power armor, krak and frag grenades

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

Special rules

Immobile, Hit the battery, Chain Blades, Battery, Overwatch

Destructor Battery 80 points each

Front Side Rear

10 10 10

WS BS S T W I A LD SV

3 3 3 3 1 3 1 8 3+

Unit Composition: between 1 and 5 Destructor Batteries each manned by 3 Skitarii

Unit type: artillery

Wargear Skitarii: power armor, frag and krak grenades, MP Hellgun

Wargear Battery: Tesla Cannon, extra armor, searchlight, smoke launchers

Special rules

Battery, hit the battery, Overwatch

Reductor Thunderfire battery 90 points each

Front Side Rear

10 10 10

WS BS S T W I A LD SV

3 3 3 3 1 3 2 10 3+

Unit Composition: 1 Techpriest and a thunderfire cannon

Unit type: artillery

Wargear Techpriest: Archeotech Laspistol, power weapon, servo arm, power armor, krak and frag grenades

Wargear Cannon: thunderfire cannon

Options: the Techpriest may select from the armory as normal. May include 4 more thunderfire cannons crewed with Techpriests for 90 points each.

Special rules

Battery, hit the battery, Overwatch

SCREAMING SCULPTURES 90 POINTS each

BS FRONT SIDE REAR

Screaming Sculpture 0 12 12 12

Unit Composition: between 1 and 3 Screaming Sculpture Drop Pod

Unit Type: Open Topped

Wargear: Screaming Sculptures (a weapon destroyed result destroys all sculptures), Locator Beacon

Special Rules

Inertial Guidance System, Immobile, Drop Pod Assault, Screaming Sculptures

Medusa siege gun 90 points each

Front Side Rear

Medusa 11 11 11

WS BS S T W I A LD SV

techpriest 4 4 4 4 1 4 1 8 3+

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

Unit type: artillery

Wargear Medusa: Medusa siege gun

Wargear techpriest: Archeotech Laspistol, power weapon, servo arm, power armor, krak and frag grenades

Options: the Medusa siege gun may be upgraded to fire indirectly

(range G24"-120" strength 9 AP 3 ordinance 1, 5" blast). Has

access to the armory

Special rules

Immobile, Hit the battery, Battery, Overwatch

Plasma Projector Battery 90 points each

Front Side Rear

Battery 10 10 10

WS BS S T W I A LD SV

Servitor 3 4 3 4 1 2 1 7 3+

Unit composition: between 1 and 3 plasma projector batteries each manned by 2 elite servitors

Unit type: artillery

Wargear battery: plasma projector

Wargear servitors: power armor, hot shot lasgun

Special rules

Hit the battery, immobile, Battery, Overwatch

Destructor 90 points each

WS BS S T W I A LD SV

4 4 3 3 1 3 1 8 3+

Unit Composition: between 1 and 5 Destroyers each operating independently from one another

Unit type: infantry

Wargear: servo harness, MP Hellpistol, cult Mechanicus power axe, frag, krak, and rad grenades, Melta bombs, power armor

Special rules

Tank commander, blessings of the Ommissiah, bolster defenses +2, Overwatch

Deathstorm Drop Pod 95 POINTS each

BS FRONT SIDE REAR

Deathstorm Drop Pod 2 12 12 12

Unit Composition: 1 to 5 Deathstorm Drop Pod

Unit 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, heavy assault cannons for +25 points, plasma cannons for +30 points, or lascannons for +40 points. May upgrade to an Avenger Dreadclaw and gain +1 to front, side, and rear armor facing, gain +1 BS, gain extra armor, and replace the Whirlwind Launchers for a Twin linked heavy bolter (or a twin linked Hades Autocannon for +15 points) for +15 points.

Special Rules

Inertial Guidance System, Immobile, Drop Pod Assault, Automated Weapons, Overwatch

BARBARUS STING 95 POINTS each

BS FRONT SIDE REAR

Barbarus Sting 4 12 12 12

Unit Composition: 1 to 10 Barbarus Sting Drop Pod

Unit Type: Open Topped

Transport Capacity: none

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

Special Rules

Inertial Guidance System, Immobile, Drop Pod Assault, Automated Weapons, Overwatch

COG Auxilia 96 points

WS BS S T W I A LD SV

4 3 5 5 3 3 4 5 5+

Unit Composition: 3 COGs

Unit type: Infantry

Wargear: Close Combat Weapon, Rivet Gun, Combat Bionics, Cybernetic Enhancements

Options: May include 17 more COGs for 32 points each. Any COG may replace their close combat weapon with a power weapon for +20 points or a Thunder Hammer for +50 points.

Special Rules

Feel No pain, Overwatch

Saber Tank hunter 100 points each

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

Saber] 13 11 10 4

Unit Composition: 1 to 5 Saber Tank Hunters

Unit type: tank

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

Options: May upgrade to a Excalibur Heavy Tank and replace the hull

mount Saber Autocannon for a Light Turbo Laser Destroyer, extra armor, +1 to front and side armor facing, the power of the machine spirit, repair, and Ceramite armor special rules for +65 points. May replace autocannon for Neutron laser projector for +45 points or a Laser Destroyer for +45 points.

Has access to the armory

Special rules

Overwatch

Shock pulse: automatically causes crew stunned in addition to any other damage caused

Reductor Rapier Laser Destroyer Battery 110 points

Front Side Rear

Rapier 10 10 10

WS BS S T W I A LD SV

Techpriest 3 3 3 3 1 3 2 10 3+

Unit Composition: 1 Techpriest and a Rapier Laser Destroyer

Unit type: Infantry

Wargear: Archeotech Laspistol, power weapon, servo arm,

power armor, krak and frag grenades

Options: the Techpriest may select from the armory as normal. May include 4 more Rapier Lasers crewed with Techpriests for 110 points each.

Special rules

Battery, hit the battery, Overwatch

Hellion Cannon 110 points

Front Side Rear

Hellion 10 10 10

WS BS S T W I A LD SV

Skitarii 4 4 4 4 1 4 1 8 4+

Unit composition: 1 Hellion cannon manned by two Skitarii

Unit type: artillery

Wargear Hellion: Heavy Conversion Beamer

Wargear Skitarii: bolter, bolt pistol, frag and krak grenades, carapace armor

Options: may include one more hellion cannon manned by two Skitarii for 110 points. Any Hellion cannon may replace the heavy conversion beamer for and arc cannon for free. Any hellion cannon Has access to the armory

Special rules

And they shall know no fear, combat tactics, Extremely Bulky, battery, Overwatch

Vindicator 115 points each

Front Side Rear BS

13 11 10 3

Unit Composition: 1 to 3 Vindicator

Unit type: Tank

Wargear: Demolisher Cannon, smoke Launchers, searchlight

Options: May upgrade to a Siege vindicator and replace the demolisher cannon for a Heavy Siege Cannon for +5 points. May upgrade to a Vindicator Detonator and lose the hull mount demolisher cannon for hull mount battle cannon, +1 to front armor facing, -1 to side armor facing, the ability to take heavy plating (for +25 points) and the ability to take a pintle mount reaper autocannon (for +20 points) for +10 points.

May upgrade to a Vindicator Thunderer and lose the hull mount demolisher cannon for a hull mount thunderfire cannon, +1 to front armor facing, the Power of the Machine Spirit, venerable, Bolster Defenses, tank hunters, and Bunker Busters special rules for +25 points. May upgrade to a Vindicator Annihilator and lose the hull mount demolisher cannon for a hull mount vanquisher battle cannon, +1 to front armor facing,

-1 to side armor facing, the ability to take heavy plating (for +25 points) and the ability to take a pintle mount reaper autocannon (for +20 points) for +30 points. May upgrade to a Goliath Siege tank and replace the hull mount demolisher cannon for a hull mounted Thunderer cannon, Targeter, siege blade, +2 to side armor facing, +1 to rear armor facing, (and the ability to take shock absorbers for +20 points) and extra armor for +30 points. May upgrade to a Vindicator Stormshell and replace the hull mount demolisher cannon for a Stormshell cannon, extra armor, and the ability to take Hellfire stormshells (for +10 points) and/or Multi-shot Shells (for +15 points) for +55 points. May upgrade to a Vindicator Thudd and replace the hull mount demolisher cannon for a hull mount thudd gun, the Power of the Machine Spirit, Bolster Defenses, and the Ferromantic Invulnerability special rules for +65 points. May upgrade to a Onager siege tank and replace the hull mount demolisher cannon for Hull mounted Onager cannon and a dozer blade for +70 points. May upgrade to a Vindicator Rapier and lose the hull mount demolisher cannon for a hull mount Rapier Laser, extra armor, +1 to front armor facing, the

Bolster Defenses, tank hunters, and Ferromantic Invulnerability for +85 points.

Has access to the armory

Special Rules

Overwatch

Warp Lion Tank Destroyer 115 points each

Front Side Rear BS

10 10 10 3

Unit Composition: between 1 and 5 Warp Lion Tank Destroyers

Unit type: tank, fast

Wargear: searchlight, smoke launchers, turret mount vanquisher battle cannon, hull mount heavy stubber

Options: has access to the armory

Special rules

Scout, overwatch

Whirlwind Scorpius 115 points each

Front Side Rear BS

13 12 10 3

Unit composition: between 1 and 3 Whirlwind Scorpius

Unit type: tank

Wargear: Scorpius multi-launcher, searchlight, smoke launchers

Options: has access to the armory

Special rules

Galvanic Motors, Overwatch

Vindicator Mark 3 120 points each

Front Side Rear BS

12 12 10 3

Unit composition: between 1 and 3 vindicator Mark 3

Unit type: tank

Wargear: demolisher cannon , searchlight, smoke launchers

Options: Has access to the armory

Special rules

Galvanic Motors, Overwatch

Leman Russ Mark I battle tank 120 points each

Front Side Rear BS

13 11 10 3

Unit Composition: between 1 and 20 Leman Russ Mark I battle tanks

Unit type: tank, fast

Wargear: Turret mount Light Battle Cannon, hull mount heavy bolter, searchlight, smoke launchers

Options: May replace hull heavy bolter for a heavy flamer for free, an autocannon for +10 points, a multimelta for +20 points, or a plasma cannon for +30 points. May take sponson twin linked heavy stubbers for +10 points, heavy bolters or heavy flamer for +20 points, autocannons for +25 points, multimelta for +30 points, plasma cannon for +40 points, or lascannons for +50 points. Has Access to the armory

Special Rules

Lumbering Behemoth, Overwatch

Vindicator Demos 122 points each

Front Side Rear BS

12 11 10 3

Unit composition: between 1 and 3 vindicator demos

Unit type: tank, fast

Wargear: demolisher cannon , searchlight, smoke launchers

Options: Has access to the armory

Special rules

Galvanic Motors, Overwatch

Bastion 130 points each

Front Side Rear BS

14 14 14 2

Unit Composition: between 1 and 10 Bastions

Unit type: tank, immobile

Access points: one front door

Transport capacity: 12 models

Wargear: 4 heavy bolters (each may fire at different targets)

Options: may replace any heavy bolter with a lascannon for +10 points

per gun. May add a second level to the bastion (with 4 more heavy

bolters and +8 transport capacity) for +50 points. May take a roof mounted Quad Gun for +10 points or an Icarus Lascannon for +30 points.

Special Rules

Overwatch

Leman Russ 140 points each

Front side Rear BS

14 13 10 3

Unit composition: Between 1 and 5 Leman Russ

Unit type: tank

Wargear: Searchlight, Smoke launchers, Turret mount Battle Cannon, hull mounted heavy bolter

Options: May upgrade to a Leman Russ Praetorian and replace the turret mount battle cannon for a twin linked multilaser for

-10 points. May upgrade to a Leman Russ Graviton and replace the turret mount battle cannon for a Graviton Cannon for free.

May upgrade to a Leman Russ Tarantula and replace the turret mount battle cannon for a twin linked heavy bolter (or twin linked autocannon or twin linked missile launcher for +5 points)

and gain +1 to rear armor for free. May upgrade to a Leman Russ Exterminator and replace the turret mount battle cannon

for an exterminator autocannon for free. May upgrade to a Leman Russ Vanquisher and replace the turret mount battle cannon for a

Vanquisher Battle cannon (and the ability to take a coaxial twin linked bolter or heavy stubber for +5 points, or a graviton gun

for +10 points) for +5 points. May upgrade to a Leman Russ Eradicator and replace the turret mount battle cannon for a

nova cannon for +10 points. May upgrade to a Leman Russ Burner and replace the turret mount battle cannon for a inferno

cannon for +10 points. May upgrade to a Leman Russ Demolisher and replace the turret mount battle cannon for a demolisher cannon

and +1 to rear armor for +15 points. May upgrade to a Leman Russ Verto and replace the turret mount battle cannon for a Verto

Concentrator and +1 to rear armor facing for +20 points. May upgrade to a Leman Russ Incinerator and replace the turret mount

battle cannon for a melta cannon and the battery feedback special rule for +25 points. May upgrade to a Leman Russ Rapier and

replace the turret mount battle cannon for a rapier laser and +1 to rear armor for +30 points. May upgrade to a Leman Russ

Vanquisher and replace the turret mount battle cannon for a

Punisher and replace the turret mount battle cannon for a punisher gatling cannon or Hellstorm gatling cannon and +1 to rear armor facing and may fire twice if it does not move for +30 points. May upgrade to a Lemman Russ Thunderer and replace the turret mount battle cannon for a Thunderfire cannon and +1 to rear armor facing for +30 points. May upgrade to a Lemman Russ Thunder and replace the turret mount battle cannon for a Thundershock Gun for +35 points. May upgrade to a Lemman Russ Burrower and replace the turret mount battle cannon for a Tunnel Torpedo and +1 to both side and rear armor for +40 points. May upgrade to a Lemman Russ Butcher and replace the turret mount battle cannon for a Thudd Gun and +1 to rear armor facing for +40 points. May upgrade to a Lemman Russ Vladd and replace the turret mount battle cannon for a Heavy Conversion Beamer and +1 to rear armor facing for +40 points. May upgrade to a Lemman Russ Mobile Breacher and replace the turret mount battle cannon for a Mobile Breacher for +40 points. May upgrade to a Lemman Russ Executioner and replace the turret mount battle cannon for an Executioner Plasma cannon for +45 points. May upgrade to a Lemman Russ Annihilator and replace the turret mount battle cannon for a twin linked lascannon and +2 to rear armor facing for +50 points. May upgrade to a Lemman Russ Falchion and replace the turret mount battle cannon for a quantum annihilator for +55 points. May replace hull heavy bolter for a heavy flamer or heavy graviton gun for free, lascannon for +15 points, plasma cannon for +25 points or a conversion beamer for +35 points. May take sponson heavy bolters, heavy flamers, autocannons, or heavy graviton guns for +20 points, lascannons or multimeltas for +30 points, plasma cannons or assault cannons for +40 points. Has access to the armory

Special Rules

Lumbering Behemoth, Overwatch

Thunderer 140 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: Has access to the armory

Special Rules

Overwatch

Skycracker artillery 140 points each

Front Side Rear BS

11 10 10 3

Unit Composition: 1 to 5 Skycracker Artillery

Unit Type: Tank

Wargear: Hull mounted Skycracker cannon, smoke launchers, searchlight

Options: Has access to the armory

Special Rules

Siege Specialists, Overwatch

Bombard 145 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 Heavy Siege mortar

Options: Has access to the armory.

Special Rules

Indirect fire, slow rate of fire, Overwatch

Photon Thuster Battery 145 points each

Front Side Rear

Battery 10 10 10

WS BS S T W I A LD SV

Overseer 4 3 3 3 1 3 2 8 3+

Unit composition: between 1 and 5 Photon Thuster Batteries
each manned be a tech overseer

Unit type: artillery

Wargear Battery: twin linked Photon Projector

Wargear Overseer: power armor, hot shot laspistol, power weapon

Options: the overseer may select from the armory as usual

Special rules

Hit the battery, immobile, Battery, Overwatch

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 exploritor 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, Unstable Ammunition, Overwatch

Long Tom Missile tank 150 points each

Front Side Rear BS

13 12 10 3

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. Has access to the armory

Special Rules

Overwatch

Grav Battle tank 150 points each

Front Side Rear BS

13 12 11 3

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. Has access to the armory
Special rules

Deep strike, Galvanic Motors, Overwatch

Destroyer 160 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: Has access to the armory

Special Rules

Overwatch

Spearpoint Platform 160 points each

Front Side Rear BS

11 10 10 3

Unit Composition: between 1 and 5 Spearpoint Platforms

Unit type: tank, immobile

Wargear: Spearpoint Antitank gun, searchlight, smoke launchers

Options: has access to the armory

Special rules

Overwatch

Dorn Battle Tank 170 points each

Front Side Rear BS

14 12 10 3

Unit composition: Between 1 and 5 Dorn praetorians

Unit Type: Tank

Access points: rear door and 2 side doors

Transport Capacity: 5 models in power, carapace, or Flak armor

Wargear: turret mount twin linked multilaser, extra armor, searchlight, smoke launchers

Options: may Upgrade to a Dorn Conqueror and replace the turret mount twin linked multilaser for a conqueror cannon for free,

Upgrade to a Dorn Exterminator and replace the twin linked multilasers for an exterminator autocannon for +5 points, May

upgrade to a Dorn Punisher and replace the turret mount twin linked multilasers for a punisher gatling Cannon or Hellstorm

gatling gun for +10 points, may upgrade to a Dorn Demolisher and replace the turret mount twin linked multilaser for a

demolisher Cannon (and gain +1 to the rear armor facing) or

Upgrade to a Dorn Eradicator and replace the turret mount twin linked multilasers for a nova cannon for +15 points, may upgrade

to a Dorn Battle Tank and replace the turret mount twin linked multilasers for a battle cannon for +20 points, may upgrade to

a Dorn Annihilator and replace the turret mount twin linked multilasers for a twin linked lascannon for +25 points, may

upgrade to a Dorn Incinerator and replace the turret mount twin linked multilaser for a melta cannon and gain the battery

feedback special rule for +27 points, may upgrade to a Dorn

Vanquisher and replace the turret mount twin linked multilaser

for a vanquisher battle cannon or may upgrade to a Dorn

Executioner and replace the turret mount twin linked multilaser

for a Executioner plasma cannon (and gain +1 to rear armor facing) and gain the battery feedback special rule for +30 points, may upgrade to a Dorn Avenger and replace the twin linked multilaser for a Avenger Mega Bolter, lose 2 transport capacity, and lose extra armor for +40 points, or may upgrade to a Dorn Thunderer and replace the turret mount twin linked multilaser for a thunderfire cannon for +45 points. May have a siege shield for +10 points per model. May take sponson mount heavy bolters or heavy flamers for +20 points but loses the transport capacity. Has access to the armory

Special rules

Lumbering Behemoth, repair, Galvanic Motors, Overwatch

Doombringer 175 points each

Front Side Rear WS BS S I A

10 10 10 2 6 10 1 4

Unit Composition: between 1 and 5 Doombringers

Unit type: tank

Wargear: 3 chain fists, 2 meltaguns, 1 heavy assault cannon, 2 twin linked bolters, 2 twin linked hot shot lasguns, 1 heavy stubber

Options: has access to the armory

Special rules

Power of the machine spirit, Overwatch

Slow: may only move 6" per turn but may fire all of it's weapons

Biologis Land Crawler 175 points each

Front Side Rear WS BS S I A

14 14 11 3 3 10 3 3

Unit Composition: 1 to 3 Land Crawlers

Unit type: Walker, Opened topped

Wargear: Two Dreadnought close combat weapons, hull mounted twin linked assault cannon, searchlight, extra armor, smoke launcher

Options: Has access to the armory

Special Rules

Overwatch

Insectomorphic: Gains scout and move through cover

Genitor Biologis: once the Land Crawler has killed an enemy model in assault all Praetorians and Skitarii gain preferred enemy until the mass crawler is destroyed

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 0010101010101 Skitarii and 1 Siege Strike Gun

Unit Type: Infantry and immobile Opened Topped Vehicle

Wargear: Power Armor, Bolt pistol, Combi-Melta, Chainsword, Siege Strike Cannon (range 56" strength 9 AP 1 Heavy 2. May only be shot Every other turn)

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

Special rules

Ferromantic Invulnerability, Improved Communications,

Orbital Bombardment, Overwatch

Glaive Strike Tank 230 points each

Front Side Rear BS

13 13 13 3

Unit Composition: 1 to 4 Glaive Strike Tanks

Unit type: Tank

Wargear: twin linked Hellstorm Gatling Cannon, stormfury

missile pod, sponson heavy assault cannons

Options: Has access to the armory

Special rules

Ferromantic Invulnerability, Orbital Bombardment, Overwatch

Land Raider Assault Tank 245 points each

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

14 14 14 3

Unit Composition: 1 to 3 Land Raider Assault Tanks

Unit type: tank

Transport capacity: 12 models

Access points: 2 side hatches and a front assault ramp

Wargear: hull mounted twin linked heavy bolters, two sponson twin linked lascannon, smoke launchers, searchlight

Options: May upgrade to a Land Raider Proteus and lose the hull mount twin linked heavy bolters for -2 transport capacity, the loss of the front assault ramp, the assault vehicle special rule, the ability to take Ceramite armor (for +15 points), the ability to take a pintle mount heavy bolter or multimelta (for +10 points), and the scout and Explorator Augury web special rules for -20 points. May upgrade to a land raider hornet and replace the sponson lascannons for Hornet Missile Launchers, frag assault launchers, and -2 transport capacity for -20 points. May upgrade to a Land Raider Graviton and replace the sponson mount twin linked lascannons for sponson graviton cannons and the ability to replace the hull mount twin linked heavy bolter for a twin linked heavy graviton gun or heavy flamer (for free), twin linked assault cannon (for +10 points), or twin linked lascannons (for +20 points) for -15 points. May upgrade to a Land raider Decimator and replace the sponson twin linked lascannons for sponson twin linked heavy bolters, sponson heavy bolters, -2 transport capacity for free. May upgrade to a Land raider Suppressor and replace the hull mount twin linked heavy bolters

and sponson twin linked lascannons for hull mount twin linked heavy flammers, sponson each with 2 havoc launchers each, the fast special rule, and the ability to replace the havoc launchers with quad guns (for +10 points) for +5 points. May upgrade to a Land Raider Vulkan and replace the hull mount twin linked heavy bolter and sponson mount twin linked lascannons for sponson mount twin linked heavy flammers and a hull mount Flamestorm cannon for +15 points. May upgrade to a Land raider Hunter and replace the sponson mount twin linked lascannons for sponson mount plasma lances for +15 points. May upgrade to a land raider Hephaistus and replace the sponson twin linked lascannons and hull mount twin linked heavy bolters for sponson mount Hephaistus autocannons, hull mount twin linked lascannons, and -2 transport capacity for +15 points. May upgrade to a Land Raider Executioner and lose the hull mount twin linked

Kardova and lose the hull mount twin linked heavy bolter and sponson twin linked lascannons for a hull mount twin linked grenade launcher, sponson mount hurricane bolters with special issue ammunition, extra armor, Siege Breaker Shield (ignores difficult and Dangerous Terrain Tests), the Blessings of the Omnissiah and Ferromantic Invulnerability special rules for +105 points. Has access to the armory
Special rules

Power of the machine spirit, assault vehicle, Overwatch

Land Raider Battle Tank 260 points each

	Front	Side	Rear	BS
Thunderhead	14	14	14	3

Unit Composition: between 1 and 3 Land Raider Battle Tanks Thunderhead pattern

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: May upgrade to a Land raider Deimos and lose the hull mount thunderfire cannon, hull mount assault cannons and sponson twin linked multimeltas for a hull mount twin linked autocannon, a Turret Mounted Siegebreaker cannon, sponson mount twin linked plasma cannons, and the loss of the marksmen special rule for the Ferromantic Invulnerability for -10 points. May upgrade to a Land Raider Forgebreaker and replace the sponson mount hurricane bolters, hull mount thunderfire cannon, hull mount twin linked assault cannon and the marksmen special rule for sponson mount twin linked reaper autocannons, hull mount twin linked heavy bolter, hull mount demolisher cannon, extra armor, and a 5+ Invulnerable save for -10 points. May upgrade to a Land Raider Ares and lose the hull mount thunderfire cannon and sponson mount twin linked multimeltas for a hull mount demolisher cannon, sponson twin linked heavy flamers, and the cermite armor special rule for +20 points. May upgrade to a Land Raider Terminus Ultra and lose the hull mount thunderfire cannon, hull mount assault cannons and sponson twin linked multimeltas for a hull mount twin linked lascannon, sponson mount twin linked lascannons, sponson mount lascannons, and the overload special rule for +30 points. May upgrade to a land raider skyhunter and replace the hull mount thunderfire cannon, hull mount twin linked assault cannon for a turret mount twin linked Hunter antiaircraft missile launcher and a hull mount Twin linked Hyperios missile launcher for +40 points. May upgrade to a land raider Terminus omega and replace the sponson hurricane bolters, hull mount thunderfire cannon, and hull mount twin linked assault cannon for a hull mount Icarus lascannon and sponson mount twin linked Merciless Judgement Lascannons for +50 points. May upgrade to a Land Raider Magnus and replace the hull mount twin linked bolter for a second set of twin linked lascannons sponson, a hull mount twin linked lascannon, and a turret mount twin linked lascannon for +90 points. Has access to the armory

Special rules

Power of the machine spirit, Marksmen, Overwatch

The Kaban Machine 280 points

WS	BS	S	T	W	I	A	LD	SV
4	4	6	7	5	3	3	10	2+

Unit Composition: 1 Kaban Machine

Unit type: Monstrous Creature

Wargear: Rotary Lascannon, Executioner Plasma Cannon, Punisher

Gatling Cannon, Servo Harness

Options: May include 1 more Kaban Machine for 280 points

Special Rules

Fearless, Move Through Cover, Feel No pain, 4+ invulnerable save, Overwatch

Terrifying Presence: Enemy units that lose combat in which the Kaban Machine is engaged take their leadership tests at -1.

Perturabo Siege Tank 280 points each

Front Side Rear BS

14 14 12 4

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: Has access to the armory

Special Rules

Power of the Machine Spirit, Ferromantic Invulnerability, Overwatch

Formations

Hammer of Wrath Battery 25 points + models

3 Basilisks

Special rules

Spotting rounds: treated like normal earthshaker rounds, but any other basilisk in the formation automatically hit if firing at the same unit

Strike Force: all basilisks must be deployed within 6" of one another

Legion's Fist Tank Squadron 25 points + models

5 Leman Russ Tanks (any type)

Special rules

Command tank: any tanks in the Squadron may ignore crew shaken results

Strike Force: all tanks must be deployed within 6" of one another

Suppression Force 25 points + models

2-5 whirlwinds (any type)

1 land speeder (any type)

Special rules

Long range spotting: when firing at a target within 36" (and in line of sight) of the spotting land speeder, the whirlwinds have unlimited range

Automated Defence Force 25 points + models

3+ Spearhead Sentry guns

0+ Hyperios platforms

0+ Hyperios command Platform

Special Rules

Infiltrate

Armored Fist Reconnaissance Squadron 25 points + models

2+ Salamander Scouts

2+ units able to take a chimera

Special rules

Scout, recon

Legion's Fury Artillery battery 25 points + models

3+ Thunderfire cannons

Special rules

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

Line Breaker Squadron 100 points + models

3+ vindicators (any type)

Special rules

Strike force: all vindicators must be deployed within 12" of the command tank

Combined fire: if three or more vindicators fire at the same target it has the following profile: strength 10 AP 2 ordinance 1, 10" blast, any removable terrain hit is destroyed on a 4+

Adeptus Mechanicus Salvage Team Points: 100 + models

2-6 Tech-priest engineeseers, one of which must be designated as the Master Mechanic

Special rules

Well-oiled team: All engineeseers must be deployed within 12" of the Master Mechanic. If they come on from reserve, they must arrive within 12" of the Master

I am honored that you require my skills: The Master Mechanic may, if he starts the turn in contact with a Super-Heavy Vehicle, forgo the use of his 'Blessings of the Ommissiah' rule to attempt to repair any damaged Structure Points. On a roll of 6+ a single Structure Point is repaired. This may not bring the total number of Structure Points above the starting amount. This roll is unmodified by servitors.

However, for every Techpriest in the team that is attempting a normal 'Blessings of the Ommissiah' on the same vehicle, the Master may add 1 to his roll. However, a roll of 1 always fails.

Resurrecting the Machine Spirit: If a full team of 5 Techpriests plus the Master Mechanic begin the turn in contact with a wrecked (not exploded!) Super Heavy Vehicle, the Master Mechanic may attempt to bring the vehicle back into the fight. On a roll of 6 the vehicle becomes fully mobile with all weapons intact, but only a single structure point and no void shields (if it ever had any). This roll is unmodified by servitors. This requires the team's full attention, so the techpriests and their servitors may not move, shoot, assault, or make use of the Blessings of the Ommissiah in the same turn they attempt to Resurrect the Machine's Spirit.

Thunderstrike Tank Destroyer Squadron 100 points + models

2 - 4 Valdor Tank Hunters

1 Malcador

Special rules

Strike Force: all Valdor's must be deployed within 18" of the Malcador

Neutron Thunderstrike: as long as the Malcador remains undestroyed any tank, walker, super heavy, monstrous creature, or gargantuan creature that is in the Malcador's line of sight all Valdor's may ONLY target this model with their Neutron Laser Projectors. Against targets with an armor value any glancing or penetrating hits add +2 to the roll. Targets with a toughness may re roll to wound. Additionally any vehicle or super heavy that suffers an explosion adds 2D6" to the explosions size.

Iron Cyclone Drop Strike 100 points + models

3 - 5 Myrmidon Assault Engines deployed in a drop pod (any type)

2 - 3 Deathstorm Drop Pods

Special rules

Staggered Assault: first an orbital bombardment strikes, and all Deathstorm Drop Pods must land within 18" of where it struck and immediately fire their weapons. All other drop pods must land within 24" of the Deathstorms

Pattern Bombardment: after the orbital bombardment hit is immediately scatters into smaller sub munitions with following profile; strength 7 AP 4
apocalypse barrage 6

Hell Raker Assault Battery 125 points + models

1 baneblade

3 Minotaur's

Special Rules

Strike Force: all Minotaur's must be deployed within 24" of the baneblade

Barrage Pattern: if two Minotaur's fire at the same target they may choose the following modes of fire; Concentrated range 24" - 120" strength 10 AP 2 ordnance 1, 7" blast, twin linked. Fire for Effect; range 24" - 120" strength 10 AP 2 ordnance, apocalyptic barrage 4

Predator Battery 150 points + models

3-9 Predators (any variant)

Special rules

*must stay within 18' of each other, but doesn't have to fire at the same target

Special Rules:

Coordinated Shots: If a Predator hits an enemy unit, any subsequent attack by a Predator on the same unit gets +1 to its 'to hit' rolls.

Skilled Litterers: Any Death or Glory against a Predator gets -1 to hit, and a -1 on the Vehicle Damage Chart. Any Tank Shock made on a unit not doing 'Death or Glory' gives another -1 to the leadership of the unit.

Armored Line Breaker Spearhead Squadron 150 + Models

3+ Land Raider Omegas.

0+ Land Raiders (any variant).

Special rules

One Land Raider Omega must be designated as the command tank.

Special Rules

Strike Force: All tanks in the squadron must be deployed within 6" of the command tank, or, if coming in for reserve, they must enter the table within 6" of the point entered by the command tank.

Command Tank: As long as the Squadron command tank is mobile,

any tank in the Squadron within 6" of it (including the command tank itself) may ignore Crew Shaken results on the damage table.

Combined Fire: if three or more Land Raider Omegas in the formation fire at the same target, resolve the shots as a single Strength 10, AP 2, ordnance shot, using the 10" Apocalyptic Blast marker. If the hole in the center of the blast marker lands over a terrain feature (building, bunker, fortification or wood, for example) it is destroyed on the roll of a 4+ (replace it with suitable debris). For each additional Land Raider Omega after the third that combines its fire upon the target, add +1 to the roll to determine whether the terrain feature is destroyed.

Models with in the destroyed terrain feature suffer 1 wound on the roll of a 4+ (Saving throws are allowed) and each unit must take a pinning test.

Praetorians may have its scatter dice re-rolled. In addition, any bombing runs initiated by either Thunderbolts or Marauders/Marauder Destroyers may utilize two different techniques:

- 1) Instead of using the Apocalypse template, they may use the large 10" template and resolve 1/4 of the Bombing run as hits (ie, if 4 bombs are dropped, treat it as one bomb, but with the 10" template). A minimum of 4 bombs must be dropped for this.
- 2) They may use the Apocalypse template, but may add OR subtract 1 on the placement roll to each bomb dropped.

Adeptus Mechanicus swarm breaker squad: 200 points + models

3+ Units able to taking a drop pod as their transport option.

Special Rules

Roll for reserves as 1 unit. When the formation comes in from reserves place the first pod using normal rules for deep striking but ignore intervening enemy models. Roll for scatter as normal. Each pod must now deep strike within 6" of the original pod (again ignoring enemy models). When a final landing place has been determined for all pods push all enemy models so they are 3 inches away from the base of each drop pod (so they're 1 inch away from the 2 inch deployment line).

Deploy the models contained in the drop pods like normal.

Back Breaker 400 points + models

2+ Ordintus any type

1-15 Ordintus Minoris

0-1 Bahamut siege tank

1 Archmagos Veneratus

Special rules

Strike force: all models must be deployed within 30" of one another

Carefull Planning, flank march

Combined Shot: if all models in the Formation shoot at one target, the shot is resolved at strength D AP 1 with the Fluedic Blast

Super Heavies

Crassus POINTS 200

Front Side Rear BS

14 13 12 3

Unit Composition: 1 Crassus

Unit type: Super heavy tank

Structure points: 2

Wargear: 2 front sponson heavy bolters, two sponson heavy bolters, searchlight, smoke launchers

Transport: 30 models

Access points: Rear Assault Ramp

Options: may replace any or all heavy bolters with heavy flamers or heavy graviton guns for free, autocannons or missile launchers for +5 points, Lascannons, multimeltas or Plasma Cannons for +10 points. May replace side sponsons for armor plates (increasing the side armor to 14) for free.

Has access to the armory

Special Rules

Overwatch

Minotaur 275 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: has access to the armory

Special Rules

Overwatch

Malcador Battle Tank 275 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 upgrade to a Malcador Infernus and replace the turret mount battle cannon and hull mount heavy bolter for a hull mount Inferno Gun and the Highly Flammable special rule for -5 points. May upgrade to a Malcador Annihilator and replace the hull mount heavy bolter and turret mount battle cannon for a turret mount twin linked lascannon and a hull mount demolisher cannon for +20 points. May upgrade to a Malcador Defender and replace the turret mount battle cannon and hull mount heavy bolter for 5 upper hull mount heavy bolters and a hull mount demolisher cannon for +40 points.

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. Has access to the armory

Special Rules

Engine Damage, Overwatch

Ferrus 300 points each

Front Side Rear BS

14 13 12 4

Unit Composition: 1 to 5 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 upgrade to a FERRUS Omega and replace the Turret mounted Ferrus Battle cannon and hull mounted twin linked heavy stubber for a Hull mount Omega Pattern Plasma

Blast gun and the overheat special rule for +55 points. May upgrade to a Ferrus Vanquisher and replace the turret mount Ferrus Battle cannon for a turret mount twin linked Vanquisher Battle cannon for +60 points. May upgrade to a FERRUS Hydra and replace the turret mount FERRUS battle cannon for 4 twin linked hydra autocannons for +60 points. May upgrade to a Ferrus Vulcan and replace the turret mount Ferrus Battle cannon for a turret mount Vulcan Mega Bolter for +85 points. May replace sponson heavy stubbers for either heavy bolters, Heavy Graviton guns, or heavy flamers for +10 points. Has Access to the armory

Special Rules

Overwatch

Thunderhawk transporter 300 points

Front Side Rear BS

12 12 12 3

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 or may take four hunter killer missiles for +10 points each or 4 Kraken Penetrator

Missiles for +20 points per missile

Special rules

Ceramite armor, Overwatch

Unloading vehicles: if the transporter does not move that turn the vehicle may move instead

Dominus Siege Bombard 320 points

Front Side Rear BS

14 13 12 4

Unit Composition: 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. Has access to the armory

Special Rules

Overwatch

Valdor tank hunter 320 points each

Front Side Rear BS

13 12 11 4

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, Heavy Graviton gun, or heavy flamer for +5 points, or autocannons for +10 points.

Has access to the armory

Special rules

Shock pulse, Feedback, Unstable reactor, Overwatch

Typhon heavy siege tank 350 points each

Front Side Rear BS

14 14 14 3

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: Has access to the armory

Special rules

Galvanic Motors, Overwatch

Hercules 350 points

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

Hercules] 14 12 11 3

Unit type: Super heavy tank

Unit Composition: 1 to 5 Hercules

Structure points: 2

Wargear: 3 twin linked Heavy lascannons, 2 lascannons

Options: Has access to the armory.

Special Rules

Overwatch

Spooky Gunship 350 points

Front Side Rear BS

13 12 10 3

Unit composition: 1 Spooky Gunship

Unit type: super heavy flier

Structure points: 2

Wargear: Hull mount battle cannon, sponson reaper autocannons, hull mount twin linked assault cannon, searchlight, smoke launchers, extra armor

Special rules

Power of the machine spirit , Ceramite armor, Overwatch

Cerberus Heavy tank destroyer 395 points each

Front Side Rear BS

14 14 13 3

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: Has access to the armory

Special rules

Power of the machine spirit , assault vehicle, Ceramite armor, Venerable, Galvanic Motors, Overwatch

Stormblade 400 points each

Front Side Rear BS

14 13 12 3

Unit Composition: 1 to 5 Stormblades

Unit type: Super heavy tank

Structure points: 3

Wargear: Hull mounted Plasma Blastgun, two sponsons each with a lascannon and twin linked heavy bolter, smoke launchers, searchlight

Options: may upgrade to a Banesword and replace the hull mount plasma blastgun for a hull mount Banesword quake cannon for free. May upgrade

to a Shadowsword and replace the hull mount plasma blastgun for a hull mount volcano cannon and the ability to replace the lascannons for targeters (+1 BS) for free. May upgrade to a Stormsword and replace the hull mount plasma blastgun for a hull mount Stromsword cannon for free.

May replace the sponson weapon for armor plates (increases the side armor to 14) for free or may add a second set of sponsons for +50 points.

May add hull heavy bolters, heavy flamers or heavy graviton guns for +25 points.

Has access to the armory

Special Rules

Overwatch

Banehammer 400 points each

Front Side Rear BS

14 13 12 3

Unit Composition: 1 to 5 Banehammer

Unit type: Super heavy tank

Structure points: 3

Transport: 25 models

Fire points: 10 models may fire from the top platform

Wargear: Hull mounted Tremor cannon, two sponsons each with a lascannon and twin linked heavy flamer, smoke launchers, searchlight

Options: Has access to the armory. May replace the sponson weapon for armor plates (increases the side armor to 14) for free or may add a second set of sponsons for +50 points. May add hull heavy bolters, heavy flamers or heavy graviton guns for +25 points.

Special Rules

Overwatch

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. Has access to the armory

Special Rules

Overwatch, deep strike

THUNDERHEAD BOMBER 400 points each

Front Side Rear BS

10 10 10 3

Unit Composition: between 1 and 10 THUNDERHEAD BOMBERS

Unit Type: super heavy flyer

Structure points: 3

Wargear: 2 Fuselage Mounted Twin-Linked Autocannons, 1 Fuselage Mounted Twin-Linked Lascannon, 4 Fuselage Mounted Hellstrike

Missiles, 4 Bombs, 4 Hellstrike missiles

Special Rules

Overwatch, deep strike

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. Has access to the armory

Special Rules

Overwatch, Deep strike

Mole 425 points

Front Side Rear BS

13 13 - 3

Unit composition: 1 Mole

Unit type: Super Heavy tank, immobile

Transport Capacity: 50 models in carapace, power, or Flak armor, 25 ogryns or terminators, or 2 Sentinels

Structure points: 3

Wargear: hull mount twin linked melta cannon, hull mount twin linked quad heavy bolters, searchlight, smoke launchers

Options: has access to the armory

Special Rules

Subterranean assault, Drill attack O, Overwatch, Blessings of the Ommissiah

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, Four Heavy Graviton Guns, or Four Heavy Flamers for +50 points. Has access to the armory

Special Rules

Heavy Armored Prow, Amphibious, Overwatch

Baneblade 450 points each

Front Side Rear BS

14 13 12 3

Unit Composition: 1 to 5 Baneblades

Unit type: Super heavy tank

Structure points: 3

Wargear: Turret mounted Baneblade cannon with co-axial autocannon, hull mounted twin linked heavy bolter and demolisher cannon, two sponsons each with a lascannon and twin linked heavy bolter, smoke launchers, searchlight

Options: may upgrade to a Shredderblade and replace the turret mount baneblade battle cannon, hull mount demolisher cannon, hull mount twin linked heavy bolters, and sponson twin linked heavy bolters and lascannon for a Turret mounted Mulcher autocannon and hydra autocannon, coaxial havoc launcher, sponson twin linked assault cannons and heavy bolter, hull mount punisher gatling cannon, and a hull mount Hellstorm gatling cannon for free. May upgrade to a Hellhammer and replace the turret mount baneblade battle

cannon for a turret mount Hellhammer cannon for free.

Has access to the armory. May replace the sponson weapon for armor plates (increases the side armor to 14) for free or may add a second set of sponsons for +50 points.

Special Rules

Overwatch

Stormlord 450 points each

Front Side Rear BS

14 13 12 3

Unit composition: between 1 and 3 Glaive Tanks

Unit type: super heavy tank

Structure points: 4

Wargear: turret mount Volkite Carronade, sponson mount quad lascannons, hull mount twin linked heavy bolter, searchlight, smoke launchers

Options: May replace the sponson quad lascannons for rapier lasers for free. May replace the hull mount twin linked heavy bolter for twin linked heavy flamer for free. Has access to the armory

Special rules

Power of the machine spirit, Galvanic Motors, Overwatch

Doomslayer 600 points each

Front Side Rear BS

14 12 11 3

Unit composition: between 1 and 2 Doomslayer

Unit type: super heavy tank, opened topped

Structure points: 4

Wargear: Turret mount doomslayer cannon and co-axial earthshaker cannon, hull mounted vanquisher cannon and a twin-linked heavy bolter, sponson twin-linked heavy bolters and a lascannon, searchlight, smoke launchers

Options: has access to the armory

Special rules

Power of the machine spirit, Galvanic Motors, Overwatch

Stormhammer 650 points

[front] [side] [rear] [BS]

Stormhammer] 14 14 12 4

Unit Composition: between 1 and 5 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

Special Rules

Overwatch

Land Raider Maelstorm 650 point each

Front Side Rear BS

14 14 14 3

Unit composition: between 1 and 2 Land Raider Maelstorm

Unit type: super heavy tank

Structure points: 2

Transport capacity: 20 models, or 10 terminators

Access points: two front assault ramps

Wargear: turret mount battle cannon, 5 havoc launchers, 2 turret mount exterminator autocannons, 2 hull mount twin linked heavy bolters, 3 sponson mount twin linked lascannons, searchlight, smoke launchers, extra armor

Options: Has access to that armory

Special rules

Power of the machine spirit, Galvanic Motors, assault vehicle, Overwatch

uses the following profile: Range: Unlimited Str. 10 AP 1 Type
Ordnance, 5" Blast, Barrage
Ferromantic Invulnerability

Sword Battle Tank 700 points each

Front Side Rear BS

14 13 12 3

Unit Composition: between 1 and 4 Sword Battle Tanks

Unit type: Super heavy tank

Structure points: 3

Wargear: hull mounted Quasar cannon, sponson lascannons
and twin linked heavy bolters, searchlight, smoke launchers, flare shield

Options: Has access to the armory

Special rules

Galvanic Motors, Overwatch

Thunderhawk "Annihilator" Pattern Gunship 785 points each

Front Side Rear BS

12 12 10 3

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 points), 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, Overwatch

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.

Ordinatus Minoris 800 points each

Front Side Rear BS

14 13 12 3

Unit Composition: 1 to 5 Ordintus Minoris

Unit type: Super heavy tank

Structure points: 3

Void Shields: 3

Wargear: two sponsons conversion beamers, two sponson twin
linked assault cannons smoke launchers, searchlight. A Hull

weapon from the following list: Volcano cannon, Quake cannon,
Gatling blaster, Plasma Destructor, Laser Destroyer

Special Rules

Overwatch

Land Raider Terrain 800 points each

Front Side Rear BS

Unit type: super heavy Tank

Structure points: 7

Access points: Six front assault ramp

Transport capacity: 125 (dreadnoughts count as ten, bikes count as 5, jetbikes count as 6, attack bikes count as 10, attack jetbikes count as 11, skyhunter jetbikes count as 8)

Wargear: six turret mount twin linked lascannons, six sponsons per side with twin linked lascannons, ten twin linked Bolt Cannon turrets, Three Whirlwind multiple missile launchers, searchlight, smoke launchers, extra armor

Options: may replace the Incendiary missiles for Rad Missiles for +45 points.

Has access to the armory

Special rules

Galvanic Motors, Explorator augury web, Ferromantic invulnerability, orbital bombardment (may be used every three turns), improved communications, Overwatch

Mega Bombard Siege Mortar 1000 points each

Front Side Rear BS

13 13 10 3

Unit composition: between 1 and 3 Mega Bombard Siege Mortars

Unit Type: super heavy tank, opened topped

Structure points: 5

Wargear: Hull Mount Mega Bombard Siege Mortar, extra armor

Special rules

Cerimite armor, Overwatch

Harbinger Heavy Bomber 1100 points each

Front Side Rear BS

12 12 11 3

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, Overwatch

Might of the Ommissiah: ignores crew stunned and crew shaken results

Stormsaber 1150 points each

Front Side Rear BS

14 13 12 3

Unit composition: between 1 and 2 Stormsaber

Unit Type: super heavy tank

Structure points: 4

Void Shields: 2

Wargear: Turret Mounted Vulcan Mega Bolter, Turret Mounted Laser Blaster with co-axial Autocannon, Hull-mounted Thunderfire Cannon, Sponson with twin-linked Laser Destroyers, Sponson with twin-linked Avenger mega Bolters, Sponson reaper autocannons, searchlight, smoke launchers, extra armor, flare shield

Options: Has access to the armory

Special rules

Cerimite armor, Overwatch

linked Dreadhammer siege cannon, 10 sponson Flamestorm cannons, 10 sponson inferno cannons, searchlight, smoke launchers
Special rules
Galvanic Motors, Overwatch



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

Overwatch

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 jetbike 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

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

Overwatch

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 jetbike 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, a titan close combat weapon, a titan chain fist, Wrecker, or a trident. Two carapace weapons from the following list; vulcan mega bolter, vortex missile, apocalypse missile launcher, inferno gun, plasma blastgun, double barreled turbo laser, Barrage Missile Launcher, Warp Missile, Deathstrike missile, fire control center, combat control center

Special rules

Overwatch

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 Warlord has a minimum range of 18".

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, fire control center,
combat control center

Special rules

Agile, Overwatch

Siegelord Titan 3250 points each

Front side rear WS BS S I A

14 14 13 2 4 10 1 3

Unit Composition: 1 to 2 Siegelord titans

Unit Type: Super Heavy Walker

Structure points: 9

Void Shields: 8

Wargear: two arm mounted titan chain fists, two carapace mounted gatling blasters

Special rules

Overwatch

Reactor Meltdown: If the Siegelord 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 Siegelord to engage targets that are too close. If suffers the following limitations: The carapace mounted weapon on the Siegelord has a minimum range of 18".

Nemesis Psi titan 4000 points each

Front side rear WS BS S I A

14 14 13 2 4 10 1 3

Unit Composition: 1 to 2 Nemesis Psi Titan

Unit Type: Super Heavy Walker

Structure points: 10

Void Shields: 6

Wargear: arm mounted Psi lance. Must chose 1 arm weapon from the following list; ; laser blaster, gatling blaster, melta cannon, plasma destructor, quake cannon, volcano cannon, a titan close combat weapon, a titan chain fist, a wrecker, or a trident. Two carapace weapons from the following list; vulcan mega bolter, vortex missile, apocalypse missile launcher, inferno gun, plasma blastgun, double barreled turbo laser, Barrage Missile Launcher, Warp Missile, Deathstrike missile, fire control center, combat control center

Special rules

Overwatch

Reactor Meltdown: If the Nemesis 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 Nemesis to engage targets that are too close. If suffers the following limitations: The carapace mounted weapon on the Nemesis has a minimum range of 18".

Foresight: The Nemesis may re roll misses.

Psychic Beacon: While the Nemesis is in play; friendly psychic powers automatically pass

Reaver Battle titan 1450 points each

WS BS S FRONT SIDE REAR I A

2 4 10 14 14 13 1 2

UNIT composition: 1 to 3 Reaver Titans

Unit 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, Barrage Missile Launcher, Warp Missile, Deathstrike missile, fire control center, combat control center

Two arm weapons from the following list: Gatling Blaster, Melta Cannon, Volcano Cannon, Laser Blaster, Titan Close Combat Weapon, Titan Chain fist, Apocalypse Missile Launcher, Trident, wreaker

SPECIAL RULES

Overwatch

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".

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 composition: 1 to 3 Reaver Titan (Hun variant)

Unit 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, Trident, wreaker

SPECIAL RULES

Overwatch

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.

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 composition: 1 to 3 Reaver Titan (Goth variant)

Unit 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, trident, wrecker
1 carapace weapon from the following list: Apocalypse Missile Launcher; Double-barrelled Turbo-laser Destructor; Plasma Blastgun; Vulcan Mega-bolter, Inferno gun, quake cannon, Barrage Missile Launcher, Warp Missile, Deathstrike missile, fire control center, combat control center

SPECIAL RULES

Overwatch

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".

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, Overwatch

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 720 points each

Front Side Rear BS WS I A
14 13 12 4 2 1 1

UNIT composition: 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

Overwatch

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 composition: 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

Overwatch

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

WS BS S FRONT SIDE REAR I A

3 4 10 13 12 11 2 1(3)

UNIT composition: 1 to 5 Knight Paladins

Unit 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

Special Rules

Overwatch

KNIGHT WARDEN 475 points

WS BS S FRONT SIDE REAR I A

3 4 10 14 13 12 2 1

UNIT composition: 1 to 4 Knight Wardens

Unit TYPE: Super-heavy walker

STRUCTURE POINTS: 2

VOID SHIELDS: 1

WEAPONS AND EQUIPMENT: Vulcan Mega-bolter, hull mounted warden missile launcher

SPECIAL RULES

Overwatch

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

WS BS S FRONT SIDE REAR I A

3 4 10 13 11 10 4 1(2)

UNIT composition: 1 to 5 Knight Lancer

Unit TYPE: Super-heavy walker

STRUCTURE POINTS: 2

VOID SHIELDS: 1

WEAPONS AND EQUIPMENT:1 Knight Battle Cannon; 1 Knight Power Lance

SPECIAL RULES

Overwatch

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 Aquilla 500 points each

WS BS S FRONT SIDE REAR I A

3 5 10 13 13 13 3 3(4)

UNIT composition: 1 knight Aquilla

Unit TYPE: Super-heavy walker

STRUCTURE POINTS: 3

VOID SHIELDS: 1

WEAPONS AND EQUIPMENT: Buster rifle, gatling blaster, carapace mounted twin linked stormfury missile pod, twin linked bolt cannon

SPECIAL RULES

Overwatch

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).

KNIGHT Barron 375 points

WS BS S FRONT SIDE REAR I A

5 4 10 14 12 10 5 3(4)

UNIT composition: 1 knight Barron

Unit TYPE: Super-heavy walker

STRUCTURE POINTS: 3

VOID SHIELDS: 2

WEAPONS AND EQUIPMENT: 1 Knight Battle Cannon; 1 Knight

Power Lance, twin linked heavy bolter

SPECIAL RULES

Overwatch

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).

Formations

Cry Havoc 150 points + models

1 Warlord

2 Warhounds

Special rules

Fleet, ignores night fight

Venatarii Reaver Maniple 275 points + models

1+ Reaver titans (any variant, One must be the maniple's prime)

2+ warhound titans (any variant)

Special rules

Titan Maniple: all titans in the Maniple must be deployed within 36" of the prime

Prime: all titans in the maniple may ignore gun crew shaken

The Hunters and The Hounds: the Reavers may re roll misses if the warhounds have already hit the target being shot at



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, Overwatch

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, Overwatch

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, Overwatch

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, Overwatch

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 flakk 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

Special rules

Overwatch

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, Overwatch

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 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

Special rules

Overwatch

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

Special rules

Overwatch

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.

Special rules

Overwatch

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.

Special rules

Overwatch

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

Options: May take a Misericorde for +5 points.

Special Rules

Overwatch

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 for +15 points. Any model in the squad may have carapace armor for +5 points

Special rules

Overwatch

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

Special rules

Overwatch

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

Special Rules

Overwatch

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

Special Rules

Overwatch

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

Battery, hit the battery, , Overwatch

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

Overwatch

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

Special rules

Battery, hit the battery, Overwatch

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, Overwatch

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

Special rules
Overwatch

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. May take a Misericorde for +5 points.

Special Rules

Overwatch

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 for +50 points or a tribarreled bombard siege mortar for +120 points

Special Rules

Overwatch

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 banesword battle cannon, hull mounted

Doomsday cannon, 6 twin linked lascannons

Options: may have 6 twin linked squat heavy bolters for +150 points.

May take a Misericorde for +5 points.

Special rules

Careful planning, supreme headquarters, general staff, Overwatch

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

Overwatch

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

Special Rules

Overwatch

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, 6 vortex missiles

Special Rules

Overwatch

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

Special Rules

Overwatch

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

Special Rules

Overwatch

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

Special Rules

Overwatch



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



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)

Dedicated Transport: May select a Land Raider of any type as a dedicated transport, or a rhino, or a drop pod, or Stormfire.

Wargear: Primarch Armor, Lion Sword, Lion Helm, Master Crafted Bolt Pistol, Frag Grenades and Melta Bombs

Options: may upgrade bolt pistol to have a chain blade for +5 points

Special Rules

Primarch, Rites of Battle, Surprise Attack, 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), Battlefield Command Uplink, Overwatch

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.

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: Custodian Knight may replace their Legion

Champion for Corswain for +50 points

Unit Type: Infantry

Wargear: Artificer armor, bolt pistol, Sword of Caliban, frag and krak grenades

Options: may upgrade bolt pistol to have a chain blade for +5 points

Special rules

Fearless, Favored (applies to squad), Furious Charge (applies to squad), combat tactics, Knight Champion, Overwatch

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

Options: may upgrade rotary bolt pistol to have a chain blade for +5 points

Special Rules

And They Shall Know No Fear, Combat Tactics, Stubborn, Counter Attack (applies to all Dark Angels units within 12"), Independent Character, favored, Overwatch

Hold the Line: Any Dark Angels unit that has clear line of site to Hadwyn are stubborn

Custodian Knights 150 points

WS BS S T W I A LD SV

Knight 6 4 4 4 2 5 3 10 2+

Exemplar 7 5 5 4 3 6 4 10 2+

Unit Composition: 1 Knight Exemplar and 2 Custodian Knights

Unit Type: Infantry

Wargear: bolter with special issue ammunition, Sword of Caliban,

Halberd of Caliban (Knight exemplar only) frag, krak, plasma, and stasis grenades, melta bombs, artificer armor
Options: may include 17 more Custodian Knights for 50 points per model. Any model may exchange their bolter for a plasma gun, a combiplasma, or webber for free, a plasma blaster for +5 points, or a plasma blaster gun for +7 points. Any Knight may exchange their Sword of Caliban for a Master Crafted Chain Axe or master crafted relic chainsword for free, or a Flail of the Unforgiven for +5 points. Any bolter or combiplasma may be upgraded to have chain blades for +5 points, any combibolter plasma gun may have power blades for +15 points. May upgrade any bolter to have an exterminator for +3 points

Special Rules

And They Shall Know No Fear, Combat Tactics, Stubborn, Counter Attack, favored, Overwatch

Important Lion El Jonson loses the majestic special rule while part of a Custodian Knight squad

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, Rosarius, Eternal Warrior, Independent Character, Favored (applies to any unit he joins), Overwatch
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.

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, Overwatch

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

Options: may upgrade the bolter to have chain blades for +5 points

Special Rules

Eternal Warrior, Independent Character, Stubborn, Iron Halo, unfavored, Overwatch

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, Combimelta, Frag and Krak Grenades

Options: may upgrade to combimelta to have chain blades for +5 points or power blades for +15 points

Special Rules

Eternal Warrior, Independent Character, Stubborn, Iron Halo, unfavored, Overwatch

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, favored

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, stubborn, Eternal Warrior, Combat Tactics, Independent Character, Master Iron Halo, Unfavored, Tank commander, Overwatch

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
Psychic powers: True Call

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: Sword of Silence, Cataphractii Terminator Armor, Foe Smiter

Options: may upgrade Foe Smiter to have chain blades for +5 points

or power blades for +15 points.

Special Rules

Honor of the Chapter, Eternal Warrior, Rites of Battle, Independent Character, unfavored, Overwatch

Fire Discipline: Astelan and any Dark Angels squad he leads may re-roll misses on their shooting to hit rolls with Bolt Pistols, Bolters, and Heavy Bolters.

Master of Deathwing: If you include Merir Astelan then Dark Angel Deathwing squads may be taken as Troop choices instead of Elites.

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, Inspiring Presence (counts as a Chapter Banner), Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Orbital Bombardment, stubborn, unfavored, Overwatch

Tarquin HESPERIDES THE FIRST CAPTAIN OF THE RAVENWING 220 POINTS

WS BS S T W I A LD SV

Tarquin 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)

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Iron Halo, Combat Tactics, Independent Character, Eternal Warrior, Favored (applies to any unit he joins), Overwatch

Mounted Assault: If the army includes Tarquin 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 Tarquin Hesperides then all ravenwing squads may be taken as troops

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

Options: may upgrade bolt pistol to have chain blades for +5 points

Special rules

And They Shall Know No Fear, Combat Tactics, Stubborn, Independent Character, Master Psyker, unfavored, Overwatch

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: *Apollyon*, Sanctis, Lion's Roar, Bolt Pistol, Frag and Krak Grenades

Options: may upgrade Lion's Roar to have chain blades for +5 points or power blades for +15 points

Special Rules

And They Shall Know No Fear, Rites of Battle, 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, unfavored, Overwatch
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.

Huram-Abi 250 points

Front Side Rear WS BS S I A

13 13 11 6 5 10 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: Executioner Plasma cannon, dreadnought close combat weapon with built in plasma blaster, searchlight, smoke launchers, extra armor

Options: May have auto launchers for +2 points, terminator honors and/or Tank Siege Armor for +5 points, flare shield for +10 points, and/or

Reinforced Armor for +20 points

Special rules

Venerable, Galvanic Motors, Neural Fibre-bundles, fleet, dreadnought lord, favored, Overwatch

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

Elites

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 (Unique): One Dark Angels Sternguard Squad in the army may replace a Veteran with Techmarine Askelon for +60 points

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Servo Harness, Melta Bombs, Signum

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Combat Tactics, Blessing of the Ommissiah, Bolster Defenses, Favored (applies to unit), Overwatch

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 (Unique): One Sternguard Veteran Squad in the army may replace its Sergeant with Battle Sergeant Khol for +65 points.

Wargear: Power Armor, Bolter, Bolt Pistol, Sword of Caliban, Frag and Krak Grenades

Options: may upgrade bolter and/or bolt pistol to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Eternal Warrior, Special Issue
Ammunition, Bolter Drill, Favored (applies to unit), Overwatch

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

Options: may upgrade rotary bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Eternal Warrior, Combat Tactics, Psyker,
Independent Character, unfavored, Overwatch

Psychic powers: Terrorsight

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 (Unique): One Sternguard Veteran Squad or One Knight
of The Order in the army may replace a veteran with The Lord Cypher for +130 points

Wargear: C'Tan Phase Sword, Power Armor, Bolter, Plasma Pistol, Bolt
Pistol, Frag and Krak Grenades

Options: may upgrade bolter and/or bolt pistol to have chain blades for +5 points.

May upgrade bolter to have an exterminator for +3 points.

Special Rules

Honor of the Chapter, Battle Forged Heroes (Applies to his Sternguard Squad),
Inspiring Presence (counts as a Chapter Banner), Combat Tactics, Special Issue
Ammunition, Eternal Warrior, 3+ invulnerable save, unfavored, Trick-Shot, Plasma
Pistoleer, Archaic Weaponry, Overwatch

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, Rosarius, Eternal Warrior, Independent Character,
Favored (applies to any unit he joins), Master Interrogator, Fearful Figurehead

Interrogator Molochia 160 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, Crozius Aquilium, storm shield, frag and
krak grenades

Options: may take a bike for +5 points or a jetbike for +10 points.

Special Rules

Honor of the Chapter, Rosarius, Eternal Warrior, Independent Character,
Favored (applies to any unit he joins), Fearful Figurehead

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)

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, 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. May have Auto Launchers for +2 points, lasher tendrils for +5 points, terminator honors and/or Tank Siege Armor for +8 points, flare shield for +10 points, and/or Reinforced Armor for +25 points

Special rules

Overwatch

Knights of the Order 185 points

WS BS S T W I A LD SV

6 4 4 3 2 3 3 8 2+

Unit composition: 4 Knights of the Order

Unit Type: infantry

Wargear: Artificer Armor, Master crafted Relic Bolter, Sword of Caliban, frag, krak, and rad grenades

Options: may include 6 more Knights of the Order for 46 points per model. Any Knight may exchange their master crafted Relic Bolter for a master crafted autogun or master crafted Webber for +5 points, or a master crafted twin linked Relic Bolter for +10 points per model. Any Knight of the Order may exchange their Sword of Caliban for a Master Crafted Chain Axe or master crafted relic chainsword for free, a master crafted Power Flail for +3 points, Flail of the Unforgiven for +5 points per model, a Master Crafted Relic Blade for +7 points per model, or a Corvus Hammer for +10 points. One in every 5 may exchange both their ranged weapon and close combat weapon with a Halberd of Caliban for +15 points. The entire squad may have jump packs for +2 points per model, a bike for +3 points, or jetbike for +5 points per model. May upgrade any relic bolter or twin linked relic bolter to have chain blades for +5 points, or may upgrade any twin linked relic bolter to have power blades for +15 points. May upgrade any relic bolter, or twin linked relic bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, unfavored, Questing Knights, fearless, Overwatch

Librarian Seutonius 190 points

WS BS S T W I A LD SV

6 5 4 4 1 4 3 9 2+

Unit Composition: 1 (Unique)

Unit Type: infantry

Wargear: Artificer Armor, force halberd, psychic hood, master crafted plasma pistol, frag and krak grenades

Options: may have a jump pack for +5 points, or a bike for +10 points or jetbike for +15 points

Special Rules

Honor of the Chapter, unfavored, Eternal Warrior, psyker, stubborn, Overwatch
Psychic Powers: smite, Soul Lightning, force dome, Mind Worm

Talos 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 heavy assault cannons, 2 hull mount heavy bolters, extra armor, smoke launchers, searchlight

Options: may have auto launchers for +5 points, terminator honors and/or Tank Siege Armor for +8 points, flare shield for +10 points, and/or Reinforced Armor for +25 points

Special rules

Venerable, favored, Venerable, Galvanic Motors, Neural

Fibre-bundles, Overwatch

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

Deathwing 275 points

WS BS S T W I A LD SV
5 5 5 5 1 4 3 9 2+

Unit composition: 5 Deathwing 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: 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 Gauntlet of Salvation for +6 points, a combibolter, foeblaster bolter, or lightning claw for +10 points, gauntlet of war for +11 points, a twin linked relic bolter for +12 points, a plasma blaster or thunder hammer for +15 points, a volkite charger for +20 points, Gauntlet of Furry for +26 points, Gauntlet of Vengeance for +36 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, or Sword of Caliban for free, a Power Flail for +3 points, a lightning claw or Flail of the Unforgiven for +5 points, a Corvus Hammer for +10 points, Gauntlet of Salvation for +13 points, a power fist for +15 points, power claw for +16 points, gauntlet of war for +18 points, a chain fist for +20 points, a relic blade for +25 points, Gauntlet of Furry for +34 points, Gauntlet of Vengeance for +43 points. Any model may exchange both their ranged and close combat weapon for a Halberd of Caliban for +15 points. Any twin linked bolter, combibolter, foeblaster bolter, twin linked relic bolter, or twin linked heavy bolter may have chain blades for +5 points or power blades for +15 points. May upgrade any foeblaster bolter, twin linked relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

Deep strike, stubborn, 3+ invulnerable save, counter attack, special issue ammunition, Overwatch

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

Troops

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 (Unique): One Tactical squad Space Marine Sergeant in the army may be replaced with the Knight Sergeant Mykael for +25 points.

Unit Type: Infantry

Wargear: Power Armor, Chainsword, Bolt Pistol & Bolter, Frag and Krak Grenades

Options: The Knight Sergeant may exchange his chainsword for a chain axe for +5 points, a relic chainsword for +10 points, a power weapon for +15 points, a Sword of Caliban for +18 points, a power fist for +25 points or a thunder hammer or relic blade for +30 points. May upgrade bolter and/or bolt pistol to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads, Counter Attack (applies to squad), Fearless (applies to squad), favored, Overwatch

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 (Unique): 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

Options: may upgrade bolt pistol to have chain blades for +5 points

Special rules

And they shall know no fear, stubborn, acute senses, Favored, Coordinated Sniper fire, Overwatch

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, Overwatch

Abdaziel Magron +45 points

WS BS S T W I A LD SV

4 4 4 4 1 4 3 10 3+

Unit Composition (Unique): 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

Options: may upgrade bolter to have chain blades for +5 points

Special rules

And they shall know no fear, stubborn, acute senses, unfavored, Overwatch

Tragan +50 points

WS BS S T W I A LD SV

5 4 4 4 1 4 3 10 3+

Unit Composition (Unique): 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

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 25 more Knights for 14 points per model.

Any model may exchange their power sword for a Flail of the Unforgiven for free, a Sword of Caliban for +3 points, a Power Flail for +4 points, or a Corvus hammer for +5 points. 2 knights may exchange both their weapons for a Halberd of Caliban for +15 points or a set of master crafted lighting claws for +30 points each.

Any rotary bolt pistol may have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Combat Tactics, unfavored, Flawed armor, Questing Knights, Overwatch

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 (Unique): One Assault squad Space Marine Sergeant in the army may be replaced with Gazardiel for +25 points.

Unit Type: Jump Infantry

Wargear: Power Armor, Chainsword, Bolt Pistol, Jump Pack, Frag and Krak Grenades

Options: Gazardiel may exchange his chainsword for a chain axe for +5 points, a relic chainsword for +10 points, a power weapon for +15 points, a Sword of Caliban for +18 points, a power fist for +25 points or a thunder hammer or relic blade for +30 points.

May upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads, Hit and Run (applies to squad), Furious Charge, unfavored, Overwatch

Zerachiel +35 points

WS BS S T W I A LD SV

5 5 4 4 1 5 3 10 2+

Unit Composition (Unique): 1 assault squad may replace it's sergeant with Zerachiel for +35 points

Unit Type: Jump Infantry

Wargear: Artificer armor, Master Crafted bolt pistol, Relic Blade, frag, krak, and blind Grenades, jump pack

Options: may upgrade bolt pistol to have chain blades for +5 points.

Special rules

Fearless, Favored (applies to squad), Furious Charge (applies to squad), combat tactics, Overwatch

Darkshroud 75 points each

Front Side Rear BS

10 10 10 4

Unit Composition: between 1 and 3 Darkshrouds

Unit Type: skimmer, fast

Wargear: heavy bolter, searchlight, smoke launchers

Options: may replace heavy bolter with a punisher gatling cannon for +5 points or a heavy assault cannon for +15 points.

May have Auto Launchers for +5 points, lasher tendrils for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, Icon of Caliban, scout, stealth, favored, Overwatch

Grav Attack Vengeance 110 points each

Front Side Rear BS

11 11 10 4

Unit Composition: between 1 and 5 Grav Attack Vengeance

Unit Type: tank, skimmer, fast

Wargear: turret mount Vengeance launcher, pintle mount heavy bolter, searchlight, smoke launchers

Options: may replace the turret mount Vengeance launcher with a punisher gatling cannon for free, a plasma annihilator for +10 points, or a heavy conversion beamer for +20 points.

May replace the pintle mount heavy bolter for a havoc launcher for free, a reaper autocannon for +5 points, or a heavy assault cannon for +10 points. May have Auto Launchers for +5 points, lasher tendrils and/or Tank Siege Armor for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, power of the machine spirit, favored, Icon of Caliban,

Galvanic Motors, Overwatch

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, Sword of Caliban, frag and krak grenades, melta bombs

Options: may include 17 more ravenwing for 40 points each.

Any model may upgrade their power armor to mark 3 iron armor for +5 points or mark 5 heresy armor for +10 points.

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, a Web pistol for +6 points, a needle pistol for +7 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 Sword of Caliban for a Power Flail for +5 points, a relic blade or thunder hammer for +15 points. Any bolt pistol may be upgraded to have chain blades for +5 points.

Special rules

Scout, infiltrate, 6+ invulnerable save, favored, Overwatch

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. May have auto launchers for +5 points, lasher tendrils and/or Tank Siege Armor for +10 points, flare shield for +15 points, and/or

Reinforced Armor for +20 points

Special rules

Deep strike, power of the machine spirit, favored, Galvanic Motors, Overwatch

Land Speeder Vengeance 135 points 0-1

Front Side Rear BS

12 11 10 4

Unit Composition: 1 Land Speeder Vengeance

Unit type: skimmer, fast

Wargear: Heavy Bolter, Plasma Strom Battery. Searchlight, smoke launchers

Options: may replace heavy bolter with a punisher gatling cannon for +10 points, or an assault cannon for +20 points.

May have extra armor for +15 points. May have Auto Launchers for +5 points, Lasher Tendrils and/or Tank Siege Armor for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special Rules

Deep strike, Galvanic Motors, Overwatch

Dark Talon 145 points each

Front Side Rear BS

11 11 11 4

Unit Composition: between 1 and 5 Dark Talons

Unit type: flier

Wargear: 2 hurricane bolters, rift cannon, stasis bomb, searchlight

Options: may have extra armor for +5 points, flare shield for +10 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, Overwatch

Nephilim 160 points

Front Side Rear BS

11 11 11 4

Unit Composition: between 1 and 6 Nephilim

Unit type: flier

Wargear: twin linked heavy bolter, twin linked lascannon, 6 Blacksword missiles

Options: may exchange twin linked lascannon for avenger mega bolter for free. May have extra armor for +5 points, flare shield for +10 points, and/or Reinforced Armor for +20 points

Special rules

Deep strike, strafing run, unrelenting hunter, Overwatch

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.

Any Taint hunter may replace their bikes twin linked plasma guns for Plasma Talon for +10 points per model or twin linked heavy plasma guns for +15 points per model. 6 bikes may be upgraded to attack bikes with twin linked plasma guns and a plasma cannon for +70 points

Special rules

Scout, infiltrate, 6+ invulnerable save, favored, Overwatch

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. Any twin linked bolter may take chain blades for +5 points or power blades for +15 points. May upgrade any twin linked bolters to have an exterminator for +3 points per bolter.

Special rules

Deep strike, bulky, 5+ feel no pain, Overwatch

Formations

Spear of Aries 200 points + models

1 to 10 Land Raider Aries (one must be commanded by Captain Zarphirial)

Special rules

Strike Force: All vehicles in the formation must be deployed within 24" of the command tank, or if coming on from reserve, the formation must enter the table within 24" of the point entered by the command tank.

Command Tank: As long as the Spear command tank is mobile, any tank in the spearhead within 12" of it (including the command tank itself) may ignore Crew Shaken results on the damage tables.

Combined fire: all the Land raider Aries may fire their demolisher cannons at a single target with the following profile: range 36" strength D AP 2 ordinance D6+1 (D6 is for every tank in the formation), 10" blast

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

Options: May have Auto Launchers, dozer blade, and/or Misericorde for +5 points, Lasher Tendrils, extra armor, and/or overcharged engines for +10 points, and/or flare shield for +15 points

Special Rules

Power of the Machine Spirit, Galvanic Motors, Beast of the Legion, Overwatch

Command Tank: all Dark Angels tanks within 12" may ignore gun crew shaken

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, Misericorde

Special rules

Galvanic Motors, Overwatch

Any Dark Angels sergeant may exchange their pistol for a plasma carbine for +10 points, a plasma blaster for +15 points, or a plasma blaster gun for +20 points

Any Dark Angels Sergeant may exchange their close combat weapon for a Sword of Caliban for +18 points



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, 2 master crafted Achilles Pattern Bolters, Frag and Krak grenades

Options: may upgrade the Achilles Pattern Bolters to have chain blades for +5 points per bolter. May upgrade either Achilles Pattern Bolter to

have an exterminator for +3 points.

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 threw cover, Overwatch, Eternal Warrior

Legion Tactics: If you include Hectate 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

Khandar Madu 190 points

WS BS S T W I A LD SV
6 4 4 3 3 7 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: two master crafted +1 (meaning +2 total) strength lightning claws, artificer armor, frag and krak grenades

Options: may take a Superior Jump Pack for +20 points

Special rules

And they shall know no fear, Overwatch, Independent Character, hit and run, Eternal Warrior, iron halo, rage

Vanguard Veterans may be taken as troops

Helena Captain of the 2nd company 210 points

WS BS S T W I A LD SV
6 5 4 3 3 8 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Tartorus Terminator armor, twin linked bolter, chain fist, grenade harness

Options: may upgrade the twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

Rage, furious charge, counter attack, preferred enemy, move threw cover, Overwatch, special issue ammunition, Eternal Warrior

Alysia Rosae First Captain 235 points

WS BS S T W I A LD SV
6 5 4 3 4 8 5 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Tartorus Terminator armor, combiplasma, thunder hammer, servo harness, grenade harness, melta bombs

Options: may upgrade the combiplasma to have chain blades for +5 points or power blades for +15 points

Special Rules

Rage, furious charge, counter attack, preferred enemy, move threw cover, Overwatch, blessings of the Ommissiah (3+), bolster defenses, Eternal Warrior

Elites

Chandramatie Bahl 175 points

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

Unit composition: 1 (unique)

Unit type: infantry

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

Options: may take a jump pack for +5 points or a Superior Jump Pack for +20 points. May upgrade the bolt pistol to have chain blades for +5 points

Special rules

Master psyker, and they shall know no fear, Overwatch, Independent Character, hit and run, Eternal Warrior

Dedicated Transports

Angelus Gunship 160 points

Front Side Rear BS

11 11 10 4

Unit Composition: 1 Angelus Gunship

Unit Type: flier

Access points: two side assault ramps

Transport capacity: 15 models in power armor

Wargear: twin linked heavy bolter, twin linked multimelta, searchlight, smoke launchers

Options: the Angelus Gunship has four hard points (two on each wing) and may take twin linked heavy bolters for +10 points per hard point, punisher gatling cannons for +20 points per hard point, or twin linked multimeltas for +25 points per hard point. May take a Misericorde for +5 points, extra armor for +15 points, flare shield for +20 points, and/or Reinforced Armor for +25 points.

Special rules

Deep strike, overwatch, hover mode

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, Webber, or autogun 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, a heavy meltagun for +7 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, a relic chainsword for +7 points, power weapon for +10 points, a Power Flail for +13 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. May upgrade any bolter or heavy bolter to have chain blades for +5 points or upgrade any heavy bolter to have power blades for +15 points. May upgrade any bolter or twin linked bolter to have an exterminator for +3 points.

Special rules

Iron halo, and they shall know no fear, counter attack, Overwatch

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: jump 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 web pistols for +5 points, 2 shredder bolters for +8 points, 2 flame pistol for +10 points, 2 infernus pistols for +15 point, 2 plasma pistols for +20 points, 2 heavy plasma pistols for +23 points, or 2 Volkite Serpenta for +25 points. May upgrade both bolt pistols or both shredder bolter to have chain blades for +10 points.

Special rules

And they shall no fear, counter attack, deep strike, Overwatch

Valkyries 150 points

WS BS S T W I A LD SV
5 0 4 3 3 7 2 9 2+

Unit Composition: 5 Valkyries

Unit Type: jump Infantry

Wargear: superior jump pack, master relic blade, frag, krak, and blind grenades, melta bombs, artificer armor

Options: may include 15 more Valkyries for 30 points per model

Special rules

And they shall no fear, counter attack, deep strike, Overwatch, hit and run

Formations

Chorus of War 75 points + models

3 - 5 whirlwinds

Special rules

Strike Force: all Whirlwinds must be deployed within 12" of one another

Exultation of Judgment: if all whirlwinds fire at the same target they make a 7" blast template that is strength 9

Chorus of War: all whirlwinds have a 4+ invulnerable save

Convocation of Wrath 100 points + models

1 predator infernus with hell bunny's captain and command squad

2 - 4 tactical squads with flamers and/or heavy flamers in rhino's or predator infernus'

Special rules

Strike force: all models must be deployed in their transports. All vehicles must be deployed within 12" of the captains predator infernus

Implacable wrath: all vehicles must e roll difficult and dangerous terrain tests if they fail them regardless how fast they move

Cleanse and Burn: all flame weapons may add +1 strength

Woman's Wraith 175 points + models

1 Captain and command squad in a Dreadclaw

5+ Devine' Battle Squads in dreadclaws

2+ Hopper Squads

3+ Assault Squads

2+ Valkyries squads

Special rules

Careful Planning, the whole formation has heroic intervention



Legio III - Emperors Children

HQ

THE PRIMARCH FULGRIM The Phoenician 450 POINTS

WS BS S T W I A LD SV

Fulgrim 10 6 6 6 6 8 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Dedicated Transport: May select a Land Raider of any type as a dedicated transport, or a rhino, or drop pod, or the firebird

Wargear: Primarch Armor, Fireblade, Master Crafted Volkite charger, Frag Grenades, Cloak of Feather-Blades

Special Rules

Primarch, Parry (counts as armed with defensive grenades), Perfection

Through Coordination, Battlefield Command Uplink, Overwatch

Aura of perfection: Fulgrim is a being of immense perfection, second only to the Emperor. All enemies always strike last against Fulgrim at -1WS.

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. All Emperor's Children squads have the Purity Above All special rule. If more than one character in your army has the Legion Tactics special rule

then you must choose which version will apply.

Torren the Wandering Phoenix +85 points

WS BS S T W I A LD SV
6 5 4 4 4 5 3 10 2+

Unit composition: may replace Primarch legion champion for Torren the Wandering Phoenix for +85 points

Unit Type: Infantry

Wargear: Phoenix Blade, master crafted bolter, needle pistol, artificer armor, frag and krak grenades, melta bombs

Options: may upgrade the bolter to have chain blades for +5 points.

May upgrade bolter to have an exterminator for +3 points.

Special Rules

Honor of the Chapter, Eternal Warrior, Combat Tactics, Furious Charge, Refractor Field, Deathstrike (Wound rolls of 6 are Instant Death), Honor or Death, Overwatch

Who amongst you?: Torren seeks out the most worthy combatants on the field to hone his skills. When Torren enters into close combat with an enemy HQ the two combatants enter into a duel. In this state no other models may attack or wound either of the characters and the duel is only resolved when one of the combatants is killed. If Torren is killed, his unit must take a morale check at a -2 multiplier, If however, he is victorious, his unit gains + 1 attack for the rest of the game.

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 or one veteran apothecary may replace its Apothecary with Chief Apothecary Fabius for +100 points.

Unit Type: Infantry (Space Marine Apothecary)

Wargear: Power Armor, Narthecium, null rod, Needle Pistol, Frag and Krak Grenades, Servo Harness

Special Rules

Honor of the Chapter, Eternal Warrior, Combat Tactics, Perfection Through Medication, Overwatch

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, Rosarius, Eternal Warrior, Furious Charge, Independent Character, Overwatch

Lord Commander 150 points

WS BS S T W I A LD SV
6 5 4 4 4 5 3 10 3+

Unit composition: 1 Lord Commander

Unit type: infantry

Wargear: bolt pistol, master crafted charnabal saber, artificer armor, frag, krak, web, and anti plant grenades

Options: may take a bolter or autogun for free, a siege bolter for +1 point, a bolt carbine for +2 points, a Webber for +4 points, a twin linked bolter, Hades bolter, or shard blaster for +5 points, a Combibolter for +10 points, a Gilded Twin Linked Bolter for +12 points, an arc rifle for +15 points, a relic bolter for +17 points, or a volkite charger for +20 points. May replace bolt pistol for a flame pistol or shard pistol for free, a Web Pistol for +2 points, an infernus pistol for +5 points, a plasma pistol or lightning claw for +10 points, a needle pistol for +15 points, a graviton pistol for +16 points, a relic pistol for +17 points, an arc pistol for +18 points, or a volkite serpenta for +19 points. May take a Grav Chute for +5 points, a jump pack for +10 points, a bike for +15 points, or a jetbike for +25 points. May purchase an Auspex for +2 points, Oath of the Moment for +7 points, Terminator Honors for +10 points, bionics for +18 points, and/or Battlefield Command Uplink for +20 points. May upgrade any bolt pistol, bolter, siege bolter, bolt carbine, twin linked bolter, Hades bolter, combibolter, gilded twin linked bolter, or relic bolter to have chain blades for +5 points, or may upgrade any twin linked bolter, combibolter, or gilded twin linked bolter to have power blades for +15 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

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

Illios 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

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

Honor of the Chapter, Iron Halo, Eternal Warrior, Combat Tactics.

Independent Character, Rites of Battle, Overwatch

Phoenix Guard 190 points

[WS][BS][S][T][W][I][A][LD][SV]
Champion] 6 4 4 4 2 6 4 10 2+
Guard] 5 4 4 4 2 5 3 10 2+

Unit composition: 1 Phoenix champion and 2 Phoenix guards

Unit type: infantry

Wargear: master crafted relic blade, artificer armor, bolt pistol, krak and frag grenades, master crafted bolter.

Options: may include seventeen more Phoenix guards for 55 points a piece.

Any Phoenix guard may upgrade their artificer armor and exchange their bolter and bolt pistol for Tartorus Pattern Terminator Armor and a twin linked bolter for +15 points. Any Phoenix guard may exchange their bolter for an autogun for free, a bolt carbine for +1 point, siege bolter for +3 points, a Webber for +4 points, twin linked bolter, Hades bolter, or shard blaster for +5 points, combibolter for +10 points, a Gilded Twin Linked Bolter for +15 points each, or a relic bolter for +20 points each, The Phoenix champion may replace his relic blade for a thunder hammer for +5 points. The Phoenix champion may have Oath of the Moment for +7 points, Terminator Honors for +10 points, and/or a back pack banner for +15 points. Any Phoenix guard including the champion may have digital lasers for +10 points. One Phoenix guard may buy a legion banner (counts as a chapter banner) for +25 points. Any member may buy a storm

shield for +15 points. May upgrade any bolt pistol, bolter, siege bolter, bolt carbine, twin linked bolter, Hades bolter, combibolter, gilded twin linked bolter, or relic bolter to have chain blades for +5 points, or may upgrade any twin linked bolter, combibolter, or gilded twin linked bolter to have power blades for +15 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

Maximum Fire, special issue ammunition, Overwatch

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

Important FULGRIM The Phoenician loses the majestic special rule while part of a Phoenix Guard squad

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

Options: may upgrade the bolt pistol to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

Honor of the Chapter, Iron Halo, Eternal Warrior, Combat Tactics. Independent Character, Perfect Copies, Overwatch

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. All Emperor's Children squads benefit for the Purity Above All special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

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, Iron Halo, Eternal Warrior, Combat Tactics.

Independent Character, Rites of Battle, Palatine Blade, Overwatch

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

Options: may upgrade bolter and/or bolt pistol to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Stubborn, Iron Halo, Eternal Warrior, Rites of Battle, Combat Tactics, Battle Forged Heroes, Independent Character, Perfection Through Coordination, Overwatch

VESPASIAN Lord COMMANDER OF THE EMPEROR'S CHILDREN 230 POINTS

WS BS S T W I A L D S V

Vespasian 6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter Master)

Wargear: Master Crafted combimelta, Artificer Armor, Storm Shield, Frag and Krak Grenades, melta bombs

Options: may upgrade combimelta to have chain blades for +5 points or power blades for +15 points

Special Rules

Honor of the Chapter, Iron Halo, Eternal Warrior, Rites of Battle, Combat Tactics, Independent Character, Overwatch

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. All Emperor's Children squads benefit for the Purity Above All special rule. 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 L D S V

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, Iron Halo, Eternal Warrior, Rites of Battle, Combat Tactics, Independent Character, Overwatch

Vanity: In missions with a set Game Length, Eidolon's opponent may choose to end the game one turn early. The opponent must decide at the beginning of that turn.

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. All Emperor's Children squads benefit for the Purity Above All special rule. 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 L D S V

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

Options: May upgrade to Cataphractii Terminator Armor for +10 points, but keeps fleet of foot and MAY sweeping advance with it.

Special Rules

Fearless, Fleet, Iron Halo, Eternal Warrior, Furious Charge, Combat Tactics, Independent Character, Perfection Through Coordination, Lord of the 1st Company

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. All Emperor's Children squads benefit for the Purity Above All special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Dreadnought Lord Sarancos 240 points

Front Side Rear WS BS S I A

14 13 12 7 5 7 6 5

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: dreadnought close combat weapon with built in plasma blaster, twin linked lascannon, smoke launchers, searchlight, extra armor

Options: may have auto launchers for +5 points, Terminator Honors and/or Tank Siege Armor for +8 points, flare shield for +10 points, and/or

Reinforced Armor for +20 points

Special rules

Battle Forged Heroes, Venerable, Neural Fibre-bundles, Galvanic Motors, Dreadnought Lord, Overwatch

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

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

Options: may upgrade the twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

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, Overwatch

Elites

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 for +40 points per model

Special Rules

Fire Support, Cover Me, Overwatch

The Master Marksman gains +1BS to his basic profile.

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 (Unique): One Emperor's Children Sterneguard

Veteran Squad in the army may replace its Sergeant with Gaius

Caphen for +40 points.

Unit Type: Infantry

Wargear: Power Armor, Twin Linked Bolter, Bolt Pistol, Frag Grenades

Options: may upgrade the twin linked bolter to have chain blades for

+5 points or power blades for +15 points. May upgrade twin linked

bolter to have an exterminator for +3 points.

Special Rules

Iron Halo, Special Issue Ammunition, Combat Squads, And They Shall Know No Fear,

Perfection Through Coordination, Overwatch

Child Pelias captain of the 14th company +45 points

WS BS S T W I A LD SV

5 5 4 4 3 5 2 10 3+

Unit Composition (Unique): One Emperor's Children Sterneguard

Veteran Squad in the army may replace its Sergeant with Captain

Child Pelias for +45 points

Unit Type: Infantry

Wargear: Power Armor, master crafted stalker bolter, charnabal saber,

Frag and Krak Grenades

Options: may upgrade stalker bolter to have chain blades for +5 points.

May upgrade stalker bolter to have an exterminator for +3 points.

Special Rules

Iron Halo, Combat Squads, And They Shall Know No Fear, Fire Support,

Cover Me, Overwatch

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 (Unique): One Emperor's Children Sterneguard

Veteran Squad in the army may replace its Sergeant with Captain

Solomon Demeter for +50 points.

Unit Type: Infantry

Wargear: Power Armor, Plasma Pistol, Bolter, Frag and Krak

Grenades, Power Sword

Options: may upgrade the bolter to have chain blades for +5 points.

May upgrade bolter to have an exterminator for +3 points.

Special Rules

Iron Halo, Special Issue Ammunition, Combat Squads, And They Shall

Know No Fear, Perfection Through Coordination, Overwatch

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 (Unique): One Sterneguard Veteran Squad in the army

may replace its Sergeant with Odovocar for +55 points

with Captain Odovocar for +55 points.

Unit Type: Infantry

Wargear: Power Armor, Twin Linked Bolter, Frag and Krak Grenades,

Rod of Office (+1 strength and initiative power weapon)

Options: may upgrade the twin linked bolter to have chain blades for

+5 points or power blades for +15 points. May upgrade twin linked

bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Eternal Warrior,

Special Issue Ammunition, Overwatch

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 (Unique): One Sternguard Veteran Squad in the army may replace its Sergeant with Sergeant Lycaon for +55 points.

Unit Type: Infantry

Wargear: Power Armor, Bolter, Bolt Pistol, Frag and Krak Grenades, Power Weapon

Options: may upgrade the bolter to have chain blades for +5 points.

May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Eternal Warrior, Special Issue Ammunition, Perfection Through Coordination, Overwatch

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, Overwatch

Thunam +85 points

WS BS S T W I A LD SV

5 4 4 4 3 5 3 10 3+

Unit Composition (Unique): 1 sternguard squad may replace it's sergeant with captain Thunam for +85 points

Unit type: infantry

Wargear: master crafted power fist, needle pistol, power armor, frag, krak, and rad grenades

Special Rules

And They Shall Know No Fear, Combat Tactics, iron halo, feel no pain, rage

Perfectionist Squad 130 points

WS BS S T W I A LD SV

Perfectionist 5 5 4 4 2 5 3 9 3+

High Perfectionist 6 5 5 4 3 6 4 10 3+

Unit composition: 3 perfectionists

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 axe, frag, krak, Plasma, and blind grenades, power armor

Options: may include 7 more perfectionists for 43 points per model. Any perfectionist may upgrade their power armor to artificer armor for +2 points, Tartorus pattern terminator armor for +5 points, or Cataphractii Terminator Armor for +10 points. If not wearing terminator armor may take a grav Chute for +1 point, a jump pack for +3 points, a bike for +5 points, or a jetbike for +7 points. Any model may exchange their bolt pistol for a flame, needle, infernus, graviton, or web pistol for free, a plasma pistol for +2 points, a heavy plasma pistol for +4 points, or a volkite serpenta for +6 points. Any model may exchange their power axe for a charnabal saber for free or a Power Flail for +7 points. Any model may have melta bombs for +2 points. Any model may be upgrade to a High Perfectionist for +27 points. Any bolt pistol or twin linked bolter may have chain blades for +5 points, any twin linked bolter may have power blades for +15 points

Special rules

Deathstrike (Wound rolls of 6 are Instant Death), Honor or Death, Hit and Run, feel no pain, Fire Support, Overwatch

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, a relic chainsword for +7 points, a Paragon Blade for +10 points, or a Nonpareil Stave for +15 points. The Prefector may exchange his bolt pistol for a needle pistol or Web pistol for +5 points or 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. May upgrade any bolt pistol to have chain blades for +5 points
Special rules
Overwatch

Deus Asmoth 150 points

WS BS S T W I A LD SV
6 5 4 4 2 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: bolt pistol, force weapon, power armor, Frag and Krak Grenades

Options: may upgrade the bolt pistol to have chain blades for +5 points

Special Rules

Eternal Warrior, master psyker, Independent Character, Hit and Run,

Overwatch, Refractory Armor Coating, Refractor Field

Contempt: If an Independent Character attempts to break from combat with Deus, they immediately take D6 attacks at WS 8 and Strength 6.

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, bolter, Frag and Krak Grenades

Options: may upgrade the bolter and/or bolt pistol to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

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, Overwatch

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)

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, Twin-Linked Autocannon, Smoke Launchers
Options: May replace his Twin Linked Bolter with a Heavy Flame
r for no additional points. May have Auto Launchers, extra armor,
and/or Tank Siege Armor for +10 points, and/or flare shield for +15 points
Special Rules
Battle Forged Heroes, Venerable, Overwatch

Troops

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 squad may be upgraded to Master Swordsman for +30 points per model

Special Rules

The Hunt is On, terminator honors

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.

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 for +40 points per model

Special Rules

Fire Support, Cover Me, terminator honors, Overwatch

The Master Marksman gains +1BS to his basic profile.

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 (Unique): 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, plasma pistol, power weapon frag and Krak grenades

Special Rules

Iron Halo, And They Shall Know No Fear, Martial Pride,

Perfection Through...UH..LASCANNON, Overwatch

Fast Attack

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 for +30 points per model

Special Rules

The Hunt is On, terminator honors

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.

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 (Unique): One Emperor's Children Vanguard Veteran Squad in the army may replace its Sergeant with Captain Letharton for +60 points.

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Power Sword

Options: may take a jump pack for +5 points. May replace bolt pistol with a flame pistol for free, a needle pistol or Web pistol, for +2 points, an infernus pistol for +5 points, a plasma pistol for +7 points, a heavy plasma pistol for +10 points, or a volkite serpenta for +15 points. May upgrade the bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Combat Tactics, Furious Charge (applies to squad he leads), Iron Halo, Overwatch

Bastarnae Abranxe +80 points

WS BS S T W I A LD SV

5 5 4 4 2 5 4 10 3+

Unit Composition (Unique): 1 Emperor's children assault squad without jump packs may replace it's sergeant with captain Bastarnae Abranxe for +80 points

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, two master crafted power weapons, frag and krak grenades

Options: may upgrade the bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Combat Tactics, Furious Charge (applies to squad he leads), Iron Halo, counter attack (applies to the squad he leads), overwatch

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 for +40 points per model

Special Rules

The Master Marksman gains +1BS to his basic profile.

Fire Support, Cover Me, terminator honors, Overwatch

Formations

Lord Command Squad 100 points + models

1 Lord Commander with command squad

0-3 Captains with command squads

2+ tactical squads

2+ sternguard squads

Special rules

Favorite of Fulgrim: the captains and the Lord Commander all

have a 3+ invulnerable save and special issue ammunition

Martial Pride: All units affected gain +2 Attacks 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.

Eagles Beak 125 points + models

1 Captain with jump pack

1 command squad with jump packs

4+ twenty strong assault squads with jump packs

3+ sternguard squads in Dreadclaws with 2 Master Marksmen in each squad

2+ Bullock Jetbike Squads

3+ dreadnoughts in Lucius Pattern Dreadnought drop pods

Special rules

Careful Planning, Jammers, Ambush

Super Heavies

The Firebird

660 Points

Front Side Rear BS

12 12 12 5

Unit Composition: 1 (Unique)

Unit Type: Super Heavy Flyer

Structure Points: 3

Void Shields: 2

Transport: 25 models in power or scout armor or 12 terminators

Wargear: 2 Hunter-Killer Missiles, 2 Twin-linked Heavy Bolters,

1 Twin linked Lascannon, 1 Blast Master Cannon, extra armor,

flare shield, Misericorde

Special Rules

Bird of Prey, Ceramite armor, Large Target, Overwatch

Emperor's Children sternguard squads and units with access with special issue ammunition have access to Eagle Bolts

All Emperor's Children infantry, jump infantry, bike and jetbike infantry squads have +1 initiative



Legio IV - Iron Warriors

HQ

THE PRIMARCH PERTURABO

450 POINTS

WS BS ST W I A L D SV

Perturabo 9 6 76 565 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Dedicated Transport: May select a Land Raider of any type as a dedicated transport, or a rhino, or drop pod

Wargear: Primarch Armor, Foebreaker, Left Siege Gauntlet
Multimelta, Right Siege Gauntlet Heavy Flamer, bionics
Special Rules

Primarch, Rites of Battle, Orbital Bombardment, Tank Hunter,
Eye of the Storm, Battlefield Command Uplink, Overwatch
Lord of Iron: Perturabo has both the Shatter Defenses and Bolster
Defenses special rules however, shatter or bolster 3 pieces of
terrain rather than 1.

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. All Iron warriors have the Hardened
Legion special rule. 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 4 4 1 4 2 9 2+

Unit Composition (Unique): One Iron Warriors Command Squad or
one techmarine in the army may replace a Veteran with Techmarine
Uranus Drell for +40 points

Unit Type: Infantry

Wargear: Artificer Armor, Bolt Pistol, Frag and Krak Grenades,
Servo Harness, Signum, Chain Fist, bionics

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Stubborn (applies to squad), Combat
Tactics, Blessing of the Omnissiah, Bolster Defenses, Mechanicus
Protectiva, Hardened Legion, Overwatch

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, Combimelta, Bolt Pistol, Power Weapon,
Servo Harness, bionics

Options: may replace Artificer Armor with Terminator armor for
+40 points. May Replace Combimelta for a combiplasma, shotgun,
grenade launcher, flamer, Webber or Gauntlet of Salvation for
+5 points, a gauntlet of war for +10 points, Iron Gauntlet for
+15 points, Gauntlet of Furry for +25 points, Gauntlet of
Vengeance for +35 points. May replace power weapon for a
chain axe or relic chainsword for free, a Power Flail for
+5 points, a lightning claw, Gauntlet of Salvation, or power
fist for +10 points, power claw for +12 points, gauntlet of war
for +15 points, a relic blade, Iron Gauntlet, or thunder hammer
for +20 points, Gauntlet of Furry for +30 points, Gauntlet of
Vengeance for +40 points. May replace bolt pistol with
a flame pistol for +5 points, Web Pistol for +7 points, Infernus
pistol for +10 points, or a plasma pistol for +15 points. May
take Terminator Honors for +10 points and/or Battlefield
Command Uplink for +15 points. May upgrade combimelta to
have chain blades for +5 points or power blades for +15 points

Special Rules

Stubborn, and they shall know no fear, tank hunters. Blessings of the Ommissiah, Mechanicus Protectiva, Hardened Legion, Overwatch

Iron Magus 110 points each

WS BS S T W I A LD SV

5 5 4 4 3 5 3 10 3+

Unit Composition: between 1 and 3 Iron Magus

Unit Type: Infantry

Wargear: force weapon, bolt pistol, bolter, frag and krak grenades, Melta Bombs, bionics, storm shield, servo harness

Options: may replace the bolt pistol for a flame pistol, Web pistol, or needle pistol for free, an infernus pistol for +5 points, a plasma pistol for +7 points, a heavy plasma pistol for +10 points, or a graviton pistol for +15 points. May replace bolter with a flamer, Webber, or twin linked bolter for free, a combibolter or meltagun for +5 points, or a volkite charger for +10 points. May upgrade any bolt pistol, bolter, twin linked bolter, or combibolter to have chain blades for +5 points or may upgrade any twin linked bolter or combibolter to have power blades for +15 points. May upgrade any bolter or twin linked bolter to have an exterminator for +3 points.

Special rules

Stubborn, and they shall know no fear, Blessings of the Ommissiah (+1), Mechanicus Protectiva, psyker, Bolster Defenses, Siege Specialists, Hardened Legion, Overwatch

Psychic powers: Steelstorm, Might of Metal, vortex of doom

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, bionics

Special Rules

And They Shall Know No Fear, Iron Halo, Independent Character, fearless, Warsmith of the Iron Warriors, Warsmith's Guidance, Hardened Legion, Overwatch

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

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, Rosarius, Hardened Legion

The Iron Circle 150 points

WS BS S T W I A LD SV

4 4 5(10) 7 2 2 1 10 2+

Unit Composition: two Iron Circle Robots

Unit Type: Infantry

Wargear: Artificer Armor, dreadnought hammer, storm shield, shoulder mount rotor cannon, grenade harness

Options: may include eight more Iron Circle Robots for 75 points per model. Any Iron Circle robot may exchange their rotor cannon for a storm laser for +20 points

Special rules

Very bulky, fearless, Eternal Warrior, Hardened Legion, overwatch

Important: Perturabo loses the Majestic special rules in a squad of Iron Circle Robots

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

Options: may upgrade the twin linked bolter to have chain blades for +5 points of power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Independent Character, fearless, Special Issue Ammunition, Orbital Bombardment, Iron Halo, Hardened Legion, Overwatch

Time on Target: Orbital Bombardments do not scatter and three may be used per game

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, bionics

Special rules

Bolster Defenses, and they shall know no fear, Blessings of the Ommissiah, Eternal Warrior, stubborn, Minefield, Tank Traps, Trench Line, Mechanicus Protectiva, Hardened Legion, Overwatch

Warsmith Toramino, Master of the Stor-bezashk 165 points

WS BS S T W I A LD SV

6 5 4 3 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

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

Options: may upgrade the combimelta and/or bolt pistol to have chain blades for +5 points or upgrade the combimelta to have power blades for +15 points

Special rules

and they shall know no fear, tank hunters, fearless, Iron Halo, Hardened Legion, Overwatch

Master of the Stor-bezashk: May select up to 6 Heavy support choices and Any terminators may replace their armor with siege armor for free

Arsen Thaddea 6th Captain of the Iron Warriors 175 points

WS BS S T W I A LD SV

Arsen Thaddea 5 5 4 4 3 4 4 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

Options: may upgrade the bolter to have chain blades for +5 points.

May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Stubborn, Combat Tactics, Iron Halo, Independent Character, Rites of Battle, Eternal Warrior, Bolster Defenses, Hardened Legion, Overwatch

Warsmith Golg, Triarch, commander of the Contrador 175 points

WS BS S T W I A LD SV

6 5 4 5 3 5 4 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: chain fist, combimelta, siege shield, Artificer Armor, Frag and Krak Grenades, bionics

Options: may upgrade the combimelta to have chain blades for +5 points or power blades for +15 points

Special Rules

And They Shall Know No Fear, Independent Character, fearless, Iron Halo, counter attack (applies to any unit he joins), orbital bombardment (may be used every three turns), Hardened Legion, overwatch

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

Options: may upgrade the twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special rules

Stubborn, and they shall know no fear, tank hunters. Blessings of the Omnissiah, Eternal Warrior, Minefield, Tank Traps, Trench Line, Mechanicus Protectiva, Hardened Legion,

Overwatch

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, bionics

Options: may upgrade the twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Stubborn, Eternal Warrior, Rites of Battle, Independent Character, Tank Hunter, Counter Attack(applyes to squad), Combat Tactics, Hardened Legion, Overwatch

Siege Breaker: If you include Castlemayn Forrix then Iron Warriors Thunder Hammer and Storm Shield armed Terminator 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. All iron warrior have the Hardened Legion special rule.

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, bionics

Special Rules

And They Shall Know No Fear, Stubborn, Iron Halo, Eternal Warrior, Combat Tactics, Bolster Defenses, Orbital Bombardment, Independent Character, Marshal of the Armory, Hardened Legion, Overwatch

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

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, Iron Reaper, Gauntlet of Hate, Servo Harness, bionics

Special Rules

Stubborn, and they shall know no fear, tank hunters. Blessings of the Ommissiah, Bolster Defenses, Mechanicus Protectiva, Hardened Legion, Overwatch

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, Tank Siege Armor, 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. May have Auto Launchers for +5 points, Lasher Tendrils for +10 points, flare shield for +15 points, and/or Reinforced Armor for +25 points

Special Rules

Fleet, venerable, Dreadnought Lord, Siege Specialists, Hardened Legion, Overwatch

Hercule Berossus 4th Captain of the Iron Warriors 250 points

WS BS S T W I A LD SV
Hercule Berossus 6 4 5 5 4 4 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Tartorus Terminator Armor, Master crafted Thunder Hammer, master crafted Relic Pistol, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Stubborn, Combat Tactics, Independent Character, Rites of Battle, Eternal Warrior, Furious Charge, Bolster Defenses, Heroic Intervention (deep strike not jump packs), Deep Strike, Siege Breaker, Hardened Legion, Overwatch

Elites

Techmarine Graius +55 points

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

Unit Composition (Unique): one techmarine may be replaced by Graius for +55 points

Unit Type: Infantry

Wargear: master crafted servo harness, infernus pistol, cult mechanicus power axe, artificer armor, frag, krak and rad grenades, Auspex, bionics

Special rules

And they shall know no fear, fearless, blessings of the Ommissiah, independent character, bolster defenses, combat tactics, Maximum Fire, Mechanicus Protectiva, Hardened Legion, Overwatch

Warsmith Berossus +60 points

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

Unit Composition (Unique): one Cataphractii Terminator squad

may replace it's sergeant for Warsmith Berossus for +60 points

Unit Type: Infantry

Wargear: master crafted rotor cannon, master crafted thunder hammer, Cataphractii Terminator armor

Special Rules

And They Shall Know No Fear, Stubborn (applies to unit), Combat Tactics, Glacis Fortification, Mechanicus Protectiva, Overwatch, Bolster Defenses, Hardened Legion, shatter defenses

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 for +70 points.

Unit Type: Infantry

Wargear: Power Armor or terminator armor, Bolter, Bolt Pistol, Servo Arm, Frag and Melta Bombs, bionics

Options: A Siege Sergeant may exchange his Bolt Pistol or bolter for an autogun for free, a twin linked bolter, Webber, or combimelta for +5 points, relic bolter for +10 points, a power weapon or a single lightning claw for +15 points, a Power Flail for +20 points, Gauntlet of Salvation for +23 points, a power fist for +25 points, power claw for +26 points, gauntlet of war for +28 points, thunder hammer for +30 points, Gauntlet of Furry for +43 points, Gauntlet of Vengeance for +53 points. May take an Auspex for free and/or Terminator Honors for +10 points. May replace servo arm for a servo harness for +25 points. May upgrade any bolter, bolt pistol, twin linked bolter or combibolter to have chain blades for +5 points or upgrade any twin linked bolter or combibolter to have power blades for +15 points. May upgrade any bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Stubborn (applies to unit), Combat Tactics, Glacis Fortification, Mechanicus Protectiva, Hardened Legion, Overwatch

Dousun +80 points

WS BS S T W I A LD SV

5 5 4 4 4 5 3 10 2+

Unit composition (Unique): 1 Breacher siege squad may replace it's sergeant for Dousun for +60 points

Unit type: infantry

Wargear: siege shield, Power Maul strikes at bearers initiative, Artificer armor, servo harness, frag, rad, and krak grenades, melta bombs, bionics

Special rules

Bolster Defenses, and they shall know no fear, stubborn, Mechanicus Protectiva, Siege Specialists, Overwatch, Tank hunters, Hardened Legion, Shatter defenses

True son of Olympia: Like many of the iron warrior's dousun hails from Olympia and like the many mountains that covered his planet he is as immoveable in the heat of battle. This attitude can even spread to his fellow warriors and enhance the implacable advance of the Iron warriors. Dousun and the squad he joins has the fearless rule.

Barban Falk +90 points

WS BS S T W I A LD SV

6 5 5 5 4 5 4 10 2+

Unit composition (Unique): 1 Cataphractii Terminator sergeant
may be replaced for Barban Falk for +90 points

Unit type: infantry

Wargear: twin linked bolter, power fist, Cataphractii Terminator armor

Options: may upgrade the twin linked bolter to have chain blades
for +5 points or power blades for +15 points. May upgrade twin
linked bolter to have an exterminator for +3 points.

Special rules

Bolster Defenses, and they shall know no fear, fearless, Siege Specialists,
Overwatch, Tank hunters, Shatter defenses, Hardened Legion, eternal warrior

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, bionics

Special Rules

Honor of the Chapter, Rosarius, Eternal Warrior, Furious Charge, Independent Character,
Iron Hearted, Hardened Legion, Overwatch

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, bionics

Special Rules

And They Shall Know No Fear, Stubborn, Mechanicus
Protectiva, Combat Tactics, Independent Character, Tank
Commander, Hardened Legion, Overwatch

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, Tank Siege Armor, extra armor

Options: May have Auto Launchers for +2 points, Lasher Tendrils
and/or overcharged engine for +5 points, terminator honors for
+8 points, flare shield for +10 points, and/or Reinforced Armor
for +25 points

Special Rules

Fleet, venerable, Hardened Legion, Overwatch

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 meltagun, searchlight, smoke launchers, Tank Siege

Armor, extra armor

Options: May have Auto Launchers for +2 points, Lasher Tendrils and/or overcharged engine for +5 points, terminator honors for +8 points, flare shield for +10 points, and/or Reinforced Armor for +25 points

Special Rules

Fleet, venerable, Furious Charge, Hardened Legion, Overwatch

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)

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: Chain Fist and built in Melta Gun, Flamestorm Cannon, Havoc Launcher, Tank Siege Armor, Teleport Homer, searchlight, smoke launchers

Options May have Auto Launchers for +5 points, Lasher Tendrils and/or overcharged engine for +10 points, extra armor for +12 points, terminator honors for +14 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special Rules

Deep Strike, Venerable, Hardened Legion, Overwatch

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 2 Siege Berzerkers

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: Two Chain Fists, Cataphractii Terminator Armor, Frag Launcher, combimelta, bionics

Options: May include up to twelve additional Siege Berzerkers at +50 points per model. The siege breaker may take Terminator Honors for +10 points. The Siege Breaker may replace a Chain Fist for a Multimelta for free. May upgrade any combimelta to have chain blades for +5 points or power blades for +15 points

Special Rules

Fearless, Combat Tactics, Bring It Down, Hardened Legion, Overwatch

Dedicated Transports

Rhino Castellan 45 points

Front Side Rear BS

12 12 10 4

Unit Type: tank

Access points: one rear assault ramp

Fire points: two windows on each side

Transport capacity: 12 models in power, artificer, or scout armor, or 12 Cobra Terminators

Wargear: siege shield, pintle mount multimelta, extra armor, searchlight, smoke launchers, Tank Siege Armor, frag assault launchers

Options: may have auto launchers, dozer blade and/or Misericorde for +5 points, lasher tendrils and/or overcharged engine for +7 points, flare shield for +10 points, and/or Reinforced Armor for +20 points

Special rules

Power of the machine spirit, Ceramite armor, Venerable, Galvanic Motors, Overwatch

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

Troops

Weapons Team 40 points

WS BS S T W I A LD SV

4 4 4 4 1 4 1 8 3+

Unit Composition: 3 Iron Warriors

Unit Type: Infantry

Wargear: Power Armor, bolter, bolt pistol, chainsword, frag and Krak grenades

Options: one iron warrior may upgrade their bolter for a missile launcher, rotor cannon, Heavy Webber, multimelta, or autocannon for free, a plasma cannon for +5 points, a heavy plasma cannon for +7 points, a lascannon for +10 points, a Volkite Culverin for +15 points, an assault cannon for +17 points, or a conversion beamer for +17 points. May upgrade any bolter and/or bolt pistol to have chain blades for +5 points. May upgrade any bolter to have an exterminator for +3 points.

Special rules

Stubborn, and they shall know no fear, tank hunters, Hardened Legion, overwatch

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 (Unique): Any Tactical squad Space Marine

Sergeant may be replaced by Sergeant Falx for +50 points

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, Hardened Legion, Overwatch

Stor-Bezashk squad 60 points

WS BS S T W I A LD SV

5 3 4 4 1 5 3 9 3+

Unit Composition: 1 Stor-Bezashk sergeant and 2 Stor-Bezashk

Unit Type: Infantry

Wargear: Mark 3 Iron Armor, chainsword, bolt pistol,

frag and krak grenades

Options: may include seventeen more Stor-Bezashk for

20 points per model. Any Stor-Bezashk may exchange

their chainsword for a chain axe for +5 points. The

Stor-Bezashk sergeant may have an Auspex for +2 points,

Oath of the Moment for +7 points, Terminator Honors for

+10 points, a back pack banner for +15 points and/or

Bionics for +20 points. The Stor-Bezashk sergeant may

replace their mark 3 iron armor for artificer armor for

+20 points. May upgrade any bolt pistol to have chain

blades for +5 points

Special Rules

And They Shall Know No Fear, Stubborn, rage, Hardened Legion, overwatch

Kroeger lieutenant of the 23rd grand battalion +65 points

WS BS S T W I A LD SV

5 4 4 4 2 5 4 10 2+

Unit Composition (Unique): 1 Stor-Bezashk squad may replace it's

sergeant with Kroeger for +65 points

Unit Type: Infantry

Wargear: master crafted bolter, rending chainsword, artificer

armor, frag, krak, and blind grenades

Options: may upgrade the bolter to have chain blades for

+5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Stubborn, rage, counter attack (applies

to the squad he leads), furious charge (applies to the squad he leads),

Eternal Warrior, Special Issue Ammunition, Hardened Legion, overwatch

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 for +70 points.

Unit Type: Infantry

Wargear: Power Armor , Bolter, Bolt Pistol, Servo Arm, Frag and Melta Bombs, bionics

Options: A Siege Sergeant may exchange his Bolt Pistol or bolter for an autogun for free, a siege bolter for +2 points, a Web pistol for +3 points, a twin linked bolter, chain axe, Webber, or a combimelta for +5 points, a relic chainsword for +7 points, a relic bolter for +10 points, a power weapon or a single lightning claw for +15 points, a Power Flail for +20 points, Gauntlet of Salvation for +23 points, a power fist for +25 points, power claw for +26 points, gauntlet of war for +28 points, thunder hammer for +30 points, Gauntlet of Fury for +43 points, Gauntlet of Vengeance for +53 points. May take an Auspex for free and/or Terminator Honors for +10 points. May replace servo arm for a servo harness for +25 points. May upgrade any bolter, bolt pistol, twin linked bolter or combibolter to have chain blades for +5 points or upgrade any twin linked bolter or combibolter to have power blades for +15 points. May upgrade any bolter, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Stubborn (applies to unit), Combat Tactics, Glacis Fortification, Mechanicus Protectiva, Hardened Legion, Overwatch

Ingoldt Sergeant +75 points

WS BS S T W I A LD SV

5 5 4 4 1 4 2 10 3+

Unit Composition (Unique): 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

Options: may upgrade bolter to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special rules

Stubborn, and they shall know no fear, tank hunters. Blessings of the Ommissiah, Bolster Defenses, special issue ammunition, Mechanicus Protectiva, Hardened Legion, Overwatch

Captain Korvellus +75 points

WS BS S T W I A LD SV

5 5 4 4 2 5 2 9 3+

Unit Composition (Unique): 1 Tactical Squad may replace it's sergeant with Captain Korvellus for +75 points.

Unit Type: Infantry

Wargear: mark 3 iron armor, Maelstrom Pattern Combi-Bolter, master crafted +2 strength power weapon, bionics, frag and krak grenades, servo arm, melta bombs

Options: may upgrade the Maelstrom Pattern Combi-Bolter to have chain blades for +5 points or power blades for +15 points. May upgrade Maelstrom Pattern Combi-Bolter to have an exterminator for +3 points.

Special rules

Stubborn, and they shall know no fear, tank hunters. Blessings of the Ommissiah, Bolster Defenses, Mechanicus Protectiva, Hardened Legion, Overwatch

Fast Attack

SIEGE SERGEANT +70 POINTS

WS BS S T W I A L D S V

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, bionics

Options: A Siege Sergeant may exchange his Bolt Pistol or bolter for an autogun for free, a siege bolter for +2 points, a Web pistol for +3 points, a twin linked bolter, chain axe, Webber, or combimelta for +5 points, a relic chainsword for +10 points, a power weapon or a single lightning claw for +15 points, a Power Flail for +20 points, Gauntlet of Salvation for +23 points, a power fist for +25 points, power claw for +26 points, gauntlet of war for +28 points, thunder hammer for +30 points, Gauntlet of Furry for +43 points, Gauntlet of Vengeance for +53 points. May take an Auspex for free and/or Terminator Honors for +10 points. May replace servo arm for a servo harness for +25 points. May upgrade any bolter, bolt pistol, twin linked bolter or combibolter to have chain blades for +5 points or upgrade any twin linked bolter or combibolter to have power blades for +15 points. May upgrade any bolter, siege bolter, or twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Stubborn (applies to unit), Combat Tactics, Glacis Fortification, Mechanicus Protectiva, Hardened Legion, Overwatch

Heavy Support

SIEGE SERGEANT +70 POINTS

WS BS S T W I A L D S V

Siege Sergeant 4 4 4 4 1 4 2 9 3+

Unit Composition: Any Space Marine Devastator Sergeant may be replaced by a Siege Sergeant.

Unit Type: Infantry

Wargear: Power Armor , Bolter, Bolt Pistol, Servo Arm, Frag and Melta Bombs, bionics

Options: A Siege Sergeant may exchange his Bolt Pistol or bolter for an autogun for free, a siege bolter for +2 points, a Web pistol for +3 points, a twin linked bolter, chain axe, Webber, or combimelta for +5 points, a relic chainsword for +10 points, a power weapon or a single lightning claw for +15 points, a Power Flail for +20 points, Gauntlet of Salvation for +23 points, a power fist for +25 points, power claw for +26 points, gauntlet of war for +28 points, thunder hammer for +30 points, Gauntlet of Furry for +43 points, Gauntlet of Vengeance for +53 points. May take an Auspex for free and/or Terminator Honors for +10 points. May replace servo arm for a servo harness for +25 points. May upgrade any bolter, bolt pistol, twin linked bolter or combibolter to have chain blades for +5 points or upgrade any twin linked bolter or combibolter to have power blades for +15 points. May upgrade any bolter,

siege bolter, or twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Stubborn (applies to unit), Combat Tactics, Glacis Fortification, Mechanicus Protectiva, Hardened Legion, Overwatch

Heavy Fire Squad 120 points

WS BS S T W I A LD SV

4 5 4 4 1 4 2 9 3+

Unit composition: 5 Heavy Fire 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: missile launcher with only frag and rad missiles, bolt pistol, siege shield, servo arm, frag and rad grenades

Options: may include 15 more Heavy Fire marines for 24 points per model. The entire squad may swap out their missile launchers for rotor cannons, Heavy Webbers, or autocannons for free, multimelta for +5 points per model, plasma cannon for +10 points per model, heavy plasma cannon for +12 points per model, lascannon for +15 points per model, Volkite Culverin for +17 points per model, or a conversion beamer for +20 points per model but the whole squad must have the same weapon,

Special Rules

And They Shall Know No Fear, Stubborn (applies to unit), Combat Tactics, blessings of the Omnisiah +1, bolster defenses, Mechanicus Protectiva, Hardened Legion, Overwatch

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: Artillery

Wargear warsmith: Artificer armor, Combimelta, Power Weapon, Servo Harness

Wargear Cannon: Tank Siege Armor, Siege Cannon

Options: May include 9 more Siege Cannons for 150 points each.

May have extra armor for +10 points, flare shield for +15 points,

and/or Reinforced Armor for +20 points

Special Rules

Terror incarnate, Unstable Ammunition, Extremely Bulky,

Hardened Legion, Overwatch

THUNDERSTRIKE ASSAULT GUN 185 POINTS

BS FRONT SIDE REAR

Thunderstrike 2 13 11 10

Unit Composition: between 1 and 5 Thunderstrike Assault Gun

Unit Type: Open Topped

Wargear: Thunderstrike Cannon, Tank Siege Armor, Searchlight,

Smoke Launchers

Options: May have Auto Launchers and/or dozer blade for +5 points,

Lasher Tendrils, siege shield, extra armor, and/or overcharged engine

for +10 points, flare shield for +15 points, and/or Reinforced Armor

for +20 points

Special rules

Galvanic Motors, Overwatch

Thunderstrike Cannon: If Nizpal commands a gun he may use his BS as normal.

TOURBADON HEAVY FIRE SERGEANT +190 POINTS

WS BS S T W I A L D S V

Tourbadon 4 4 4 4 1 4 2 9 3+

Unit Composition (Unique): One Devastator Squad in the army may replace its Sergeant with Heavy Fire Sergeant Tourbadon for +190 points.

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Missile

Launcher with Frag and Vanquisher Pattern krak missiles, Servo Arm, bionics

Special Rules

And They Shall Know No Fear, Stubborn (applies to unit), Combat Tactics,

Glacis Fortification, Glacis Fortification, Heavy Fire Squad, Heavy Fire Point,

Hardened Legion, Overwatch

Land Raider Forgebreaker 250 points each

Front Side Rear BS

14 14 14 4

Unit Composition: between 1 and 5 Land Raider Forgebreaker

Unit Type: tank

Wargear: sponson mount twin linked reaper autocannons, hull mount

twin linked heavy bolter, hull mount demolisher cannon, smoke

launchers, searchlight, extra armor

Options: May have Auto Launchers and/or dozer blade for +5 points,

Lasher Tendrils, siege shield, and/or overcharged engine for +10 points,

and/or flare shield for +15 points

Special rules

Power of the machine spirit, 5+ invulnerable save

Formations

Master of Forges 100 points + models

1 warsmith

0-3 devastator squads

0-6 vindicators of any type or basilisks

Special rules

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

Warband 100 point + models

1 warsmith
1-3 devastator squads
1-5 Havoc Squads
1-6 Cataphractii Terminator squads
1-9 sternguard squads
1-15 dreadnoughts (any type)
5-10 Basilisks
Special rules
Siege specialists, strike force
All models in the formation get +1 on Armour Penetration rolls against enemy bunkers, tank traps and fortifications
All models may reroll all dangerous terrain dice rolls
All models occupying fortifications where they are defending gain the Fearless special rule

Iron Within 150 points + models

1 warsmith in terminator armor
1 Techmarine Lord
0-6 Cataphractii Terminator squads
0-3 Vindicator Squads
0-6 Havoc squads
0-10 Tactical squads lead by a siege sergeant
0-3 siege dreadnoughts squadrons
0-3 Siegebreaker berserkers squads
0-5 mole mortar squads
Special rules
Siege specialists, strike force
Masters of Siege Warfare: all cover saves for enemies are reduced by 4, meaning a 2+ cover save becomes a 6+

Siege company 250 points + models

1 Warsmith
1 command squad
4+ tactical squads lead by siege sergeants
2+ assault or vanguard squads
2+ Siegebreaker berserkers
4+ devastator squads lead by siege sergeants
3+ havoc squads lead by siege sergeants
1+ line breaker formation
Special rules
Hold at all costs, orbital bombardment, all units in formation have the tank hunters special rule

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 Thunderers
 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
 0-10 Land raider Centurion
 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
 Special rules
 The formations has indiscriminate bombardment, scheduled bombardment, and orbital bombardment

Super Heavies

Tormentor 950 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: THE PRIMARCH PERTURABO and His Iron Circle

Access points: two side doors

Wargear: hull mounted Turbo Vanquisher Cannon, 2 sponsons each

with a twin linked heavy bolter and reaper autocannon, hull mount

twin linked reaper autocannon, Tank Siege Armor, searchlight,

smoke launchers, extra armor, flare shield, auto launchers, Misericorde

Options: may take a dozer blade for +5 points, and/or lasher tendrils

and/or overcharged engine for +10 points, and/or Reinforced Armor for +25 points.

Special rules

Power of the machine spirit, Galvanic Motors, Ceramite armor, Overwatch

Iron Siege 1000 points

Front Side Rear BS

12 12 12 5

Unit Composition: 1 (Unique)

Unit Type: Super Heavy Flyer

Structure Points: 4

Void Shields: 2

Transport capacity: THE PRIMARCH PERTURABO and His Iron Circle

Wargear: sponson hurricane bolters with special issue ammunition

AA mounted, hull mount Quantum Annihilator, nose mount Kheres

Pattern Vulcan Mega Bolter, sponson Melta Hurricane AA mounted

(3 twin linked meltaguns), extra armor, flare shield, Misericorde

Special rules

Ceramite armor, assault vehicle, Large target, Overwatch

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

Iron Warriors may have between 1 and 5 Heavy Mortar batteries, Thudd gun batteries, Earthshaker cannons, Viper cannons, Griffons, Medusa siege guns, Basilisks, Light Bombards, Medusas, Bombards, Perturabo siege tanks, Colossus, Deathstrikes, and/or Stug Hammer Assault Guns per heavy support choice and may have up to 10 Spearpoint Platforms per heavy support choice

All Iron Warriors vehicles and dreadnoughts automatically have Tank Siege Armor for free

Iron Warriors may take as many Cyborgs as they wish



Legio V - White Scars

HQ

THE PRIMARCH JAGHATAI KHAN 450 POINTS

WS BS S T W I A L D S V

Jaghatai Khan 10 6 6 6 5 6 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, Moonfang or raider Tulwar (for +25 points), 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 upgrade his bolt pistol to have chain blades for +5 points. May select a Thunder Rhino or Land Raider of any type as a dedicated transport.

Special Rules

Primarch, Rites of Battle, Master of the Hunt, Eye of Vengeance, Fleet (applies to unit he leads. If unit is on Bikes or Jetbikes, they can now run and have the Fleet rule), Battlefield Command Uplink, Overwatch

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. The entire army has the Be Swift As The Wind and trust your brothers special rules. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

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

Options: may have auto launchers, dozer blade, and/or Misericorde for +2 points, Lasher Tendrils, Tank Siege Armor, and/or overcharged engine for +5 points, flare shield for +10 points, and/or Reinforced Armor for +25 points

Special rules

Assault vehicle, power of the machine spirit, Ceramite armor, Venerable, Galvanic Motors, Overwatch

Vindhalli 190 points

WS BS S T W I A L D S V

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, Overwatch

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

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Tank Commander, The Art of Lightning War, Overwatch

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, Bolt Pistol, Space Marine Bike/Jetbike, Frag and Krak Grenades Or Terminator Armor with Storm Shield

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Psyker, Combat Tactics, Counter Attack (applies to unit he leads), Gift of Prescience, Surprise Attack, Independent Character, Overwatch

Psychic Powers: Avenger, Smite, force dome, null zone

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, Bullock Jetbike

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Master of the Hunt, Independent Character, Overwatch

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.

Hibou Khan, Master of the 5th Brotherhood 210 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

Wargear: Bullock Jetbike with hurricane bolter in place of twin linked bolter, Artificer armor, teleport homer, combiplasma, bolt pistol, frag and krak grenades, master crafted Tulwar

Options: may upgrade combiplasma and/or bolt pistol to have chain blades for +5 points or may upgrade combiplasma to have power blades for +15 points.

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, preferred enemy, Independent Character, Overwatch, skilled rider

JUBAL KHAN 1st CAPTAIN OF THE WHITE SCARS 215 POINTS

WS BS S T W I A L D 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, Independent Character, Overwatch

Marauder: Jubal's tactical mastery grants all friendly White Scars units a pre-game move of D6" (ignoring difficult and dangerous terrain) after deployment is complete but before Scout moves.

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.

Elites

TANGAHI ATTACK BIKE SQUAD 70 points each

WS BS S T W I A L D SV

Tangahi Attack Bike 4 4 4 4(5) 2 4 3 9 3+

Unit Composition: between 1 and 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, Overwatch

STORM SEER 115 POINTS

WS BS S T W I A L D 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 Flail for +5 points, a power fist for +10 points or a pair of lightning claws for +15 points. May upgrade bolt pistol to have chain blades for +5 points

Special rules

Psyker, Overwatch

Psychic powers: Force dome, vortex of doom

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 with 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 an autogun or Webber for +5 points, a power weapon or lightning claw for +10 points, a power lance for +12 points, a Power Flail for +13 points, a plasma pistol or Infernus pistol for +15 points, power fist or Gauntlet of Salvation for +25 points, power claw for +28 points, gauntlet of war for +30 points, Gauntlet of Furry for +45 points, Gauntlet of Vengeance for +55 points. The Erelim Sergeant may take melta bombs for +5 points and/or a storm shield for +35 points. May upgrade any bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads, Overwatch

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, meltagun, or a Grinder Rifle for +5 points, a Graviton Gun for +10 points, or a twin linked volkite charger for +15 points. May have auto launchers for +2 points, Lasher Tendrils for +5 points, extra armor for +7 points, Terminator Honors, dreadnought jump pack, Tank Siege Armor, and/or overcharged engine for +8 points, flare shield for +10 points, and/or Reinforced Armor for +25 points

Special rules

Neural Fibre-bundles, Galvanic Motors, fleet, Overwatch

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

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

Options: may upgrade twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

Honor of the Chapter, Eternal Warrior, Combat Tactics, Rites of Battle, Independent Character, Scattered Star Commander, Overwatch

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 (Unique): One Tactical Squad in the army may replace its Sergeant with Sergeant Khorma for +35 points.

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Bolter, Frag and Krak Grenades, master crafted Tulwar

Options: may upgrade bolter and/or bolt pistol to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads, Counter Attack (applies to Khorma's squad only), Overwatch

Lancer Squad 120 points

WS BS S T W I A LD SV

4 4 4 5 1 4 2 9 3+

Unit Composition: 3 Lancers

Unit Type: Bike

Wargear: Power Armor, Frag and krak grenades, bolt pistol, bolter, Tulwar, space marine bike

Options: may include 5 more Lancers for 24 points per model. The entire squad may upgrade to bullock jetbikes for +5 points per model. Any model may exchange their twin linked bolters for twin linked flamers or webbers for free, twin linked meltaguns for +5 points, or twin linked plasma guns for +7 points. May upgrade bolter and/or bolt pistol to have chain blades for +5 points. May upgrade any bolter to have an exterminator for +3 points.

Special rules

And They Shall Know No Fear, Combat Tactics, Combat Squads, Counter Attack, skilled riders, overwatch

Fast Attack

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 (Unique): One Bike Squad in the army may replace

its Biker Sergeant with Hunt Sergeant Kumblai for +50 points.

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, Combat Tactics, Overwatch

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, Takhi Warhorse

Options: May include up to 25 additional Outriders for 15 points each. Any model may replace bolt pistol and light tulwar for an autogun for free or 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, Webber for +7 points, or a flamer for +10 points. May upgrade any bolt pistol to have chain blades for +5 points

Special Rules

Skilled Rider, hit and run, fleet, Overwatch

Rangtai 150 points

Front Side Rear BS

11 10 10 5

Unit Composition: 1 Landspeeder(Unique)

Unit Type: Fast Skimmer

Crew: Rangtai and copilot (counts as being equipped with a Machine Spirit

Wargear: Twin Linked Heavy Flamer, Twin Linked Multimelta, Searchlight, Extra Armor

Options: may have auto launchers for +2 points, Lasher Tendrils for +5 points, flare shield for +10 points, and/or Reinforced Armor for +20 points

Special Rules

4+ Invulnerable Save, Venerable, Deep Strike, Tank Hunter, Galvanic Motors

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 or chain axe for +5 points, meltagun or Tulwar for +10 points, a power lance for +12 points, or a plasma gun for +15 points. The Huntmaster

may exchange his bolt pistol or chainsword for a chain axe, Webber, or autogun for +5 points, a combibolter for +10 points, plasma pistol or tulwar for +15 points, a Power Flail for +17 points, a power lance for +20 points, a power fist or Gauntlet of Salvation for +25 points, power claw for +28 points, gauntlet of war for +30 points, Gauntlet of Furry for +45 points, Gauntlet of Vengeance for +55 points. The Huntmaster may also take melta bombs for +5 points. May upgrade any bolt pistol or combibolter to have chain blades for +5 points or may upgrade any combibolter to have power blades for +15 points

Special Rules

And They Shall Know No Fear, Combat Tactics, counter attack, +1 to all cover saves, Overwatch

ARIK BOKAI LANDSPEEDER COMMANDER 160 POINTS

BS FRONT SIDE REAR

Arik Bokai 5 11 11 10

Unit Composition: 1 Landspeeder(Unique)

Unit Type: Fast Skimmer

Crew: Arik Bokai and copilot

Wargear: Twin Linked Heavy Bolter, Typhoon Missile

Launcher, Searchlight, Extra Armor

Options: may have auto launchers for +2 points, Lasher

Tendrils and/or Tank Siege Armor for +5 points, flare shield for +10 points, and/or Reinforced Armor for +20 points

Special Rules

4+ Invulnerable Save, Venerable, Deep Strike, Tank Hunter, Power of the Machine Spirit, Galvanic Motors, Overwatch

Formations

Shangrila 200 points +models

1 Jaghatai Khan on jetbike

2-15 bike squads

2-15 jetbike squads

0-5 Iron Hunter Squadron

0-2 Erelim Veteran Squad

0-20 OUTRIDERS squads

0-5 TANGAHI ATTACK BIKE SQUAD

Special rules

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

The White Scars Legion has preferred enemy Dark Eldar

Tactical Squads and Sternguard Veterans may take the Scouts rule for free



Legio VI - Space Wolves

HQ

THE PRIMARCH LEMAN RUSS 525 POINTS

WS BS S T W I A L D S V

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)

Dedicated Transport: May select a Thunder Rhino, drop pod, or Land Raider of any type as a dedicated transport.

Wargear: Primarch Armor, Mjainar, Master Crafted Bolt Pistol, Frag Grenades and Melta Bombs
Options: may upgrade the bolt pistol to have chain blades for +5 points
Special Rules (Russ only)
Primarch, Rites of Battle, Furious Charge, Counter Attack, Warrior Born, May Not Deep Strike (unless transported in a Drop Pod), King Russ, Battlefield Command Uplink, Overwatch

Wolf Lord 90 points

WS BS S T W I A LD SV
6 5 4 4 3 5 4 10 3+

Unit composition: 1 wolf lord

Unit type: infantry

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

Options: may take a bolter or autogun for free, a siege bolter for +1 point, a bolt carbine for +2 points, a Webber for +4 points, a twin linked bolter, Hades bolter, or shard blaster for +5 points, a Combibolter for +10 points, a Gilded Twin Linked Bolter for +12 points, an arc rifle for +15 points, a relic bolter for +17 points, or a volkite charger for +20 points. May replace bolt pistol for a flame pistol or shard pistol for free, a Web Pistol for +2 points, an infernus pistol for +5 points, a plasma pistol or wolf claw for +10 points, Gauntlet of Salvation for +14 points, a needle pistol for +15 points, a graviton pistol for +16 points, a relic pistol for +17 points, an arc pistol for +18 points, a volkite serpenta or gauntlet of war for +19 points, a thunder hammer for +20 points, Gauntlet of Furry for +34 points, Gauntlet of Vengeance for +44 points. May replace chainsword with chain axe for +5 points, power weapon for +7 points, power maul or wolf claw for +10 points, a Neural Whip or xenotech phase blade for +11 points, a chain glaive for +12 points, a Power Flail for +13 points, Gauntlet of Salvation for +14 points, power fist for +15 points, power claw for +18 points, gauntlet of war for +19 points, chain fist for +20 points, relic blade, storm shield for +25 points, Gauntlet of Furry for +34 points, Gauntlet of Vengeance for +44 points, or a Vortex weapon for +50 points. May take digital weapons for +5 points. May take an auxiliary grenade launcher for +10 points. May take Anti plant grenades and/or Web grenades for +2 points, plasma grenades for +4 points, melta bombs for +5 points, stasis grenades and/or haywire grenades for +7 points, shroud bombs and/or Hallucinogen Grenades for +10 points, rad grenades and/or Nova Bombs for +15 points, Phosphex bombs for +20 points, and/or vortex grenades for +50 points. May take a Grav Chute for +5 points or a jump pack for +10 points. May replace power armor with artificer armor for +15 points. May purchase an Auspex for +2 points, wolf tail talisman for +5 points, Oath of the Moment for +7 points, Wolftooth necklace and/or terminator honors for +10 points, and/or bionics for +18 points. May upgrade any bolt pistol, bolter, Hades bolter, bolt carbine,

siege bolter, twin linked bolter, combibolter, Gilded Twin

Linked Bolter, or relic bolter to have chain blades for +5 points or may upgrade any twin linked bolter, combibolter, or Gilded Twin Linked Bolter to have power blades for +15 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, counter attack, iron halo, independent character, Overwatch

Rune Priest 100 points each

WS BS S T W I A LD SV

5 4 4 4 2 4 2 10 3+

Unit composition: between 1 and 3 rune priests (each operate independently from one another)

Unit type: infantry

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

Options: May replace bolt pistol for a flame pistol, autogun, or shard pistol for free, a Web Pistol or bolter for +2 points, an infernus pistol or twin linked bolter for +5 points, a plasma pistol or combibolter for +10 points, a needle pistol for +15 points, a graviton pistol for +16 points, a relic pistol for +17 points, an arc pistol for +18 points, or a volkite serpenta for +19 points. May take Anti plant grenades and/or Web grenades for +2 points, plasma grenades for +4 points, melta bombs for +5 points, stasis grenades and/or haywire grenades for +7 points, shroud bombs and/or Hallucinogen Grenades for +10 points, rad grenades and/or Nova Bombs for +15 points, Phosphex bombs for +20 points, and/or vortex grenades for +50 points. May take a Grav Chute for +5 points, a jump pack for +10 points, a bike for +15 points, a jetbike for +20 points, or a Thunderwolf mount for +25 points. May replace power armor with artificer armor for +15 points. May purchase an Auspex for +2 points, wolf tail talisman for +5 points, Oath of the Moment for +7 points, Wolftooth necklace, terminator honors, and/or chooser of the slain for +10 points, and/or bionics for +18 points. May upgrade any bolt or relic bolter to have chain blades for +5 points or may upgrade any twin linked bolter or combibolter to have power blades for +15 points. May upgrade any bolter or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, counter attack, psyker, Overwatch

Wolf Priest 100 points each

WS BS S T W I A LD SV

5 4 4 4 2 4 2 10 3+

Unit composition: between 1 and 3 Wolf priests (each operate independently from one another)

Unit type: infantry

Wargear: bolt pistol, Crozius Arcanum, Wolf Amulet, frag and krak grenades, power armor

Options: May replace bolt pistol for a flame pistol, autogun, or shard pistol for free, a Web Pistol or bolter for +2 points, an infernus pistol or twin linked bolter for +5 points, a plasma pistol or combibolter for +10 points, a needle pistol for +15 points, a graviton pistol for +16 points, a relic pistol for

+17 points, an arc pistol for +18 points, or a volkite serpenta for +19 points. May take Anti plant grenades and/or Web grenades for +2 points, plasma grenades for +4 points, melta bombs for +5 points, stasis grenades and/or haywire grenades for +7 points, shroud bombs and/or Hallucinogen Grenades for +10 points, rad grenades and/or Nova Bombs for +15 points, Phosphex bombs for +20 points, and/or vortex grenades for +50 points. May take a Grav Chute for +5 points, a jump pack for +10 points, a bike for +15 points, a jetbike for +20 points, or a Thunderwolf mount for +25 points. May replace power armor with artificer armor for +15 points. May purchase an Auspex for +2 points, wolf tail talisman for +5 points, Oath of the Moment for +7 points, Wolftooth necklace, terminator honors, and/or chooser of the slain for +10 points, and/or bionics for +18 points. May upgrade any bolt pistol, bolter, Hades bolter, bolt carbine, siege bolter, twin linked bolter, combibolter, or relic bolter to have chain blades for +5 points or may upgrade any twin linked bolter or combibolter to have power blades for +15 points. May upgrade any bolter or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, counter attack, fearless, oath of war, Overwatch

Wolf Lord on mount 105 points

WS BS S T W I A LD SV

6 5 4 5 3 5 4 10 3+

Unit composition: 1 wolf lord

Unit type: bike infantry

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

Options: may take a bolter or autogun for free, a siege bolter for +1 point, a bolt carbine for +2 points, a Webber for +4 points, a twin linked bolter, Hades bolter, or shard blaster for +5 points, a Combibolter for +10 points, a Gilded Twin Linked Bolter for +12 points, an arc rifle for +15 points, a relic bolter for +17 points, or a volkite charger for +20 points. May replace bolt pistol for a flame pistol or shard pistol for free, a Web Pistol for +2 points, an infernus pistol for +5 points, a plasma pistol or wolf claw for +10 points, Gauntlet of Salvation for +14 points, a needle pistol for +15 points, a graviton pistol for +16 points, a relic pistol for +17 points, an arc pistol for +18 points, a volkite serpenta or gauntlet of war for +19 points, a thunder hammer for +20 points, Gauntlet of Furry for +34 points, Gauntlet of Vengeance for +44 points. May replace chainsword with chain axe for +5 points, power weapon for +7 points, power maul or wolf claw for +10 points, a Neural Whip or xenotech phase blade for +11 points, a chain glaive for +12 points, a Power Flail for +13 points, Gauntlet of Salvation for +19 points, power fist for +15 points, power claw for +18 points, gauntlet of war for +19 points, chain fist for +20 points, relic blade, storm shield for +25 points, Gauntlet of Furry for +34 points, Gauntlet of Vengeance for +44 points, or a Vortex weapon for +50 points. May take digital weapons for +5 points. May take an auxiliary grenade launcher for +10 points. May take Anti plant grenades and/or Web grenades for +2 points, plasma grenades for +4 points, melta bombs for +5 points, stasis grenades and/or haywire grenades for +7 points, shroud bombs and/or Hallucinogen Grenades for +10 points, rad grenades and/or Nova Bombs for +15 points, Phosphex bombs for +20 points, and/or vortex grenades for +50 points. May take a Jetbike for +5 points or

a Thunderwolf (and gain +1 strength and the rending special rule) for +15 points. May replace power armor with artificer armor for +15 points. May purchase an Auspex for +2 points, wolf tail talisman for +5 points, Oath of the Moment for +7 points, Wolftooth necklace and/or terminator honors for +10 points, and/or bionics for +18 points. May upgrade any bolt pistol, bolter, Hades bolter, bolt carbine, siege bolter, twin linked bolter, combibolter, Gilded Twin Linked Bolter, or relic bolter to have chain blades for +5 points or may upgrade any twin linked bolter, combibolter, or Gilded Twin Linked Bolter to have power blades for +15 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, counter attack, iron halo, independent character, Overwatch

Wolf Lord in Tartorus Terminator Armor 125 points

WS BS S T W I A LD SV

6 5 4 4 3 5 4 10 2+

Unit composition: 1 wolf lord

Unit type: infantry

Wargear: twin linked bolter, power weapon, grenade harness, Tartorus Terminator Armor

Options: may replace the twin linked bolter for a webber for free, a combimelta, flamer, shotgun, webber, needle pistol, or grenade launcher for +5 points, Gauntlet of Salvation for +9 points, a combiplasma, foeblaster bolter, or wolf claw for +10 points, gauntlet of war for +14 points, a Volkite charger for +15 points, twin linked relic bolter for +17 points, a thunderhammer for +20 points, Gauntlet of Furry for +29 points, Gauntlet of Vengeance for +39 points. May replace the power weapon with a chain axe for free, a Neural Whip or power axe for +3 points, a wolf claw for +5 points, a Power Flail for +7 points, Gauntlet of Salvation for +9 points, power fist for +10 points, a power claw for +13 points, gauntlet of war for +14 points, chain fist for +15 points, relic blade for +20 points, a power maul for +25 points, a Criterion Hammer for +28 points, Gauntlet of Furry for +29 points, a storm shield for +30 points, Gauntlet of Vengeance for +39 points. May purchase an Auspex for +2 points, wolf tail talisman for +5 points, Oath of the Moment for +7 points, Wolftooth necklace and/or terminator honors for +10 points, and/or bionics for +18 points. May upgrade any twin linked bolter, combibolter, Gilded Twin Linked Bolter, foeblaster bolter, or twin linked relic bolter to have chain blades for +5 points or may upgrade any twin linked bolter, combibolter, foeblaster bolter, twin linked relic bolter, or Gilded Twin Linked Bolter to have power blades for +15 points. May upgrade any foeblaster bolter, twin linked relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, counter attack, iron halo, independent character, Overwatch

Rune Priest in Tartorus Terminator Armor 130 points each

WS BS S T W I A LD SV

5 4 4 4 2 4 2 10 3+

Unit composition: between 1 and 3 rune priests (each operate

independently from one another)

Unit type: infantry

Wargear: twin linked bolter, Runic weapon, grenade harness, Tartorus Terminator Armor

Options: may replace the twin linked bolter for a webber for free, a combimelta, flamer, shotgun, webber, needle pistol, or grenade launcher for +5 points, a combiplasma, foeblaster bolter, or wolf claw for +10 points, a Volkite charger for +15 points, twin linked relic bolter for +17 points, or a thunderhammer for +20 points.

May purchase an Auspex for +2 points, wolf tail talisman for +5 points, Oath of the Moment for +7 points, Wolftooth necklace, terminator honors, and/or chooser of the slain for +10 points, and/or bionics for +18 points. May upgrade any twin linked bolter, combibolter, Gilded Twin Linked Bolter, foeblaster bolter, or twin linked relic bolter to have chain blades for +5 points or may upgrade any twin linked bolter, combibolter, foeblaster bolter, twin linked relic bolter, or Gilded Twin Linked Bolter to have power blades for +15 points. May upgrade any foeblaster bolter, twin linked relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, counter attack, psyker, Overwatch

Wolf Priest in Tartorus Terminator Armor 130 points each

WS BS S T W I A LD SV

5 4 4 4 2 4 2 10 3+

Unit composition: between 1 and 3 Wolf priests (each operate independently from one another)

Unit type: infantry

Wargear: twin linked bolter, Crozius Arcanum, Wolf Amulet, grenade harness, Tartorus Terminator Armor

Options: may replace the twin linked bolter for a webber for free, a combimelta, flamer, shotgun, webber, needle pistol, or grenade launcher for +5 points, a combiplasma, foeblaster bolter, or wolf claw for +10 points, a Volkite charger for +15 points, twin linked relic bolter for +17 points, or a thunderhammer for +20 points. May purchase an Auspex for +2 points, wolf tail talisman for +5 points, Oath of the Moment for +7 points, Wolftooth necklace and/or terminator honors for +10 points, and/or bionics for +18 points. May upgrade any twin linked bolter, combibolter, Gilded Twin Linked Bolter, foeblaster bolter, or twin linked relic bolter to have chain blades for +5 points or may upgrade any twin linked bolter, combibolter, foeblaster bolter, twin linked relic bolter, or Gilded Twin Linked Bolter to have power blades for +15 points. May upgrade any foeblaster bolter, twin linked relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, counter attack, fearless, oath of war, Overwatch

Wolf Lord in Cataphractii Terminator Armor 140 points

WS BS S T W I A LD SV

6 5 4 4 3 5 4 10 2+

Unit composition: 1 wolf lord

Unit type: infantry

Wargear: twin linked bolter, power weapon, grenade harness, Cataphractii Terminator Armor

Options: may replace the twin linked bolter for a webber for free, a combimelta, flamer, shotgun, webber, needle pistol, or grenade launcher for +5 points, Gauntlet of Salvation for +9 points, a combiplasma, foeblaster bolter, or wolf claw for +10 points,

gauntlet of war for +14 points, a Volkite charger for +15 points, twin linked relic bolter for +17 points, a thunderhammer for +20 points, Gauntlet of Furry for +29 points, Gauntlet of Vengeance for +39 points. May replace the power weapon with a chain axe for free, a Neural Whip or power axe for +3 points, a Wolf claw for +5 points, Power Flail for +7 points, Gauntlet of Salvation for +9 points, power fist for +10 points, a power claw for +13 points, gauntlet of war for +14 points, chain fist for +15 points, relic blade for +20 points, a power maul for +25 points, a Criterion Hammer for +28 points, Gauntlet of Furry for +29 points, a storm shield for +30 points, Gauntlet of Vengeance for +39 points. May purchase an Auspex for +2 points, wolf tail talisman for +5 points, Oath of the Moment for +7 points, Wolftooth necklace and/or terminator honors for +10 points, and/or bionics for +18 points. May upgrade any twin linked bolter, combibolter, Gilded Twin Linked Bolter, foeblaster bolter, or twin linked relic bolter to have chain blades for +5 points or may upgrade any twin linked bolter, combibolter, foeblaster bolter, twin linked relic bolter, or Gilded Twin Linked Bolter to have power blades for +15 points. May upgrade any foeblaster bolter, twin linked relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, counter attack, iron halo, independent character, Overwatch

Rune Priest in Cataphractii Terminator Armor 145 points each

WS BS S T W I A LD SV

5 4 4 4 2 4 2 10 3+

Unit composition: between 1 and 3 rune priests (each operate independently from one another)

Unit type: infantry

Wargear: twin linked bolter, Runic weapon, grenade harness, Cataphractii Terminator Armor

Options: may replace the twin linked bolter for a webber for free, a combimelta, flamer, shotgun, webber, needle pistol, or grenade launcher for +5 points, a combiplasma, foeblaster bolter, or wolf claw for +10 points, a Volkite charger for +15 points, twin linked relic bolter for +17 points, or a thunderhammer for +20 points.

May purchase an Auspex for +2 points, wolf tail talisman for +5 points, Oath of the Moment for +7 points, Wolftooth necklace, terminator honors, and/or chooser of the slain for +10 points, and/or bionics for +18 points. May upgrade any twin linked bolter, combibolter, Gilded Twin Linked Bolter, foeblaster bolter, or twin linked relic bolter to have chain blades for +5 points or may upgrade any twin linked bolter, combibolter, foeblaster bolter, twin linked relic bolter, or Gilded Twin Linked Bolter to have power blades for +15 points. May upgrade any foeblaster bolter, twin linked relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, counter attack, psyker, Overwatch

Wolf Priest in Cataphractii Terminator Armor 145 points each

WS BS S T W I A LD SV

5 4 4 4 2 4 2 10 3+

Unit composition: between 1 and 3 Wolf priests (each operate

independently from one another)

Unit type: infantry

Wargear: twin linked bolter, Crozius Arcanum, Wolf Amulet, grenade harness, Cataphractii Terminator Armor

Options: may replace the twin linked bolter for a webber for free, a combimelta, flamer, shotgun, webber, needle pistol, or grenade launcher for +5 points, a combiplasma, foeblaster bolter, or wolf claw for +10 points, a Volkite charger for +15 points, twin linked relic bolter for +17 points, or a thunderhammer for +20 points.

May purchase an Auspex for +2 points, wolf tail talisman for +5 points, Oath of the Moment for +7 points, Wolftooth necklace and/or terminator honors for +10 points, and/or bionics for +18 points. May upgrade any twin linked bolter, combibolter, Gilded Twin Linked Bolter, foeblaster bolter, or twin linked relic bolter to have chain blades for +5 points or may upgrade any twin linked bolter, combibolter, foeblaster bolter, twin linked relic bolter, or Gilded Twin Linked Bolter to have power blades for +15 points. May upgrade any foeblaster bolter, twin linked relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, counter attack, fearless, oath of war, Overwatch

Dolmar Gunnarrsson Wolf priest of the 13th company 185 points

WS BS S T W I A LD SV

5 5 4 4 3 5 5 10 3+

Unit Composition: 1 (Unique)

Unit Type: infantry

Wargear: Power fist, Crozius Arcanum, Wolf Amulet, bolt pistol, Wolftooth necklace, wolf tail talisman, power armor

Special Rules

And They Shall Know No Fear, counter attack, fearless, oath of war, Overwatch, Eternal Warrior, Independent Character, fleet

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

Options: may have Auto launchers for +2 points, lasher tendrils and/or overcharged engine for +5 points, Terminator Honors and/or Tank Siege Armor for +8 points, flare shield for +10 points, and/or Reinforced Armor for +30 points

Special Rules

Power of the Machine Spirit, venerable, Dreadnought lord, Overwatch

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

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Runic Charm, Eternal Warrior, Combat Tactics, Stubborn, Independent Character, In the Company of Wulfen, Warrior Born, Overwatch

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.

Jorgen Wolfhowl 200 points

WS BS S T W I A LD SV

6 5 5 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: infantry

Wargear: twin linked bolter, thunderhammer, Cataphractii Terminator Armor

Options: may upgrade twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Eternal Warrior, Combat Tactics, Stubborn, Independent Character, counter attack, rage, fearless, Overwatch

Rampage: Jorgen builds up momentum and speed when he charges. On the turn Jorgen charges into combat, he strikes in Initiative order with his thunder hammer. However, his WS is reduced to 4, and enemy units can re-roll all failed to hit rolls against him in that round of combat.

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

Special Rules

And They Shall Know No Fear, Runic Charm, Eternal Warrior, Combat Tactics, Independent Character, Preferred Enemy, Rending, Wrath of the Savage, *Eygja*, Overwatch

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.

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

Options: if bolter is taken may upgrade it to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

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, Overwatch

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, Overwatch

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.

Elites

Lone Wolf 20 points

WS BS S T W I A LD SV

5 4 4 4 2 4 2 8 3+

Unit Composition: 1 Lone Wolf

Unit Type: Infantry

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

Options: May replace bolt pistol for a flame pistol or shard pistol for free, a Web Pistol for +2 points, an infernus pistol for +5 points, a plasma pistol or wolf claw for +10 points, Gauntlet of Salvation for +14 points, a needle pistol for +15 points, a graviton pistol for +16 points, a relic pistol for +17 points, an arc pistol for +18 points, a volkite serpenta or gauntlet of war for +19 points, a thunder hammer for +20 points, Gauntlet of Furry for +34 points, Gauntlet of Vengeance for +44 points. May replace chainsword with chain axe for +5 points, power weapon for +7 points, power maul or wolf claw for +10 points, a Neural Whip or xenotech phase blade for +11 points, a chain glaive for +12 points, a Power Flail for +13 points, Gauntlet of Salvation for +14 points, power fist for +15 points, power claw for +18 points, gauntlet of war for +19 points, chain fist for +20 points, a relic blade or storm shield for +25 points, Gauntlet of Furry for +34 points, Gauntlet of Vengeance for +44 points. May take digital weapons for +5 points. May replace power armor with artificer armor for +15 points, Tartorus Terminator Armor with twin linked bolter for +25 points, or Cataphractii Terminator Armor with twin linked bolter for +35 points. May purchase an Auspex for +2 points, wolf tail talisman for +5 points, Oath of the Moment for +7 points, Wolftooth necklace and/or terminator honors for +10 points, and/or bionics for +18 points. May upgrade any bolt pistol or twin

linked bolter to have chain blades for +5 points or upgrade the twin linked bolter to have power blades for +15 points. May upgrade any twin linked bolter to have an exterminator for +3 points

Special rules

And they shall know no fear, counter attack, fearless, rage, eternal warrior, feel no pain, may re roll failed to hit rolls against walkers, monstrous creatures, and models with toughness 5 or higher, may not join units or be joined by them

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

Iron Priest Detachment 50 points each (replaces techmarines and warsmithens)

WS BS S T W I A LD SV

5 5 4 4 2 5 2 8 2+

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

Unit type: infantry

Wargear: bolter, bolt pistol, thunder hammer, servo arm, bionics, frag, krak and rad grenades,

Options: may take up to 9 servitors for +10 points per model or cyberwolves for +15 points per model. May take a bike for +10 points, a jetbike for +15 points, or a Thunderwolf mount for +25 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 for +30 points. May take Anti plant grenades and/or Web grenades for +2 points, Blind Grenades and/or plasma grenades for +4 points, Melta bombs for +5 points, stasis grenades and/or haywire grenades for +7 points, Nova Bombs and/or Hallucinogen Grenades for +10 points, breacher charges for +15 points, Virus Grenades for +17 points, Phosphex bombs for +20 points, and/or Vortex Grenades for +75 points. May purchase an Auspex for +2 points, wolf tail talisman for +5 points, Oath of the Moment for +7 points, or a Wolftooth necklace and/or terminator honors for +10 points. May upgrade any bolt pistol bolter, or twin linked bolter to have chain blades for +5 points or may upgrade the twin linked bolter to have power blades for +15 points. May upgrade any bolter or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, counter attack, bolster defenses (+1),

Mechanicus Protectiva

Battle Smith: May repair vehicles and add +1 to the rolls

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 (Unique): One Wolf Scout Squad in the army may replace its Wolf Scout Sergeant with Stalker Sergeant Jortan.

Unit Type: Infantry

Wargear: Scout Armor, Bolt Pistol, Frag and Melta Bombs, stalker Bolter, Locator Beacon

Options: may upgrade the stalker bolter to have chain blades for +5 points.

May upgrade stalker bolter to have an exterminator for +3 points

Special Rules

Stealth, And They Shall Know No Fear, Combat Tactics, Infiltrate, Move Through Cover, Scout, Eye of Vengeance, Overwatch

Wolf Scout squad 75 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, bolt carbine, Orthrus Grenade Launcher, frag carbine, combat knife, Autogun, or sniper rifle for free, a Hades bolter for +3 points, an executioner shotgun for +7 points, a Vengeance pattern bolter for +10 points, or a needle rifle for +12 points. The entire squad may have Gave Chutes for +5 points per model. One out of every 7 scouts may replace their bolter with a heavy stubber for free, a heavy bolter with hellfire shells, an assault stubber, a shard blaster, or a heavy flamer for +5 points, a meltagun for +6 points, a Fight Sniper for +7 points, a plasma gun for +8 points, a missile launcher for +10 points, or a plasma carbine for +12 points. The sergeant may exchange their bolter for a double barreled shotgun or flame pistol or shard 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 Neural Whip for +11 points, a chain glaive or Mechanicus crafted lighting claw for +12 points, a Power Flail for +13 points, a power maul for +15 points, a power fist for +20 points or a storm shield for +25 points. The sergeant may have an Auspex for +5 points, Oath of the Moment for +15 points, Terminator Honors for +18 points, a back pack banner for +20 points and/or bionics for +25 points. The squad may take Anti plant grenades and/or Web grenades for +2 points, blind grenades and/or plasma grenades for +4 points, shroud bombs for +5 points, and/or Stasis Grenades, haywire grenades, Hallucinogen Grenades, and/or Nova Bombs for +7 points per model. May upgrade any bolt pistol, bolter, Hades bolter, Vengeance pattern bolter, twin linked bolter, or combibolter to have chain blades for +5 points or upgrade any twin linked bolter or combibolter to have power blades for +15 points. May upgrade any bolter, bolt carbine, Vengeance pattern bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, combat tactics, combat squads, infiltrate, move through cover, scout, outflank Maximum Fire, Overwatch

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

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 Leman Russ or Skeld), Fleet,

Counter Attack, Acute Senses, Feral

Dedicated Transports

SAEMUNDER RHINO +55 POINTS

BS FRONT SIDE REAR

Saemunder Rhino 4 13 12 9

Unit Composition: 1 Saemunder Rhino

Unit 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

Options: may have extra armor for +5 points. May have Auto

Launchers, dozer blade, and/or Misericorde for +5 points, Lasher

Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine

for +10 points, flare shield for +15 points, and/or Reinforced Armor for +25 points

Special rules

Assault Vehicle, Assault Ram, Galvanic Motors, Overwatch

Troops

Blood Claw Pack 60 points (replaces reconnaissance squads)

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 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, 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, Webber, or autogun for free, a meltagun for +5 points, a heavy meltagun for +7 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 or Web Pistol for free, an infernus pistol for +5 points, a needle pistol for +7 points, a plasma pistol for +10 points, a heavy plasma pistol for +15 points, or a volkite serpenta for +20 points. 1 In every 5 may replace their chainsword with a chain axe or relic chainsword for free, a power weapon for +5 points, frost weapon for +7 points, a wolf claw for +10 points, a Power Flail for +13 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. May upgrade any bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Combat Tactics, counter attack, rage, Overwatch

Fast Attack

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 or Web pistol for +5 points, a combibolter or infernus pistol for +10 points, a plasma pistol or a wolf claw for +15 points, a Power Flail for +20 points, or a storm shield for +25 points. Any model may replace their close combat weapon for a chain axe for +5 points, a relic chainsword for +7 points, a power weapon for +10 points, a frost weapon for +12 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. May upgrade any bolt pistol, bolter, twin linked bolter, or combibolter to have chain blades for +5 points or upgrade any

twin linked bolter or combibolter to have power blades for +15 points.
May upgrade any bolter or twin linked bolter to have an exterminator for +3 points.

Special Rules

And they shall know no fear, acute senses, counter attack, rending (close combat only), Overwatch

SEEKER SERGEANT SIGFASTI +70 POINTS

WS BS S T W I A L D S V

Sigfasti 5 4 4 5 1 4 2 9 3+

Unit Composition (Unique): 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

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

Combat Tactics, Master of the Hunt, Honor of the Chapter, Overwatch

Heavy Support

Leman Russ Mark I battle tank 130 points each

Front Side Rear BS

13 11 10 3

Unit Composition: between 1 and 20 Leman Russ Mark I battle tanks

Unit type: tank, fast

Wargear: Turret mount Light Battle Cannon, hull mount heavy bolter, searchlight, smoke launchers

Options: May replace hull heavy bolter for a heavy flamer for free, an autocannon for +10 points, a multimelta for +20 points,

or a plasma cannon for +30 points. May take sponson twin linked heavy stubbers for +10 points, heavy bolters or heavy flamer for

+20 points, autocannons for +25 points, multimelta for +30 points, plasma cannon for +40 points, or lascannons for +50 points. May

have Auto Launchers and/or dozer blade for +5 points, Lasher

Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine

for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special Rules

Lumbering Behemoth, Overwatch

Freyr Long Fang Leader +150 points

WS BS S T W I A L D S V

5 4 4 4 1 4 2 9 3+

Unit Composition (Unique): One devastator squad may replace its 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, Overwatch

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 replace the turret mount battle cannon for a conqueror cannon (and gain the ability to take Augur Shells, gets hot, on a 4+ penetration to vehicles and permanently reduces the armor facing it hits, for +20 points) or a twin linked multilaser for -10 points, an Exterminator autocannon for -5 points, a vanquisher battle cannon or twin linked lascannon for +5 points, a Nova Cannon for +10 points, a Demolisher cannon and +1 to rear armor facing for +15 points, a Punisher gatling cannon and +1 to rear armor facing for +20 points, an Executioner plasma cannon and +1 to rear armor facing or a melta cannon, the battery feedback special rule, and -1 to side armor facing for +25 points, or a Thunderfire cannon and +1 to rear armor facing for +30 points. may exchange the heavy bolter for a heavy flamer or twin linked heavy stubber for free or a lascannon for +15 points. May take sponson twin linked heavy stubbers for +10 points, heavy bolters or heavy flamers for +20 points, autocannons for +25 points, multimeltas for +30 points, plasma cannons for +40 points, or lascannons 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. Battle Cannon May take Infernus shells (ignores cover saves) for +15 points. May have Auto Launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +25 points

Special rules
Lumbering Behemoth, Galvanic Motors, Overwatch

Formations

Wolves of Fenris 25 points + models

1 wolf lord and command squad mounted in a land raider (any type)

2 - 4 tactical squads mounted in land raiders (any type)

Special rules

Strike force: all squads must be deployed in their land raiders. All land raiders must be deployed within 12" of the wolf lords land raider

Prey Drivers: all units are subject to rage when the enemy is within 12"

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

Special rules

Ambush, hold at all costs, trophy kill, heroic stand

Great Company 250 points + models

1 Wolf Lord

1 command squad
6+ tactical squads
2+ blood claw squads
2+ devastator squads
0-3 Leman Russ Battle tanks (any type)
Special rules
Hold at all costs, orbital bombardment, furious charge special rule
applies to all units in the formation

Spear of Russ 300 points + models

1 Wolf Lord
0-1 rune priest
0-1 Wolf Priest
1 command squad
2-10 tactical squads in drop pods
0-4 blood claw squads in drop pods
0-2 devastator squads in drop pods
0-3 sternguard squads in drop pods
1-5 dreadnoughts in drop pods
4+ Deathstorm drop pods
0-2 techmarines with servitors in drop pods

Special rules

Clear the Field!: All Deathstorm Drop Pods in this formation must be equipped with locator beacons at +15pts per model. Designate one Deathstorm Drop Pod as the lead pod. Place it on the field and scatter as normal and resolve its shooting. Then place each other Deathstorm Drop Pod in the formation within 24" of the first resolving their shooting in turn. As these drop pods arrive first, they count as having been on the table since the start of the turn and have their locator beacon range extended to 12"

Every Boot on the Ground: Each Drop Pod, other than Deathstorm Drop Pods and those containing a dreadnaught, may transport a single Space Wolf independent character without using any of its transport capacity.

Masters of the Assault: A Drop Pod equipped with a Locator Beacon that is deployed as part of this formation count as having been on the table since the start of the turn and have their range extended to 12"

Beachhead: The player who takes the Spear of Russ gains the Hold at all Costs strategic asset. This asset only applies to Space Wolf models.

Nowhere to Run: All units in this formation count as stubborn

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

Options: May have Auto Launchers, dozer blade and/or Misericorde for +5 points, Lasher Tendrils and/or overcharged engine for +10 points,

extra armor for +12 points, and/or flare shield for +15 points

Special Rules

Power of the Machine Spirit, Command Tank, Beast of the Legion, Galvanic Motors, Overwatch

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)

Dedicated Transport: May select a Land Raider of any type as a dedicated transport Or a rhino or drop pod

Wargear: Ion Bolter, Primarch Armor, Fist of Dorn OR Master crafted +1 strength rending chainsword, Storm Shield, Master Crafted Power Fist, Frag Grenades and Melta Bombs

Options: may upgrade the Ion Bolter to have chain blades for +5 points. May upgrade Ion Bolter to have an exterminator for +3 points

Special Rules

Primarch, Bolster Defenses, Rites of Battle, Honor or Death, Battlefield Command Uplink, Hardened Legion, Overwatch

Shield War: 1 Tactical Squad in the same detachment may take Siege Shields for free

Victory or Death: Dorns implacable nature and inherent stubbornness prevent him from failing in all but the worst circumstances. If Dorn loses his last wound, roll a leadership check. If he fails, you may re-roll. If he succeeds, Dorn gains one wound and will fight on. If he loses this wound, then he is removed from the table.

Great Fortifier: ROGAL DORN could turn nearly ANYTHING into a fine defensive feature, the Primarch may improve any existing Cover with a 1+ to the existing save up to a 2+ maximum, so 6+ becomes 5+ so on and so forth.

Legion Tactics: If you include Rogal Dorn then all units in your army exchange the Combat Tactics special rule for the Stubborn and hardened legion universal special rules. 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.

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

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Tank Commander, Iron Halo, Combat Tactics, Armored Fist, Hardened Legion, Overwatch

Legion Tactics: If you include Camba Diaz then all units in your army exchange the Combat Tactics special rule for the Stubborn and hardened legion universal special rules. 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.

Captain Fafin Rann 170 points

WS BS S T W I A LD SV

6 4 5 4 3 5 4 10 3+

SIGISMUND 1st CAPTAIN OF THE IMPERIAL FISTS 220 POINTS

WS BS S T W I A L D 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, Shield of Sigismund

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

Honor of the Chapter, Iron Halo, Eternal Warrior, Liturgies of Battle,

Rites of Battle, Honor or Death, Independent Character, He Bruises

Easily (can never make cover saves),

1st Captain of the Imperial Fists, Hardened Legion, Overwatch

Legion Tactics: If you include Sigismund then all units in your army exchange the Combat Tactics special rule for the Stubborn

and Hardened Legion 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.

DAMOCHARIS CAPTAIN OF THE SOUL DRINKER ASSAULT COMPANY 220 POINTS

WS BS S T W I A L D 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, Iron Halo, Eternal Warrior, Combat Tactics,

Independent Character, Heroic Intervention (applies to any jump pack

equipped squad he joins), Hardened Legion, Overwatch

AENEAS RYNN STORM CAPTAIN OF THE PHALANX 220 POINTS

WS BS S T W I A L D SV

Aeneas Rynn 6 5 4 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Honor, Storm Shield, Tartorus Terminator Armor

Special Rules

Fearless, Eternal Warrior, Furious Charge, Combat Tactics, Independent

Character, Coordinated Bolter Fire, Hardened Legion, Overwatch

Legion Tactics: If you include Aeneas Rynn then all units in your army exchange the Combat Tactics special rule for the Stubborn and Hardened

Legion universal special rules. 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 POLLUX WATCH COMMANDER OF THE PHALANX 220 POINTS

WS BS S T W I A L D 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

Options: may upgrade twin linked bolter to have chain blades

for +5 points or power blades for +15 points. May upgrade

2 terminator squads

2-6 terminator assault squads

Special rules

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

Shield Wall 250 points + models

1 captain or major in terminator armor

1 command squad in terminator armor mounted in a Land Raider Kardova

3+ terminator squads mounted in land raiders

Special rules

Strike force: all tanks must be within 10" of the Land Raider Kardova

Shield wall: land raiders that fire their smoke launchers may still fire their guns at BS 3

Super Heavies

IRON BREAKER 900 points each super heavy

Front Side Rear BS

14 13 12 4

UNIT: 1 (Unique)

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, Tank Siege Armor, Searchlight, smoke launchers

SPECIAL RULES:

Might of the Ommissiah, Command Tank, Wrath of the Emperor, Galvanic Motors, Overwatch

Any Imperial Fists squads that have access to special issue ammunition have access to Penitent Bolts for +5 points

All Imperial Fist Tanks and Dreadnoughts have Tank Siege Armor for free



Legio VIII - Night Lords

HQ

THE PRIMARCH NIGHT HAUNTER/Konrad Curze 450 POINTS

WS BS S T W I A L D SV

Night Haunter 10 6 66 5 7 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Wargear: Primarch Armor, *The Long Knives* or the Executioner and The Dark Talon, Corona Nox – Gift of Prescience, Frag Grenades, master crafted Terror Cannon

Options: May take a Superior Jump Pack for free

Special Rules

Primarch, Hit and Run, I Am the Night (Gains the Stealth special rule), Fear Incarnate, Battlefield Command Uplink, overwatch
A Necessary Evil: The Night Hunter considers his actions to be a necessary evil. Because of this any allied unit with 12" of him, including himself, can shoot into close combat. Any fails to hit are counted as attacks on the closest allied unit, you must still roll to wound.
Legion Tactics: If you include Night Hunter then all units in your army exchange the Combat Tactics special rule for the Acute Senses, hit and run, infiltrate, 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.

Lords of Night 90 points

WS BS S T W I A LD SV

5 4 5 4 1 5 2 9 3+

Unit composition: 3 Lords of Nights

Unit type: jump infantry

Wargear: power armor, superior jump pack, bolt pistol, chainsword, frag, blind, and krak grenades, melta bombs

Options: may include 17 more Lords of Night for 30 points per model.

Any Lords of Night may upgrade their power armor to mark 5 heresy armor for +5 points or artificer armor for +10 points. Any Lords of Night may replace their bolt pistol for a flame pistol, Web Pistol, or needle pistol for free, a plasma pistol for +5 points, an infernus pistol, Gauntlet of Salvation, or lightning claw for +7 points, a heavy plasma pistol for +10 points, a volkite serpenta or gauntlet of war for +12 points, a thunder hammer for +15 points, Gauntlet of Fury for +27 points, Gauntlet of Vengeance for +37 points. Any Lords of Night may replace their chainsword for a chain axe for +2 points, a relic chainsword for +5 points, a power weapon for +7 points, a lightning claw for +10 points, a Power Flail for +11 points, a power maul or Gauntlet of Salvation for +12 points, a power fist for +15 points, power claw for +16 points, gauntlet of war for +17 points, a chain fist for +18 points, a storm shield for +21 points, Gauntlet of Fury for +32 points, Gauntlet of Vengeance for +42 points. Any Lords of Night may replace both their bolt pistol and chainsword for a flamer for free, a heavy flamer or Webber for +3 points, a meltagun for +5 points, a plasma gun for +7 points, a heavy plasma gun for +10 points, a heavy meltagun for +12 points, an arc rifle for +15 points, or a volkite charger for +18 points. May upgrade any bolt pistol to have chain blades for +5 points

Special rules

Fearless, furious charge, counter attack, hit and run, Overwatch

Important The Night Hunter loses the Majestic special rule if part of a Lords of Night Squad

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 axe, 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, Overwatch

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, Raptor jump pack, psychic hood

Options: may upgrade bolt pistol to have chain blades for +5 points

Special rules

And they shall know no fear, Surprise Attack, Iron Halo, Eternal Warrior, acute senses, Master of chosen, Overwatch

Psychic powers: smite, avenger, force dome

VYRIDIDIUM SILVADI NIGHT LORDS FLEET CAPTAIN 190 POINTS

WS BS S T W I A LD SV

Vyrididium 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

Options: may upgrade combiplasma and/or bolt pistol to have chain blades for +5 points or upgrade combiplasma to have power blades for +15 points

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Rites of Battle, Orbital Bombardment, Independent Character, Combat Tactics, Overwatch

Legion Tactics: If you include Vyrididium 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.

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, Independent Character, Equerry to The Night Hunter, Overwatch

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, Unguis Raptus, Frag and Krak Grenades, Raptor Jump Pack, Mordax Tenebrae

Options: may upgrade Mordax Tenebrae to have chain blades for +5 points. May upgrade Mordax Tenebrae to have an exterminator for +3 points.

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, Overwatch, Gift of Prescience

Fear the Night: As long as an enemy unit has a model within 6" of Zso that unit loses the benefits of the Fearless and Counter-Attack rules, if applicable.

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, Raptor Jump Pack

Options: may upgrade bolt pistol to have chain blades for +5 points

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, Overwatch

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.

Sevatar 1st Captain of the Night Lords 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

Options: may upgrade twin linked bolter to have chain blades for +5 points or power blades for +15 points

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Rites of Battle, Orbital Bombardment, Independent Character, Overwatch

Atramentar Lord: Atramentar count as troops

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.

Elites

Atramentar 40 points each

WS BS S T W I A LD SV

5 4 4 4 1 4 3 10 2+

Unit Composition: between 1 and 10 Atramentar

Unit Type: Infantry

Dedicated Transport: drop pod if number 6 or less or a Dreadclaw if numbering 10 or less

Wargear: Tartorus Terminator Armor, twin linked bolter, power weapon, grenade harness

Options: any model may exchange their twin linked bolter for a twin linked webber, lightning claw, or shard blaster for free, a combibolter for +5 points, Gauntlet of Salvation for +9 points, a plasma blaster for +10 points, gauntlet of war for +14 points, a plasma blaster gun for +15 points, a twin linked volkite charger or thunder hammer for +20 points, Gauntlet of Furry for +29 points, Gauntlet of Vengeance for +39 points. Any model may exchange their power weapon for a chain axe for free, a pain whip for +1 point, a terror shard for +2 points, a power axe or lightning claw for +5 points, a Power Flail for +6 points, a power maul for +7 points, Gauntlet of Salvation for +9 points, a power fist for +10 points, a power claw for +12 points, gauntlet of war for +14 points, a chain fist for +15 points, a thunder hammer for +20 points, Gauntlet of Furry for +29 points, Gauntlet of Vengeance for +39 points. One in every two may exchange their twin linked bolter for a heavy webber for free, a heavy flamer or rotor cannon for +5 points, a Repeating melta rifle, twin linked heavy bolter, or Reaper autocannons for +10 points, assault cannons for +15 points, multi-melta for +20 points, a Plasma Cannon for +25 points, twin linked lascannon for +30 points and conversion beamers for +35 points, or may keep the twin linked bolter and add a havoc missile launcher for +10 points or a cyclone missile launchers for +20. May upgrade any twin linked bolter or combibolter to have chain blades for +5 points or power blades for +15 points. May upgrade any twin linked bolter to have an exterminator for +3 points.

Special rules

Deep strike, and they shall know no fear, combat tactics, quick, bulky, Maximum Fire, acute senses, stubborn, Screaming Sculptures, Overwatch

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

Apothecary RedHand +45 points

WS BS S T W I A LD SV

5 4 4 4 2 4 2 8 3+

Unit Composition (Unique): may replace one veteran apothecary or an apothecary in a command squad for Apothecary RedHand for +45 points

Unit Type: Infantry

Wargear: power armor, Narthecium, master crafted plasma pistol, master crafted power weapon, frag and krak grenades

Special Rules

And They Shall Know No Fear, acute senses, Feel no pain 3+
(applies to squad), Overwatch

Sergeant Mercutian +50 points

WS BS S T W I A LD SV

4 4 4 4 1 4 2 9 3+

Unit Composition (Unique): 1 One Night Lords sternguard squad may replace their sergeant for Sergeant Mercutian for +50 points

Unit Type: Infantry

Wargear: power armor, master crafted heavy bolter, bolt pistol, chain axe, frag and krak grenades

Options: may upgrade heavy bolter and/or bolt pistol to have chain blades for +5 points or upgrade heavy bolter to have power blades for +15 points

Special Rules

And They Shall Know No Fear, Overwatch, relentless (applies to squad)

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 (Unique): 1 One Night Lords Tartorus 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

Options: may upgrade twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Eternal Warrior, acute senses, Feel no pain (applies to squad), Overwatch

Harbinger Claw 60 points

WS BS S T W I A LD SV

5 4 4 4 2 4 2 10 2+

Unit Composition: 3 Harbingers

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, frag, krak, and
blind grenades, Power armor

Options: may include 23 more Harbingers for 20 points per model.

Any Harbinger may replace bolt pistol with a flame pistol, needle
pistol, web pistol, or shard pistol for free, shredder bolter, flamer,
webber, Shard blaster, lightning claw, or infernus pistol for
+5 points, plasma pistol or meltagun for +7 points, a heavy
meltagun for +9 points, heavy plasma pistol, Gauntlet of
Salvation, or plasma gun for +10 points, a heavy plasma gun
or volkite serpenta for +12 points, a graviton gun or plasma
carbine for +14 points, a volkite charger, gauntlet of war, or
thunder hammer for +15 points, Gauntlet of Furry for
+30 points, Gauntlet of Vengeance for +40 points. May
exchange chainsword for a pain whip for +2 points,
a chain axe or terror shard for +3 points, a relic
chainsword for +5 points, a chain glaive for +6 points,
a power weapon for +7 points, a power axe for +9 points,
a lightning claw for +10 points, a Neural Whip or
Gauntlet of Salvation for +12 points, a Power Flail for
+13 points, a power fist for +15 points, power claw for
+16 points, gauntlet of war for +17 points, a storm shield
for +18 points, Gauntlet of Furry for +32 points,
Gauntlet of Vengeance for +42 points. May exchange
bolter for a grav Chute for free, a jump pack for +5 points,
a Raptor Jump pack for +6 points, a bike (but may not ride
in a transport) for +7 points, a jetbike (but may not ride in
a transport) for +9 points, or a phase reality generator for
+10 points. May upgrade any bolter, shredder bolter, and/or
bolt pistol to have chain blades for +5 points. May upgrade any
bolter or shredder bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, deep strike
(jump packs/grav chute only), counter attack, furious charge,
stealth, hit and run, Overwatch

ASURAMANDOS NIGHT LORD LIBRARIAN 140 POINTS

WS BS S T W I A L D 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 free. May upgrade
bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Eternal Warrior, Combat Tactics,
Psyker, Gift of Prescience, Independent Character, Overwatch

Psychic powers: Fear the Dark

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: Dreadnought Lightning claw with built in heavy flamer, twin linked heavy stubbers, Screaming Sculptures

Options: May replace the twin linked heavy stubbers for twin linked autocannon for +20 points, a terror cannon for +30 points, or twin linked lascannons for +45 points. May have Auto Launchers for +2 points, Lasher Tendrils, and/or overcharged engine for +5 points, extra armor for +7 points, Terminator Honors, Tank Siege Armor, and/or dreadnought jump pack for +9 points, flare shield for +10 points, and/or Reinforced Armor for +25 points

Special rules

Fleet, scout, 4+ invulnerable save, Galvanic Motors, Overwatch

Lord Zelikthos 180 points

WS BS S T W I A LD SV

5 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: power armor, +1 strength Power Lance, Dark's Bite, Raptor Jump Pack, frag, Blind, krak, and rad grenades

Options: may upgrade Dark's Bite to have chain blades for +5 points.

Special Rules

And They Shall Know No Fear, Iron Halo, fearless, hit and run (applies to any unit he joins), Fleet, Overwatch

Raptor Lord: Raptors become troops

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 (Unique): 1 One Night Lords Tactical squad may replace it's sergeant for Apothecary Talos for +50 points

Unit Type: Infantry

Wargear: Power Armor, Aurum and Bolt pistol, Narthecium, frag and krak grenades

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, acute senses, Feel no pain (applies to squad), Murderous Torrent, Not One Step Back, Overwatch

Sergeant Xarl +65 points

WS BS S T W I A LD SV

6 4 4 4 1 5 3 9 3+

Unit Composition (Unique): 1 One Night Lords Tactical squad may replace it's sergeant for Sergeant Xarl for +65 points

Unit Type: Infantry

Wargear: Power Armor, bolt pistol, Evicerator, frag and krak grenades

Options: may upgrade bolt pistol to have chain blades for +5 points

Special rules

Preferred enemy everything, and they shall know no fear, Combat Tactics, Combat Squads, Furious Charge (applies to squad), Counter Attack (applies to squad), Overwatch

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, Raptor Jump Pack, Frag and Krak Grenades

Options: A Raptor Sergeant may exchange his chainsword for a chain axe for +5 points, a relic chainsword for +10 points, a power weapon or a single lightning claw for +15 points, a Power Flail for +20 points, or a pair of lightning claws or a power fist for +25 points. The raptor sergeant may exchange their power armor for mark 5 heresy armor for +5 points. May upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads, Furious Charge (applies to squad), Counter Attack (applies to squad), Overwatch

Deimos +40 points

WS BS S T W I A LD SV

5 4 4 4 2 5 4 10 3+

Unit Composition (Unique): 1 assault squad may replace their sergeant for Deimos for +40 points

Unit Type: Jump Infantry

Wargear: Raptor Jump pack, master crafted pain whip, shredder bolter, frag and krak grenades

Options: may upgrade shredder bolter to have chain blades for +5 points. May upgrade shredder bolter to have an exterminator for +3 points.

Special rules

Overwatch

The shredder: all shredder pattern bolters add +1 strength and become AP 3

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. May upgrade Achilles pattern bolter to have chain blades for +5 points. May upgrade Achilles bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, Surprise Attack, Iron Halo,
Eternal Warrior, acute senses, Overwatch

Sergeant Vandred +70 points

WS BS S T W I A L D S V

5 4 4 4 2 4 3 10 3+

Unit Composition (Unique): 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

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

Surprise Attack, and they shall know no fear, feel no pain (applies to unit), Orbital Bombardment, Fearless (applies to unit), Heroic Intervention (applies to unit), Overwatch

Captain Gorsameth +80 points

WS BS S T W I A L D S V

6 5 4 4 3 5 4 10 3+

Unit Composition (Unique): 1 vanguard veteran squad may replace it's sergeant with captain Gorsameth for +80 points

Unit Type: Jump Infantry

Wargear: Raptor Jump pack, two +2 strength (meaning +4 total strength) lightning claws, needle pistol, frag, krak, and blind grenades,

Mark 5 Heresy Armor

Special Rules

Surprise Attack, and they shall know no fear, Iron Halo, Fearless (applies to unit), Heroic Intervention, Combat Tactics, Combat Squads, Furious Charge (applies to squad), Counter Attack (applies to squad), Overwatch

Terror Walker 140 points each

Front Side Rear WS BS S I A

13 11 10 5 3 6 5 5

Unit Composition: between 1 and 5 Terror Walkers

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: 4 Dreadnought Lightning claw with built in twin linked bolter, searchlight, smoke launchers, extra armor, Screaming Sculptures

Options: may replace any built in twin linked bolter with a heavy flamer or twin linked webber for free, Plasma Blaster, meltagun,

or a Grinder Rifle for +5 points, a Graviton Gun for +10 points, or a twin linked volkite charger for +15 points. May replace up

to two Dreadnought Lightning claws for twin linked heavy bolters, twin linked heavy flamers, havoc launchers, storm lasers,

Dreadnought Hammers, or heavy assault cannons for free,

twin linked autocannons for +2 points, punisher gatling cannons, Power Scourge or Hellstorm gatling cannons for

+5 points, quad heavy bolters for +7 points, shard cannons for

+10 points rapier lasers for +12 points, quad guns for +15 points,

thudd guns for +18 points, twin linked lascannons for +20 points,

or quad lascannons for +25 points. May have Auto Launchers for

+2 points, Lasher Tendrils and/or overcharged engine for +5 points,

Terminator Honors and/or Tank Siege Armor for +8 points, flare shield for +10 points, and/or Reinforced Armor for +20 points

Special rules

Fleet, move through cover, furious charge, counter attack, venerable, power of the machine spirit, Galvanic Motors, Overwatch

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

Unit Type: Open Topped

Wargear: Screaming Sculptures (a weapon destroyed result destroys all sculptures), Locator Beacon

Special Rules

Inertial Guidance System, Immobile, Drop Pod Assault

Formations

Crow Commander 100 points + models

1 captain

1 command squad

1-3 assault squads lead by raptor sergeants

1-2 vanguard squads lead by raptor sergeants

0-3 bullock jetbike squads

Special rules

Attack at Night: grants the bind barrage and flank march special rules

Terror Tactics: the entire formation has Screaming Sculptures special rule

Son of the Haunter: the captain and his command squad have jump packs for free

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

Special rules

Trophy kill, camouflage, ambush, flank march, recon

Talon Strike Force 200 points + models

1 Major with a jump pack

1 command squad with jump packs

3+ vanguard squads with jump packs lead by a raptor sergeant

2+ assault squads with Jump packs lead by a raptor sergeant

1-5 bike squads

1-3 Bullock Jetbike squads

0-2 Raptor Squads

Special rules

Fearless, stealth, infiltrate, strike force

Talon Strike: if formation is held in strategic reserve must immediately assault nearest enemy after flank marching

Terror Knights 200 points + models

1 captain on bike with twin linked meltaguns

3+ bike squads with twin linked meltaguns

Special rules

Fearless, stealth, infiltrate, skilled rider, flank march

Ride the Wind: Once only per game, the Captain can use his riding skills and ferocity to inspire the formation to ride like the wind. – When “Ride like the Wind” is used, any squad with a model in 6” of the Captain can assault that turn if it Turbo Boosts. Dangerous terrain test are taken if charging the enemy through cover.

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

Night Lords Tanks may take Targeting Stabilizers for +15 points per tank

Night Lords Librarians may take the Communications Breakdown psychic power for +15 points

Reign of Terror: Any unit that loses combat to a unit consisting of Night Lords takes a –1 penalty to their Leadership until the end of the turn. In addition, all models equipped with Jump Packs count as having Assault and Defensive grenades

Assault Squads and Vanguard Veterans benefit from the Hit and Run rule.



Legio IX - Blood Angels

HQ

THE PRIMARCH SANGUINIUS 500 POINTS

WS BS S T 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, The blade encarmine, Frag, krak, and Blind Grenades, Melta and shroud Bombs, Wings (counts as Jump Pack), Master Crafted Infernus Pistol

Special Rules

Primarch, Surprise Attack, Gift of Prescience, Rites of Battle, Furious Charge, Preferred Enemy, Battlefield Command

Uplink, Overwatch

Legion Tactics: If you include Sanguinius 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.

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

Options: may have auto launchers and/or overcharged engine for +2 points, lasher tendrils Tank Siege Armor, and/or dreadnought jump pack for +5 points, terminator honors for +8 points, flare shield for +10 points, and/or Reinforced Armor for +25 points

Special Rules

Fleet, 4+ Invulnerable Save, venerable, power of the machine spirit, Dreadnought lord, Overwatch

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, Blind, 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, Overwatch

Sanguinary Guard 200 points

WS BS S T W I A LD SV

5 4 5 4 2 5 2 10 2+

Unit Composition: 5 Sanguinary Guard

Unit Type: Jump Infantry

Wargear: Artificer armor, shredder bolter, relic blade, frag and krak grenades, Superior Jump Pack

Options: may include 15 more Sanguinary Guard for 40 points per model. Any Sanguinary Guard may exchange their shredder bolter for a flame pistol for +5 points, an infernus pistol for +10 points, Gauntlet of Salvation for +11 points, a needle pistol for +12 points, a plasma pistol for +15 points, a Storm Repeater or gauntlet of war for +16 points, a heavy plasma pistol for +17 points, a volkite serpenta for +20 points, Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +41 points. One Sanguinary Guard may take a Kusanagi Adustum for +25 points. One Sanguinary Guard may take a legion banner (counts as a chapter banner) for +25 points. The entire squad may have Anti plant grenades and/or Web grenades for +2 points, Blind Grenades and/or plasma grenades for +4 points per model, stasis grenades and/or haywire grenades for +7 points per model, and/or rad grenades, Hallucinogen Grenades, and/or Nova Bombs for +15 points per model. May upgrade any shredder bolter to have chain blades for +5 points. May upgrade any shredder bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, combat tactics, deep strike combat squads, heroic intervention, Chain Blades, Overwatch
Their Number is Legion: may be placed back on the table for no additional points once they reach 10 models
Important Sanguinius loses the Majestic special rule while in a squad of Sanguinary Guard

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, Blind 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

Legion Tactics: If you include Furioso 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.

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, Iron Halo, Eternal Warrior, Combat Tactics, Rites of Battle, Independent Character, Lord of the Golden Host, Overwatch

Legion Tactics: If you include Raldoron 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.

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, Iron Halo, Feel No Pain, Eternal Warrior, Combat Tactics, Rites of Battle, Counter Attack, Independent Character, Honor or Death, Overwatch

Legion Tactics: If you include Captain Amaro 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.

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, Combimelta, Frag and Krak Grenades, Power Blade

Options: may upgrade combimelta to have chain blades for +5 points or power blades for +15 points

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Bullish Commander, Overwatch

Legion Tactics: If you include Amit 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.

CAPTAIN EUROPAE THUNDERHAWK COMMANDER 700 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(Unique): 1 Europae Pattern Thunderhawk Gunship, 1 Captain Europae (Space Marine Captain)

Unit 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 Lascannons, 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, Misericorde
Wargear (Captain Europae): Power Armor, Master Crafted Power Sword, Plasma Pistol, Frag and Krak Grenades, Iron Halo
Special Rules:
Hover Mode, Ceramite armor, Overwatch
On Time and On Target: Europae and the Caedes Navalis automatically arrive from reserve on turn 1.

Elites

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 (Unique): One Cataphractii Terminator Squad in the army may replace its Terminator Sergeant with Terminator Sergeant Savin for +50 points.

Unit Type: Infantry

Wargear: Cataphractii Terminator Armor, Twin Linked Bolter, Relic Blade

Options: may upgrade twin linked bolter to have chain blades for +5 points, or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Furious Charge (applies to squad he leads), Heroic Intervention, Overwatch

Seraph Captain of the 62nd Company +65 points

WS BS S T W I A LD SV

5 4 4 4 3 5 3 10 2+

Unit Composition (Unique): 1 sternguard squad may replace it's sergeant with Captain Seraph for +65 points

Unit Type: Jump Infantry

Wargear: plasma pistol, master crafted Blood Seraph, Artificer Armor, frag and krak grenades, melta bombs

Special Rules

And They Shall Know No Fear, Combat Tactics, stubborn (applies to unit), overwatch

Heroic Sacrifice: When Seraph loses his last wound, he can choose to make a heroic sacrifice. If you choose to do so, Seraph can immediately move D6 inches. At the conclusion of that move, centre the 5" blast template over Seraph. Every model, friend or foe, under the template, is hit by a single S8 AP1 Melta hit.

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, Blind, and Frag Grenades, Melta and Shroud Bombs, power armor, Jump Pack

Options: may upgrade both bolt pistols with chain blades for +10 points

Special Rules

And They Shall Know No Fear, Combat Tactics, independent character, fearless, Trick-Shot, Iron Halo, Overwatch

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

Options: may upgrade bolt pistol with chain blades for +5 points

Special rules

combat tactics, psyker, Overwatch

Psychic powers: Smite, Avenger, Quickening

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, Dreadnought Force Weapon, searchlight, smoke

launchers, Psychic Hood

Options: May replace the Twin linked bolter for a twin linked

webber for +5 points, a Heavy Flamer for +10 points or

a meltagun for +25 points. May have Auto Launchers and/or

overcharged engine for +5 points, Lasher tendrils, extra armor,

and/or dreadnought jump pack for +7 points, Terminator Honors,

Tank Siege Armor, and/or Magna-grapple for +9 points, flare

shield for +10 points, and/or Reinforced Armor for +25 points

Special Rules

Fleet, 4+ Invulnerable Save, Overwatch

Psychic powers: Smite, Avenger, Quickening and Machine Curse

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 (Unique): One Tactical Squad in the army may replace its Sergeant with Sergeant Vallerus for +40 points.

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Bolter, Frag and Krak

Grenades, Power Sword

Options: may upgrade bolt pistol and/or bolter to have chain

blades for +5 points. May upgrade bolter to have an

exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Bolter Drill, Overwatch

Mero apothecary +75 points

WS BS S T W I A LD SV

4 4 4 4 1 5 3 9 3+

Unit Composition (Unique): 1 tactical squad may exchange their sergeant for Mero for +75 points

Unit Type: Infantry

Wargear: power armor, Achilles pattern bolter, Narthecium,

power weapon, frag and Krak grenades, melta bombs

Options: may upgrade Achilles pattern bolter to have chain blades for +5 points. May upgrade Achilles pattern bolter to have an exterminator for +3 points.

Special rules

Feel no pain (4+), combat tactics, Gift of Prescience, Overwatch

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, a Dreadnought Hammer for +5 points, or Power Scourge, chain fist, or siege wrecker for +10 points. May replace the Twin linked bolter for a twin linked webber for +5 points, a Heavy Flamer for +10 points or a meltagun for +25 points. May have Auto Launchers and/or overcharged engine for +5 points, Lasher tendrils, extra armor, and/or dreadnought jump pack for +7 points, Terminator Honors, Tank Siege Armor, and/or Magna-grapple for +9 points, flare shield for +10 points, and/or Reinforced Armor for +25 points

Special Rules

Fleet, Bolster Defenses, Overwatch

Fast Attack

PERADA AND HIS ANGELS ENCARMINE +20 POINTS

WS BS S T W I A L D S V

Perada 4 4 4 4 1 4 2 9 3+

Unit Composition (Unique): 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, Blind, and Krak Grenades, Shroud Bombs

Options: Perada may exchange his chainsword for a chain axe for +5 points, relic chainsword for +10 points, power weapon for +12 points, lightning claw for +15 points, a Power Flail for +20 points, Gauntlet of Salvation for +23 points, a power fist for +25 points, power claw for +26 points, gauntlet of war for +28 points, a thunder hammer or relic blade for +30 points, Gauntlet of Furry for +43 points, Gauntlet of Vengeance for +53 points. May upgrade bolt pistol to have chain blades for +5 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads, Stubborn (applies to squad), Counter Charge (applies to squad), Overwatch

LORATOR AND HIS ANGELS VERMILLION +20 POINTS

WS BS S T W I A L D S V

Lorator 4 4 4 4 1 4 2 9 3+

Unit Composition (Unique): 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, Blind and Krak Grenades, Shroud Bombs

Options: Lorator may exchange his chainsword for a chain axe

for +5 points, a relic chainsword for +10 points, a power weapon

or a single lightning claw for +15 points, a Power Flail for

+20 points, or a pair of lightning claws for +25 points. May

upgrade bolt pistol to have chain blades for +5 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads,

Furious Charge (applies to squad), Hit and Run (applies to squad),

Overwatch

BAAL'S FIRE CHARIOT SQUAD 60 POINTS EACH

WS BS S T W I A L D S V

Fire Chariot 4 4 4 5 2 4 3 9 3+

Unit Composition: between 1 and 5 Fire Chariots

Unit Type: Bike Infantry Squadron

Wargear: Power Armor, Frag and Krak Grenades, Space Marine

bullock Jetbike chariot with 2 Twin Linked Heavy Flamers

Special Rules

And They Shall Know No Fear, Combat Tactics, deep strike, Overwatch

BAAL Predator 115 points each

BS Front Side Rear

Baal 4 13 11 10

Unit Composition: 1-5 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,

a hunter killer missile for +10 points, combi bolter for +5 points,

combi grenade launcher for +10 points. May have Auto Launchers,

dozer blade, overcharged engine, and/or Misericorde for +5 points,

Lasher Tendrils, Tank Siege Armor, and/or extra armor for +10 points,

flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

Reaper Baal Predator 130 points each

Front Side Rear BS

13 11 10 4

Unit Composition: between 1 and 3 Reaper Baal Predators

Unit Type: Tank

Wargear: turret mount twin linked Heavy Assault Cannon,

sponson mount hurricane bolters, searchlight, smoke

launchers, extra armor

Options: May have combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, a hunter killer missile for +10 points, combi bolter for +5 points, combi grenade launcher for +10 points. May have Auto Launchers, dozer blade, and/or overcharged engine for +5 points, Lasher Tendrils and/or Tank Siege Armor for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

Heavy Support

Predator Banshee 140 points each

Front Side Rear BS

13 12 10 4

Unit Composition: between 1 and 2 Predator Banshees

Unit Type: Tank, fast

Wargear: turret mount exterminator autocannon and heavy assault cannon, searchlight, smoke launchers

Options: May take sponson Heavy Flamers for +25 points, Heavy Bolters for +30 points, or assault cannons for +35 points.

May have combi-plasmas for +10, combi-meltas for +15 points, combi-flamers for +5 points, or a havoc launcher for +15 points, a hunter killer missile for +10 points, combi bolter for +5 points, combi grenade launcher for +10 points. May have Auto Launchers, dozer blade, and/or overcharged engine for +5 points, Lasher Tendrils, Tank Siege Armor, and/or extra armor for +10 points, flare shield for +15 points, and/or Reinforced Armor for +25 points

Special rules

Galvanic Motors, Overwatch

Formations

Red Banshees 75 points + models

3 Storm Hawks filled with assault squads and carrying Furioso pattern Dreadnoughts

Special rules

Strike force: all tanks in the squadron must be placed within 6" of each other

Wingman: all Storm Hawks must remain within 6" of each other

Deathstorm strike force 150 points + models

1 Sactimonia Cruoris fellblade

2+ baal predators

Special rules

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

The Chosen 250 points + models

1 Major with jump pack and command squad with jump packs or Sanguinius and Primarch honor guard with jump packs

2+ Tartorus Terminator squads

4+ Assault squads with jump packs

2+ Vanguard squads with jump packs

1+ Dreadnoughts (any type)

Special rules

Flank March, Jammers, orbital bombardment, the whole squad suffer from the rage and furious charge special rules

Super Heavies

Europae pattern thunderhawk gunship 585 points

Front Side Rear BS

12 12 10 4

Unit Composition 1 Europae Pattern Thunderhawk Gunship,

Unit 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 Lascannons, 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

Options: may have extra armor and/or Misericorde for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Hover Mode, Ceramite armor, On Time and On Target, Overwatch

SACTIMONIA CRUORIS FELLBLADE 750 Points each

BS Front Side Rear

Sactimonia 4 14 13 12

UNIT: 1 (Unique)

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, Command Tank, From the Heavens,

Galvanic Motors, Overwatch

Any Blood Angels squad that has access to special issue ammunition has access to Bloodshard Bolts

Any Blood Angel's sergeant may take a Blood Seraph instead of a close combat weapon for +20 points

Assault Squads and Vanguard Veterans benefit from the Hit and Run rule.



Legio X - Iron Hands

HQ

THE PRIMARCH FERRUS MANUS 450 POINTS

WS BS ST W I A LD SV

Ferrus Manus 9 6 6 6 5 6 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Dedicated Transport: May select a Land Raider of any type as a dedicated transport.

Wargear: Primarch Armor, Forgebreaker, Living Metal hands, Servo Arm, Master crafted Bolter, Frag Grenades and Melta Bombs, bionics

Options: may upgrade bolter to have chain blades for +5 points.

May upgrade bolter to have an exterminator for +3 points.

Special Rules

Primarch, Rites of Battle, Furious Charge, Master-crafter (2d6 selected rapid fire, close combat or assault weapons in the army gain the master crafted rule), Master of tanks, Master Artificer, Battlefield Command Uplink, Overwatch

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.

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, power weapon, relic bolter, servo arm, frag and krak grenades, melta bombs, signum, bionics

Options: may replace servo arm with a servo harness for +15 points, an arc cannon for +25 points, or a conversion beamer for +35 points.

May take an Auspex for free, a back pack banner for +5 points, and/or Terminator Honors for +10 points. May upgrade the power weapon to a chain axe for free, a power axe for +5 points, a lightning claw for +7 points, a power maul for +10 points, a power fist or power scythe for +12 points, a power claw for +15 points, a storm shield for +17 points, or a thunder hammer for +20 points. May upgrade relic bolter to have chain blades for +5 points. May upgrade relic bolter to have an exterminator for +3 points.

Special rules

And They Shall Know No Fear, Mechanicus Protectiva, blessings of the Omnissiah, feel no pain, special issue ammunition, Scion of Mars, Overwatch

Iron Father in Cataphractii Terminator armor 155 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: Cataphractii Terminator armor, power weapon, twin linked relic bolter, servo harness, frag and krak grenades, melta bombs, signum, bionics

Options: may replace servo harness with an arc cannon for +15 points, or a conversion beamer for +20 points. May upgrade the power weapon to a chain axe for free, a power axe for +5 points, a lightning claw for +7 points, a power maul for +10 points, a power fist or power scythe for +12 points, a power claw for +15 points, a storm shield for +17 points, or a thunder hammer for +20 points. May take an Auspex for free, a back pack banner for +5 points, and/or Terminator Honors for +10 points. May upgrade twin linked relic bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked relic bolter to have an exterminator for +3 points.

Special rules

And They Shall Know No Fear, Mechanicus Protectiva, blessings of the Ommissiah, feel no pain, special issue ammunition, Scion of Mars, Overwatch

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

Options: may upgrade bolter to have chain blades for +5 points.

May upgrade bolter to have an exterminator for +3 points.

Special rules

And They Shall Know No Fear, Iron Halo, special issue ammunition, Overwatch

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

Options: may have auto launchers for +5 points, Terminator Honors for +8 points, lasher tendrils, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +25 points

Special rules

blessings of the Ommissiah, Bolster Defenses, Orbital Bombardment, venerable, Ceramite armor, Dreadnought Lord, Overwatch

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, Combiplasma, Bolt Pistol, Frag Grenades and Melta Bombs

Options: may upgrade combiplasma and/or bolt pistol to have chain blades for +5 points or upgrade combiplasma to have power blades for +15 points

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Rites of Battle, Independent Character, Combat Tactics, Overwatch

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.

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, bionics

Options: may include 7 more Morlocks terminators for 67 points

per model. Any Morlocks terminator may exchange their twin linked bolter for a shard blaster or twin linked webber for free, combibolter

for +2 points, heavy webber or foeblaster bolter for +3 points, twin

linked relic bolter for +4 points, heavy flamer or rotor cannon for

+5 points, plasma blaster for +7 points, Gauntlet of Salvation for

+9 points, a Plasma Blaster Gun for +10 points, gauntlet of war for

+14 points, Volkite charger or Iron Gauntlet for +15 points,

Repeating melta rifle, twin linked heavy bolter, shard cannons,

or Reaper autocannons for +17 points, assault cannons for +20 points,

multimelta for +25 points, Gauntlet of Furry for +29 points,

a Plasma Cannon for +30 points, Gauntlet of Vengeance for

+39 points, Volkite Culverin for +40 points or may keep the

twin linked bolter and add a havoc launcher for +10 points or

a cyclone missile launcher for +20 points. Any Morlocks terminator

may exchange their power fist for a Power Flail or power scythe

for free, Gauntlet of Salvation for +9 points, power claw for +10 points,

gauntlet of war for +14 points, a relic blade or Iron Gauntlet for

+15 points per model, a Mechanicus Blade for +17 points per model,

a Criterion Hammer for +17 points per model, Gauntlet of Furry for

+29 points per model, Gauntlet of Vengeance for +39 points. Any

Morlocks terminator may replace their servo arm with a servo

harness for +10 points per model or an Arc Cannon for +15 points

per model. May upgrade any twin linked bolter, combibolter,

foeblaster bolter, twin linked relic bolter, or twin linked heavy

bolter to have chain blades for +5 points or power blades for

+15 points. May upgrade any foeblaster bolter, twin linked relic

bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

Overwatch, feel no pain

Important Ferrus Manus loses the majestic special rule while in a squad of Morlocks

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)

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 5 built in plasma guns,

Plasma Cannon, Smoke Launchers, Extra Armor.

Options: may have auto launchers for +5 points, Terminator Honors

for +8 points, lasher tendrils, Tank Siege Armor, and/or overcharged

engine for +10 points, flare shield for +15 points, and/or Reinforced

Armor for +25 points

Special Rules:

Battle Forged Heroes, Rites of Battle (Counts as LD 10), Venerable,

Ancient Tactician, move through cover, stealth, fleet, Overwatch

LUKAN ZYN CLAN MARSHAL OF THE FORGE 220 POINTS

WS BS S T W I A L D S V

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, bionics

Special Rules

And They Shall Know No Fear, Mechanicus Protectiva, Eternal Warrior, Combat Tactics, Bolster Defenses, Orbital Bombardment, Independent Character, Marshal of the Armory, Overwatch

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.

GABRIEL SANTAR 1st CAPTAIN OF THE IRON HANDS 240 POINTS

WS BS S T W I A L D S V

Gabriel Santar 6 5 5 4 3 5 4 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Cataphractii Terminator Armor, Master Crafted Relic Blade, Twin Linked Bolter, Servo Arm, bionics

Options: may replace master crafted relic blade for a master crafted +2 strength lightning claw for free. May upgrade twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

Honor of the Chapter, Deep Strike, Eternal Warrior, Independent Character, Combat Tactics, Master of the Morlocks, Feel No Pain(3+), Master of the Morlocks, Overwatch

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.

Elites

CLAN-COMPANY SERGEANT +25 POINTS

WS BS S T W I A L D S V

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 for +25 points.

Unit Type: Infantry

Wargear: Cataphractii Terminator Armor, Twin Linked Bolter, Power Weapon, bionics

Options: A Clan-Company Sergeant may replace his power weapon with a Criterion Hammer or Gauntlet of Salvation for +7 points, a power fist, power scythe, or a single lightning claw for +10 points, power claw for +11 points, gauntlet of war for +12 points, a Power Flail for +13 points, a Mechanicus Crafted Lighting Claw for +14 points, a chain fist, Iron Gauntlet, or thunder hammer for +15 points, a relic blade for +25 points, a Mechanicus Blade or Gauntlet of Furry for

+27 points, Gauntlet of Vengeance for +37 points. May take an Auspex for free, a back pack banner for +5 points, and/or Terminator Honors for +10 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. May upgrade twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Mechanicus Protectiva, Overwatch

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 (Unique): One Sternguard Veteran Squad in the army may replace its Sergeant with Captain Tylus Kord for +60 points.

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Heavy Bolter

Options: may upgrade heavy bolter to have chain blades for +5 points or power blades for +15 points

Special Rules

And They Shall Know No Fear, Stubborn, Iron Halo, Hellfire Shells, Relentless, Overwatch

Dama Macrinus +60 points

WS BS S T W I A LD SV

6 5 4 4 3 5 3 10 2+

Unit Composition (Unique): 1 Cataphractii Terminator squad may replace its sergeant with Captain Dama for +60 points

Unit Type: Infantry

Wargear: Cataphractii Terminator armor, Twin linked Bolter, Relic Blade, Cyclone Missile launcher

Options: May upgrade twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special rules

And They Shall Know No Fear, Honor the chapter, blessings of the Ommissiah, Worth Their weight In Fire, Overwatch

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, Orbital Bombardment, Independent Character, feel no pain, Overwatch

LODE CAFEOOH 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, Liturgies of Battle, Rosarius, Eternal Warrior, Furious Charge, Independent Character, Heartsmith, Overwatch

Iron Father Sabik Wayland 160 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: Artificer Armor, master crafted bolter, Mechanicus crafted lighting claw, Combat Bionics, Cybernetic Enhancements, Auspex, servo harness, Digital Weapons, Mechadendrites

Options: may upgrade bolter to have chain blades for +5 points.

May upgrade bolter to have an exterminator for +3 points.

Special Rules

Eternal Warrior, Furious Charge, Bolster Defenses, Mechanicus Protectiva, Overwatch, stealth, infiltrate, special issue ammunition

Apex Squad 175 points replaces sternguard squads

WS BS S T W I A LD SV

4 4 4 4 1 4 2 9 2+

Unit Composition: one Apex sergeant and 4 Apex 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: bolter, bolt pistol, chainsword frag and krak grenades, artificer armor, bionics

Options: may include 15 more Apex marines for 30 points per model. Any Apex marine may exchange their bolter for a twin linked bolter for +2 points, a combibolter for +5 points, or a volkite charger for +10 points. Any Apex Marine may exchange their chainsword with a power weapon for +2 points, a Power Flail for +5 points, a cult mechanicus power axe for +6 points, a power scythe for +10 points, a Mechanicus Blade for +12 points, or a thunder hammer for +15 points.

Two Apex marine may exchange their Bolter for a flamer, heavy flamer, heavy bolter, autocannon, missile launcher, heavy

stubber, rotor cannon, multimagun, or webber for free, a multimelta, arc rifle, or plasma gun for +5 points, a heavy plasma gun or heavy meltagun for +7 points, a plasma cannon or volkite charger for +10 points, an assault cannon for +12 points, a conversion beamer or arc cannon for +15 points, or a heavy conversion beamer for +20 points. And model may take a servo arm for +5 points or a servo harness for +10 points. May upgrade any bolter, bolt pistol, twin linked bolter, combibolter, and/or heavy bolter to have chain blades for +5 points or upgrade any twin linked bolter, combibolter, and/or heavy bolter to have power blades for +15 points. May upgrade any bolter or twin linked bolter to have an exterminator for +3 points.

Special rules
And they shall know no fear, slow and purposeful, feel no pain, stubborn, special issue ammunition, Overwatch

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, bionics

Options: may include 5 more Clan Company for 60 points each.

Any model may replace their twin linked bolter for a Twin linked Webber for free, a combibolter 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 Webber for +5 points, 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 Criterion Hammer for +7 points, a power fist, power scythe, or a single lightning claw for +10 points a chain fist or thunder hammer, Iron Gauntlet, or Mechanicus Blade for +15 points or a relic

blade for +25 points. May upgrade any twin linked bolter, combibolter, or foeblaster bolter to have chain blades for +5 points or power blades for +15 points. May upgrade any foeblaster bolter or twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, 3+ feel no pain, Overwatch

Dedicated Transports

Nighthawk pattern Storm Eagle Gunship 180 points

Front Side Rear BS

12 11 10 4

Unit composition: between 1 and 3 Nighthawk pattern Storm Eagle Gunship

Unit type: flier

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

Transport: 20, or 10 terminators or jump infantry

Wargear: 2 twin-linked heavy bolters, twin-linked assault cannon, 2 missile launchers, 2 twin-linked lascannons

Options: May take a Misericorde for +5 points, extra armor for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points.

Special rules

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

Troops

CLAN-COMPANY SERGEANT +25 POINTS

WS BS S T W I A L D 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 for +25 points.

Unit Type: Infantry

Wargear: Cataphractii Terminator Armor, Twin Linked Bolter, Power Weapon, bionics

Options: A Clan-Company Sergeant may replace his power weapon with a Criterion Hammer or Gauntlet of Salvation for +7 points, a power fist, power scythe, or a single lightning claw for +10 points, power claw for +11 points, gauntlet of war for +12 points, a Power Flail for +13 points, a Mechanicus Crafted Lighting Claw for +14 points, a chain fist, Iron Gauntlet, or thunder hammer for +15 points, a relic blade for +25 points, a Mechanicus Blade or Gauntlet of Furry for +27 points, Gauntlet of Vengeance for +37 points. May take an Auspex for free, a back pack banner for +5 points, and/or Terminator Honors for +10 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. May upgrade twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Mechanicus Protectiva, Overwatch

Fast Attack

CLAN-COMPANY SERGEANT +25 POINTS

WS BS S T W I A L D 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 for +25 points.

Unit Type: Infantry

Wargear: Cataphractii Terminator Armor, Twin Linked Bolter, Power Weapon, bionics

Options: A Clan-Company Sergeant may replace his power weapon with a Criterion Hammer or Gauntlet of Salvation for +7 points, a power fist, power scythe, or a single lightning claw for +10 points, power claw for +11 points, gauntlet of war for +12 points, a Power Flail for +13 points, a Mechanicus Crafted Lighting Claw for +14 points, a chain fist, Iron Gauntlet, or thunder hammer for +15 points, a relic blade for +25 points, a Mechanicus Blade or Gauntlet of Furry for +27 points, Gauntlet of Vengeance for +37 points. May take an Auspex for free, a back pack banner for +5 points, and/or Terminator Honors for +10 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. May upgrade twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Mechanicus Protectiva, Overwatch

Cestus Outriders 65 points each

Front Side Rear BS

11 10 10 4

Unit Composition: between 1 and 10 Cestus Outriders

Unit Type: tank, fast, opened topped

Wargear: two heavy bolters, searchlight, smoke launchers

Options: may replace either heavy bolter with a heavy flamer, rotor cannon, or heavy stubber for free, a multimelta, plasma cannon, or havoc launcher for +5 points, an assault cannon for +10 points, a heavy assault cannon for +15 points, or a cyclone missile launcher for +20 points. May have auto launchers and/or dozer blade for +2 points, extra armor, overcharged engine, and or lasher tendrils for +5 points, a flare shield for +10 points, and/or Reinforced Armor for +20 points

Special rules

Scout, Overwatch

Heavy Support

CLAN-COMPANY SERGEANT +25 POINTS

WS BS S T W I A L D 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 for +25 points.

Unit Type: Infantry

Wargear: Cataphractii Terminator Armor, Twin Linked Bolter, Power Weapon, bionics

Options: A Clan-Company Sergeant may replace his power weapon with a Criterion Hammer or Gauntlet of Salvation for +7 points, a power fist, power scythe, or a single lightning claw for +10 points, power claw for +11 points, gauntlet of war for +12 points, a Power Flail for +13 points, a Mechanicus Crafted Lighting Claw for +14 points, a chain fist, Iron Gauntlet, or thunder hammer for +15 points, a relic blade for +25 points, a Mechanicus Blade or Gauntlet of Furry for +27 points, Gauntlet of Vengeance for +37 points. May take an Auspex for free, a back pack banner for +5 points, and/or Terminator Honors for +10 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. May upgrade twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Mechanicus Protectiva, Overwatch

BANNUS TANK COMMANDER +90 POINTS

WS BS S T W I A L D 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

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Combat Tactics, Tank Commander,

All Hail the Machine, Mechanicus Protectiva, Overwatch

Land Raider Hephaistus 260 points each

Front Side Rear BS

14 14 14 4

Unit composition: between 1 and 3 land raider Hephaistus

Unit type: tank

Access points: front assault ramp, two side doors

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

Wargear: two sponson each with a Hephaistus autocannon, hull mount twin linked plasma cannon, smoke launchers, 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 points, May have Auto Launchers, dozer blade, and/or Misericorde for +5 points, Lasher Tendrils, extra armor, and/or overcharged engine for +10 points, and/or flare shield for +15 points

Special rules

Galvanic Motors, Overwatch

Formations

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

Special rules

The flesh is weak: unit gains careful planning, supreme headquarters, and orbital bombardment

Ferrum company 250 points + models

1 Iron Father

1 command squad

4+ twenty strong tactical squads

2+ ten strong assault squads

2+ devastator or havoc squads

3+ dreadnoughts (any type)

Special rules

Careful planning, hold at all costs, orbital bombardment

Wise: may redeploy D6 Ferrum company units before the first turn

Super Heavies

MEDUSA GUNSHIP 800 POINTS

BS FRONT SIDE REAR

Medusa Gunship 4 12 12 10

Unit Composition: 1 Medusa Gunship

Unit 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.

Options: may have extra armor and/or Misericorde for +15 points, flare shield for +20 points, and/or Reinforced Armor for +30 points

Special Rules:

Hover Mode, Ceramite armor, Large Target, Overwatch

Any Iron Hands Liberian have the following psychic powers instead of the regular ones; Hand of Mechanicus, Unyielding Faith in the Machine, Machine Curse, Invigorating Pistons, Curse of the Machine Spirit, Communications Breakdown

Any Iron Hands Sergeant, captain, Master of the Forge, Centurion, Major, Praetor, and/or Techmarine may replace their close combat weapon with an Adamantium Whip for +20 points

Iron Hands may take as many Cyborgs as they wish



Legio XI - Dragoons

HQ

Carl Primarch of the Dragons 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, counter attack, Small in number, Easily distracted, Battlefield Command Uplink, Overwatch

Vermicious Knids - captain of the 4th company - 175 points

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

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Bullock Jetbike, artificer armor, combiwebber, +1 strength power sword, frag, krak and rad grenades, shroud bombs

Options: may upgrade combiwebber to have chain blades for +5 points or power blades for +15 points.

Special rules

Liturgies of Battle, counter attack, Overwatch, jethike squads of at

Unit Composition: between 1 and 5 Destructor Batteries

each manned by 3 Marines

Unit type: artillery

Wargear Marines: power armor, frag and krak grenades, Bolter, bolt pistol

Wargear Battery: Tesla Cannon, extra armor, searchlight, smoke launchers

Options: any marine manning the battery may upgrade their bolt pistol and/or bolters to have chain blades for +5 points. Any destructor battery may have a flare shield for +15 points, and/or Reinforced Armor for +20 points.

Special rules

Battery, hit the battery, Overwatch, And They Shall Know No Fear,

Combat Tactics, counter attack

Dragoons legion tech marines, masters of the forge, tech marine lords, and warsmithens may take a tesla cannon in place of their servo arm for +15 points



Legio XII - World Eaters

HQ

ANGRON PRIMARCH OF THE WORLD EATERS 450 POINTS

WS BS ST W I A L D SV

Angron 10 6 6 6 5 7 6 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Dedicated Transport: May select a Land Raider of any type as a dedicated transport, rhino of any type or a drop pod.

Wargear: Primarch Armor, *God Tearer*, Master Crafted Plasma gun, Frag Grenades, Aggression Implants

Special Rules

Primarch, Furious Charge (applies to any unit he leads), Rage, Liturgies of Battle, Battlefield Command Uplink, Overwatch

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.

Harkon +50 points

WS BS S T W I A LD SV

8 4 4 4 3 5 3 10 2+

Unit Composition (Unique): may replace one Devourer in Cataphractii terminator armor for Harkon for +50 points

Unit Type: Infantry

Wargear: combimelta, Excoriator Chain Axe, Cataphractii terminator armor, grenade harness, bionics

Options: may upgrade combimelta to have chain blades for +5 points or power blades for +15 points

Special Rules

Feel no pain, Furious Charge, Rage, counter attack, special issue ammunition, Overwatch, fearless, preferred enemy

Kunnar 1st company champion +80 points

WS BS S T W I A LD SV

5 4 4 4 2 5 2 10 3+

Unit Composition (Unique): 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, Combimelta, frag and krak grenades

Options: may upgrade combimelta to have chain blades for +5 points or power blades for +15 points

Special Rules

And They Shall Know No Fear, Combat Tactics, counter attack (applies to squad), fearless, Overwatch

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, Aggression Implants

Options: may take a jump pack for +10 points. May upgrade bolt pistol to have chain blades for +5 points

Special rules

Fearless, feel no pain (6+), rage, hatred everything, Head hunter, Overwatch

Nigh Vash Delerax World Eaters Fleet Captain 150 points

WS BS S T W I A LD SV

6 4 5 4 4 4 4 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine captain)

Wargear: Power armor, Krak and Frag Grenades,

Combimelta, Power sword, Aggression Implants

Options: may upgrade combimelta to have chain blades for +5 points or power blades for +15 points

Special Rules

Rage, Furious Charge, Counter-attack, fearless, iron halo, orbital bombardment, Overwatch

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+

Unit 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

Options: may upgrade twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Iron Halo, Eternal Warrior, Independent Character, Overwatch

Ares' Fury 160 points

Front Side Rear BS

12 12 10 5

Unit Composition: 1 (Unique)

Unit Type: Tank, Fast, Open Topped

Transport Capacity: Angron and 14 Devourers in artificer armor

Wargear: Twin Linked Bolter, Havoc Launcher, extra armor, smoke launchers, searchlight

Options: may have auto launchers, dozer blade, and/or Misericorde for +5 points, lasher tendrils, Tank Siege Armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +25 points

Special rules

Venerable, Ceramite Armor, Galvanic Motors, Overwatch

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+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Artificer Armor, Master Crafted Chain Axe,

Bolt Pistol, Frag and Krak Grenades, Aggression Implants

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

Honor of the Chapter, Iron Halo, Feel No Pain, Eternal Warrior, Rage, Furious Charge, Independent Character, Overwatch

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,

Aggression Implants

Special Rules

Move threw cover, Rage, Furious Charge,

Counter-attack, fearless, iron halo

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

Options: may upgrade Tribolter to have chain blades for +5 points

Special Rules

furious charge, counter attack, preferred enemy, Overwatch

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, Overwatch

Delvarus of the Triarii 190 points

WS BS S T W I A LD SV

6 5 4 4 3 5 4 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: bolter, Meteor Hammer, mark 3 iron armor, frag and krak grenades, Aggression Implants

Options: may upgrade bolter to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

Independent Character, Fearless, Rage, Furious Charge,

Counter Attack, Iron Halo, Overwatch

Captain of the Triarii: Assault Marines Gain +2 WS and +1 I

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, Aggression Implants

Special Rules

Rage, furious charge, counter attack, preferred enemy

Ghreer Legion master 200 points

WS BS S T W I A LD SV

6 4 4 4 3 5 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Chapter master)

Wargear: Artificer Armor, Storm Shield, Bolter, Master

Crafted Relic Blade, frag and krak grenades

Options: may upgrade bolter to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Iron Halo, Eternal Warrior, Independent Character, special issue ammunition, Overwatch

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)

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: Heavy Conversion beamer, dreadnought close combat weapon with built in plasma blaster, extra armor, searchlight, smoke launchers

Options: may have auto launchers for +5 points, lasher tendrils, Tank Siege Armor, and/or overcharged engine for +10 points, Terminator Honors and/or dreadnought jump pack for +12 points, flare shield for +15 points, and/or Reinforced Armor for +30 points

Special Rules

Counter Attack, Furious Charge, venerable, Dreadnought lord, Overwatch

COMMANDER SKANE 220 POINTS

WS BS S T W I A LD SV

Commander Skane 6 4 4 4 3 5 3 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, Aggression Implants

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

Honor of the Chapter, Iron Halo, Feel No Pain, Eternal Warrior, Rage, Furious Charge, Independent Character, Honor or Death, Overwatch

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.

CRULL CHAPTER MASTER OF THE WORLD EATERS 240 POINTS

WS BS S T W I A L D S V

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, Aggression Implants

Special Rules

Iron Halo, Rage, Eternal Warrior, Furious Charge (applies to any unit he leads), Fearless, Independent Character, Veteran Slaughterer, Overwatch

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 L D S V

Kharn 7 5 4 4 3 5 5 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: *Gorechild*, Power Armor, Master Crafted Plasma

Pistol, Frag and Krak Grenades, Aggression Implants

Special Rules

Fearless, Iron Halo, Eternal Warrior, Furious Charge, Liturgies of Battle, Independent Character, Focussed Aggression, Gets Carried Away, Slayer of Men, Overwatch

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.

Devourers Primarch Honor Guard 300 points

WS BS S T W I A L D S V

7 3 4 4 2 5 3 10 2+

Unit Composition: 3 Devourers

Unit Type: Infantry

Wargear: Artificer armor, Master Crafted Chain Axe, twin linked bolter, Aggression Implants

Options: May Include 13 more Devourers for 100 points each. May replace artificer armor with Cataphractii terminator armor for +5 points each. Any Devourer may replace their twin linked bolter for a Gauntlet of Salvation, a gauntlet of war for +15 points, Gauntlet of Fury for +30 points, Gauntlet of Vengeance for +40 points. Any Devourer may replace their chain axe for a Gauntlet of Salvation for +10 points, a gauntlet of war for +15 points, Gauntlet of Fury for +30 points, Gauntlet of Vengeance for +40 points. May upgrade any twin linked bolter to have chain blades

for +5 points or power blades for +15 points. May upgrade any twin linked bolter to have an exterminator for +3 points.

Special Rules

Iron Halo, Feel no pain, Furious Charge, Rage, counter attack, special issue ammunition, Overwatch

Important Angron loses the majestic special rules while in a squad of Devourers

Elites

Terran Veteran Sergeant +20 points

Replaces any sternguard or terminator Sergeant for +20 points

Overwatch

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.

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 (Unique): One Cataphractii Terminator Squad in the army may replace its Terminator Sergeant with Terminator Sergeant Kyne for +40 points.

Unit Type: Infantry

Wargear: Cataphractii Terminator Armor, Twin Linked Bolter, Relic Blade

Options: May upgrade twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Battle Forged Heroes, Focussed Aggression, Overwatch

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 (Unique): One World Eater Terminator Squad in the army may replace its Terminator Sergeant with Terminator Sergeant Gauste for +45 points.

Unit Type: Infantry

Wargear: Tartorus Terminator Armor, Twin Linked Bolter, Power Claw

Options: May upgrade twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Battle Forged Heroes, Heroic Intervention, Overwatch

EHRLLEN LAST CAPTAIN OF THE WAR HOUNDS +50 POINTS

WS BS S T W I A LD SV

Ehrlen 5 4 4 4 2 4 3 10 3+

Unit Composition (Unique): One World Eaters Sternguard Veteran Squad in the army may replace its Sergeant with Captain Ehrlen for +50 points.

Unit Type: Infantry

Wargear: Power Armor, Plasma Pistol, Bolter, Frag and Krak Grenades, Power Sword

Options: May replace power armor with mark 5 heresy armor for +10 points or mark 3 iron armor for +15 points. May upgrade bolter to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

Fearless (applies to squad he leads), Furious Charge (applies to squad he leads), Iron Halo, Special Issue Ammunition, Combat Squads, Relentless, Overwatch

Ehren Gak +60 points

WS BS S T W I A LD SV

5 5 4 4 3 5 4 10 3+

Unit Composition (Unique): One World Eaters Sternguard Veteran Squad in the army may replace its Sergeant with Captain Ehren Gak for +60 points

Unit Type: Infantry

Wargear: master crafted bolt carbine, power fist, power armor, frag and krak grenades

Options: may upgrade bolt carbine to have chain blades for +5 points.

May upgrade bolt carbine to have an exterminator for +3 points.

Special Rules

Fearless (applies to squad he leads), Furious Charge (applies to squad he leads),

Iron Halo, infiltrate, overwatch, preferred enemy, Eternal Warrior

Voice of Reason: captain Ehren Gak and his squad are not affected by the World Eaters' legion rules.

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 (Unique): One World Eaters Sternguard Veteran Squad in the army may replace its Sergeant with Captain Skraal for +75 points.

Unit Type: Infantry

Wargear: Artificer Armor, bolt Pistol, combimelta , Frag and Krak Grenades, Relic Blade

Options: May replace power armor with mark 5 heresy armor for +10 points or mark 3 iron armor for +15 points. May upgrade bolt pistol and/or combimelta to have chain blades for +5 points or upgrade combimelta to have power blades for +15 points

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, Overwatch

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, Aggression Implants

Options: May replace Power armor with Artificer armor for +20 points. May replace bolt pistol with a flame pistol, Web pistol, or needle pistol for free, a infernus pistol or lightning claw for +5 points, a chain axe for +10 points, Gauntlet of Salvation for +11 points, a Power Flail for +13 points, power claw for +14 points, gauntlet of war for +16 points, a thunderhammer for +18 points, Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +41 points.

May replace chainsword with a chain axe for +10 points, a power weapon or lightning claw for +15 points, Gauntlet of Salvation for +19 points, a power fist or power scythe for +20 points, power claw for +22 points, gauntlet of war for

+24 points, a storm shield for +25 points, Gauntlet of Furry for +39 points, Gauntlet of Vengeance for +49 points. May have Melta bombs and/or incendiary grenades for +5 points. May have Terminator Honors for +10 points and/or a Teleport Homer for +15 points. May upgrade bolt pistol to have chain blades for +5 points

Special Rules

Rage, furious charge, Iron Halo, independent character, Rage Unbound, Overwatch

Caedere Gladiator 100 points

WS BS S T W I A LD SV

6 4 4 4 2 5 3 8 4+

Unit Composition: 1 Caedere Gladiator

Unit Type: Infantry

Wargear: Gladiator Armor (4+ Save), Two heavy Chain Axes, Frag and Krak Grenades, Triskele, Aggression Implants

Options: may replace Gladiator Armor for power armor for free.

Special Rules

Rage. Fleet, counter-attack, Berserk Rage, feel no pain, Refractor Field

Barbarian Guard 120 points

WS BS S T W I A LD SV

6 2 4 4 4 5 3 8 3+

Unit Composition: 3 Barbarian Guard

Unit Type: Infantry

Wargear: two power axes, power armor

Options: may include 12 more Barbarian Guard for 40 points per model. Any model may exchange both their power axes for Gauntlets of Salvation for +20 points per model, gauntlets of war for +25 points per model, Gauntlets of Furry for +40 points per model, Gauntlets of Vengeance for +50 points.

Special Rules

Rage. Fleet, counter attack

Continuous Strikes: For each to-hit roll of 6 in close combat the unit gets, they receive +1 Attack that assault phase (rolled immediately). These bonus attacks can generate further attacks.

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 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, Heavy chain axe, frag and Krak grenades, Aggression Implants
 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. May upgrade any bolt pistol to have chain blades for +5 points
 Special rules
 Rage, furious charge, counter attack, Overwatch
 Continuous Strikes: For each to-hit roll of 6 in close combat the unit gets, they receive +1 Attack that assault phase (rolled immediately). These bonus attacks can generate further attacks.

BERZERKER DREADNOUGHT 145 POINTS

WS BS S I A FRONT SIDE REAR

6 4 6 4 3(4) 12 12 10

Unit Composition: between 1 and 8 BERZERKER 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: 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 or twin linked Webbers for no additional points or meltaguns for +15 points each. May take Extra Armor for +15 points. May replace either dreadnought close combat weapon for a dreadnought hammer for +5 points, Power Scourge for +10 points, a chain fist or siege wrecker for +15 points each, or a Seismic Hammer for +35 points each. May have Auto Launchers for +2 points, Lasher Tendrils, extra armor, and/or overcharged engine for +5 points, Terminator Honors, Tank Siege Armor, and/or dreadnought jump pack for +8 points, flare shield for +10 points, and/or Reinforced Armor for +20 points

Special Rules

Furious Charge, Rage, Overwatch

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

Options: may upgrade bolt pistol to have chain blades for +5 points

Special rules

And They Shall Know No Fear, Combat Tactics, Independent Character, Master Psyker, Overwatch

Kargos Bloodspitter Master Apothecary 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

Wargear: bolt pistol, Bloodspitter, mark 3 iron armor, Narthecium, Frag and krak grenades, Melta Bombs, bionics

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, independent character, Counter Attack, Furious Charge, Feel No pain 2+, Overwatch, refractor field

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, Aggression Implants

Options: May include up to eight additional Berzerkers for 22 points per model. Any Berzerker may exchange their bolt

pistol for a flame pistol, Web pistol or shard pistol for +3 points each, a frag carbine for +4 points, a flamer for +5 points, an infernus pistol for +7 points each, a meltagun for +10 points each, a plasma pistol for +12 points each, a needle pistol or plasma gun for +15 points each, a heavy plasma pistol, a Storm Repeater, or graviton pistol for +17 points each, an arc pistol for +18 points each, or a volkite serpenta for +20 points each. One in every five may replace both weapons for an Evicerator for +15 points.

Any model may replace their power armor with mark 5 heresy armor for +5 points or mark 3 iron armor for +10 points.

May upgrade any bolt pistol to have chain blades for +5 points.

Special Rules

Fearless, Furious Charge, Rage, Overwatch

Continuous Strikes: For each to-hit roll of 6 in close combat the unit gets, they receive +1 Attack that assault phase (rolled immediately).

These bonus attacks can generate further attacks.

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), Two Chain Axes, Frag and Krak Grenades

Options: May include up to thirty two additional Gladiators

for 22 points per model. Any Brass Gladiator may take power

armor for +10 points each, mark 5 heresy armor for

+15 points each, or mark 3 iron armor for +20 points each.

The whole unit may take Aggression Implants for

+15 points per model

Special Rules

Fearless, Furious Charge, Feel No Pain, Scout, Rage,

Combat Drugs

Continuous Strikes: For each to-hit roll of 6 in close combat the unit gets, they receive +1 Attack that assault phase (rolled immediately). These bonus attacks can generate further attacks.

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)

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 twin-linked bolters, Smoke Launchers

Options: May replace either of his Twin-Linked Bolters with Heavy Flamers for free. May take Extra Armor for +15 points. May have Auto Launchers for +2 points, Lasher Tendrils for +5 points, Terminator Honors and/or Tank Siege Armor for +8 points, flare shield for +10 points, and/or Reinforced Armor for +25 points

Special Rules

Furious Charge, Rage, Venerable, Overwatch

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

Unit Type: Tank, Fast, Open Topped

Transport Capacity: 16 in power or scout armor

Wargear: Twin Linked Bolter, Hand Rails

Options: May have Auto Launchers and/or Misericorde for +5 points, Lasher Tendrils, Tank Siege Armor, and/or overcharged engine for +10 points, extra armor for +12 points, flare shield for +15 points, and/or Reinforced Armor for +25 points

Special rules

Galvanic Motors, Overwatch

Troops

Terran Veteran Sergeant +20 points

Replaces any Tactical Sergeant for +20 points

Overwatch

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 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 for +40 points.

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Bolter, Frag and Krak Grenades, Master Crafted Power Axe

Options: may upgrade bolt pistol and/or bolter to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Overwatch

SERGEANT DHAUSKE +40 POINTS

WS BS S T W I A LD SV

Dhauske 4 4 4 4 1 4 2 9 3+

Unit Composition (Unique): One World Eaters Tactical Squad in the army may replace its Sergeant with Sergeant Dhauske for +40 points.

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Bolter, Frag and Krak Grenades, Master Crafted Relic Blade

Options: may upgrade bolt pistol and/or bolter to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Battle Forged Heroes (applies to Dhauske's squad only), Overwatch

Sergeant Buseyt +45 points

WS BS S T W I A LD SV

Buseyt 5 3 5 4 2 4 3 8 3+

Unit Composition (Unique): One World Eaters Tactical Squad in the army may replace its Sergeant with Sergeant Buseyt for +45 points

Unit Type: Infantry

Wargear: Master Crafted Chain Axe, Bolt pistol, Frag and Krak Grenades, Aggression Implants

Options: may upgrade bolt pistol to have chain blades for +5 points

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), Overwatch

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 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: Power weapon, Torn Rags

Options: 2 Brutes may replace their power weapons for Power Fists for +30 points. The whole squad may take Aggression Implants for +25 point per model

Special Rules

Move threw cover, Rage, Furious Charge, Counter-attack, fleet

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 f

lame pistol, Web pistol, or needle pistol for free, a infernus pistol

or lightning claw for +5 points, or a thunderhammer for +15 points.

May replace chain axe for a relic chainsword for free, a power

weapon or lightning claw for +10 points, a Power Flail or Gauntlet

of Salvation for +13 points, a power fist or power scythe for

+15 points, power claw for +16 points, gauntlet of war for

+18 points, a storm shield for +20 points, Gauntlet of Vengeance

for +43 points. The champion may replace his power armor with

mark 5 heresy armor for +5 points or mark 3 iron armor for +10 points. May have Melta bombs and/or incendiary grenades for +5 points. Teleport Homer for +15 points. The champion may upgrade his bolt pistol to have chain blades for +5 points

Special Rules

Furious charge, preferred enemy, Cool Headed, You are expendable, BACK IN THE FIGHT, WORMS!!!, Overwatch

Fast Attack

Terran Veteran Sergeant +20 points

Replaces any assault or vanguard Sergeant for +20 points

Overwatch

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.

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 (Unique): 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, Aggression Implants

Options: Fleiste may exchange his chainsword for a Chain Axe for +5 points, a relic chainsword for +10 points, a power weapon or a single lightning claw for +15 points, a Power Flail for +20 points, or a pair of lightning claws for +25 points.

May replace bolt pistol for a flame pistol or web pistol for free, a needle pistol for +3 points, an infernus pistol for +5 points, a plasma pistol for +7 points, a heavy plasma pistol for +10 points, or a volkite serpenta for +15 points. May replace power armor with mark 5 heresy armor for +5 points or mark 3 iron armor for +10 points. May upgrade bolt pistol to have chain blades for +5 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads, Furious Charge (applies to squad), Focussed Aggression, Overwatch

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 (Unique): One World Eaters Vanguard Veteran Squad in the army may replace its Sergeant with Captain Argas Brond for +60 points

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Power Sword, Aggression Implants

Options: May take a jump pack for +2 points. May replace bolt pistol for a flame pistol or web pistol for free, a needle pistol for +3 points, an infernus pistol for +5 points, a plasma pistol for +7 points, a heavy plasma pistol for +10 points, or a volkite serpenta for +15 points.

May replace power armor with mark 5 heresy armor for +5 points or mark 3 iron armor for +10 points. May upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Combat Tactics, Furious Charge (applies to squad he leads), Iron Halo, Overwatch

Blood Slaughters 63 points

	WS	BS	S	T	W	I	A	LD	SV
Slaughter	5	4	4	4	1	5	3	9	3+
King	6	5	4	4	2	5	3	10	2+

Unit composition: 2 Blood Slaughters and 1 Blood Slaughter King

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, chainsword, frag, krak, incendiary, and plasma grenades, Aggression Implants, power armor, artificer armor (Blood Slaughter King only)

Options: may include 37 more Blood Slaughters for 18 point per model. Any Blood Slaughter may exchange their bolt pistol for a flame pistol, web pistol, or needle pistol for free, an infernus pistol for +5 points, a plasma pistol for +7 points, a heavy plasma pistol, Gauntlet of Salvation, or lightning claw for +10 points, a graviton pistol for +12 points, an arc pistol for +14 points, a volkite serpenta, gauntlet of war, thunder hammer for +15 points, Gauntlet of Furry for +30 points, Gauntlet of Vengeance for +40 points. Any model may replace their chainsword with a chain axe or relic chainsword for +5 points, a power weapon for +7 points, a power axe or lightning claw for +10 points, a Power Flail for +11 points, a power fist or power scythe for +12 points, Gauntlet of Salvation for +13 points, a storm shield or power claw for +15 points, gauntlet of war for +18 points, Gauntlet of Furry for +33 points, Gauntlet of Vengeance for +43 points. One model in every five may exchange both their bolt pistol and chainsword for a great weapon for +5 points or an Evicerator for +10 points. The whole squad may exchange their power armor for Mark 5 heresy armor for free or mark 3 iron armor for +2 points.

The whole squad may take a grav chute for free, a jump pack for +5 points, a bike for +7 points, or a jetbike for +10 points.

May upgrade any bolt pistol to have chain blades for +5 points

Special Rules

Fearless, Furious Charge, rage, preferred enemy, counter attack, fleet, Overwatch

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.

May have Auto Launchers, dozer blade, and/or Misericorde for +5 points, Lasher Tendrils and/or overcharged engine for +10 points, and/or flare shield for +15 points

Special rules

Power of the machine spirit, assault vehicle, Galvanic Motors, Overwatch \

Formations

Maelstrom of Gore 100 points + Models

Kharn 8th captain

3+ berserker squads

0-2 brass gladiator squads

Special rules

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

Psycho Surgeon 125 points + models

1 master Apothecary

0-3 veteran Apothecaries

1+ Berzerker squads

Special rules

Master Surgeon: must run 2D6" in the shooting phase toward the nearest enemy

Rip and Tear: every Berzerker in the formation has a heavy chain axe in place of their chain axe (the master Apothecary and veteran Apothecaries also have heavy chain axes)

Lead By Example: the master Apothecary has a 3+ feel no pain save, a psychic hood, and an iron halo

Martial Rivalry: when charging into assault the formation gains D6 extra attacks instead of the usual +1.

Gladiator Company 200 points + models

1 captain or major

1 command squad

2+ Berzerker squads

1+ brass gladiator squads

2+ Blood Slaughters squads

4+ tactical squads

4+ assault squads

1 devastator or havoc squad

1+ Axe Bearers Veteran squads

Special rules

Hold at all costs, outflank, furious charge applies

to all units in formation

Super heavies

Icon Of War

Front Side Rear BS

14 12 11 4

Unit Composition: 1 Icon Of War (Unique)

Unit type: super heavy tank, opened topped for transport purposes

Structure points: 4

Transport capacity: 40 World Eaters in power or scout armor, or 20 terminators, can transport multiple squads

Wargear: 3 sponsons on each side each with a twin linked punisher gatling cannon and bolt cannon, 2 pintle mount

Flamestorm cannons, extra armor, auto launchers, flare shield, Misericorde

Options: may take lasher tendrils for +5 points, Tank Siege Armor and/or overcharged engine for +10 points, and/or Reinforced Armor for +25 points

Special rules

Power of the machine spirit, Galvanic Motors, Assault vehicle, Ferromantic invulnerability, Overwatch

Any world eaters tactical marine may exchange their bolter for a rage bolter for +8 points

Any World Eaters sergeant may take Aggression Implants for +22 points

Any World Eaters Sergeant may take Gorefeast Axe for +20 points

One out of Every Five world eaters terminators may take a Brass Annihilator for +25 points

Assault Squads and Vanguard Veterans benefit from the Hit and Run rule.



Legio XIII - Ultramarines

HQ

THE PRIMARCH ROBOUTE GUILLIMAN 450 POINTS

WS BS S T W I A LD SV

Roboute Guilliman 9 6 6 6 5 6 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Dedicated Transport: May select a Land Raider of any type as a dedicated transport., rhino or a drop pod

Wargear: Primarch Armor, gauntlet of war or Power Weapon, Master Crafted Bolt Pistol, Master Crafted Bolter or gauntlet of war, Storm Shield, Frag Grenades and Melta Bombs

Options: may upgrade bolter and/or bolt pistol to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

Primarch, Rites of Battle, God of War replaces Inspiring Presence, Master Strategist (may add or minus 1 to reserve rolls), Special

Issue Ammunition, Battlefield Command Uplink, Overwatch

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.

Tauro Nicodemus +50 points

WS BS S T W I A LD SV

6 5 5 4 3 5 5 10 1+

Unit Composition (Unique): 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, Overwatch

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

Options: may upgrade twin linked bolter to have chain blades for +5 points or power blades for +15 points.

May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Iron Halo, Rites of Battle, Orbital Bombardment, Independent Character, Combat Tactics, Lord of the Veterans, Overwatch

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, Combimelta, Chain Axe,
Frag and Krak Grenades

Options: may upgrade Combimelta to have chain
blades for +5 points or power blades for +15 points

Special Rules

And They Shall Know No Fear, Combat tactics, Iron Halo,
Independent Character, Overwatch

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, servo arm

Options: may upgrade bolt pistol and/or bolter to have
chain blades for +5 points. May upgrade bolter to have
an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Iron Halo, Rites of Battle,
Orbital Bombardment, Independent Character, Combat
Tactics, tank commander, Overwatch

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

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Combat tactics, Combat Squads,
Counter attack, acute senses, psyker, Psychic Mastery, Independent
Character, Overwatch

Honorita 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, Overwatch

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

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Iron Halo, Combat Tactics, Independent Character, Tank Commander, Fire on My Target! (order applies to his squadron each turn), Artillery Commander, Overwatch

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

Options: may upgrade bolt pistol and/or bolter to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Rites of Battle, Orbital Bombardment, Independent Character, Combat Tactics, Overwatch

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.

Justarius venerable dreadnought 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 Heavy flamer, smoke launchers, searchlight, extra armor

Options: may have auto launchers for +5 points, lasher tendrils, Tank Siege Armor, and/or overcharged engine for +10 points, Terminator Honors for +12 points, flare shield for +15 points, and/or Reinforced Armor for +30 points

Special Rules

Power of the Machine Spirit, venerable, Dreadnought lord, Overwatch

Orfeo Cassandar Praetor of the Evocati 200 points

WS BS S T W I A LD SV

7 5 4 4 3 6 4 10 2+

Unit composition: 1 (Unique)

Unit type: infantry

Wargear: artificer armor, master crafted bolter, master crafted +2 strength rending power weapon, frag and krak grenades

Options: may upgrade bolter to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special rules

And they shall know no fear, combat tactics, independent character, Preferred Enemy, Rites of War

Evocatus: The Evocatii are the cream of the XIII Legion.

Sternguard, Vanguard, and Terminator squads can be taken as troops IN ADDITION to Elite/Fast Attack choices.

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

Options: may upgrade twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

Honor of the Chapter, Eternal Warrior, Rites of Battle, Independent Character, Regent of Ultramar, Overwatch

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, Battle Forged Heroes, Independent Character, Overwatch

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.

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
Options: may upgrade bolt pistol and/or bolter to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Titanic Might, God of War, Counter Attack, Orbital Bombardment, Independent Character, Overwatch
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.

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, Overwatch

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 (Unique): One Sternguard Veteran Squad in the army may replace its Sergeant with Sergeant Trajan for +55 points.

Wargear: Power Armor, Twin linked Bolter, Frag and Krak Grenades, Power Weapon

Options: may upgrade twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Special Issue Ammunition, Overwatch

Sergeant Karrak +55 points

WS BS S T W I A LD SV

5 4 4 4 1 5 2 10 2+

Unit Composition (Unique): 1 Tartorus 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

Options: may upgrade twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat tactics, Combat Squads,

Heroic Intervention (applies to squad), Overwatch

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 (Unique): 1 sternguard squad may replace their sergeant with Captain Daeron Mercius for +65 points

Unit Type: Infantry

Wargear: Artificer armor, combimelta, master crafted power sword, Frag and Krak Grenades, melta bombs

Options: may upgrade combimelta to have chain blades for +5 points or power blades for +15 points

Special Rules

And They Shall Know No Fear, Combat tactics, Iron Halo, relentless (applies to squad), Overwatch

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 (Unique): 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

Options: may upgrade heavy bolter to have chain blades for +5 points or power blades for +15 points

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, Overwatch

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 (Unique): 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

Options: may upgrade combi-grenade launcher to have chain blades for +5 points or power blades for +15 points

Special Rules

And They Shall Know No Fear, Combat tactics, feel no pain, iron halo, orbital bombardment, Overwatch

Troops

Sergeant Levitica +30 points

WS BS S T W I A LD SV

4 4 4 4 2 4 2 10 2+

Unit Composition (Unique): 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

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Combat tactics, Rage (applies to squad), relentless (applies to squad), feel no pain, Overwatch

Sergeant Batiatus +35 points

WS BS S T W I A LD SV

5 4 4 4 1 5 2 10 3+

Unit Composition (Unique): 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

Options: may upgrade bolter to have chain blades for +5 points.

May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, The Only Weapon You Ever Need, Overwatch

Sergeant Archo +40 points

WS BS S T W I A LD SV

4 4 4 4 2 4 2 10 2+

Unit Composition (Unique): 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

Options: may upgrade Rage Bolter to have chain blades for

+5 points. May upgrade Rage bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat tactics, special issue ammo (applies to squad), Overwatch

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 (Unique): One Tactical Squad in the army may replace its Sergeant with Recon Sergeant Telcion for +65 points.

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Stalker Pattern Bolter, Jamming Beacon

Options: may upgrade bolt pistol and/or stalker bolter to have chain

blades for +5 points. May upgrade Stalker pattern bolter to have an exterminator for +3 points.

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, Overwatch

Fast Attack

Sergeant Numitor +40 points

WS BS S T W I A LD SV

5 4 4 4 1 4 2 9 2+

Unit Composition (Unique): 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
Options: may take a jump pack for +5 points. May replace bolt pistol for a flame pistol for free, a needle pistol for +3 points, an infernus pistol for +5 points, a plasma pistol for +7 points, a heavy plasma pistol for +10 points, or a volkite serpenta for +15 points. May upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Combat tactics, Combat Squads, Counter attack (applies to unit), Overwatch

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 (Unique): One Bike Squad in the army may replace its Sergeant with Sergeant Scipio for +70 points.

Unit Type: Bike

Wargear: Power Armor, Bolt Pistol, Power Sword, Frag and Melta Bombs, Space Marine Bike

Options: may replace space marine bike with space marine jetbike for +5 points. May replace power armor with mark 3 iron armor for +10 points or mark 5 heresy armor for +15 points. May upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Combat Tactics, Combat Squads, Special Issue Ammunition (applies to unit), Expert Riders (applies to unit), Overwatch

Sanger captain of the 18th company +85 points

WS BS S T W I A LD SV

4 4 4 4 4 4 3 10 2+

Unit Composition (Unique): One Bike Squad in the army may replace its Sergeant with captain Sanger for +85 points. All models replace their bikes for Horses

Unit Type: cavalry

Wargear: Master Relic Blade, storm shield, artificer armor, frag, krak, and blind grenades

Special rules

And They Shall Know No Fear, Combat tactics, feel no pain, iron halo

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 (Unique): 1 vanguard squad may replace its sergeant with captain Remus Ventanus for +100 points

Unit Type: Infantry

Wargear: Tartorus Terminator armor, gauntlet of war, gauntlet of war, frag and krak grenades

Special Rules

And They Shall Know No Fear, Combat tactics, feel no pain, iron halo, bolster defenses, Overwatch

Formations

Spear of Macragge 100 points +models

Between 3 to 5 space marines tanks (one must be commanded by Ardus Cainen)

Special rules

Strike Force: All vehicles in the formation must be deployed within 12" of the command tank, or if coming on from reserve, the formation must enter the table within 12" of the point entered by the command tank.

Command Tank: As long as the Spear command tank is mobile, any tank in the spearhead within 12" of it (including the command tank itself) may ignore Crew Shaken results on the damage tables.

Fire On My Target!: Any vehicles in the formation firing at a unit already hit by shooting from Brother-Captain Ardue Cainen's Command Tank in the same turn may re-roll any missed to-hit rolls against that unit, and add +1 to any armor penetration rolls made if the targeted unit is a vehicle.



Legio XIV - Death Guard

HQ

MORTARION PRIMARCH OF THE DEATH GUARD 450 POINTS

WS BS S T W I A L D SV

Mortarion 9 6 6 7 7 5 5 10 1+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primarch)

Dedicated Transport: May select a Land Raider of any type as a dedicated transport., a rhino, or a drop pod

Wargear: Primarch Armor, Manreaper, Lantern, Frag, Rad, Virus, and Krak Grenades, Shroud of Barbarus

Special Rules

Primarch, Liturgies of Battle, Rites of Battle, Bolter Drill, Poison Resistance, Toxic Miasma, Overwatch, Hardened Legion, Chemical Bombardment, Battlefield Command Uplink

Infantry Above All: drop pods, rhinos thunderhawks, storm birds, Stormeagles, Termites, Skyhawks, and Storm Hawks cost half their points (rounding up)

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, any death guard squad that has bolters in it also gains chainswords, and all squads may have Virus Grenades for +10 points. All Death Guard have the Hardened Legion special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

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 (Unique): 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

Options: may upgrade bolt pistol and/or bolter to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

Honor of the Chapter, Combat Tactics, Honor or Death, Muse of Glory, Hardened Legion, Overwatch

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

Options: may upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Fearless, Iron Halo, Poison Resistance, Eternal Warrior, Hardened Legion, Overwatch

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, Hardened Legion, Overwatch

Crysos 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, combiflamer, frag and krak grenades

Options: may upgrade bolt pistol and/or combiflamer to have

chain blades for +5 points or may upgrade combiflamer to have power blades for +15 points
Special rules
Psyker, stubborn, infiltrate, master of ambush, Poison Resistance, Hardened Legion, Overwatch
Psychic powers: endurance, weapon virus

IGNATIUS GRULGOR 2nd CAPTAIN OF THE DEATH GUARD 190 POINTS

WS BS S T W I A L D S V

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, Combiplasma, Frag and Krak Grenades

Options: may upgrade combiplasma to have chain blades for +5 points or power blades for +15 points

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Unexpected Bombardment, Hardened Legion, Overwatch

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 and all squads may have Virus Grenades for +10 points. All Death Guard have the Hardened Legion special rule. 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 L D S V

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

Options: may upgrade bolt pistol and/or bolter to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

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, Combat Tactics, Battle Forged Heroes, Independent Character, Hardened Legion, Overwatch

COMMANDER ANOPHELES CAPTAIN OF THE 6th COMPANY 220 POINTS

WS BS S T W I A L D S V

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, Krak, and Virus Grenades and Melta Bombs

Special Rules

Honor of the Chapter, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Heroic Intervention (applies to any jump pack equipped squad he joins), Assault Commander, Hardened

Legion, Overwatch

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 and all squads may have Virus Grenades for +10 points. All Death Guard have the Hardened Legion special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

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, Hardened Legion, Overwatch

Important Mortarion loses the majestic special rule while in a squad of Deathshroud

CALAS TYPHON 1st CAPTAIN OF THE DEATH GUARD 250 POINTS

WS BS S T W I A LD SV

Typhon 6 5 4 5 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, Rites of Battle,

Independent Character, Bolter Drill, Overwatch, Hardened Legion,

chemical bombardment

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 and all squads may have Virus Grenades for

+10 points. If more than one character in your army has the Legion

Tactics special rule then you must choose which version will apply.

Elites

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 (Unique): One Tartorus Terminator Squad in the army may replace its Sergeant with Gurtur-Fol for +45 points.

Wargear: Tartorus Terminator Armor, Twin-Linked Bolter,

Chainfist, grenade harness

Options: may upgrade twin linked bolter to have chain

blades for +5 points or power blades for +15 points. May

upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Stubborn (applies to squad),

Bolter Firestorm, Hardened Legion, Overwatch

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 chain axe for +5 points, a relic chainsword for +7 points, a power weapon for +10 points, or a Power Flail for +17 points. Apothecary may take hellfire rounds for +10 points. May upgrade bolter or bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Combat tactics, poison resistance, mind lock, Dark Harvest, Hardened Legion, Overwatch

Guren +50 points

WS BS S T W I A LD SV

5 4 4 4 2 4 3 10 2+

Unit Composition (Unique): One Cataphractii Terminator Squad in the army may replace its Sergeant with Guren for +50 points

Unit Type: Infantry

Wargear: Cataphractii Terminator Armor, power fist, twin linked bolter, grenade harness

Options: may upgrade twin linked bolter to have chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, fearless (applies to squad), feel no pain, poison resistance, Hardened Legion, overwatch

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 (Unique): One Sternguard Veteran Squad in the army may replace its Sergeant with Captain Ujioj for +60 points.

Wargear: Power Armor, Bolter, Frag and Krak Grenades, Power Sword

Options: may upgrade bolter to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

Fearless (applies to squad he leads), Iron Halo, Special Issue Ammunition, Combat Squads, Bolter Drill, Hardened Legion, Overwatch

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 (Unique): Replaces any Apothecary in a Copse Taker unit, Or any Veteran Apothecary for +75 points

Unit Type: Infantry

Wargear: Power Armor, Frag and Melta Bombs, Servo Harness, Bolt Pistol, Power Weapon, Narthecium

Options: may upgrade bolt pistol to have chain blades for +5 points

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, Hardened Legion, Overwatch

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

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 and built in Twin-linked Bolter, Chem Cannon, Smoke Launchers

Options: May replace it's Close Combat Weapon and Twin-Linked Bolter with a dreadnought hammer for +5 points, a power scourge or siege wrecker for +10 points, or a Chem Cannon for +30 points. May have Auto Launchers for +2 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +5 points, Terminator Honors for +8 points, flare shield for +10 points, and/or Reinforced Armor for +25 points

Special rules

Overwatch

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)

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 and built in Twin-linked Bolter, Chem Cannon, Smoke Launchers

Options: May Replace Twin Linked Bolter for a twin linked webber for free, a Heavy Flamer with only chem munitions for +10 points, Plasma Blaster for +15 points. May have Auto Launchers for +2 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +5 points, Terminator Honors for +8 points, flare shield for +10 points, and/or Reinforced Armor for +25 points

Special Rules

Venerable, Overwatch

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)

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, Twin-Linked Autocannon, Smoke Launchers, Extra armor

Options: May replace his Twin-Linked Bolter with a Heavy Flamer or

twin linked webber for free. May have Auto Launchers for +2 points, Lasher Tendrils, Tank Siege Armor, and/or overcharged engine for +5 points, Terminator Honors for +8 points, flare shield for +10 points, and/or Reinforced Armor for +25 points

Special Rules

Battle Forged Heroes, Move through cover, Venerable, Hardened Legion, Overwatch

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 (Unique): One Death Guard Tactical Squad in the army may replace its Sergeant with Captian Ullis Temeter for +45 points

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Rending *Chainsword*, Frag and Krak Grenades, Bolter

Options: may upgrade bolt pistol and/or bolter to have chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Move Through Cover (applies to squad), Special Issue Ammo (applies to squad), Hardened Legion, Iron Halo, Overwatch

Dusk Kin 85 points

WS BS S T W I A LD SV

4 4 4 4 1 4 2 9 3+

Unit Composition: one Dusk Kin Sergeant and 4 Dusk Kin 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 I 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, power weapon, combat shield, frag and krak grenades

Options: may include thirty more Dusk Kin for 17 points per model.

Any Dusk Kin may exchange their bolter for an autogun for free, a bolt carbine for +2 points, a siege bolter for +3 points, or a twin linked bolter for +5 points. One in every seven Dusk Kin may exchange their bolter for a flamer or webber for free, a heavy flamer for +2 points, a meltagun for +3 points, a heavy meltagun for +5 points, a plasma gun for +7 points, a heavy plasma gun for +10 points, a graviton gun for +12 points, or a volkite charger for +15 points. The sergeant may exchange his power armor with artificer armor for +20 points. The sergeant may have an Auspex for +5 points, a back pack banner for +10 points, Oath of the Moment for +15 points, Terminator Honors for +18 points, and/or bionics for +20 points. The squad may take Anti plant grenades and/or Web grenades for +2 points, blind grenades and/or plasma grenades for +4 points, shroud bombs for +5 points, and/or Stasis Grenades, haywire grenades, Hallucinogen Grenades, and/or Nova Bombs for +7 points per model. May upgrade bolter, bolt carbine, siege bolter, or twin linked bolter to have chain blades for +5 points or may upgrade twin linked bolter to have power blades for +15 points. May upgrade any bolter, bolt carbine, siege bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

Combat tactics, and they shall know no fear, combat squads, Overwatch, infiltrate, move through cover, stealth, Hardened Legion, shooting at the unit always requires a Night Fight test with 3D6 added together

Fast Attack

SORRAK BIKE SERGEANT +65 POINTS

WS BS S T W I A L D SV

Sorrak 5 4 4 4 2 4 3 10 3+

Unit Composition (Unique): One Bike Squad in the army may replace its Sergeant with Sorrak for +65 points.

Unit type: bike infantry

Wargear: Power Armor, Bolt Pistol, Frag, Blind, and Krak Grenades, Power Sword, bike

Options: May replace space marine bike with a space marine jetbike for +5 points. May replace power armor with mark 3 iron armor for +5 points. May upgrade bolt pistol to have chain blades for +5 points

Special Rules

And They Shall Know No Fear, Stubborn (applies to his unit), Hit and Run (applies to unit), Hardened Legion, Overwatch

Chem Predator 75 points each

Front Side Rear BS

12 11 10 4

Unit Composition: between 1 and 5 Chem predators

Unit 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. May have Auto Launchers and/or dozer blade for +5 points, Lasher Tendrils, extra armor, Tank

Siege Armor, and/or overcharged engine for +10 points,
flare shield for +15 points, and/or Reinforced Armor
for +20 points
Special rules
Galvanic Motors, Overwatch

HEAVY SUPPORT

BARBARUS STING 95 POINTS each

BS FRONT SIDE REAR

Barbarus Sting 4 12 12 12

Unit Composition: between 1 and 7 Barbarus Sting Drop Pod

UnitF Type: Open Topped

Transport Capacity: none

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

Options: may replace Barbarus Sting Launchers with Chem
Cannons for free. May take extra armor for +20 points and/or
Reinforced Armor for +35 points

Special Rules

Inertial Guidance System, Immobile, Drop Pod Assault,
Automated Weapons, Overwatch

Formations

Death Guard Relentless Advance 100 points + models

1 captain with command squad

4+ 20 strong tactical squads

2+ scout squads

0-2 Dusk Kin squads

Special rules

Chosen of Mortarion: Mortarion stressed endurance and grinding
down opposition while advancing towards an objective. At the
beginning of a battle, select an objective for the relentless advance.

The relentless advance must advance as far as possible in as close
to a straight line towards the objective. As long as the captain is alive,
all members of the Relentless advance gain the Relentless rule.

While the captain is alive, NO member of the relentless advance may
run, move away from the objective, or Go to Ground.

Legion's Numbers: two out of every five tactical marines may
exchange their bolter for a special weapon

Death Guard War Leaders 100 points + models

1 major with command squad

0-1 librarian with command squad

Seven units of the following

-Tactical squad

-Sternguard squad

-Tartorus terminator squad

-Assault Squad

-Bike or jetbike squad

-Havoc Squad

Special rules

The whole formation has the feel no pain special rule, automatically
pass any leadership or pinning checks they are required to make,
and any flame weapons in the squad HAVE chem munitions

Hold at all costs

Death Guard Purge force 150 points + models

1 Major

1+ sternguard squads

1+ Cataphractii Terminator or Tartarus Terminator squads

1+ tactical squads

Special rules

Extermination Force: all units must be deployed within 18" of the Major

Creeping Death: the Major has Chemical Bombardment and all units receive virus grenades for free

Chem Burners: Models with flamers or combiflamers may exchange them for Chem Burners for +10 points

Century 175 points + models

1 captain

1 command squad

4+ terminator squads

1+ Dusk Kin squad

3+ twenty man tactical squads

2+ devastator or havoc squads

Special rules

Hold at all costs, careful planning, stubborn special rule applies to all units in formation

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

Death Guard lieutenants, captains, and Majors may take Chemical Bombardment for +25 points

Implacable Advance: If they did not move, any model in a Death Guard army may fire their Bolter twice at distances of up to 24".

Death Guard sternguard, tactical, scout and Reconnaissance squads may take a Chem Rifle in place of their special weapon for +10 points

Any Death Guard sergeant or terminator may exchange their close combat weapon for a Power Scythe for free



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)

Dedicated Transport: May select a Land Raider of any type as a dedicated transport., a rhino, or a drop pod

Wargear: Primarch Armor, The Red Staff, Master Crafted Bolt Pistol (AP 3), Frag Grenades, Psychic Hood

Options: may upgrade bolt pistol to have chain blades for +5 points
Special Rules

Primarch, Master Psyker, Sorcerer, Rites of Battle, Gift of Prescience, Surprise Attack, Channel for the Warp, Sorcerer, Cyclops, Battlefield Command Uplink, Overwatch

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

Additional psychic powers: Bolt of Change. Warptime, Doombolt, Wind of the Gods, Hellfire, Mind Worm, Iron Arm, Life Leech, Misfortune, Shockwave

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



Legio XVI - The Sons of Horus/ Luna Wolfs

HQ

THE WARMASTER HORUS Lupercal 450 POINTS

WS BS S T W I A LD SV

Horus 9 6 7 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 Heavy Plasma Pistol and worldbreaker 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, Master Strategist (may add or minus 1 to any reserve rolls), Surprise Attack, Battle Forged Heroes,

Lupercal – Counts as a Locator Beacon, Special Issue
Ammunition, Battlefield Command Uplink, Overwatch
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

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

Options: may upgrade bolter to take chain blades for +5 points.

May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Move Through
Cover, Eternal Warrior, Iron Halo, Feel no pain, Overwatch

Zaraphiston 155 points

WS BS S T W I A LD SV

5 4 4 4 2 5 3 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Bolt Pistol, Artificer armor, force weapon,
frag and krak grenades

Options: may have a jump pack for +5 points, a bike
for +10 points, or a bullock jetbike for +15 points.

May upgrade bolt pistol to take chain blades for +5 points

Special Rules

And They Shall Know No Fear, Eternal Warrior, Iron Halo,
Overwatch, psyker

Psychic powers: Warptime, Smite, Thunder's Call, Might
of Ancients, Curse of The Machine Spirit, Gate of Infinity

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

Options: may upgrade bolt pistol and/or bolter to take
chain blades for +5 points. May upgrade bolter to have
an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Eternal Warrior, Iron Halo,
Stubborn, Battle Forged Heroes, Overwatch

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

Options: may upgrade bolter to take chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Eternal Warrior, Iron Halo, Overwatch

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

Options: may upgrade twin linked bolter to take chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

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, Overwatch

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, Krak, and Blind Grenades, Melta and Shroud Bombs

Options: may be given a jump pack for +25 points. May upgrade bolt pistol to take chain blade for +5 points

Special Rules

And They Shall Know No Fear, Combat Tactics, Move Through Cover, Stubborn, Eternal Warrior, Rage, iron halo, Brutal Tactics, Overwatch

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

Options: may upgrade bolter to take chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

Honor of the Chapter, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Mournival (May take a Primarch Honor Guard), Overwatch

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

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. May upgrade bolter and/or combi-grenade launcher to take chain blades for +5 points or upgrade combi-grenade launcher to take power blades for +15 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Move Through Cover, Eternal Warrior, Iron Halo, Overwatch

Urkrathos fleet captain 180 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, Gilded Twin Linked Bolter, master crafted +1 strength wolf claw, frag and krak grenades, melta bombs

Options: may upgrade Gilded Twin Linked Bolter to take chain blades for +5 points or power blades for +15 points

Special Rules

Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Battle Forged Heroes, orbital bombardment

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

Options: may upgrade bolter to take chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

Honor of the Chapter, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Mournival (May take a Primarch Honor Guard), Overwatch

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

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)

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 wolf claw with built in heavy flamer, extra armor, searchlight, smoke launchers

Options: may have auto launchers for +2 points, lasher tendrils and/or overcharged engine for +5 points, Terminator Honors and/or Tank Siege Armor for +8 points, flare shield for +10 points, and/or Reinforced Armor for +25 points

Special Rules

Venerable, power of the machine spirit, Dreadnought lord, Overwatch

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: Multimelta, 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, Overwatch

IAC TON QRUZE THE HALF HEARD 3rd captain 200 POINTS

WS BS S T W I A LD SV

Iacton Qruze 6 5 4 4 3 4 3 10 2+

Unit Composition: 1 Iacton Qruze (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Artificer Armor, Master Crafted Power Sword, Bolter, Bolt Pistol, Frag and Krak Grenades

Options: may upgrade bolt pistol and/or bolter to take chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Stubborn, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Overwatch

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, Overwatch

Hellistarchus The Red Reaper Librarian Lord 210 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: Infernus pistol, force weapon, artificer armor, frag and krak grenades, psychic hood

Special rules

Master psyker, and they shall know no fear,

Master Librarian, Overwatch, Independent

Character, fearless

Murderous Assault: For every unsaved wound

inflicted in the immediately previous assault

phase, Hellistarchus gains 1 additional attack.

Additional psychic attacks: the Red Reaper (range

hailstorm strength X AP D3 heavy 1, any models who

survive are at -1 strength and toughness for the rest of the game)

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

Options: may upgrade bolt pistol and/or bolter to take

chain blades for +5 points. May upgrade bolter to have

an exterminator for +3 points.

Special Rules

Honor of the Chapter, Iron Halo, Eternal Warrior, Rites

of Battle, Combat Tactics, Independent Character, Battle

Forged Heroes, Parry (counts as armed with defensive grenades),

Mournival (May take a Primarch Honor Guard), Overwatch

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

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, Fire Support D, Overwatch

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: Justaerin Warplate, Moonblade or a Wolf Claw,

Twin linked Bolter or a Wolf Claw, grenade harness

Options: may upgrade twin linked bolter to take chain
blades for +5 points or power blades for +15 points.

May upgrade twin linked bolter to have an
exterminator for +3 points.

Special Rules

Fearless, Iron Halo, Eternal Warrior, Inspiring Presence

(counts as a Chapter Banner), Combat Tactics, Battle

Forged Heroes, Independent Character, Mournival (May

take a Primarch Honor Guard), Lord of the 1st Company,

rights of battle, Overwatch

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

Elites

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 (Unique): 1 Justaerin Terminator may be
replaced by Captain Falkus Kibre for +45 points

Unit Type: Infantry (Unique)

Wargear: Master Crafted Relic Blade, Twin-linked Bolter,

Justaerin Warplate, Grenade harness

Options: may upgrade twin linked bolter to take chain blades

for +5 points or power blades for +15 points. May upgrade

twin linked bolter to have an exterminator for +3 points.

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, Overwatch

Mordred 120 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: Hand Of Strife, Justaerin Warplate,

Grenade harness, auxiliary grenade launcher

Special rules

Stubborn, And They Shall Know No Fear,

JUSTAERIN TERMINATOR SQUAD 120 POINTS

WS BS S T W I A L D SV

Justaerin Terminators 5 4 4 4 1 4 2 10 2+

Unit Composition: 3 Justaerin 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: Wolf Claw, Twin-linked Bolter, Justaerin Warplate, grenade harness

Options: May include up to seventeen additional

Justaerin Terminators at +40 points per model. Any Justaerin Terminator may replace their twin linked Bolter with a twin linked webber for free, Gauntlet of Salvation for +3 points, a Storm Shield or a Power Weapon for +5 points, a combibolter or gauntlet of war for +8 points, a Wolf Claw for +10 points, a volkite charger for +15 points, Gauntlet of Furry for +23 points, Gauntlet of Vengeance for +33 points.

Any Justaerin Terminator may replace a Wolf Claw with a Power Flail for free, a Power Fist for +5 points, power claw for +6 points, gauntlet of war for +8 points, a Thunder Hammer or Chain Fist for +10 points, Gauntlet of Furry for +23 points, Gauntlet of Vengeance for +33 points. Up to four Justaerin Terminators may be armed with a Cyclone Missile Launcher for +20 points, a Hammerfist launcher for +15 points, or havoc missile launcher for +10 points or may replace their Twin Linked Bolter with a heavy webber for free, 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 Multimelta 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. May upgrade any twin linked bolter, combibolter, or twin linked heavy bolter to take chain blades for +5 points or power blades for +15 points. May upgrade any twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Stubborn, Relentless, Combat Tactics, Combat Squads, 4+ Invulnerable save, Deep Strike, Heroic Intervention (uses teleport), Overwatch
Important Horus loses the Majestic special rule while in a squad of JUSTAERIN TERMINATORS

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, Combimelta, Frag and Krak Grenades
Options: may upgrade bolt pistol and/or combimelta to take chain blades for +5 points or upgrade combimelta to take power blades for +15 points

Special Rules

Stubborn, And They Shall Know No Fear, Eternal Warrior, Independent Character, The Twisted, May take a Primarch Honor Guard, Overwatch

Veteran Battle brothers 150 points

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, 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 flamers, Webbers, or Heavy Stubbers for free, a meltaguns, missile launchers, heavy bolters, Havoc Launchers, or heavy flamers for +5 points, Plasma guns or multimeltas for +10 points, a heavy plasma gun or Graviton Gun for +15 points, a Twin linked autocannons or lascannons for +20 points, Lancers for +25 points, assault cannons for +30 points, or a conversion beamer or Grim Lascannon for +35 points.

Any Veteran Battle Brother may replace their bolter for a bolt carbine or autogun for free. May upgrade any bolt pistol, bolter, bolt carbine, or heavy bolter to take chain blades for +5 points or may upgrade the heavy bolter to take power blades for +15 points. May upgrade any bolter or bolt carbine to have an exterminator for +3 points.

Special rules

Combat tactics, and they shall know no fear, stubborn, , Overwatch

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.

May replace dreadnought wolf claw for a dreadnought hammer for free or a power scourge, chain fist, or siege wrecker for +5 points. May have Auto Launchers for +5 points, Lasher Tendrils, Tank Siege Armor, and/or overcharged engine for +10 points, Terminator Honors for +12 points, flare shield for +15 points, and/or Reinforced Armor for +30 points

Special rules

Deep strike, heroic intervention, 3+ invulnerable save, Overwatch

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, Blind, and vortex grenades, grenade harness

Options: may upgrade combiflamer to take chain blades

for +5 points or power blades for +15 points

Special rules

And they shall know no fear, Deep strike, heroic intervention, psyker, Overwatch

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 (Unique): One 10 Man Lunar Wolfs Tactical Squad in the army may replace its Sergeant with Sergeant Nero Vipus for +55 points

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, *Prestige Chainsword* (Rending), Frag and Krak Grenades, Bolter

Options: may upgrade bolt pistol and/or bolter to take chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Move Through Cover (applies to squad), Company of Wolves, Overwatch

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 (Unique): One Lunar Wolves Tactical Squad in the army may replace its Sergeant with Sergeant Xayver Jubal for +60 points

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Power Fist, Bolter, Frag and Krak Grenades

Options: may upgrade bolt pistol and/or bolter to take chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Move Through Cover (applies to squad), Hungry for Glory, Overwatch

Devram Korda +65 points

WS BS S T W I A LD SV

5 4 4 4 2 5 3 10 2+

Unit Composition (Unique): 1 Sons of Horus tactical squad may replace it's sergeant with Devram Korda for +65 points

Unit Type: Infantry

Wargear: bolt pistol, master crafted rending power weapon, artificer armor, frag and krak grenades, melta bombs

Options: may upgrade bolt pistol to take chain blades for +5 points

Special Rules

And They Shall Know No Fear, Eternal Warrior, stubborn, Overwatch

Sergeant Chaggrat +75 points

WS BS S T W I A LD SV

4 5 4 4 1 4 2 10 3+

Unit Composition (Unique): 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
Options: may upgrade heavy bolter to take chain blades for +5 points or power blades for +15 points
Special Rules
And They Shall Know No Fear, stubborn, Bolter Storm, Overwatch

Fast Attack

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 (Unique): 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, Blind and krak grenades, Jump Pack

Options: may replace power armor with true mark 5 armor for +2 points

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 (Unique): One Vanguard Veteran Squad in the army may replace its Sergeant with Captain Kalus Ekaddon for +50 points.

Wargear: Power Armor, Bolt Pistol, Frag, Blind, and Krak Grenades, Two Wolf Claws

Options: may take a jump pack for free. May replace power armor with true mark 5 armor for +2 points. May upgrade bolt pistol to take chain blades for +5 points

Special Rules

And They Shall Know No Fear, Stubborn, Iron Halo, Heroic Intervention, Overwatch

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 (Unique): 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, Blind, 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)

Formations

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
Special rules

Lords of war: each unit has a mobile disruptor beacon and may call down an orbital bombardment with the following profile (strength 8 AP 3 apocalypse barrage 3, pinning)

Sons of Horus/ Luna Wolves may have one more elite choice than normal

Any Sons of Horus or Luna Wolves who have special issue ammunition have access to wolf bolts



Legio XVII - Word Bearers

HQ

THE PRIMARCH LORGAR Aurelian 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, Liturgies of Battle, Battle Forged Heroes,

Behold, A God Comes Amongst You, Battlefield Command

Uplink, Overwatch

Master Crusader: LORGAR THE URIZEN has conquered many worlds during the great crusade and has always been on the offensive, never lingering enough to even await fresh troops to guard the newly conquered world, if LORGAR THE URIZEN is on the field he grants ALL Space Marine's have the Fleet of Foot special rule. 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.

Grand Apostle 120 points

WS BS S T W I A LD SV

5 5 4 4 3 4 3 10 2+

Unit Composition: 1 Grand Apostle

Unit Type: Infantry

Wargear: Crozius Arcanum, bolt pistol, bolter, artificer armor, frag and krak grenades

Options: may replace bolt pistol for a flame pistol for free, a web pistol for +1 point, a needle pistol for +2 points, an infernus pistol for +5 points, a plasma pistol for +8 points, a volkite serpenta for +10 points, a heavy plasma pistol for +12 points, a power fist for +15 points, or a power claw for +17 points. May upgrade bolter to an autogun for free, a bolt carbine for +3 points, a siege bolter for +4 points, a twin linked bolter or webber for +5 points, a combibolter shotgun for +6 points, a combibolter grenade launcher for +7 points, a combibolter flamer for +8 points, a combibolter plasma gun for +10 points, a combibolter meltagun or a foeblaster bolter for +12 points, a combibolter volkite charger or a relic bolter for +15 points, a gilded twin linked bolter for +17 points, or a twin linked relic bolter for +20 points. May upgrade artificer armor to Tartorus Terminator armor for +10 points or Cataphractii Terminator armor for +15 points. Any chaplain may have an Auspex for +2 points, digital lasers and/or melta bombs for +5 points, bionics for +10 points, Terminator Honors for +12 points, and/or special issue ammunition for +15 points.

Any chaplain may have a jump pack for +10 points, a bike for +20 points, or a jetbike for +30 points if not wearing terminator armor. May upgrade bolt pistol, bolter, bolt carbine, siege bolter, twin linked bolter, combibolter shotgun, combibolter grenade launcher, combibolter flamer, combibolter plasma gun, combibolter meltagun, foeblaster bolter, combibolter volkite charger, relic bolter, gilded twin linked bolter, or twin linked relic bolter to take chain blades for +5 points or upgrade any twin linked bolter, combibolter shotgun, combibolter grenade launcher, combibolter flamer, combibolter plasma gun, combibolter meltagun, foeblaster bolter, combibolter volkite charger, gilded twin linked bolter, or twin linked relic bolter to take power blades for +15 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, twin linked relic bolter, or twin linked bolter to have an exterminator for +2 points.

Special Rules

Fearless, Rosarius, Furious Charge, Eternal Warrior, Battle Forged Heroes, Independent Character, honor the chapter, Anointed of Lorgar (May take a Primarch Honor Guard), liturgies of battle, Overwatch
Crusader: Friendly Word Bearers within 12" have Preferred enemy
Orator of Despair: enemy units may not overwatch at the Apostle or any unit he has joined

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, Combimelta, Bolt Pistol, Frag Grenades and Melta Bombs

Options: may upgrade bolt pistol and/or combimelta to take chain blades for +5 points or upgrade combimelta to take power blades for +15 points

Special Rules

Fearless, Iron Halo, Eternal Warrior, Rites of Battle, Orbital Bombardment, Independent Character, Combat Tactics, Overwatch
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.

Chief Librarian Jherec 180 points

WS BS S T W I A LD SV

5 5 4 4 3 5 3 10 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Power Armor, bolt pistol, force weapon, frag and krak grenades, jump pack

Options: may upgrade bolt pistol to take chain blades for +5 points

Special Rules

Fearless, Iron Halo, Eternal Warrior, Rites of Battle, Independent Character, Combat Tactics, Overwatch, master psyker

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, Independent Character, Combat Tactics, Overwatch

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.

EREBUS FIRST CHAPLAIN OF THE WORD BEARERS 220 POINTS

WS BS S T W I A L D S V

Erebus 6 5 4 4 3 5 4 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, Combat Tactics, Independent Character, Parry (counts as armed with defensive grenades), Battle Forged Heroes, Overwatch

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.

KOR PHAERON ARCH-COMMANDER 230 POINTS

WS BS S T W I A L D S V

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

Options: may upgrade twin linked bolter to take chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for free.

Special Rules

Fearless, Eternal Warrior, Inspiring Presence (counts as a Chapter Banner), Anointed of Lorgar (May take a Primarch Honor Guard), Rites of Battle, Combat Tactics, Independent Character, Overwatch

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.

Elites

PRIEST SERGEANT +40 POINTS

WS BS S T W I A L D S V

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 for +40 points.

Unit Type: Infantry

Wargear: Power Armor (or Terminator Armor if replacing a Terminator Sergeant), Crozius Arcanum, Combiflamer or Incinerator

Options: may upgrade combiflamer to take chain blades for +5 points or power blades for +15 points

Special Rules

Fearless, Combat Tactics, Liturgies of Battle, Overwatch

Coryphaus Rak'ungal +50 points

WS BS S T W I A LD SV

7 0 4 4 2 6 3 10 2+

Unit Composition (Unique): may replace a Cataphractii Terminator sergeant for Coryphaus Rak'ungal for +50 points

Unit Type: Infantry

Wargear: Cataphractii Terminator armor, lightning claws

Special Rules

And They Shall Know No Fear, Combat Tactics, Eternal Warrior, Furious Charge, honor the chapter, liturgies of battle, Overwatch, Coryphaus, fearless

Xil Malisek +60 points

WS BS S T W I A LD SV

5 5 4 6 2 6 3 10 2+

Unit Composition (Unique): may replace a Tartorus Terminator sergeant with Xil Malisek for +60 points

Unit Type: Infantry

Wargear: plasma blaster gun, Crozius Arcanum, Tartorus Terminator armor, grenade harness

Special Rules

And They Shall Know No Fear, Combat Tactics, honor the chapter, liturgies of battle, Overwatch

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 (Unique): One Sternguard Veteran Squad in the army may replace its Sergeant with Captain Sol Talgron for +75 points.

Unit Type: Infantry

Wargear: Power Armor, Twin linked Bolter, Frag and Krak Grenades

Options: may upgrade twin linked bolter to take chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for free.

Special Rules

And They Shall Know No Fear, Combat Tactics, Eternal Warrior, Special Issue Ammunition, Deep Strike, Iron Halo, Overwatch

Chaplain 90 points each

WS BS S T W I A LD SV

5 4 4 4 2 4 3 10 3+

Unit Composition: between 1 and 5 Chaplains (each operating independently from one another)

Unit Type: Infantry

Wargear: Crozius Arcanum, Power Armor, bolt pistol, frag and krak grenades

Options: any chaplain may replace their bolt pistol for a flame pistol or autogun for free, a bolter or web pistol for +1 point, a needle pistol for +2 points, a bolt carbine for +3 points, a siege bolter for +4 points, a twin linked bolter, webber, or an infernus pistol for +5 points, a combibolter shotgun for +6 points, a combibolter grenade launcher for +7 points, a combibolter flamer or plasma pistol for +8 points, a combibolter plasma gun or a volkite serpenta for +10 points, a combibolter meltagun, a heavy plasma pistol, or a foeblaster bolter for +12 points,

a combibolter volkite charger, power fist, or a relic bolter for +15 points, a gilded twin linked bolter or power claw for +17 points, or a twin linked relic bolter for +20 points. Any chaplain may have an Auspex for +2 points, digital lasers and/or melta bombs for +5 points, bionics for +10 points, Terminator Honors for +12 points, and/or special issue ammunition for +15 points. Any chaplain may have a jump pack for +10 points, a bike for +20 points, or a jetbike for +30 points. Any chaplain may replace their power armor for mark 5 heresy armor for +5 points, mark 3 iron armor for +10 points, or artificer armor for +15 points. May upgrade bolt pistol, bolter, bolt carbine, siege bolter, twin linked bolter, combibolter shotgun, combibolter grenade launcher, combibolter flamer, combibolter plasma gun, combibolter meltagun, foeblaster bolter, combibolter volkite charger, relic bolter, gilded twin linked bolter, or twin linked relic bolter to take chain blades for +5 points or upgrade any twin linked bolter, combibolter shotgun, combibolter grenade launcher, combibolter flamer, combibolter plasma gun, combibolter meltagun, foeblaster bolter, combibolter volkite charger, gilded twin linked bolter, or twin linked relic bolter to take power blades for +15 points. May upgrade any bolter, bolt carbine, siege bolter, relic bolter, twin linked relic bolter, or twin linked bolter to have an exterminator for +3 points.

Special Rules

Fearless, Rosarius, Furious Charge, Independent Character, honor the chapter, liturgies of battle, Overwatch

Chaplain in Tartorus Terminator armor 115 points each

WS BS S T W I A LD SV

5 4 4 4 2 4 2 10 2+

Unit Composition: between 1 and 5 Chaplains (each operating independently from one another)

Unit Type: Infantry

Wargear: Crozius Arcanum, Tartorus Terminator armor, twin linked bolter, Crozius Arcanum, grenade harness

Options: may replace twin linked bolter with a combibolter shotgun, combibolter grenade launcher, twin linked webber, combibolter webber, or combibolter flamer for free, a combibolter meltagun or twin linked relic bolter for +2 points, a foeblaster bolter for +3 points, a combiplasma, power fist, or gilded twin linked bolter for +5 points, a combibolter volkite charger or power claw for +7 points, or an incinerator for +10 points. Any chaplain may have an Auspex for +2 points, digital lasers and/or melta bombs for +5 points, bionics for +10 points, Terminator Honors for +12 points, and/or special issue ammunition for +15 points.

May upgrade twin linked bolter, combibolter shotgun, combibolter grenade launcher, combibolter flamer, combibolter plasma gun, combibolter meltagun, foeblaster bolter, combibolter volkite charger, gilded twin linked bolter, or twin linked relic bolter to take chain blades for +5 points or upgrade any twin linked bolter, combibolter shotgun, combibolter grenade launcher, combibolter flamer, combibolter

plasma gun, combibolter meltagun, foeblaster bolter, combibolter volkite charger, gilded twin linked bolter, or twin linked relic bolter to take power blades for +15 points. May upgrade any foeblaster bolter, twin linked relic bolter, or twin linked bolter to have an exterminator for free.

Special Rules

Fearless, Rosarius, Furious Charge, Independent Character, honor the chapter, liturgies of battle, Overwatch

Chaplain in Cataphractii Terminator armor 135 points each

WS BS S T W I A LD SV

5 4 4 4 2 4 2 10 2+

Unit Composition: between 1 and 5 Chaplains (each operating independently from one another)

Unit Type: Infantry

Wargear: Crozius Arcanum, Cataphractii Terminator armor, twin linked bolter, grenade harness

Options: may replace twin linked bolter twin a combibolter shotgun, combibolter grenade launcher, twin linked webber, combibolter webber, or combibolter flamer for free, a combibolter meltagun or twin linked relic bolter for +2 points, a foeblaster bolter for +3 points, a combiplasma, power fist, or gilded twin linked bolter for +5 points, a combibolter volkite charger, power claw, or plasma blaster for +7 points, an incinerator or plasma blaster gun for +10 points, or a volkite charger for +15 points.

Any chaplain may have an Auspex for +2 points, digital lasers and/or melta bombs for +5 points, bionics for +10 points, Terminator Honors for +12 points, and/or special issue ammunition for +15 points. May upgrade twin linked bolter, combibolter shotgun, combibolter grenade launcher, combibolter flamer, combibolter plasma gun, combibolter meltagun, foeblaster bolter, combibolter volkite charger, gilded twin linked bolter, or twin linked relic bolter to take chain blades for +5 points or upgrade any twin linked bolter, combibolter shotgun, combibolter grenade launcher, combibolter flamer, combibolter plasma gun, combibolter meltagun, foeblaster bolter, combibolter volkite charger, gilded twin linked bolter, or twin linked relic bolter to take power blades for +15 points. May upgrade any foeblaster bolter, twin linked relic bolter, or twin linked bolter to have an exterminator for free.

Special Rules

Fearless, Rosarius, Furious Charge, Independent Character, honor the chapter, liturgies of battle, Overwatch

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, Overwatch

TOUMANEZ ENGRAVER OF THE FLESH 140 POINTS

WS BS S T W I A L D S V

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.

May upgrade bolt pistol to take chain blades for +5 points

Special Rules

And They Shall Know No Fear, Combat Tactics, Eternal

Warrior, Independent Character, Overwatch

CHAPLAIN DREADNOUGHT 140 points each

WS BS S Front Side Rear I A

4 4 6(10) 12 12 10 4 2

Unit composition: 1 to 3 Chaplain 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: 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, searchlight

Options: extra armor for +15 points. The twin-linked heavy

bolters may be upgraded to twin linked heavy flamers for free,

twin-linked autocannons for +5 points, a multimelta or plasma

cannon for +10 points, melta cannon for +15 points, twin-

linked lascannon for +20 points, or an heavy assault cannon

for +25 points. May have Auto Launchers for +2 points,

Lasher Tendrils, extra armor, and/or overcharged engine

for +5 points, Terminator Honors and/or Tank Siege Armor

for +8 points, flare shield for +10 points, and/or Reinforced

Armor for +25 points

SPECIAL RULES

Venerable, Litany of Hate, Overwatch

Ikthalon Chaplain 150 points

WS BS S T W I A L D S V

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

Options: may upgrade twin linked bolter to take chain blades for

+5 points or power blades for +15 points. May upgrade twin

linked bolter to have an exterminator for free.

Special Rules

Fearless, Rosarius, Eternal Warrior, Furious Charge, Independent

Character, Liturgies of Battle, Overwatch

Kliegan Faze Chaplain Librarian 200 points

WS BS S T W I A L D S V

6 5 4 4 3 5 3 10 2+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear: Crozius Arcanum, Cataphractii Terminator armor, force weapon, grenade harness

Special Rules

Fearless, Eternal Warrior, Rites of Battle, Independent Character, Combat Tactics, Overwatch, psyker

Psychic powers: Smite, Vortex of doom, force doom

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 for +40 points.

Unit Type: Infantry

Wargear: Power Armor, Crozius Arcanum, Combiflamer or Incinerator

Options: may upgrade combiflamer to take chain blades for +5 points or power blades for +15 points

Special Rules

Fearless, Combat Tactics, Liturgies of Battle, Overwatch

Kol Bardar, Senior Assault Sergeant, 34th Company +45 points

WS BS S T W I A LD SV

5 5 4 4 2 4 4 9 3+

Unit Composition (Unique): 1 assault squad may replace their sergeant with Kol Bardar for +45 points

Unit Type: Infantry

Wargear: Power Armor, bolter, bolt pistol, power fist, siege shield, frag and krak grenades

Options: may upgrade bolt pistol and/or bolter to take chain blades for +5 points. May upgrade bolter to have an exterminator for free.

Special Rules

Fearless, Combat Tactics, relentless, And they shall know no fear, Furious Charge (applies to squad)

Argal Tal +50 points

WS BS S T W I A LD SV

6 5 4 4 3 5 3 10 3+

Unit Composition (Unique): 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

Invoker squad 100 points

WS BS S T W I A LD SV

Invoker 4 4 4 4 1 4 2 9 3+

Master 5 4 5 4 2 5 3 10 2+

Unit Composition: one master of ceremonies and 4 Invoker 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
Umbr 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, Light Crozius Arcanum (invokers only),
power armor (invokers only), Crozius Arcanum (master of
ceremonies only), artificer armor (master of ceremonies only),

Blind, gas, frag, and krak grenades, melta bombs
Options: may include fifteen more invoker marines for
20 points per model. Any model may take a twin linked
bolter for +2 points, a combibolter flamer for +5 points,
or an Incinerator for +10 points. Any model may exchange
their bolt pistol for a flame pistol or needle pistol for
+3 points, an infernus pistol for +6 points, a plasma pistol
for +9 points, a heavy plasma pistol for +12 points,
a power fist for +15 points, power claw for +17 points,
or gauntlet of war for +20 points. May upgrade bolt pistol,
twin linked bolter, and/or combiflamer to take chain blades
for +5 points or may upgrade twin linked bolter and/or
combiflamer power blades for +15 points. May upgrade
twin linked bolter to have an exterminator for free.

Special Rules

Liturgies of Battle, Rosarius, and they shall know no fear,
combat tactics, Overwatch

Fast Attack

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 for +40 points.

Unit Type: Infantry

Wargear: Power Armor, Crozius Arcanum, Combiflamer
or Incinerator

Options: may upgrade combiflamer to take chain blades
for +5 points or power blades for +15 points

Special Rules

Fearless, Combat Tactics, Liturgies of Battle, Overwatch

Suicide Attack Cell 60 points

WS BS S T W I A L D SV

3 0 3 3 1 3 1 7 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,

Desperate Atrocity, Dead Man's Switch

Wall of Martyrs: provides a 4+ cover save to all Word

Bearers units obscured by the Suicide Attack Cell with the exception of other Suicide Attack Cells

CYRENE ASSAULT CAPTAIN OF THE WORD BEARERS +65 POINTS

WS BS S T W I A L D SV

Cyrene 6 4 4 4 2 4 3 10 3+

Unit Composition (Unique): One Vanguard Veteran Squad in the army may replace its Sergeant with Captain Cyrene for +65 points.

Wargear: Power Armor, Bolt pistol, Frag and Krak Grenades, Power Sword, bolter

Options: May take a jump pack for +5 points. May replace bolter with a twin linked bolter for +2 points, combibolter for +5 points, or a relic bolter for +7 points. May replace power armor with mark 3 iron armor for +10 points or mark 5 heresy armor for +15 points. May upgrade bolt pistol, bolter, twin linked bolter, combibolter, and/or relic bolter to take chain blades for +5 points or upgrade twin linked bolter or combibolter to take power blades for +15 points. May upgrade bolter, relic bolter, or twin linked bolter to have an exterminator for free.

Special Rules

And They Shall Know No Fear, Furious Charge (applies to unit), Iron Halo, Heroic Intervention, Overwatch

Baelanos ASSAULT CAPTAIN OF THE WORD BEARERS +65 POINTS

WS BS S T W I A L D SV

Baelanos 6 4 4 4 2 4 3 10 3+

Unit Composition (Unique): One Vanguard Veteran Squad in the army may replace its Sergeant with Captain Baelanos for +65 points.

Wargear: Power Armor, Infernus Pistol, Relic Blade, Frag and Krak Grenades

Options: may replace power armor with mark 3 iron armor for +10 points, true mark 5 armor for +15 points, or artificer armor for +20 points.

Special Rules

And They Shall Know No Fear, Furious Charge (applies to unit), Iron Halo, Heroic Intervention, Overwatch

Land raider zealot 300 points each

Front Side Rear BS

14 14 14 4

Unit composition: 1 to 5 Land Raider Zealots

Unit 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, a multimelta 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. May have Auto Launchers, dozer blade,
and/or Misericorde for +5 points, Lasher Tendrils, extra armor,
and/or overcharged engine for +10 points, and/or flare shield
for +15 points

Special rules

Assault ramp, power of the machine spirit, Icon of faith,
Galvanic Motors, Overwatch

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 for +40 points.

Unit Type: Infantry

Wargear: Power Armor, Crozius Arcanum, Combi-Flamer or Incinerator

Options: may upgrade combiflamer to take chain blades for +5 points
or power blades for +15 points

Special Rules

Fearless, Combat Tactics, Liturgies of Battle, Overwatch

Wall of Faith 75 points

WS BS S T W I A LD SV

Faith 4 4 4 4 1 4 1 8 3+

Priest 4 4 4 4 1 4 2 9 3+

Unit Composition: One priest sergeant and 4 Wall of Faith marines

Unit Type: Infantry

Wargear: Power Armor, Crozius Arcanum (priest sergeant only),

Incinerator, frag and krak grenades

Options: may include ten more Wall of Faith marines for 15 points per model

Special Rules

Fearless, Combat Tactics, Liturgies of Battle, Overwatch

Formations

Wall of Martyrs 25 points + models

1 Erebus

2-10 tactical squads lead by Priest Sergeants

5- infinite Suicide Attack Cells

Special rules

Debilitating: any units struck by the suicide attack cells suffer
a -2 LD penalty and must immediately take a moral test

Chaplain hunters 50 points + models

1 Ikthalon Chaplain or Lorgar or Erebus

2-20 chaplains

Special rules

Hatred unbound: the whole formation has the

Rage universal special rule

Hunters: the whole formation has preferred enemy universal special rule

Purging Flame 50 points + models

1-2 Chaplains in Cataphractii Terminator armor with incinerators

3+ tactical squads lead by Priest Sergeants with incinerators

3+ Tactical support squads with flamers only lead by

Priest Sergeants with incinerators

0-5 Wall of Faith squads

0-5 Land Raider zealots

Special rules

Purging Flame: if all flame weapons are shot at the same target it

has the following profile: range Hailstorm strength 8 AP 2 heavy 1, rending

Crusade of Faith 100 points + models

1 Chaplain

1 command squad

2+ Invoker squads

1+ Suicide Attack Cells

Special rules

Send in the Next Wave

Protect the Chosen One: if the Chaplain and his command squad

are within 12" of an Invoker squad or Suicide Attack Cell the

Chaplain and command squad gain a 3+ feel no pain

Holy Crusaders: all word bearers have Preferred enemy and fearless special rules. In addition when running in the shooting phase they roll an extra die and add D3" for sweeping advances for +20 points per model

Assault Squads and Vanguard Veterans benefit from the Hit and Run rule.

Any Word Bearers with a bolter, bolt carbine, siege bolter, relic bolter, twin linked relic bolter, foeblaster bolter, stalker pattern bolter, or twin linked bolter may have an exterminator for free

VULKAN



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*), Firedrake Mantle

Special Rules

Primarch, Rites of Battle, *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), Battlefield Command Uplink, Overwatch

Dedicated Transport: May select a Land Raider of any type as a dedicated transport. 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.

NOCTURNE'S HAMMER 80 Points

BS FRONT SIDE REAR

Nocturne's Hammer 4 12 11 10

Unit Composition: 1 Nocturne's Hammer Rhino (Unique)

Unit Type: Tank

Transport Capacity: THE PRIMARCH VULKAN and 10 Primarch honor guards

Fire Points: 2 Models may fire from the top hatch

Access Points: Nocturne's Hammer has one access point on each side of the hull and one to the rear.

Wargear: Searchlight, Smoke Launchers, Twin Linked Bolter, Extra Armor, Doughty (Repair on a 4+), Misericorde

Special rules

Ceramite Armor, Venerable, Galvanic Motors, Overwatch

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, Combiflamer, power Weapon, Krak and Frag grenades

Options: may upgrade combiflamer to take chain blades for +5 points or power blades for +15 points

Special Rules

Independent character, Eternal Warrior, And They Shall Know No Fear, Combat Tactics, Fearless, Firedrake Squads, Iron Halo, Overwatch

Wargear: artificer armor, combimelta or combiflamer, thunder hammer, frag and krak grenades, Firedrake Mantle
Options: May upgrade combimelta and/or combiflamer to take chain blades for +5 points or upgrade combimelta or combiflamer to take power blades for +15 points
Special rules
And they shall know no fear, 3+ invulnerable save, Overwatch

Dedicated Transports

Purgatus Drop Pod 55 points

Front Side Rear BS

12 12 12 2

Unit Composition: 1 Purgatus 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 heavy flammers

Options: may replace the twin linked heavy flammers for a Flamestorm cannon for +15 points or a heavy Flamestorm cannon for +25 points

Special rules

Drop pod assault, Inertial guidance system, Melta Breaching charges, Purgatus Flame Jets, Overwatch

Troops

PROMETHEAN SERGEANT +35 POINTS

WS BS ST 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 for +35 points.

Unit Type: Infantry

Wargear: Artificer Armor, Combiflamer or Combimelta, Bolt

Pistol, Frag Grenades and Melta Bombs, Firedrake Mantle

Options: A Promethean Sergeant may replace his bolt pistol or combi weapon with a power weapon for +10 points,

Gauntlet of Salvation for +13 points, a Power Flail for

+15 points, power fist or power scythe for +16 points,

power claw for +17 points, gauntlet of war for +18 points,

a thunder hammer for +20 points, Gauntlet of Furry for

+33 points, Gauntlet of Vengeance for +43 points. May

take an Auspex for +2 points, a back pack banner for

+5 points, and/or Terminator Honors for +10 points.

May upgrade combimelta, combiflamer, and/or bolt pistol

to take chain blades for +5 points or upgrade combimelta

or combiflamer to take power blades for +15 points

Special Rules

And They Shall Know No Fear, Stubborn (applies to squad), Combat Tactics, Combat Squads, Overwatch

Gravius +40 points

WS BS ST W I A LD SV

4 4 4 5 2 3 1 8 2+

Unit Composition (Unique): 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

Special Rules

And They Shall Know No Fear, combat tactics, Overwatch

Nightflame Squad 130 points

WS BS S T W I A LD SV

4 4 4 5 1 3 2 8 3+

Unit Composition: 5 Nightflame 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: Nocturne Flamer, power armor, flame pistol, frag and rad grenades, melta bombs

Options: may include 10 more Nightflame marines for

26 points per model. Any Nightflame marine may exchange

their Nocturne Flamer for a Nocturne Heavy Flamer for

+5 points per model. The whole squad may swap out their

power armor for mark 3 iron armor for +35 points or

Artificer armor for +70 points

Special Rules

And They Shall Know No Fear, combat tactics, combat squads, Overwatch

Fast Attack

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 for +35 points.

Unit Type: Infantry

Wargear: Artificer Armor, Combiflamer or Combimeltagun, Bolt Pistol, Frag Grenades and Melta Bombs, Firedrake Mantle

Options: A Promethean Sergeant may replace his bolt pistol or combi

Wargear: Searchlight, Smoke Launchers, Turret mounted Twin-Linked Melta Cannon

Options: May take side sponsons with heavy bolters for +25 points, Flame Hurricane for +35 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, a hunter killer missile for +10 points, twin linked bolter for +2 points. May have Auto Launchers, dozer blade, and/or Misericorde for +5 points, Lasher Tendrils, extra armor, and/or overcharged engine for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special rules

Galvanic Motors, Overwatch

Land Raider Vulkan 260 points each

Front Side Rear BS

14 14 14 4

Unit Composition: Between 1 and 5 Land Raider Vulkan's

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, 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, . May have Auto Launchers, dozer blade, and/or Misericorde for +5 points, Lasher Tendrils, extra armor, and/or overcharged engine for +10 points, and/or flare shield for +15 points

Special rules

Assault ramp, power of the machine spirit, Galvanic Motors, Overwatch

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, Misericorde

Special rules

Assault ramp, Ferromantic Invulnerability, Fury Of The Machine, Magma's Child, Galvanic Motors, Overwatch

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, flare shield

Special rules

Venerable, Wrought by Vulkan, Galvanic Motors, Overwatch

The Salamanders Legion may take as many land raider Prometheus as they wish

Any Salamanders that are infantry, jump infantry, bikes, or jethikes may take a Firedrake Mantle for +25 points per model

Any Salamander with a bolter, bolt carbine, siege bolter, relic bolter, twin linked relic bolter, foeblaster bolter, stalker pattern bolter, or twin linked bolter may have an exterminator for free



Legio XIX - Raven Guard

HQ

THE PRIMARCH Corvus CORAX 450 POINTS

WS BS ST 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: *Storm Talons*, Raven's wings,

Becomes Jump Infantry, Furious Charge

Options: may upgrade bolt pistol and/or heavy bolter

to take chain blades for +5 points or upgrade the heavy

bolter to take power blades for +15 points

Special Rules

Primarch, Hit and Run (applies to squad he leads), Rites

of Battle, Stealth (applies to squad he leads), See, But

Remain Unseen, Survive Against the Odds, Battlefield

Command Uplink, Overwatch

Cloak of Infinite Darkness: This is a cloak fashioned from the blackest feathers of countless Ravens and allows Corax to blend effortlessly into the shadows. If Corax does not take a retinue he may infiltrate, however he may not use the Raven's wings on the first turn of the game the turn that he arrives

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.

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

Options: may upgrade bolt pistol to take chain blades for +5 points

Special Rules

Independent character, Eternal Warrior, And They Shall Know

No Fear, Combat Tactics, Fearless, Patient Warrior, Overwatch

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

Options: may upgrade bolter to take chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Tank

Commander, All Hail the Machine, Iron Halo, Overwatch

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

Options: may upgrade twin linked bolter to take chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

Independent character, Eternal Warrior, And They Shall Know No Fear, Combat Tactics, Iron Halo, Overwatch

ABU AAJIR FATHER OF OMENS 200 POINTS

WS BS S T W I A L D 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

Options: may upgrade bolt pistol to take chain blades for +5 points

Special Rules

Fearless, Eternal Warrior, Psyker, Combat Tactics, Independent Character, Gift of Prescience, Surprise Attack, Overwatch

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.

Psychic powers: smite, force dome, avenger, machine curse, null zone

AGAPITO TALON CAPTAIN OF THE RAVEN

GUARD 5th Assault COMPANY 205 points

WS BS S T W I A L D 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)

Options: may upgrade bolt pistol to take chain blades for +5 points

Special Rules

See, But Remain Unseen, And They Shall Know No Fear, Iron Halo, Combat Tactics, Eternal Warrior, Independent Character, Overwatch

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

ARDARIC HART WARDEN OF DELIVERANCE 210 points

WS BS S T W I A L D 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

Options: may upgrade bolt pistol to take chain blades for +5 points

Special Rules

And They Shall Know No Fear, Iron Halo, Combat Tactics, Eternal Warrior, Independent Character, Deliverance Squads, Overwatch

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.

VINCENT SIXX HERO OF KOLE RIDGE 215 points

WS BS S T W I A L D S V

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, Combat Tactics, Scout, Independent Character, feel no pain (3+), Death Riding Home on a Cloud, Overwatch

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.

VINCENT BLACKSHADOW 3rd CAPTAIN OF THE RAVEN GUARD 225 points

WS BS S T W I A L D S V

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, Combat Tactics, Independent Character, Scout (applies to squad he leads), Overwatch

Legion Tactics: If you include Vincent Blackshadow then all units in your army exchange the Combat Tactics special rule for the 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.

YATA GARASU 1st CAPTAIN, REGENT OF LYCAEUS 230 POINTS

WS BS S T W I A L D S V

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/chain fists, 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, 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.

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 for +25 points.

Unit Type: Infantry

Wargear: Power Armor, Chainsword, Bolter, Bolt Pistol

Options: A Shadow Sergeant may replace his chainsword and/or bolt pistol with a chain axe for +5 points, a relic chainsword for +7 points, a power weapon for +10 points, a lightning claw for +15 points, a Power Flail for +20 points,

Gauntlet of Salvation for +23 points, a power fist or power scythe for +25 points, power claw for +26 points, gauntlet of war for +28 points, a thunder hammer for +30 points, Gauntlet of Furry for +43 points, Gauntlet of Vengeance for +53 points. A Shadow Sergeant may replace his bolter

for an autogun for free, a bolt carbine for +3 points, a webber for +4 points, or a siege bolter for +5 points.

May take an Auspex for +5 points and/or Terminator Honors for +10 points. May exchange power armor for mark 3 iron armor for +10 points or mark 5 heresy armor for +15 points. May upgrade bolt pistol, bolt carbine, siege bolter, and/or bolter to take chain blades for +5 points. May upgrade any bolter, bolt carbine, or siege bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Shadow Sergeant, Overwatch

Nykona Sharrowkyn 155 points

WS BS S T W I A LD SV

5 5 4 4 2 5 3 9 3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: flawed power armor, power weapon, master crafted needle rifle, frag and krak grenades

Options: may take a Superior jump pack for +25 points

Special Rules

And They Shall Know No Fear, Combat Tactics, infiltrate, stealth, scout, iron halo, Independent Character

Saboteur: Sharrowkyn can be deployed by deep striking,

and he does not scatter if he chooses to do so.

Wraith-slipping: Sharrowkyn is a shadow master of the highest degree of skill, making it near impossible to land blows on him.

All successful hits against him in combat must be re-rolled.

Troops

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 Tactical or Assault Squad may replace its Sergeant with a Shadow

Sergeant for +25 points.

Unit Type: Infantry

Wargear: Power Armor, Chainsword, Bolter, Bolt Pistol

Options: A Shadow Sergeant may replace his chainsword and/or bolt pistol with a chain axe for +5 points, a relic chainsword for +7 points, a power weapon for +10 points, a lightning claw for +15 points, a Power Flail for +20 points, Gauntlet of Salvation for +23 points, a power fist or power scythe for +25 points, power claw for +26 points, gauntlet of war for +28 points, a thunder hammer for +30 points, Gauntlet of Furry for +43 points, Gauntlet of Vengeance for +53 points. A Shadow Sergeant may replace his bolter with an autogun for free, a bolt carbine for +3 points, webber for +4 points, or a siege bolter for +5 points.

May take an Auspex for +5 points and/or Terminator Honors for +10 points. May replace their bolter with a jump pack for free. May exchange their power armor with mark 3 iron armor for +10 points or mark 5 heresy armor for +15 points. May upgrade bolt pistol, bolt carbine, siege bolter, and/or bolter to take chain blades for +5 points. May upgrade any bolter, bolt carbine, or siege bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Shadow Sergeant, Overwatch

INSTRUCTOR SERGEANT ALENPO +50 POINTS

WS BS S T W I A LD SV

Alenpo 5 6 4 4 1 4 2 9 4+

Unit Composition (Unique): One Scout Squad in the army may replace its Scout Sergeant with Instructor Sergeant Alenpo for +50 points.

Unit Type: Infantry

Wargear: Scout Armor, Bolt Pistol, Frag and Krak Grenades, Stalker Patter Bolter, Signum, Locator Beacon

Options: may upgrade stalker pattern bolter to take chain blades for +5 points. May upgrade Stalker Pattern bolter to have an exterminator for +3 points.

Special Rules

Stealth, And They Shall Know No Fear, Combat Tactics, Infiltrate, Move Through Cover, Scout, Acute Senses, Eye of Vengeance, Overwatch

SHADOW SERGEANT GALLOVAX +50 POINTS

WS BS S T W I A LD SV

Gallovax 4 4 4 4 1 4 2 9 3+

Unit Composition (Unique): One Tactical Squad in the army may replace its Sergeant with Shadow Sergeant Gallovax for +50 points.

Unit Type: Infantry

Wargear: Power Armor, Power Fist, Bolter, Bolt Pistol, Frag and Krak Grenades, Auxiliary Grenade Launcher

Options: May exchange their power armor with mark 3 iron armor for +10 points or mark 5 heresy armor for +15 points. May take an Auspex for +5 points and/or Terminator Honors for +10 points. May upgrade bolt pistol and/or bolter to take chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

Stealth (applies to unit), And They Shall Know No Fear,

Combat Tactics, Outflank (applies to unit), Overwatch

Specter Squad 130 points

	WS	BS	S	T	W	I	A	LD	SV
Specter	4	4	4	4	1	5	2	9	4+
Sergeant	5	4	4	4	1	5	3	9	4+

Unit Composition: 1 specter sergeant and 4 specter marines

Unit Type: Infantry

Wargear: ripper bolter, shadow cloak, scout armor, vibro blade, frag, krak, and blind grenades

Options: may include 15 more specter marines for 22 points per model. The entire squad may replace their scout armor for power armor for +5 points per model. Two in every five models may replace their ripper bolter for an Astartes grenade launcher, webber, or twin linked bolter for +5 points, a meltagun for +7 points, a plasma gun for +10 points, a needle rifle for +12 points, a heavy plasma gun for +13 points, or a volkite charger for +15 points. One out of every ten may replace their ripper bolter for a heavy flamer for +5 points, an autocannon for +7 points, a missile launcher for +10 points, or a ripper heavy bolter for +15 points. The sergeant may replace his ripper bolter for a flame pistol, web pistol, or needle pistol for free, an infernus pistol for +2 points, a plasma pistol for +5 points, a heavy plasma pistol for +7 points, a graviton pistol for +10 points, an arc pistol for +12 points, or a volkite serpenta for +15 points.

The sergeant may replace his vibro blade for a chain axe for free, a relic chainsword for +5 points, a power weapon for +7 points, a lightning claw for +10 points, a Power Flail for +13 points, or a storm shield for +15 points.

The sergeant may have an auspex for +1 point, a back pack banner for +5 points, Terminator Honors for +6 points, and/or bionics for +7 points. May upgrade any ripper bolter, ripper heavy bolter, and/or twin linked bolter to take chain blades for +5 points or upgrade any twin linked bolter or ripper heavy bolter to take power blades for +15 points. May upgrade any ripper bolter or twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, stealth, hit and run, move threw cover, infiltrate, scout , combat squads, Overwatch

Fast Attack

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 may replace its Sergeant with a Shadow Sergeant for +25 points.

Unit Type: Infantry

Wargear: Power Armor, Chainsword, Bolter, Bolt Pistol

Options: A Shadow Sergeant may replace his chainsword and/or bolt pistol with a chain axe for +5 points, a relic chainsword for +7 points, a power weapon for +10 points, a lightning claw for +15 points, a Power Flail for +20 points,

Gauntlet of Salvation for +23 points, a power fist or power scythe for +25 points, power claw for +26 points, gauntlet

of war for +28 points, a thunder hammer for +30 points, Gauntlet of Furry for +43 points, Gauntlet of Vengeance for +53 points. If part of an Vanguard Squad, a Stealth Sergeant may replace his Bolter with a Jump Pack for free. May take an Auspex for +5 points and/or Terminator Honors for +10 points. May exchange their power armor with mark 3 iron armor for +10 points or mark 5 heresy armor for +15 points. May upgrade bolt pistol and/or bolter to take chain blades for +5 points. May upgrade any bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Shadow Sergeant, Overwatch

KELDOR SOLARI EQUERRY OF CORAX +60 POINTS

WS BS S T W I A L D SV

Keldor Solari 6 4 44 2 4 3 10 3+

Unit Composition (Unique): One Vanguard Veteran Squad in the army may replace its Sergeant with Captain Keldor Solari for +60 points.

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Pair of Lightning Claws

Options: May exchange their power armor with mark 3 iron armor for +10 points or mark 5 heresy armor for +15 points. May take a jump pack for +5 points. May replace bolt pistol for a flame pistol or web pistol for free, a needle pistol for +3 points, an infernus pistol for +5 points, a plasma pistol for +7 points, a heavy plasma pistol for +10 points, or a volkite serpenta for +15 points. May upgrade bolt pistol to take chain blades for +5 points

Special Rules

And They Shall Know No Fear, Hit and Run (applies to Squad), Iron Halo, Overwatch

Accipiter 225 points each

Front Side Rear BS

11 11 10 4

Unit Composition: between 1 and 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. May take extra armor for +10 points, flare shield for +15 points, and/or Reinforced Armor for +20 points

Special Rules

Deep strike, Overwatch

Heavy Support

SHADOW SERGEANT +25 POINTS

WS BS S T W I A L D SV

Shadow Sergeant 4 4 44 1 4 2 9 3+

Unit Composition: Any Raven Guard Space Marine Devastator or havoc squad may replace its Sergeant with a Shadow Sergeant for +25 points.

Unit Type: Infantry

Wargear: Power Armor, Chainsword, Bolter, Bolt Pistol

Options: A Shadow Sergeant may replace his chainsword and/or bolt pistol with a chain axe for +5 points, a relic

chainsword for +7 points, a power weapon for +10 points, a lightning claw for +15 points, a Power Flail for +20 points, Gauntlet of Salvation for +23 points, a power fist or power scythe for +25 points, power claw for +26 points, gauntlet of war for +28 points, a thunder hammer for +30 points, Gauntlet of Furry for +43 points, Gauntlet of Vengeance for +53 points. May take an Auspex for +5 points and/or Terminator Honors for +10 points. May exchange their power armor with mark 3 iron armor for +10 points or mark 5 heresy armor for +15 points. May upgrade bolt pistol and/or bolter to take chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules
 And They Shall Know No Fear, Combat Tactics, Shadow Sergeant, Overwatch

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

Unit 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 points, heavy assault cannons for +25 points, plasma cannons for +30 points, or lascannons for +40 points. May include up to five additional Veterans at +30 points per model. The Sergeant may replace his power sword with a lightning claw, chain axe, or relic chainsword 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 chain axe for +5 points, a relic chainsword for +10 points, a power sword, lightning claw, plasma pistol or storm shield for +15, a Power Flail for +20 points, a power fist or power scythe for +25 points or a thunder hammer for +30 points. Any model may exchange their power armor with mark 3 iron armor for +10 points or mark 5 heresy armor for +15 points.

May upgrade any bolt pistol take have chain blades for +5 points

Special Rules (Drop Pod)

Inertial Guidance System, Immobile, Drop Pod Assault,

Automated Weapons, Overwatch

Special Rules (Squad)

And They Shall Know No Fear, Combat Tactics,

Deliverance Strike, Combat Squads, Stealth, Fleet,

Automated Weapons, Deliverance Strike, Overwatch

Formations

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

Special rules

Units without jump packs must select a drop pod

Hunter's in darkness: grants ambush, jammers, and surgical raid strategic assets

Talon Company 250 points + models

1 captain or major with jump pack

1 command squad with jump packs

4+ tactical squads lead by Shadow Sergeants

4+ assault or vanguard squads lead by Shadow Sergeants

2+ devastator or havoc squads lead by Shadow Sergeants

Special rules

Hold at all costs, careful planning, whole unit has Heroic

Intervention and flank march special rules

Assault squads are a troop choice for the Raven Guard Legion

Assault Squads and Vanguard Veterans benefit from the Hit and Run rule.

Tactical Squads and Sternguard Veterans may take the Scouts rule for free



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 (Alpharius only)

Special Rules

Primarch, I'm Alpharius, Cell Objective (Alpharius), Deceive Your Foes (Omegon), Battlefield Command Uplink, Overwatch

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.

Company Champion 'Alpharius', 5th Company +50 points

WS BS S T W I A LD SV

5 4 5 4 2 5 3 9 3+

Unit Composition (Unique): 1 command squad may replace their company champion with Company Champion 'Alpharius' for +50 points

Unit Type: Infantry

Wargear: mark 3 iron armor, bolt pistol, bolter, master crafted relic blade, frag, krak, and EMP grenades

Options: may upgrade bolt pistol and/or bolter to take chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Rites of Battle, honor or death, stealth, fearless

Quetzal Cartach Captain of the 5th company 170 points

WS BS S T W I A LD SV

5 5 4 4 4 5 5 10 2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: artificer Armor, plasma pistol, chain fist, frag and krak grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, scout, stealth, infiltrate, Master Scout, Overwatch

Quintus Licinius Cartarch +175 points

WS BS S T W I A LD SV

5 5 4 4 4 5 5 10 2+

Unit Composition (Unique): 1 command squad may replace their company champion with Quintus Licinius Cartarch for +175 points

Unit Type: Infantry

Wargear: artificer Armor, Bane-of-men, Invidiosa, frag, krak, and EMP grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Rites of Battle, honor or death, stealth

Blade Lord: Quintus' highly unusual combination of a storm shield strapped to his fore-arm in addition to a 2 handed short sword makes him a nightmare opponent to face. His entirely unpredictable and broken rhythm of stabs, slashes, hacks and thrusts, each capable of taking an enemy's life, makes it impossible to dodge or parry his attacks. Quintus always hits on a 2+ in combat against opponents with a WS, regardless of what that WS is. Furthermore, if fighting the same opponent, Quintus gains Preferred Enemy against that opponent from the 2nd round of combat onwards.

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, Combimelta, Bolt pistol, Krak and Frag Grenades

Options: may upgrade bolt pistol and/or combimelta to take chain blades for +5 points or may upgrade combimelta to take power blades for +15 points

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Fearless, Infiltrate, feel no pain, Cunning, Devious Tactician, True Son of Alpharius, Overwatch

Tartarus Captain of the 14th captain of the Alpha Legion 185 points

WS BS S T W I A LD SV
5 5 4 4 4 5 3 10 3+

Unit composition: 1 (Unique)

Unit Type: Infantry (Space Marine Captain)

Wargear: Mark 3 iron armor, bolter, bolt pistol, The Axe of Hydra, frag, krak, EMP, and rad grenades

Options: may upgrade bolt pistol and/or bolter to take chain blades for +5 points

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Fearless, Infiltrate, Overwatch

Captain Octavius Hydacian 6th captain of the Alpha Legion 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, The Dragon scale

Options: may upgrade bolt pistol to take chain blades for +5 points

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Glorious 6th, Overwatch

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

Options: may upgrade bolt pistol and/or bolter to take chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Stealth (applies to unit), Cluster Mines, Operative Controller, Overwatch

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.

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

Options: may upgrade bolt pistol and/or bolter to take chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Ogryn Commander, Overwatch

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.

Diomedes Hadrianus 4th Captain, Equerry to the Primarch 195 points

WS BS S T W I A LD SV

5 4 4 4 3 5 4 10 2+

Unit composition: (Unique)

Unit Type: Infantry

Wargear: Axe of Lernea, Hydra's Venom, Artificer

Armor, Frag and Krak Grenades

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Hydra Master (May take a Primarch Honor Guard), Overwatch
Authority of the Primarch: The squad joined by Diomedes gains the Fearless special rule

Whirlwind of Blades: Dimesdes can re roll failed saves against ranged weapons

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 Combimelta, Frag and Krak Grenades

Options: may upgrade bolt pistol and/or combimelta to take chain blades for +5 points or may upgrade combimelta to take power blades for +15 points

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Rites of Battle, Combat Tactics, Independent Character, Hydra Master (May take a Primarch Honor Guard), Stealth (applies to unit), Overwatch

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.

Elites

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 (Unique): One Tartorus Terminator Squad in the army may replace its Terminator Sergeant with Terminator Sergeant Ranko for +30 points.

Unit Type: Infantry

Wargear: Tartorus Terminator Armor, Twin Linked Bolter, Master Crafted Lightning Claw

Options: may upgrade twin linked bolter to take chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special Rules

And They Shall Know No Fear, Combat Tactics, Heroic Intervention, Combat Squads, Overwatch

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, Chainsword, Phosphor Grenades

Options: may replace chainsword with a chain axe for +5 points, a relic chainsword for +7 points, a power weapon for +10 points, a Power Flail or Gauntlet of Salvation for +13 points, a power fist or power scythe for +15 points, power claw for +16 points, gauntlet of

war for +18 points, a storm shield for +20 points, Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +43 points. May take an Auspex for +5 points and/or Terminator Honors for +10 points. May replace power armor for mark 5 heresy armor for +7 points.

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, Overwatch

PAIROS THE INSTIGATOR + 65 points

WS BS S T W I A LD SV

Pairos 5 4 4 4 1 5 2 10 3+

Unit composition (Unique): 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

Options: may upgrade bolt pistol to take chain blades for +5 points

Special Rules

Overwatch

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 Dreadnought 130 points each

WS BS S I A FRONT SIDE REAR

4 4 6 4 4 11 11 10

Unit Composition: between 1 and 3 Stealth Dreadnoughts

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: 2 Dreadnought close combat weapon with built in Twin-linked Bolter and Cerberus Grenade Launcher, searchlight, smoke launchers

Options: May replace either set of twin linked bolters for a twin linked webber for free, heavy flamer for +5 points, a twin linked meltagun for +10 points, or twin linked plasma guns for +20 points. May have Auto Launchers for +2 points, Lasher Tendrils, extra armor, and/or overcharged engine for +5 points, Terminator Honors and/or Tank Siege Armor for +8 points, flare shield for +10 points, and/or Reinforced Armor for +20 points

Special rules

Fleet, move threw cover, scouts, stealth, hit and run, counter attack, Overwatch

Alpha Legion Assassin 145 points each

WS BS S T W I A LD SV

5 5 4 4 2 5 2 10 3+

Unit composition: between one and five Alpha Legion Assassins

each operating independently from one another

Unit Type: Infantry

Wargear: Power Armor, bolt pistol, needle rifle, Adamantium

Whip, frag and krak grenades, melta bombs, Auspex

Options: May take jump pack for 15 points. May upgrade bolt pistol to take chain blades for +5 points

Special rules

Fleet, move threw cover, scouts, stealth, fearless, infiltrate, overwatch

Target in sight: Assassins can target specific models

I am Alpharius: Opponents do not get Kill Points for killing Assassins.

CELL SUPPORT DREADNOUGHT 155 points

WS BS S I A FRONT SIDE REAR

5 5 6 4 2 12 12 10

Unit Composition: between 1 and 3 Cell Support 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 and built in Twin-linked Bolter, Twin-Linked Autocannon with built in Cerberus Grenade Launcher

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 have Auto Launchers for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +7 points, Terminator Honors for +9 points, flare shield for +10 points, and/or Reinforced Armor for +25 points

Special rules

Overwatch

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

Options: may upgrade bolt pistol to take chain blades for +5 points

Special Rules

And They Shall Know No Fear, Psyker, Combat Tactics,

Independent Character, 5+ Invulnerable save, Blessings

of the Ommissiah, Cell Mate, Overwatch

Psychic Powers: machine Curse

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)

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 and built in Twin-linked Bolter, Twin-Linked Autocannon with built in Cerberus

Grenade Launcher

Options: May replace his Close Combat Weapon and Twin Linked Bolter with a Hurricane Bolter or a twin linked Autocannon for +5 points. May have Auto Launchers for +5 points, Lasher Tendrils, extra armor, Tank Siege Armor, and/or overcharged engine for +7 points, Terminator Honors for +9 points, flare shield for +10 points, and/or Reinforced Armor for +25 points

Special Rules

Venerable, Overwatch

Dedicated Transports

Ophidian gunship 300 points each

Front Side Rear BS

13 11 10 4

Unit Composition: 1 Ophidian gunship

Unit Type: Flier

Transport capacity: 20 models

Wargear: two hull mounted heavy bolters, hull mounted heavy assault cannon, two wing mounted lascannons, frag assault launchers

Options: may take a Misericorde for +5 points, extra armor for +10 points, flare shield for +15 points, and/or Reinforced Armor for +25 points

Special Rules

Deep Strike, Hover Mode, Overwatch

Troops

Auxiliary Squad 30 points

WS BS S T W I A LD SV

Auxiliary 3 4 3 3 1 3 1 7 4+

Sergeant 4 4 3 3 1 3 2 8 4+

Unit Composition: one Auxiliary Sergeant and 9 Auxiliary Soldiers

Unit Type: infantry

Wargear: lascarbine, carapace armor, MP Hellpistol (sergeant only) chainsword (sergeant only), frag, krak, and EMP grenades

Options: may include 90 more Auxiliary soldiers for 3 points per model.

One in every five auxiliary soldiers may exchange their lascarbine for a flamer, Graviton gun, webber, or grenade launcher for +5 points, meltagun for +10 points, a heavy meltagun for +12 points, plasma gun for +15 points, a heavy plasma gun for +17 points, or a heavy flamer for +20 points. Any model may replace their lascarbine for a lasgun, autogun, or shuriken catapult for free, a Hellgun for +3 points, a bolter for +5 points, an MP Hellgun for +7 points, or a hotshot lasgun for +12 points. The sergeant may exchange it's MP Hellpistol for a bolt pistol, web pistol, or flame pistol for free, a hotshot laspistol for +4 points, an infernus pistol or bolter for +6 points, a plasma pistol or twin linked bolter for +10 points, a graviton pistol for +12 points, or an arc pistol for +15 points.

The sergeant may exchange their chainsword for a chain axe for +5 points, a relic chainsword for +7 points, a power weapon for +10 points, a power axe for +12 points, a Power Flail for +13 points, or a power fist or power scythe for +15 points.

Special rules

Stealth, Move Through Cover, Combat Squads, Overwatch

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, Chainsword, Phosphor Grenades

Options: may replace chainsword with a chain axe for +5 points, a relic chainsword for +7 points, a power weapon for +10 points, a Power Flail or Gauntlet of Salvation for +13 points, a power fist or power scythe for +15 points, power claw for +16 points, gauntlet of war for +18 points, a storm shield for +20 points, Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +43 points. May take an Auspex for +5 points and/or Terminator Honors for +10 points. May replace power armor for mark 5 heresy armor for +7 points.

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, Overwatch

STEALTH SERGEANT FORTRONUS +50 POINTS

WS BS S T W I A LD SV

Fortronus 4 4 4 4 1 4 2 9 3+

Unit Composition (Unique): One Tactical Squad in the army may replace its Sergeant with Stealth Sergeant Fortronus for +50 points.

Unit Type: Infantry

Wargear: Power Armor, Power Fist or Power Weapon, Bolter, Bolt Pistol, Frag and Krak Grenades, Locator Beacon, Auspex

Options: may take Terminator Honors for +10 points. May upgrade bolt pistol and/or bolter to take chain blades for +5 points. May upgrade bolter to have an exterminator for +3 points.

Special Rules

Stealth (applies to unit), And They Shall Know No Fear, Combat Tactics, Combat Squads, Overwatch

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 (Unique): One Tactical Squad in the army may replace its Sergeant with Stealth Sergeant Decimus for +55 points.

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Frag and Krak Grenades, Stalker Pattern Bolter, Phosphor Grenades, Jamming Beacon

Options: may replace power armor with mark 5 heresy armor for +5 points. May take an Auspex for +5 points and/or Terminator Honors for +10 points. May upgrade stalker pattern bolter to take chain blades for +5 points. May upgrade stalker pattern bolter to have an exterminator for +3 points.

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, Combat Squads, Overwatch

Dynat Mal +75 points

WS BS S T W I A LD SV

5 4 4 4 3 5 3 10 2+

Unit composition (Unique): One Tactical Squad in the army may replace its Sergeant with captain Dynat Mal for +75 points

Unit Type: Infantry

Wargear: Tartorus Terminator armor, Master relic blade, Occam's Razor, grenade harness

Special rules

Scout (applies to unit), Infiltrate (applies to unit), stealth (applies to unit), night vision, Overwatch, furious charge (applies to unit)

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 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, chainsword, frag and krak grenades

Options: may include 9 more infiltrators for +18 points each.

Two models may replace their bolters for a heavy bolter, heavy webber, or heavy flamer for +5 points, an autocannon for +10 points, missile launcher or multimelta for +15 points, lascannon or plasma cannon for +20 points. Three models may replace their bolters for flamers or Webbers 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 an autogun for free, a bolt carbine for +3 points, or a combibolter for +5 points. The leader may take a Narthecium for +10 points and or melta bombs for +5 points. Any model may replace chainsword with a chain axe for +5 points, a relic chainsword for +7 points, a power weapon for +10 points, a Power Flail for +13 points, a power fist or power scythe for +15 points,

or a storm shield for +15 points. May replace power armor for mark 5 heresy armor for +7 points. The infiltration leader may have an Auspex for +5 points and/or Terminator Honors for +10 points. May upgrade bolt pistol, bolter, bolt carbine, twin linked bolter, combibolter, and/or heavy bolter to take chain blades for +5 points or may upgrade twin linked bolter, combibolter, and/or heavy bolter to take power blades for +15 points. May upgrade any bolter, bolt carbine, or twin linked bolter to have an exterminator for +3 points.

Special rules

Scout, Infiltrate, stealth, night vision, Detailed fire plan, Overwatch

Fast Attack

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, Chainsword, Phosphor Grenades

Options: may replace chainsword with a chain axe for +5 points, a relic chainsword for +7 points, a power weapon for +10 points, a Power Flail or Gauntlet of Salvation for +13 points, a power fist or power scythe for +15 points, power claw for +16 points, gauntlet of war for +18 points, a storm shield for +20 points, Gauntlet of Furry for +31 points, Gauntlet of Vengeance for +43 points. May have an Auspex for +5 points and/or Terminator Honors for +10 points. May replace power armor for mark 5 heresy armor for +7 points.

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, Overwatch

Suicide Attack Cell 60 points

WS BS S T W I A LD SV

3 0 3 3 1 3 1 7 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, Desperate Atrocity, Dead Man's Switch

Phocron +70 points

WS BS S T W I A LD SV

5 5 4 4 3 5 3 10 3+

Unit composition (Unique): One vanguard veteran squad may replace it's sergeant with Phocron for +70 points

Unit Type: Infantry

Wargear: Power Armor, master crafted relic blade, plasma blaster gun, frag, krak, EMP, and Phosphor Grenades

Special Rules

Stealth (applies to unit), And They Shall Know No Fear, Combat

Tactics, Move Through Cover (applies to unit), scouts (applies to unit), Fearless, Inspiring Presence, refractor field
We are many: Whenever Phocron is removed from play, roll a dice. On a 2+, replace any character from the same detachment with Phocron. Phocron is then equipped with whatever wargear the replaced model was equipped with, replacing all wargear he originally had

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+

Unit 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 points, a Plasma Gun +10 points, or a hellshot for +15 points.

Special Rules

Stubborn, Scout, Move Through Cover, Overwatch

Heavy Support

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, Chainsword, Phosphor Grenades

Options: may replace chainsword with a chain axe for +5 points, a relic chainsword for +7 points, a power weapon for +10 points, a Power Flail or Gauntlet of Salvation for +13 points, a power fist or power scythe for +15 points, power claw for +16 points, gauntlet of war for +18 points, a storm shield for +20 points, Gauntlet of Fury for +31 points, Gauntlet of Vengeance for +43 points. May have an Auspex for +5 points and/or Terminator Honors for +10 points. May replace power armor for mark 5 heresy armor for +7 points.

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, Overwatch

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

Options: may replace power armor for mark 5 heresy armor for +5 points. May upgrade bolt pistol to take chain blades for +5 points

Special Rules

And They Shall Know No Fear, Iron Halo, Eternal Warrior, Combat Tactics, Independent Character, Tank Commander, Mobile Armored Strike Cell, Overwatch

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.

Formations

Sabotage Force 50 points + models

1 Captain

2-5 sternguard squads

5-20 scout squads

2-10 reconnaissance squads

0-2 devastator or havoc squads

Special rules

Ambushers, camouflage, jammers

Masters at Strategic Deployment: Follow standard rules for Strategic redeployment. In the deployment phase they may always deploy last after enemy and other strategic deployments have been made. If two forces have this rule then roll a D6 and the highest one can choose.

The Alpha Legion player is also allowed to demand that his opponent reveal half (rounding down) of his strategic asset cards however this does not prevent them from being used at all.

Sabotage : Alpha Legionaries are experts at covert operations and sabotage. For each squad of chosen that is with the task force may select to either sabotage an enemy vehicle or squad or building, but it may not be used against enemies who are held in reserve. This attack is made after ALL types of deployment (including strategic redeployment and after the Alpha Legion player has deployed), but before the roll to see who goes first is made and scout moves. Against a squad; each member takes a strength 4 hit with armour saves allowed on a roll of 3+. Against a single vehicle; the enemy vehicles/buildings take an immediate strength 9 hit against the rear armour. Enemy squads DO Take moral checks and CAN fall off the table (it is assumed that the squad was led into a careful explosives/barbed wire trap just after deployment, or one of the Alpha Legionaries exchanged one of the squad member's backpack and the new one has lots and lots of explosives). Instead of sabotaging units, the chosen may also opt to sabotage certain assets. Any front-line asset (except for supreme headquarters), Long ranged Ack-Ack, or Jammers may be sabotaged on a roll of a 3+.

Masters of Infiltration : All of the members of the task force may infiltrate and may always choose when to deploy their infiltrators (note the strike force does not have to deploy all at once). Also limitations on infiltration are removed with respect to deployment so the Alpha legion task force may deploy next to enemy infiltrators or enemy units.

Planned Strikes and Independent Leadership : All Alpha Legionaries are trained to be independent and the task force is no different.

They may operate independent of each other so that when placed in reserve you could place only 2 of your squads in reserve and deploy the rest. If granted the ability to use another allies or squad's leadership, the Alpha Legion task force may never opt to use it. They may only use their own.

Hydra Company 200 points + models

1 captain or major

1 command squad

2+ terminator squads

3+ tactical squads lead by stealth sergeants

3+ assault or vanguard squads lead by stealth sergeants

3+ devastator or havoc squad lead by stealth sergeants

Special rules

Hold at all costs, orbital bombardment, flank march

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

Special rules

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

Super Heavies

Invictus 540 points

Front Side Rear BS

14 13 12 4

Unit Composition: 1 (Unique)

Unit Type: super heavy tank

Structure points: 3

Void Shields: 2

Transport capacity: 20

Access points: counts as opened topped for passengers
embarking/disembarking

Wargear: hull mount Stromsword cannon, sponson mount
twin linked heavy bolters and lascannon, hull mount twin
linked heavy bolter, searchlight, smoke launchers,

Extra Armor, Rough Terrain Modification, two
multimelta's fired by the passengers

Options: 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 have auto
launchers, dozer blade, and/or Misericorde for +5 points,
Lasher Tendrils, Tank Siege Armor, and/or overcharged
engine for +10 points, flare shield for +15 points, and/or
Reinforced Armor for +30 points

Special rules

Galvanic Motors, Overwatch

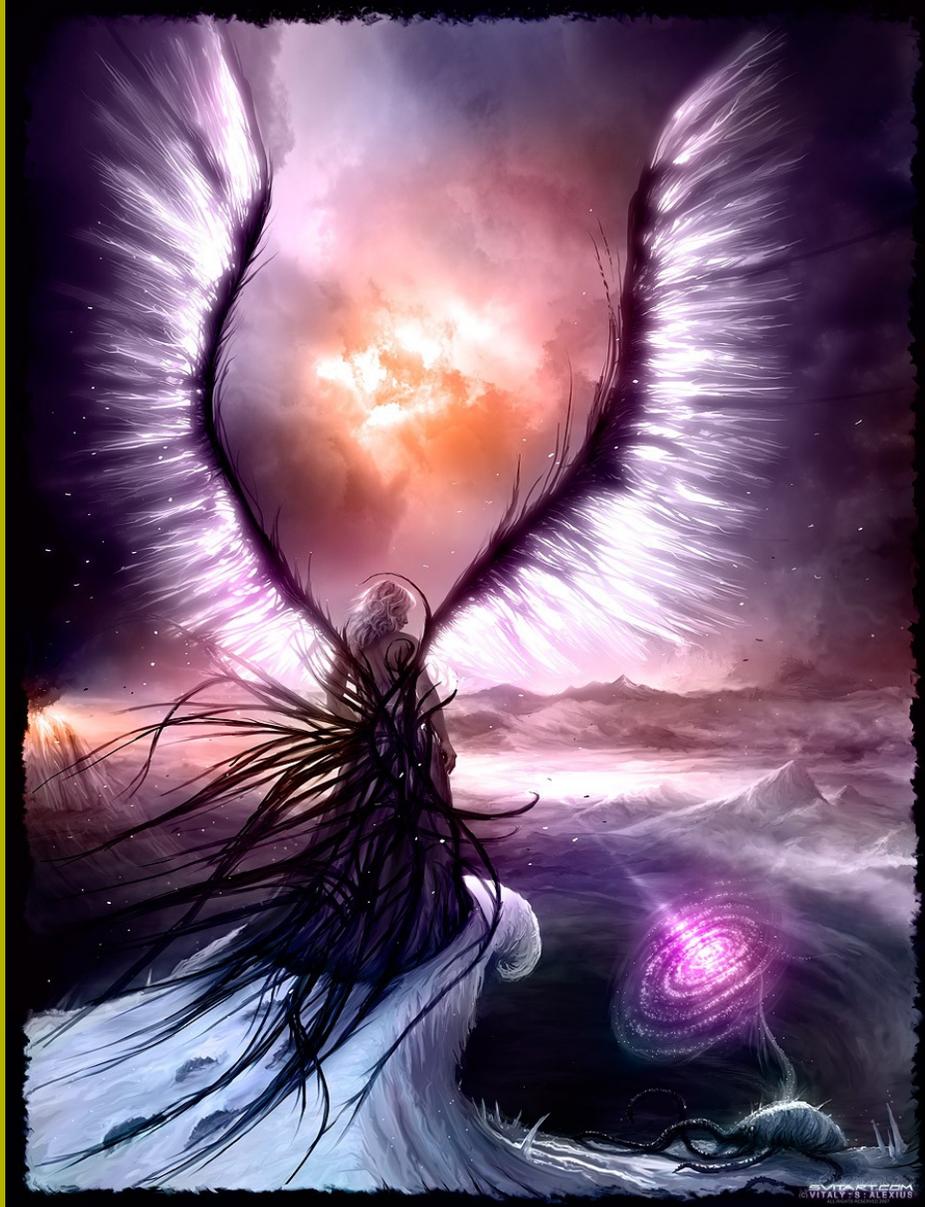
Icons of the Hydra: all friendly units within 6+D6 inches (decide
at beginning of battle) count as Stubborn, and also gain the
Counter Attack special rules

Any Alpha Legion squad may have EMP grenades for +5 points

Any Alpha Legion with Bolt Weapons may take Silencers for +5 points

Misdirection: You may add or subtract one to your opponent's reserve rolls

Alpha Legion sternguard squads benefit from the Favored Enemy special rule



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 66 6 68 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, Rites of Battle, Gift of Prescience, Surprise Attack, Battlefield Command Uplink, Overwatch

Additional Psychic powers: Hellfire, Mind Worm, Iron Arm, Life Leech, Misfortune, Shockwave, Fear the Dark, The End

Angels Chariot 125 points

Front Side Rear BS

13 12 11 5

Unit Composition: 1 (Unique)

Unit Type: tank, fast

Access points: two side assault ramps, one rear assault ramp

Transport capacity: The Angel Primarch Tyrael and

10 Primarch honor guards

Wargear: two pintle mount multimeltas, extra armor, dozer blade, searchlight, smoke launchers, flare shield, Tank Siege

Armor, Misericorde, overcharged engine

Special rules

Galvanic Motors, repair, Venerable, Overwatch

Atomantic Shielding: have a 4+ invulnerable save from shooting

attacks and a 5+ invulnerable save in close combat

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, Combat Tactics, Independent Character, rage, iron halo, Hard to kill, 2nd Assault Captain

Kristoph von Lusuing captain of the 5th assault company 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, Combat Tactics, Independent Character, iron halo, Master of Nulls, Overwatch

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, Combat Tactics, Independent Character, rage, scout, iron halo, Hard to kill, Master of the 1st assault company, Overwatch

Kristoph von Shapfust captain of the 3rd assault company 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

Options: may upgrade twin linked bolter to take chain blades for +5 points or power blades for +15 points. May upgrade twin linked bolter to have an exterminator for +3 points.

Special rules

And They Shall Know No Fear, Eternal Warrior, Rites of Battle, Combat Tactics, Independent Character, iron halo, rage, Purgation Lord, Overwatch

Hayyel 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

Options: may upgrade bolt pistol to take chain blades for +5 points

Special rules

And They Shall Know No Fear, Eternal Warrior, Rites of Battle, Combat Tactics, Independent Character, master psyker, Overwatch
Additional Psychic powers: Iron Arm, Life Leech, Misfortune, Shockwave, Fear the Dark

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, Combat Tactics, Independent Character, rending, Orbital bombardment, iron halo, Hard to kill, Master of the 14th, Overwatch

Kristoph the Light Bearer captain of the 4th assault company The Bearers of The Light EQUERRY of Tyrael 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, Combat Tactics, Independent Character, orbital bombardment, iron halo, Overwatch

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
Options: may upgrade bolt pistol and/or combiplasma to take chain blades for +5 points or upgrade combiplasma to take power blades for +15 points
Special rules
And They Shall Know No Fear, Eternal Warrior, Rites of Battle, Combat Tactics, Independent Character, Death Master (May take a Primarch Honor Guard), Orbital bombardment, Plasma Overload, Hard to kill, Master of the 1st company, Overwatch

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. May upgrade bolt pistol to take chain blades for +5 points

Special rules

And They Shall Know No Fear, Eternal Warrior, fearless, Pariah, Psyker Bane, Overwatch

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

And They Shall Know No Fear, fearless, deep strike (teleportation), Overwatch

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 (Unique): one tactical squad may replace it's sergeant with Raziel for +50 points

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,

Combat Tactics, Independent Character, special issue

ammunition (applies to squad), iron halo, Overwatch

Brotherhood 100 points

WS BS S T W I A LD SV

Brotherhood 5 4 4 4 1 4 2 8 3+

Sergeant 6 4 5 4 2 5 3 9 3+

Neophyte 3 3 4 3 1 3 2 7 4+

Unit composition: 4 Brotherhood marines and 1 brotherhood 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, frag. Krak, and

gas grenades, power armor

Options: may include 15 more brotherhood marines for

20 points per model. May include up to 10 neophytes

equipped with bolt pistol and close combat weapon for

11 points per model. Any brotherhood marine may

exchange their power armor for mark 3 iron armor for +5 points or mark 5 heresy armor for +7 points. Any brotherhood marine may exchange their bolter for an autogun for free, a bolt carbine for +1 point, or a siege bolter for +3 points per model. One of every five brotherhood marines may exchange their bolter for a flamer or webber for free, a meltagun for +2 points, a heavy meltagun or psilencer for +5 points, a heavy flamer or incinerator for +6 points, a plasma gun or lascutter for +7 points, a heavy plasma gun or psycannon for +10 points, an arc rifle for +12 points, or a volkite charger for +15 points. One out of every three brotherhood marines may exchange their chainsword for a chain axe for +2 points, a power weapon for +5 points, a Power Flail for +7 points, a power fist or power scythe for +10 points, or a power maul for +15 points. One out of every three brotherhood marines may exchange their bolt pistol for a flame pistol for free, a needle pistol for +5 points, an infernus pistol for +7 points, a plasma pistol for +10 points, a heavy plasma pistol for +12 points, or a volkite serpenta for +15 points. One in every ten brotherhood marines may exchange their bolter for a rotor cannon, heavy bolter, heavy flamer, heavy stubber, or multimelta for free, a missile launcher or an autocannon 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 or web pistol for free, twin linked bolter for +3 points, a plasma pistol or combibolter for +5 points, a heavy plasma pistol for +7 points, an infernus pistol or lighting claw for +10 points, Gauntlet of Salvation for +13 points, a needle pistol for +15 points, gauntlet of war for +18 points, a volkite serpenta or thunder hammer for +20 points, Gauntlet of Furry for +33 points, Gauntlet of Vengeance for +43 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 Flail for +13 points, a power maul for +15 points, Gauntlet of Salvation for +19 points, a power fist or power scythe for +20 points, power claw for +22 points, gauntlet of war for +24 points, a storm shield for +25 points, Gauntlet of Furry for +39 points, Gauntlet of Vengeance for +49 points. The sergeant may exchange his power armor with artificer armor for +20 points. The sergeant may exchange their bolter for a twin linked bolter for +5 points, a combibolter for +10 points, an arc rifle for +15 points, or a volkite charger for +17 points. The sergeant may have an Auspex for +2 points, a back pack banner for +5 points, Terminator Honors for +10 points, and/or bionics for +15 points. May upgrade any bolt pistol, bolter, bolt carbine, siege bolter, heavy bolter, twin linked bolter, and/or combibolter to take chain blades for +5 points or may upgrade any twin linked bolter, combibolter, and/or heavy bolter may take power blades for +15 points. May upgrade

any bolter, bolt carbine, siege bolter, or twin linked bolter to have an exterminator for +3 points.

Special rules

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

Fast Attack

Mounted Knight Squad 52 points each

WS BS S T W I A LD SV

5 4 5 5 1 4 1 8 2+

Unit composition: between 1 and 10 Mounted Knights

Unit type: Cavalry

Wargear: assault pistol, power weapon, artificer armor, frag and Krak grenades

Special rules

Scouts, and they shall know no fear, hit and run, move through cover, infiltrate

Super Heavies

The Fire Hawk 550 points

Front Side Rear BS

12 11 10 4

Unit composition: 1 (Unique)

Unit Type: super heavy flier

Transport capacity: the Primarch Tyrael and 13 Primarch honor guards

Access points: one front assault ramp

Structure points: 2

Wargear: two nose mounted twin linked multilasers

AA mounted, turret mount long barreled autocannon,

two wing mounted melta cannons AA mounted,

dorsal mounted twin linked heavy bolters AA mounted, extra armor

Options: may have six wing mounted bombs for +10 points per bomb,

six Hellstrike missiles for +10 points per missiles, or six heavy

bombs for +20 points per bomb.

Special rules

Assault vehicle, deep strike, Ceramite armor, power of the machine

spirit, hover mode, overwatch

Small Profile: due to it's small size shooting at the Fire Hawk always

requires a 6 to hit it even with the AA special rule

Due to the VERY late founding of the Angels Of Death they may not be used in games set before the Ullanor crusade

Any Angels of Death sergeant or terminator may exchange their close combat weapon for a power scythe for free

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

Adeptus Mechanicus Autogun range 18" strength 4 AP - assault 3

Adeptus Mechanicus Auto Pistol range 6" strength 4 AP - Pistol 2

Aleksandra Battle Cannon range 68" strength 8 AP 2 ordinance 1, 5" blast, rending

Animus Speculum Range: 12" Strength 5 AP 1 Assault 2

Annihilator flak cannon range 72" strength 7 AP 4 heavy 10, twin linked, pinning

Anti Plant Grenade range 10" strength - AP - assault 1, 5" blast,

destroyers any Plant (jungles, trees, shrubs, ECT) terrain

Apocalypse Cannon range 120"-infinite strength D AP 1 ordinance 3, nuke blast

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 Cascade range 18" strength 5 AP - assault 4, for each roll of 6 when hitting the unit suffers 2 additional hits, after shot have been resolved roll a D6. On a 6 any enemy unit within 6" of the first unit hit suffers D6 strength 6 AP - hits

Arc Cascades Range 24" strength 6 AP 5 Heavy 4, twin linked, for each shot that hits two additional shots also hit

Archeotech Laspistol range 18" strength 4 AP 6 assault 2, pistol

Arc Pistol range 8" strength 5 AP - pistol, 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

Aurum range 26" strength 4 AP 2 assault 2, rending, twin linked

Assault Autocannons range 36" strength 7 AP 3 heavy 3, rending

Assault Cannon range 24" strength 6 AP 4 heavy 4, rending

Assault Laser range 36" strength 6 AP 4 Assault 3

Assault Pistol range 18" strength 6 AP 4 assault D3+2, rending

Assault Stubber range 24" strength 4 AP 6 assault 3

Astartes Grenade Launcher Concussive range 10" strength 1 AP - rapid fire, any model hit by the shot is at -1 attack and -1 initiative for the next turn

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

Astartes Grenade Launcher Rad range 12" strength 3 AP 4 assault 1, 3" blast, any models who survive are at -1 strength and toughness for the rest of the game

Astartes Grenade Launcher Stasis range 12" strength 3 AP - assault 1, 3" blast, all models hit suffer a -1 to both WS and initiative for two turns

Atomizer Cannon range 36" strength 9 AP 1 heavy 1, 5" blast, ignores cover

Autocannon range 48" strength 7 AP 4 heavy 2

Autogun range 18" strength 3 AP 6 assault 2

Auto Launcher Anti Plant range 13" strength - AP - assault 1, 5" blast, destroyers any Plant (jungles, trees, shrubs, ECT) terrain

Auto Launcher Blind range 12" strength 3 AP 6 assault 1, all models hit half their WS and BS

Auto Launcher Concussive range 10" strength - AP - assault 1, any model hit by the shot is at -1 attack and -1 initiative for the next turn

Auto Launcher Frag Range 12" strength 4 AP - assault 1, 3" blast

Auto Launcher Hallucinogen range 18" strength - AP - assault 1, 5" blast. Models directly under the blast are always affected, models partially under the blast are Affected on a 4+. Roll 2D6. On a 2 or 3 they have no effect. On a 4 or 5 roll a D6, on a 1 to 3 the enemy models may do nothing that turn, on a 4 to 6 they shrug off the hit. On a 6 or 7 the enemy models may not move and shoot into the nearest cover repeatedly until they roll a 6, the test is repeated at the start of each turn.

On a 8 the enemy models effected must run toward the nearest table edge as fast as possible without shootng, they continue moving until killed or they run off the table edge. On a 9 the enemy models effected move in a random direction each turn, may not shoot or assault, until they leave the table. On a 10 or 11 the enemy models

shoots the nearest target for the rest of the game, be it friend or foe.

On a 12 the models sit there for the rest of the game and may do nothing.

Auto Launcher Krak range 12" strength 6 AP 3 assault 1

Auto Launcher Rad range 12" strength 5 AP 4 assault 1, 5" blast, the enemy suffer a -1 toughness for the rest of the game which does effect their instant death

Auto Launcher Web range 12" strength - AP - assault 1, 3" blast, models hit must roll a strength test equal or under their strength value (a roll of 6 is ALWAYS a failure) if failed the models may not fight in assault or move. The test is repeated at the start of the owning models turn

Auto Pistol range 9" strength 3 AP 6 Pistol

Auxiliary Grenade Launcher Concussive range 10" strength 2 AP - assault 1, any model hit by the shot is at -1 attack and -1 initiative for the next turn

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

Avenger Mega Bolter range 48" strength 6 AP 4 heavy 6

Bahamut Cannon range 60" to 3000" strength D AP 1 ordinance 1, nuke blast

Baleflamer range template/12" strength 6 AP 3 heavy 1, place template within 12" of the cannon, place marker on all units wounded then at start of next turn roll a D6. On a 1 to 3 remove the marker, on a 4 to 6 the model(s) take D3 strength 4 AP 5 hits, remember to roll every turn

Baneblade Battle Cannon range 72" strength 9 AP 2 ordinance 1, 10" blast

Banesword Quake Cannon range 24"-180" strength 9 AP 3 ordinance 1, 10" blast

Barbarus Sting Launchers Range 24" Strength 1 AP 4 Heavy 1, 5" Blast, Poisoned 3+, Ignores Cover

Barrage Missile Launcher Range 96" Strength 7 AP 3 Apocalyptic Barrage (D6) 5*, Ignores Cover, One Shot, Not a Primary Weapon. To fire the Barrage Missile Launcher you will need five apocalyptic barrage templates numbered 1 to 5; Place the first anywhere within range and line of sight then scatter the other four as you would for a multiple barrage. To determine which models are hit, roll 5D6 D6s (D6 dice for each template) and assign any that roll a 1-5 to the template with that number; any that roll a 6 can be assigned to a template of your choice. Then, for each template, roll the dice assigned to it and determine which models under the template are hit as you would for any other apocalyptic barrage. Roll to wound and roll saves as normal, remembering that cover cannot offer any protection against the Barrage Missile Launcher.

Battle Cannon Range 72" strength 8 AP 3 ordinance 1, 5" blast

Battle Cannon Demolition Round range 48" strength 6 AP 1 heavy 1, roll a D6 when round hits. On a 1 the hit does nothing.

On a 2-4 it causes a glancing hit. On a 5 or 6 it causes a penetrating hit

Battle Cannon HESH Rounds range 72" strength 5 AP 3 heavy 2, 3" blast, +2 to armor penetration

Battle Cannon Infernus Rounds range 72" strength 8 AP 3 ordinance 1, 5" blast, ignores cover saves

Blacksword Missiles range 36" strength 6 AP 4 heavy 1, one use

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

Black Spear range 12" strength 8 AP 2 assault 1

Blind Grenades range 9" strength 2 AP 6 assault 1, all models hit half their WS and BS

Bolt Carbine range 18" strength 4 AP 5 assault 3

Bolt Cannon range 36" strength 6 AP 3 heavy 7

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 Penitent Bolts range 12" strength 5 AP 4 Assault 1

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 Silencer range 15" strength 4 AP 6 pistol, pinning, units hit must pass a moral check at -1 LD or fall back to the nearest cover

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 Bloodshard Bolts range 20" strength 4 AP 6 assault D6, rending

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 Hypnoth Bolts range 18" strength 3 AP - assault 1, 3" blast

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 Penitent Bolts range 24" strength 5 AP 4 Assault 2

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 Silencer range 32" strength 4 AP 6 rapid fire, pinning, units hit must pass a moral check at -1 LD or fall back to the nearest cover

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

Bombardment Cannon range 36" strength 5 AP 6 Heavy 2, 3" blast, causes pinning, AA

Bombardment Missile Launcher range 48"-180" strength 7 AP 4 Apocalypse Barrage 4

Brass Annihilator range 48" strength 8 AP 3 assault 2, ignores invulnerable saves

Buster Rifle Burst range 72" strength 9 AP 1 heavy 1, twin linked, rending

Buster Rifle Pulse range 120" strength 8 AP 2 heavy D3, rending

Butcher Cannon Range 36" strength 8 AP 4 heavy 4

Cerberus range 30" strength 6 AP 3 assault D3+2, rending, melta

Chem Burners range template strength - AP 4 assault 2, poisoned 3+, pinning

Chem Cannon range template strength 1 AP 3 heavy 1, poisoned 2+

Chem Rifle range 8" strength 1 AP 3 assault 1, poisoned 3+

Chemical bombardment range infinite Strength X AP 4 ordnance 1, Nuke Blast, poisoned 4+

Cerberus Cannon range 36" strength 5 AP 4 Heavy 9

Colossus Siege Mortar range 24"-240" strength 6 AP 3 ordnance 1, 5" blast, ignores cover

Combat Shotgun Range 18" Strength 4 AP 5 Assault 2

Combibolter Crossbow range 24" strength 4/3 AP 5 rapid fire/assault 2, wounds psyker on 2+

Combibolter Flamer range 24"/template strength 4 AP 5 rapid fire/assault 1

Combibolter Graviton Gun range 24"/18" strength 4/* AP 5/3 rapid fire/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

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 Needle Pistol range 24"/12" strength 4/X AP 5/4 rapid fire/pistol, poisoned 4+

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

Combibolter Volkite Charger range 24"/15" strength 4/5 AP 5 rapid fire/assault 2, for each round that hits add another die

Combibolter Webber range 24"/12 strength 4/- AP 5/- rapid fire/assault 1, models hit must roll a strength test equal or under their strength value (a roll of 6 is ALWAYS a failure) if failed the models may not fight in assault or move. The test is repeated at the start of the owning models turn

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

Dark's Bite range 18" strength 4 AP 3 assault 2, master crafted, pinning

Deathhammer Cannon range 60" strength 8 AP 2 Ordinance 2, 3" blast, any models wounded reduce their armor save by 1 for the rest of the game, re roll failed Armour Penetration rolls against fortifications and immobile structures (such as bunkers and barricades), and add +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible

Death Ray Cannon range 72" strength 10 AP 3 heavy 6, draw a line from the weapon to the target you are shooting at. All models that are in the line, friendly and enemy, are hit by the full force of the weapon

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

Deathwind Missile Launcher range 24" strength 5 AP - heavy D3, 3" blast

Decimator range 12" strength 6 AP 2 assault 2D6

Decimator Havoc Launcher range 54" strength 6 AP 5 heavy 2, twin linked, 5" blast, pinning

Defender Cannon range 12"-54" guess strength 8 AP 2 Ordinance 1

Defender Blaster range 36" strength 7 AP 3 heavy 2

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, 15" blast

Doomslayer Cannon range 36"-320" strength 10 AP 1 ordinance 1, 10" blast, 4D6 for armor penetration

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
Ectoplasma Cannon range 24" strength 8 AP 2 heavy 1, 5" blast, get's hot
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 24"/12" Strength 4/X AP 5/4 Rapid fire/Assault 2, poisoned 3+
Executioner Shotgun range 18" strength 5 AP 6 assault 3
Exigo Hellgun range 24" strength 4 AP 3 assault 3, twin linked
Exitus Rifle range 12" strength X AP 6 heavy 1, sniper, poisoned 3+ hits on a 2+, wounds on a 3+
Exterminator range template strength 3 AP 5 assault 1, one use, place marker on all units wounded then at start of next turn roll a D6. On a 1 to 3 remove the marker, on a 4 to 6 the model(s) take D3 strength 4 AP 5 hits, remember to roll every turn
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
Fight Sniper range 48" strength 8 AP 2 heavy 1, rending, pinning
Fireblade range hailstorm strength 7 AP 2 heavy 1
Fire Breath range hailstorm strength 7 AP 3 assault 1, pinning, rending
Firefury Missile Batteries range 36" strength 6 AP 4 heavy 4, 3" blast, twin linked, one use
Flakk Cannon range 60" strength 6 AP 4 heavy 2, 3" blast, AA
Flakk Missiles range 36" Strength 7 AP 4 Heavy 1, 1 use only
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
Foe Smiter range 24" strength 4 AP 4 assault 3, master crafted
Forge Fire Plate range template strength 7 AP 2 heavy 1, ignores invulnerable saves and cover saves
Forge Ice Plate range template strength 8 AP 1 heavy 1, ignores invulnerable saves, all enemy models hit are at initiative 1 for 3 turns
Frag Cannon range template, Strength 6 AP - assault 2, rending
Frag Carbine range template strength 3 AP - assault 1, rending
Frag Grenade range 8" strength 3 AP - assault 1, 3" blast
Frost Breath range template strength 9 AP 1 assault 1, pinning, all enemy models hit are at initiative 1 for 3 turns
Gauntlet of the Forge range template strength 5 AP 4 assault 1
Gauntlet of Furry range 32" strength 4 AP 2 assault 4
Gauntlet of Salvation range template strength 5 AP 3 assault 1
Gauntlet of Vengeance range 18" strength 8 AP 1 assault 3, melta, lance
Gauntlet of War range 30" strength 4 AP 2 assault 2, master crafted
Gauss Flayer range 24" strength 4 AP 5 rapid fire, rending. If rending is achieved the target gets no armor save
Gatling Blaster range 72" strength 8 AP 3 heavy 6, 5" blast

Gatling Cannon Range 24" Strength 5 AP 5 Heavy 2D6** **Roll each time it is fired

Gilded Twin Linked Bolter range 20" strength 4 AP 4 assault D3, twin linked

Glaive Cannon range 108" strength 9 AP 2 ordinance 2, 10" blast

Goliath Mega Cannon range 36" - infinite strength 10 AP 2 ordinance 1, Fluedic blast

Gorgon Mortars range 48" strength 4 AP 6 Heavy 4, 3" blast one shot

Golgotha Missile Battery Range 24"-360" strength 7 AP 2 apocalypse barrage 12

Gouger Autocannon range 54" strength 7 AP 3 heavy 6, twin linked

Graviton Cannon range 36" strength * AP 4 heavy 1, 5" blast, 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

Graviton Pistol Range 9" strength * AP 4 pistol, pinning. Any model hit 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 Blind Range 30" strength 2 AP 6 assault 1, all models hit half their WS and BS

Grenade Launcher Concussive range 18" strength - AP - assault 1, any model hit by the shot is at -1 attack and -1 initiative for the next turn

Grenade Launcher Frag range 24" strength 3 AP 6 assault 1, 3" blast

Grenade Launcher Krak Range 24" strength 6 AP 4 assault 1

Grenade Launcher Inferno Range 24" strength 5 AP 4 assault 1, 5" blast, pinning

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

Guardian Battle Cannon range 96" strength 8 AP 2 ordinance 2, 5" blast

Hades Autocannon range 40" strength 8 AP 4 heavy 5, pinning

Hades Bolter range 18" strength 4 AP 3 assault 3

Hades Bolter Silencer range 26" strength 4 AP 4 assault 3, pinning, units hit must pass a moral check at -1 LD or fall back to the nearest cover

Hailstorm Cannon Range 625" Strength D AP 1 heavy 5, 10" blast

Hallucinogen Grenade range 12" strength - AP - assault 1, 5" blast. Models directly under the blast are always affected, models partially under the blast are Affected on a 4+. Roll 2D6. On a 2 or 3 they have no effect. On a 4 or 5 roll a D6, on a 1 to 3 the enemy models may do nothing that turn, on a 4 to 6 they shrug off the hit. On a 6 or 7 the enemy models may not move and shoot into the nearest cover repeatedly until they roll a 6, the test is repeated at the start of each turn. On a 8 the enemy models effected must run toward the nearest table edge as fast as possible without shooting, they continue moving until killed or they run off the table edge. On a 9 the enemy models effected move in a random direction each turn, may not shoot or assault, until they leave the table. On a 10 or 11 the enemy models shoots the nearest target for the rest of the game, be it friend or foe. On a 12 the models sit there for the rest of the game and may do nothing.

Hammerfist Launchers Range 48" Strength 4 AP 4 Heavy 2, 3" Blast,

Barrage, Rending, Twin Linked

Havoc Launcher Range 48" Strength 5 AP 5 Heavy 2 blast, twin linked

Haywire Grenade range 8" strength 2 AP - assault 1, roll a D6 when round hits. On a 1 the hit does nothing. On a 2-5 it causes a glancing hit.

On a 6 it causes a penetrating hit

Heavy Assault Cannon range 30" strength 6 AP 4 heavy 6, rending

Heavy Assault Laser range 40" strength 7 AP 3 Assault 4

Heavy Bolt Cannon range 48" strength 7 AP 3 heavy 9, rending

Heavy Bolter range 36" strength 5 AP 4 heavy 3

Heavy Bolter Silencer range 42" strength 5 AP 5 heavy 3, pinning, units hit must pass a moral check at -1 LD or fall back to the nearest cover

Heavy Bolter Suspensor Web Range 18" strength 5 AP 4 assault 3

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 Caliber Assault Batteries range 60" strength 8 AP 6 heavy 25, rending, pinning

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 10 AP 1 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 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 Frag Cannon range hailstorm strength 7 AP 5 heavy 2, rending

Heavy Gauss Rifle Range 36" Strength X AP 1 Heavy 2, Rending

Heavy Graviton Gun range 24" 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

Heavy Hailstorm Cannon Range 1200" Strength D AP 1 heavy 10, Nuke Blast

Heavy Lascannons range 60" str 10 AP 2 heavy 2

Heavy Meltagun range 14" strength 8 AP 1 heavy 1, rending, melta

Heavy Mortar range G12"-48" strength 6 AP 4 ordinance 1, 3" blast

Heavy Mortar Carcass Shells range G12"-48" strength 5 AP 4 ordinance 1, 5" blast, ignores cover, get's hot

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 Cannon range 42" strength 8 AP 2 heavy 1, rending, 3" blast, get's hot

Heavy Plasma Gun range 30" strength 7 AP 2 heavy 1, rending, get's hot

Heavy Plasma Pistol range 18" strength 7 AP 2 assault 1, rending, get's hot

Heavy Siege Cannon range 36" strength 10 AP 1 heavy 1, tank hunter, +1 to penetration roll

Heavy Stubber range 36" strength 4 AP 6 heavy 3

Heavy Thunderfire Cannon Airburst range 72" strength 6 AP 5 heavy 4, 5" blast, ignores cover

Heavy Thunderfire Cannon Javelin Rounds Range 24"-120" strength 6 AP 2 Heavy 5, rending, AA

Heavy Thunderfire Cannon Subterranean range 72" strength 5 AP - heavy 5, 5" blast, infantry hit by the blasts move threw difficult terrain next turn vehicles move threw dangerous terrain next turn even skimmers

Heavy Thunderfire Cannon Surface range 72" strength 7 AP 4 heavy 5, 5" blast

Heavy Volcano cannon range 480" strength D AP 1 ordinance 4, 10" blast

Heavy Webber range 20" strength 2 AP - assault 2, models hit must roll a strength test under their strength value (a roll of 6 is ALWAYS a failure) if failed the models may not fight in assault or move. The test is repeated at the start of the owning models turn

Heavy Webber Shrend Rounds range 20" strength 2 AP 6 assault 1, models hit must roll a strength test under their strength value (a roll of 6 is ALWAYS a failure) if failed the models may not fight in assault or move. The test is repeated at the start of the owning models turn until they break free. Is the strength test equals their strength they take a hit that equals their strength + the strength of the weapon itself with normal saving throws allowed

Hell Blaster range 30" strength 4 AP 5 rapid fire, twin linked

Hellfire Pistol range 12" strength 4 AP 5 pistol Poisoned 2+

Hellfire Stormshells range template strength 1 AP 3 heavy 1, 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 cove, 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 Incendiary Missiles Range 24" Strength 6 AP 3 Heavy 1, 3" Blast, Ignores Cover, 1 Shot only

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

Hellstorm Bombs range bomb strength 7 AP 3 inferno, one shot

Hellstorm Gatling Cannon range 24" strength 3 AP 5 heavy 20, rending

Hephaistus Autocannon range 54" strength 7 AP 3 Heavy 4

Hotshot Lasgun range 18" strength 3 AP 3 rapid fire

Hotshot Laspistol range 6" strength 3 AP 3 pistol

Holocaust Cannon Air Burst range 60" strength 4 AP 6 heavy 5, 5" blast, ignores cover saves, enemy psychics and daemons are at initiative 1 for the rest of the assault

Holocaust Cannon Surface Detonation Range 60" strength 6 AP 3 heavy 3, 3" blast, enemy psychics and daemons are at initiative 1 for the rest of the assault

Hornet Missile Launchers range 48" strength 8 AP 4 heavy 2, 3" blast

Horus' Bolter range 18" Strength 5 AP 3 Heavy D6

Horse Bow range 24" strength 3 AP 4 Assault 1, rending, sniper

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 Silencer range 32" strength 4 AP 6 assault 6, pinning, units hit must pass a moral check at -1 LD or fall back to the nearest cover

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 ordnance 1, 10" blast 2D6 armor penetration

Hydra's Venom range 18" strength 7 AP 2 assault 2, twin linked, poisoned 3+

Hyperios Missile Launcher range 48" strength 8 AP 2 heavy 1, AA

Icarus Lascannon range 96" strength 9 AP 2 heavy 1, AA

Immolator Range 18" Strength 5 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

Incendiary Grenades range 12" strength 4 AP 5 assault 1, 3" blast

Incinerator range template strength 6 AP 4 assault 1, ignores cover and invulnerable saves

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

Ion Bolter range 32" strength 5 AP 2 assault 2, 3" blast

Irad Cleanser range template strength 2 AP 5 assault 1, ignores armor saves and each model hit is wounded twice

Iron Gauntlet range 20" strength 4 AP 6 assault 1, 3" blast, pinning

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+

Kheres Pattern Vulcan Mega Bolter range 60" strength 6 AP 3 heavy 20

Knight Battle Cannon range 72" strength 8 AP 3 Apocalypse Barrage (2)

Kraken Penetrator Missiles range 72" strength 8 AP 1 heavy 1

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

Lascarbine range 20" strength 3 AP - assault D3

Lasgun range 24" strength 3 AP - rapid fire

Laspistol range 12" strength 3 AP - pistol

Light Assault Laser Range 18" strength 4 AP 6 assault 2

Light Battle Cannon range 60" strength 8 AP 4 ordinance 2, 3" blast
Light Laser Blaster range 60" strength 9 AP 1 heavy 6
Light Turbo Laser Destroyer range 84" strength D AP 2 heavy 1, 5" blast
Lightning Gun range 18" strength 7 AP 5 heavy 1, rending
Lightning Griffon range template/24" strength 8 AP 2 assault D3
Lion's Roar range 24" strength 4/7 AP 5/2 rapid fire/assault 1, 3" blast, get's hot, master crafted
Long Barreled Autocannon range 72" strength 7 AP 4 heavy 2, AA
Long Barreled Heavy Assault Cannon range 54" Strength 6 AP 4, Heavy 6
Long Lasgun range 48" strength 3 AP 5 Heavy 1, sniper
Long Melta Rifle range 36" strength 9 AP 1 heavy 1, lance
Long Tom Multiple Missile Launcher range G12" - 56" strength 6 AP 3 heavy D6
Macro Cannon range 180" strength 7 AP 3 heavy 2, 15" blast
Macro Cannon Supreme Shell range 72" strength D AP 1 heavy 1, 5" blast
Magma Cannon range 60" strength 10 AP 1 ordinance 1, 5" 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
Magna-melta Cannon range 18" strength 8 AP 1 heavy 1, 5" blast melta
Maelstrom Pattern Combi-Bolter range 24" strength 4/5 AP 5/2 rapid fire/assault 1
Mars Pattern Volcano Cannon range 120" strength D AP 1 ordinance 1, 5" blast
Mastodon Cannon range 36" strength 10 AP 1 ordinance 1, 15" 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"
Mega Cannon range 4000" strength D AP 1 Fluedic blast
Mega Bombard Siege Mortar Range 48"-550" G strength 10 AP 2 ordinance 3, Nuke Blast
Mega Defense Laser range 60" to unlimited strength D AP 1 ordinance 4, 10" blast
Mega Gatling Cannon range 40" strength 5 AP 5 heavy 12
Melta Blastgun range 36" strength 10 AP 1 ordnance 1, 7" 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
Merciless Judgement Lascannon range 36" strength 9 AP 2 heavy 6, get's hot
Micro-Weapons range 12" Strength X AP- Assault 1
Mine Throwers range 24" strength 4 AP 5 Ordnance 1, causes Pinning
Missile Launcher Acidic Missiles range 48" strength 4 AP 2 heavy 1, 3" blast
Missile Launcher Death Spore Missiles range 40" strength 6 AP- heavy 1, 3" blast, poisoned 2+
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 Shredder Missiles range 54" strength 5 AP 6 heavy 1, 7" blast

Missile Launcher Suspensor Web Flakk range 24" strength 7 AP 4 assault 1, AA

Missile Launcher Suspensor Web Frag range 24" strength 4 AP 6 assault 1, 3" blast

Missile Launcher Suspensor Web Krak range 24" strength 8 AP 3 assault 1

Missile Launcher Suspensor Web Melta range 12" strength 10 AP 1 assault 1, melta

Missile Launcher Suspensor Web Plasma range 24" strength 7 AP 2 assault 1, 5" blast, get's hot

Missile Launcher Suspensor Web Rad range 24" strength 4 AP 3 assault 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

Moab Launcher range 12"-120" strength 5 AP - ordinance 1, 5" blast, ignores cover, AA

Moab Canister Launcher Range 12"-150" strength 6 AP 6 Ordinance 1, 10" blast

Mobile Breacher range 18" strength - AP - heavy 1, any single story removable area terrain under it such as tank traps, ADL sections, sand bag sections, etc are removed from the battlefield and dangerous terrain 2" to either side of that line is considered difficult terrain. Leave a string to mark the site

Mole Mortar range G36" strength 5 AP 4 heavy 1, 3" blast, barrage, Against targets with an Armour Value, the lowest listed Armour Value is always hit, regardless of the direction of fire—this represents the mole launcher shell exploding upwards from the ground.

Mordax Tenebrae range 26" strength 4 AP 4 assault 2, rending

Mortar range 48" strength 4 AP 6 heavy 1, 3" blast, barrage

MP Hellgun range 15" strength 4 AP 2 assault 1

MP Hellpistol Range 4" strength 4 AP 2 pistol

Mulcher Autocannon range 54" strength 8 AP 4 heavy 12, rending, pinning, twin linked

Multilaser range 36" strength 6 AP 5 heavy 3

Multimelta Range 24" strength 8 AP 1 heavy 1 Melta

Multimelta Suspensor Web range 18" strength 8 AP 2 assault 1, get's hot, melta

Multiple Rocket Pods range 24" strength 4 AP 6 heavy 1, 5" blast

Multi-shot Shells range template strength 9 AP 5 heavy 3

Needle Pistol Range: 12" Strength X AP 4 Pistol, poisoned 4+

Needle Rifle Range 40" strength X AP 3 assault 1, poisoned 3+, rending

Neural Shredder range template strength 8 AP 1 assault 1

Neutrino Irraditor range 48" strength 5 AP 3 heavy 2, 5" blast, poisoned 2+, the enemy suffer a -1 toughness for the rest of the game which does effect their instant death

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

Nocturne Flamer range template strength 4 AP 2 assault 1

Nocturne Heavy Flamer range template strength 5 AP 2 assault 1

Nova Bomb range 6" strength 6 AP 1 assault 1, 5" blast, rolls 2D6 added together for armor penetration rolls, one use

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

Occam's Razor range 30" strength 6 AP 1 assault 3D6, rending, lance, melta

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

Orthrus Grenade Launcher range 20" strength 4 AP 6 assault 1, -1 WS to all enemies hit, pinning

Oxy-acetylene Range Template strength 6 AP 2 heavy 1

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

Phase Plasma Fusil range 24" strength 6 AP 3 heavy D3+1

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"

Photon Projector range 72" strength 7 AP 2 heavy 2, lance, rending

Photon Thruster range 48" strength 6 AP 2 heavy 2, lance, gets hot

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 Blaster Gun range 24" strength 7 AP 2 rapid fire, get's hot, twin linked

Plasma Carbine range 14" strength 5 AP 2 assault 3

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 Eliminator range 96" strength 8 AP 2 heavy 5, 5" blast

Plasma Grenade range 8" strength 4 AP 4 assault 1, 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

Plasma Projector range 72" strength 9 AP 2 heavy 1, 5" blast

Plasma Storm Battery Burst Mode range 24" strength 7 AP 2 heavy 3

Plasma Storm Battery Charged Mode range 24" strength 7 AP 2 heavy 1, 5" blast

Plasma Talon range 18" strength 7 AP 2 assault 2+D3, get's hot, twin linked

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 AP 3 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

Psilencer range 24" strength 4 AP - heavy 6, always wounds daemons and Psykers on 3+

Psi Lance Range 240" strength 8 AP 2 ordinance 1, nuke blast, Psyker Bane

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 Autocannons range 54" strength 7 AP 3 heavy 4+D6

Quad Bolter range 36" strength 4 AP 6 assault 4, twin linked, rending

Quad Bolter Silencer range 42" strength 4 AP - assault 4, twin linked, pinning, units hit must pass a moral check at -1 LD or fall back to the nearest cover

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, AA

Quad Heavy Bolter range 36" strength 5 AP 4 heavy 7, twin linked

Quad Heavy Bolter Longarm Pattern range 72" strength 5 AP 4 heavy 7, twin linked, AA

Quad Heavy Bolter Silencer range 42" strength 5 AP 5 Heavy 7, pinning, twin linked, units hit must pass a moral check at -1 LD or fall back to the nearest cover

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

Quantum Annihilator range 18" strength 10 AP 2 ordinance 1, nominate a point within the weapons range. Then nominate a point within 3D6" of the first and draw a line between the two points. All units within 6" of that line suffer hits determined by how many units are within the line

Quasar Cannon range 96" strength - AP - Ordinance 1, After the target is chosen roll D6. This is the radius of the blast's effect. Any model hit suffers a Vortex hit. On the result of a 1, the Sword suffers a Vortex hit as the Sword's Warp generators overload

R.A.D Cannon range 36" strength 6 AP 3 heavy 8, rending, pinning

Rad Grenade range 10" strength 4 AP 4 assault 1, 5" blast, the enemy suffer a -1 toughness for the rest of the game which does effect their instant death

Rage Bolter range 15" strength 3 AP 2 assault 4

Rage Bolter Silencer range 20" strength 3 AP 3 assault 4, pinning, units hit must pass a moral check at -1 LD or fall back to the nearest cover

Rapier Assault Cannon range 48" strength 7 AP 3 assault 8, rending, AA

Rapier Laser Assault range 36" Strength 9 AP 2 Heavy 4

Rapier Laser Charged range 56" strength 9 AP 1 heavy 1, ordinance

Relic Bolter range 26" strength 4 AP 4 heavy 1, rending

Relic Bolter Silencer range 32" strength 4 AP 5 heavy 1, pinning, rending, units hit must pass a moral check at -1 LD or fall back to the nearest cover

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

Rift Cannon range 20" strength 4 AP - heavy 1, 3" blast, -D6" movement to all targets hit

Ripper Bolter range 22" strength 4 AP 5 rapid fire, rending, pinning

Ripper Bolter Silencer range 26" strength 4 AP 6 rapid fire, pinning, rending, units hit must pass a moral check at -1 LD or fall back to the nearest cover

Ripper Gun range 14" strength 5 AP 6 assault 3

Ripper Heavy Bolter range 34" strength 5 AP 4 heavy 4, rending pinning

Ripper Heavy Bolter Silencer range 40" strength 5 AP 5 Heavy 4, pinning, rending, units hit must pass a moral check at -1 LD or fall back to the nearest cover

Ripper Pistol range 12" strength X AP 2 pistol, sniper wounds on 2+

Rivet Gun range 18" strength 4 AP - assault D6

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+1

Rotary Heavy Conversion Beamer Short range 18" strength 6 AP - heavy D3+1, 5" blast

Rotary Heavy Conversion Beamer Med Range 18" to 42" Strength 8 AP 3 Heavy D3+1, 5" blast

Rotary Heavy Conversion Beamer Long range 42"-72" strength 10 AP 1 Heavy D3+1, 5" blast, no cover saves

Rotary Infernus Pistol range 6" strength 8 AP 1 assault D3+1, melta

Rotary Lascannon range 48" strength 9 AP 2 heavy D3+1

Rotary Plasma Pistol range 12" strength 7 AP 2 assault D3+1, get's hot

Rotary Volkite Serpenta range 10" strength 5 AP 5 assault D3+1, for each round that hits add another die

Rotary Web Pistol range 6" strength - AP - assault D3+1, models hit must roll a strength test equal or under their strength value (a roll of 6 is ALWAYS a failure) if failed the models may not fight in assault or move. The test is repeated at the start of the owning models turn

Rotor Cannon range 30" strength 3 AP 6 heavy D3+1

Saber Autocannon range 48" Strength 7 AP 1 Heavy 1

Saggitaire Autocannon Fragmentation Rounds range 36" strength 6 AP 4 heavy 4

Saggitaire Autocannon Inferno Rounds range 24" strength 6 AP 4 heavy 2, 3" blast, ignores cover

Saggitaire Autocannon Lancer Rounds range 48" strength 8 AP 4 heavy 2, twin linked, lance

Saggitaire Autocannon Plasma Rounds range 40" strength 7 AP 2 heavy 2, get's hot, twin linked

Saturn Launcher range 18" strength 6 AP 1 Heavy D6+2

Scorpius Multi-Launcher range 48" strength 8 AP 3 heavy 1, 3" blast, Rocket Barrage

Shard Blaster range 18" strength 4 AP 6 assault 3, pinning

Shard Cannon range 20" strength 4 AP 6 heavy 20, pinning

Shard pistol range 8" strength 4 AP 6 pistol, pinning

Shock Cannon range 150" strength 8 AP 4 ordinance 1, 7" blast all wounded units count as being in dangerous terrain

Shockwave Cannon range hailstorm strength 5 AP 4 heavy 1, rending, ignores armor saves

Shoota range 18" strength 4 AP 6 assault 2

Shotgun range 12" strength 4 AP - assault 2

Shredder Bolter range 18" strength 4 AP 4 assault 2, rending

Shredder Bolter Silencer range 23" strength 4 AP 5 assault 2, pinning, rending, units hit must pass a moral check at -1 LD or fall back to the nearest cover

Shredder Launcher range 18" strength 5 AP 3 heavy 4, rending, pinning

Shrieker Cannon range 40" strength 5 AP 3 heavy 3, pinning

Shuriken Pistol range 14" strength 4 AP 5 pistol

Shuriken Catapult range 12" strength 4 AP 5 assault 2

Sidewinder Missiles range 36" Strength 7 AP 2 Heavy 1, 1 use only,

Sidewinder Missiles are fired always require a 5+ to hit, regardless of the Hurricanes current ballistic skill or any other modifiers. Additionally, if fired against a flyer, they always hit on that fliers rear armor. However, as AA missiles they can never be fired at ground targets

Siege Bolter range 14" strength 4 AP 4 assault 3

Siege Bolter Silencer range 16" strength 4 AP 5 assault 3, pinning, units hit must pass a moral check at -1 LD or fall back to the nearest cover

Siege Cannon range G24" - 120" strength 9 AP 2 Ordinance 1, 5" 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
Skycrusher Missile Batteries range 72" strength 7 AP 4 heavy 3, AA
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
Slugga range 12" strength 4 AP 6 pistol
Sniper Rifle range 36" strength X AP 6 heavy 1, sniper, poisoned 3+
Sonic Cannon range 240" Strength 10 AP 1 Ordinance 1, Hailstorm, removes
all infantry, buildings, terrain, and vehicles. Super heavies take D6 structure
point damage and gargantuan creatures take D6+3 wounds
Sonic Disrupter range Hailstorm strength D AP 1 Heavy 1, removes buildings and terrain
Soulspear range template strength 6 AP 3 heavy 1, ignores invulnerable saves
Spear of Russ range 24" strength 8 AP 1 heavy 1, melta
Spear of Telesto range template strength 6 AP 3 heavy 1
Spearpoint Antitank Gun range 80" strength 10 AP 1, heavy 1, tank hunter
Splinter Pistol range 12" strength X AP 5 pistol, poisoned 4+
Splinter Rifle range 24" strength X AP 5 rapid fire, poisoned 4+
Spitfury Missile Launcher range 36" strength 8 AP 3 heavy 1, 3" blast, twin linked
Squall MRL System EM Range 48" strength 8 AP 2 Heavy 2, AA, roll a D6 when
round hits. On a 1 the hit does nothing. On a 2-5 it causes a glancing hit. On a 6 it
causes a penetrating hit
Squall MRL System Frag Range 48" strength 4 AP 6 Heavy 3, 3" blast
Squall MRL System Krak Range 48" strength 8 AP 3 Heavy 3
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
Stalker Pattern Bolter Silencer range 40" strength 4 AP 6 Heavy 2, pinning,
rending, units hit must pass a moral check at -1 LD or fall back to the nearest cover
Stasis Bomb range drop strength 4 AP - heavy 1, 5" blast, all units hit suffer
a -3 to both WS and Initiative for two turns, one use
Stasis Grenade range 9" strength 3 AP - assault 1, 5" blast, all units hit suffer
a -3 to both WS and Initiative for two turns
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 Ordnance D3, 5" blast
Stormflame cannon Airburst range 48" strength 5 AP 6 heavy 3, 3" blast, ignores cover
Stormflame Cannon Plasma Sabot range 48" strength 9 AP 1 Heavy 1
Stormflame Cannon Surface Detonation range 48" strength 6 AP 6 heavy 3, 3" blast
Stormfury Missile Pod Incendiary range 12"-48" strength 4 AP 5 heavy 1, 5" blast, ignores cover

Stormfury Missile Pod Rad range 12"-48" strength 5 AP 5 heavy 1, 5" blast, all models that survive lower their toughness by 2 for the rest of the game

Stormfury Missile Pod Stormfury range 12"-48" strength 6 AP 6 heavy 2, AA

Stormfury Missile Pod Vengeance range 12"-48" strength 5 AP 4 heavy 1, 5" blast

Stormhawk missile launcher range 56" strength 6 AP 2 heavy 2

Stormstrike missiles Range 72" strength 8 AP 1 heavy 1, one shot

Storm Laser range 36" strength 6 AP 3 Heavy D3+2

Storm Repeater range 18" Strength 4 AP 3 assault 3, rending

Stormshell Cannon range template strength 10 AP 4 heavy 1

Storm Styker Missile Batteries range unlimited strength 8 AP 3 heavy 1, 5" blast

Stromsword Cannon range 36" strength 10 AP 1 ordinance 1, 10" blast, no cover saves

Stub Rifle range 20" strength 4 AP 6 assault 1

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

Suppressor Quake Cannon range 180" strength 8 AP 3 ordinance 1, 7" blast, tank hunter

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

Terror Cannon range 30" strength 6 AP 2 assault 2, 3" blast, 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 shots have been fired

Tesla Cannon range 38" strength 6 AP 2 Heavy 3, always scores a glancing hit on vehicles in addition to any other damage caused, for each round that hits add another die

Tesla Pistol range 18" strength 5 AP 4 pistol, always scores a glancing hit on vehicles in addition to any other damage caused, for each round that hits add another die

Tesla Rifle range 26" strength 5 AP 3 assault 2, always scores a glancing hit on vehicles in addition to any other damage caused, for each round that hits add another die

Thermal Lance Range 48" strength D AP 1 heavy 1

Thermic Cannon range 24" strength 6 AP 1 heavy 1, 3" blast, halves enemy weapon skill, +2 to armor penetration

The Burning Halberd range template strength 6 AP 2 heavy 1

The Light Trident range 30" strength 8 AP 1 assault 1, 3" blast, lance

Thudd Gun range G12"-60" strength 5 AP 5 heavy 4, blast, twin linked, pinning at -1 leadership

Thunder Cannon range 18" strength 10 AP 1 ordinance 1, 7" blast, If the blast lands over a removable terrain feature it is destroyed on a roll of 4+. models within the terrain suffer 1 wound on the roll of a 3+, with normal saves allowed, and must take a pinning test

Thunderer Cannon range 36" strength 8 AP 3 ordinance 1, 5" 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 Krak range 60" strength 8 AP 2 heavy 1 + D3, tank hunter

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

Thundershock Gun Air range 12"-72" strength 5 AP 4 heavy 5, 5" blast, ignores cover

Thundershock Gun Subterranean Range 12"-72" strength 4 AP 6 Heavy 5, 5" blast, infantry hit by the blasts move threw difficult terrain next turn vehicles move threw dangerous terrain next turn even skimmers

Thundershock Gun Surface range 12"-72" strength 6 AP 3 heavy 5, 5" 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 Fracture Rounds Range 72" strength 8 AP 3 heavy 9, 3" blast, any models wounded reduce their armor save by 1 for the rest of the game

Thunderstrike Cannon Infernal Rounds Range 72" Strength 6 AP 5 Heavy 12, 3" blast, Ignore Cover Saves

Thunderstrike Cannon Phosphex Rounds Range 72" strength 5 AP 2 heavy 12, 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"

Thunderstrike Cannon Thunder Rounds Range 72" strength 10 AP 3 heavy 4, 3" blast

Traitorbane Plasma Pistol range 18" strength 7 AP 2 assault 1, rending

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, 15" blast, twin linked

Trident range 36" strength D AP 1 ordinance 1, ignores void shields, causes D6 structure point damage

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

Tunnel Torpedo Range 12"-60" strength 7 AP 3 Heavy 2, 5" blast

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 Bolter Silencer range 26" strength 4 AP 6 rapid fire, pinning, twin linked, units hit must pass a moral check at -1 LD or fall back to the nearest cover

Twin Linked Hades Bolter range 21" strength 4 AP 3 assault 4, twin linked

Twin Linked Hades Bolter Silencer range 25" strength 4 AP 4 assault 4, pinning, twin linked, units hit must pass a moral check at -1 LD or fall back to the nearest cover

Twin Linked Relic Bolter range 30" strength 4 AP 4 heavy 2, rending, twin linked

Twin Linked Relic Bolter Silencer range 34" strength 4 AP 5 heavy 2, pinning, rending, twin linked, units hit must pass a moral check at -1 LD or fall back to the nearest cover

Twin Linked Volkite Charger range 15" strength 5 AP 5 assault 2, twin linked, for each round that hits add another die

Twin Linked Webber range 12" strength - AP - assault 1, twin linked, models hit must roll a strength test equal or under their strength value (a roll of 6 is ALWAYS a failure) if failed the models may not fight in assault or move. The test is repeated at the start of the owning models turn

Twin Linked Webber Shrend Rounds range 12" strength - AP - assault 1,

twin linked, models must roll a strength test under their strength value (a roll of 6 is ALWAYS a failure) if failed the models may not fight in assault or move. The test is repeated at the start of the owning models turn until they break free. Is the strength test equals their strength they take a hit that equals their strength with normal saving throws allowed

Twin Linked Earthshaker Cannons range 18" to 240" strength 9 AP 3 ordinance 1, twin linked, 7" blast

Typhoon Missile Launcher Flakk Missiles range 48" strength 7 AP 4 heavy 2, AA

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

Typhoon Missile Launcher Melta Missiles range 24" strength 10 AP 1 heavy 2, melta

Typhoon Missile Launcher Plasma Missiles range 48" strength 7 AP 2 heavy 2, 5" blast, get's hot

Typhoon Missile Launcher Rad Missiles range 48" strength 4 AP 3 heavy 2, 3" blast, rending any models who survive are at -1 strength and toughness for the rest of the game

Ultra Assault Cannon range 48" strength 6 AP 3 heavy 2D6+2, rending

Vanquisher Battle Cannon range 96" strength 8 AP 1 heavy 1, tank hunter

Vanquisher Missile Cannon range 96" strength 9 AP 1 heavy 2

Venator Cannon range 48" strength 8 AP 3 Heavy 4, twin linked

Vengeance Pattern Bolter range 32" strength 5 AP 4 heavy 2, pinning, rending

Vengeance Launcher range 48" strength 5 AP 4 heavy 2, 5" blast

Vengeance Launcher Roc Warheads range 48" strength 8 AP 3 heavy 4

Vengeance Assault Launcher range 16" strength 4 AP 3 heavy D3, 3" blast

Verto Concentrator concentrated range 36" strength 7 AP 3 heavy 1, 3" blast, twin linked

Verto Concentrator Dispersed range 36" strength 5 AP 5 heavy 1, 5" blast, ignores cover

Virus Grenades range 6" strength X AP D6 assault 1, 3" blast, poisoned 2+, lowers the WS, BS, Strength and Toughness of targets in blast radius by D3

Volcano Cannon range 120" strength D AP 2 ordinance 1, 5" blast, no cover saves

Volkite Caliver range 30" strength 6 AP 5 heavy 2, for each round that hits add another die

Volkite Carronade Range 48" strength 8 AP 2 Ordinance 1, roll a D6 when round hits.

On a 1 the hit does nothing. On a 2-5 it causes a glancing hit. On a 6 it causes a penetrating hit, for each round that hits add another die

Volkite Charger 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

Vortex Grenade Range 6" ordinance 1, Vortex Blast, any models touched by the blast are immediately killed and the blast marker move in a random direction at the start of both players turn D6".

Vortex Missile range unlimited ordinance 1, 10" blast, any models touched by the blast are immediately killed and the blast marker move in a random direction at the start of both players turn D6".

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

Warp Missile Range Unlimited Strength - AP - Titan Killer,* Erratic,** One Shot, Primary Weapon. You may only target the Warp Missile against a Gargantuan Creature or a Super-Heavy vehicle or a building with Structure Points. If the Warp Missile hits a target with Structure Points, or a Gargantuan Creature, that target automatically takes D3+3 Destroyer hits, ignoring all forms of cover and shielding the target might possess. Due to the nature of the medium through which the Warp Missile travels, it can behave...oddly: The Warp Missile hits on a 4+ regardless of the Titan's BS; if you hit, all is well and you may resolve damage as per the Titan Killer rule above. If you miss, however, look up your "to hit" roll on the following chart:

1 - Lost in the warp; the shot is a dud and the missile wasted.

2 - Delayed appearance; the missile emerges from the warp too late and overshoots the target. Draw an imaginary line between the firing titan and the target then extend that line beyond the target 2D6".

Place an Apocalyptic Blast (10") template that distance from the target and resolve the hit as for "Early Appearance" below.

3 - Early appearance; the Warp Missile emerges too early and impacts against the target instead of inside it. Resolve the hit as a Strength 8, AP 3 Apocalyptic Blast Ordinance hit instead.

Note that neither the "Delayed appearance" or "Early appearance" results ignore cover or shielding.

Warp Missile Projector range 180" G strength D AP 1 Ordinance 1, ignores Void Shields, targets suffer D3 hits

Webber range 12" strength - AP - assault 1, models hit must roll a strength test equal or under their strength value (a roll of 6 is ALWAYS a failure) if failed the models may not fight in assault or move. The test is repeated at the start of the owning models turn

Webber Shrend Rounds range 12" strength - AP - assault 1, models hit must roll a strength test under their strength value (a roll of 6 is ALWAYS a failure) if failed the models may not fight in assault or move. The test is repeated at the start of the owning models turn until they break free. Is the strength test equals their strength they take a hit that equals their strength with normal saving throws allowed

Web Grenade range 8" strength - AP - assault 1, 3" blast, models hit must roll a strength test equal or under their strength value (a roll of 6 is ALWAYS a failure) if failed the models may not fight in assault or move. The test is repeated at the start of the owning models turn

Web Pistol range 6" strength - AP - pistol, models hit must roll a strength test equal or under their strength value (a roll of 6 is ALWAYS a failure) if failed the models may not fight in assault or move. The test is repeated at the start of the owning models turn

Web Pistol Shrend Rounds range 6" strength - AP - pistol, models hit must roll a strength test under their strength value (a roll of 6 is ALWAYS a failure) if failed the models may not fight in assault or move. The test is repeated at the start of the owning models turn until they break free. Is the strength test equals their strength they take a hit that equals their strength with normal saving throws allowed

Wielding Torch range template strength 3 AP 5 assault 1

Whirlwind Multiple Missile Launcher Incendiary Missiles range 6"-48" strength 4 AP 5 Ordinance 1, 5" blast, barrage, ignores cover

Whirlwind Multiple Missile Launcher Rad Missiles range 18"-56" strength 5 AP 5 ordinance 1, rending, 5" 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, 5" blast, barrage

Widowmaker Range 60" S- Ap2 Heavy 1, Pinning, Rending

Close Combat Weapons

Assault Drill doubles strength, when rolling against buildings adds 2D6 added together for armor penetration. If it penetrates the building then all models inside are immediately struck by heavy flamer hits automatically

Adamantium Whip +2 attacks, +2 Strength, and may re-roll all failed to wound rolls, close combat weapon

Apollyon master crafted, ignores armor saves, +2 strength, +1 Initiative,

all Dark Angels units within 6" are fearless

Axe of Lerneia ignores armor saves, +2 strength, rending

Bane-of-Men is Quintus Cartarch's master crafted power sword. with a long, two handed grip and a short leaf shaped blade, it makes for an unusual yet highly lethal weapon. Bane-of-men is a Master-crafted Relic Blade that inflicts Instant Death. Unlike normal Storm shields and Relic Blades, Quintus gains an extra attack for wielding 2 weapons.

Barb-hook Lash lowers toughness, close combat weapon

Black Spear +3 strength, ignores armor saves

Blood Seraph +2 strength close combat weapon

Blade of Reason +1 strength, ignores armor saves, adds D6 extra Victory points

Bloodspitter +2 strength, close combat weapon, rending, rolls of 6 automatically ignore armor, rolls 2D6 for armor penetration, models reduce their armor save by 2 (IE a 4+ save becomes a 6+, a 2+ becomes a 4+ and so on)

Chain Axe +1 strength, close combat weapon, rending, rolls of 6 automatically ignore armor, rolls 2D6 for armor penetration, models reduce their armor save by 1 (IE a 4+ save becomes a 5+, a 2+ becomes a 3+ and so on)

Chain Fist double strength, ignores armor saves, strikes at initiative 1, 2D6 for armor penetration

Chain Glaive +1 strength, rending, lance, strikes at initiative 1, may attack in assault if 3" away from assault, models reduce their armor save by 1 (IE a 4+ save becomes a 5+, a 2+ becomes a 3+ and so on)

Chainsword close combat weapon

Charnabal Saber rending +1 initiative, close combat weapon

Close Combat Implants ignores armor saves, +1 strength and initiative

Corvus Hammer +1 strength, ignores armor saves, rending

Criterion Hammer doubles strength, strikes at initiative 1, any models wounded reduce their armor save by 1 for the rest of the game

Crozius Aquilium +1 Strength, ignores armor saves

Crozius of Lorgar Master crafted, +2 strength, ignores armor saves, may re-roll failed to wound, always wounds on a 2+ regardless of targets toughness

C'Tan Phase Sword +1 strength, ignores armor, cover, and invulnerable saves

Cult Mechanicus Power Axe +2 strength, ignores armor saves

Cutting Wheel ignores armor saves and rolls 3D6 for Armor penetration

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

Demolition Hammer two handed, +2 strength, ignores armor saves

Dragons Teeth master crafted, 4+ rending, ignores armor saves

Dragons Tooth master crafted, +3 strength, rending, close combat weapon

Dragoonblade +2 strength close combat weapon

Dreadnought Close Combat Weapon doubles strength, ignores armor saves

Dreadnought Crozius Arcanum doubles strength, ignores armor save, rending 5+

Dreadnought Hammer doubles strength, ignores armor saves, strike at initiative 1, any model who survives the attack has initiative 1 for the next 2 rounds of close combat

Dreadnought Lightning Claw doubles strength, ignores armor saves, may re roll failed to hits

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

Eviscerator doubles strength, ignores armor saves, 2D6 armor penetration, strikes at initiative 1

Excavator Arm Slam strength 9 AP 2

Excavator Arm Swing Strength 4 AP - D6+1 attacks

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

Flail of the Unforgiven +2 strength, ignores armor saves, lowers targets hit to initiative 1

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

Frost weapon +1 strength, ignores armor saves

Gauntlet of Hate master crafted, +1 strength, +1 initiative, ignores armor saves, may re roll failed to wounds

Gauntlet of Furry doubles strength, ignores armor saves, strikes at initiative 2, master crafted

Gauntlet of Salvation doubles strength, ignores armor and cover saves, strikes at initiative 2, master crafted

Gauntlet of Vengeance doubles strength, ignores armor saves, strikes at initiative 1, master crafted

Gauntlet of War doubles strength, ignores armor saves, strikes at initiative 2, master crafted

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, models reduce their armor save by 1 (IE a 4+ save becomes a 5+, a 2+ becomes a 3+ and so on)

God Tearer Type 2 +1 strength, ignores armor saves, +1 attack, models reduce their armor save by 1 (IE a 4+ save becomes a 5+, a 2+ becomes a 3+ and so on)

Gorechild +1 strength, ignores armor saves, 2D6 armor penetration, models reduce their armor save by 1 (IE a 4+ save becomes a 5+, a 2+ becomes a 3+ and so on)

Gorefeast Axe rending, close combat weapon, any rolls to hit that are a 5+ generate additional attacks

Great Weapon +2 strength, models reduce their armor save by 1 (IE a 4+ save becomes a 5+, a 2+ becomes a 3+ and so on)

Guardian Spear master crafted, ignores armor saves, +2 strength, built in master crafted bolter

Halberd of Caliban +2 strength, ignores armor saves, ignores invulnerable saves, two handed

Hand Of Strife +2 strength, any models hit must immediately pass a toughness test or suffer an additional wound, may re-roll failed to wound, strike at initiative 1

Heavy Chain Axe +2 strength, rending, rolls of 4 automatically ignore armor, rolls 2D6 for armor penetration, models reduce their armor save by 1

(IE a 4+ save becomes a 5+, a 2+ becomes a 3+ and so on)

Honor +1 strength, ignores armor saves, master crafted, Instant Death on a roll to wound of 6

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

Kusanagi Adustum +2 strength, ignores armor saves, strikes at half initiative

Iron Gauntlet doubles strength, two handed, strikes at initiative 1, ignores armor saves, +2 to penetration rolls

Light Crozius Aquilium rending close combat weapon

Light Tulwar close combat weapon, may re-roll to wound

Lightning Claw ignores armor saves, may re roll failed to wounds

Lion Sword +3 Strength, master crafted, ignores armor saves

Living Metal Hands close combat weapon, ignores invulnerable saves

Mechanicus Blade +3 strength, ignores armor saves, rending

Manreaper +2 Strength, ignores armor saves, causes Instant Death on 4+ (models with eternal warrior take D3 wounds instead of dying instantly)

Master Guardian Spear master crafted, ignores armor saves, +2 strength, built in master crafted twin linked bolter

Master Relic Blade +4 strength, ignores armor saves, strikes at half initiative

Mechanicus Crafted Lighting Claw ignores armor saves, re rolls hits in close combat, Any roll of 6 to hit in CC allows the wielder to make an additional attack. If any additional attacks also yield the result of a 6 then continue rolling additional attacks until you roll no further 6's. Roll to wound as normal with all attacks that score a hit.

Meteor Hammer +3 strength, close combat weapon, two handed, +1 initiative

Mjainar +2 Strength, Master Crafted, ignores armor saves

Moonblade +1 strength, ignores armor saves, 2D6 armor penetration

Moon Fang ignores armor saves, any rolls to hit that are a 6 cause instant death

Neural Whip ignores armor saves, +1 Initiative

Nonpareil Stave +1 strength, rending, two handed, any rolls to hit that are a 4 cause instant death

Null Rod ignores armor saves, inflicts instant death on Psykers, psychic powers friendly or enemy cannot be used

Oxy-acetylene ignores armor saves, rending, poisoned 3+

Pain Whip ignores armor saves, may be used as a pistol

Paragon Blade ignores armor saves, rolls to hit that are a 6 cause instant death

Phoenix Blade +3 strength, ignores armor and cover saves

Power Axe +1 strength, ignores armor saves

Power Blade ignores armor saves, 4+ rending

Power Claw doubles strength, ignores armor saves, +2 to penetration rolls, strikes at initiative 1

Power Fist double strength, ignores armor saves, strikes at initiative 1

Power Flail +1 Initiative, ignores armor saves, and in addition, models with a power flail may choose to automatically hit all enemy models in base contact with them instead of their normal number of attacks

Power Lance ignores armor saves, +1 initiative, +2 initiative on the charge

Power Maul ignores armor saves, +3 strength, may re-roll failed to wound, strike at initiative 1

Power Scythe ignores armor saves, +1 strength, strikes at initiative 3, two handed, may make number of attacks that are enemy models in base contact

Power Stake ignores armor saves, always wounds psykers and models with marks of chaos on a 2+

Power scourge doubles strength, ignores armor saves, +2 attack

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, ignores invulnerable saves on roll to hit of 6

Raider Tulwar ignores armor saves, may re roll failed wounds, +2 strength, 1+ initiative, +D6 attacks

Relic Blade +2 strength, ignores armor saves

Relic Chainsword close combat weapon, all models hit reduce their armor save by half for one turn

Ripper master crafted, +2 strength, rending, close combat weapon

Runic Weapon ignores armor saves, may instant kill with a psychic test, also may nullify psychic powers within 24" on a 4+

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

Siege Wrecker strength 10 AP 1, Adds +2 to the vehicle damage table, ignores armor saves, strikes at initiative 1

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

Soulspear +2 strength, ignores armor saves, ignores invulnerable saves

Spear of Russ ignores armor saves, +2 strength

Spear of Telesto +2 strength, ignores armor saves

Spear of Vulkan +2 strength ignores armor saves

Staff of Office Doubles strength, ignores armor saves, strikes in initiative order, any model who survives the attack has initiative 1 for the next 2 rounds of close combat

Storm Talons rending, ignores armor saves, may re roll failed to wounds and hits, +2 strength, +1 initiative

Sword of Caliban +1 strength, ignores armor saves, +1 initiative, master crafted

Sword of Silence ignores armor saves, +2 strength, rending

Talon of Horus +1 Strength, ignores armor saves, re roll failed hits and wounds, built in twin linked bolter, all enemy units within 12" are at -1 leadership

Terror Shard ignores armor saves, wounded units take moral check at -2 LD

The Axe of Hydra +3 strength, ignores armor saves, rending, two handed

The Black Sword +4 strength, ignores armor saves, rending

The Blade Encarmine +2 Strength, ignores armor saves, +1 Initiative

The Burning Halberd +1 strength, ignores armor saves

The Dark Talon +1 strength, ignores armor saves

The Executioner +1 strength, adds D6 extra Victory points, causes instant death on a 4+

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

Titan Chain Fist strikes at strength D, rolls 6D6 added together for armor penetration, adds +4 attacks, and causes D3 structure point damage on either a glancing or penetrating hit

Titan Close Combat Weapon strikes at strength D, adds +3 attacks

Titan Sword increases WS by +1 and I by +2

Triskele +4 strength, ignores armor saves

Thunder Hammer doubles strength, ignores armor saves, strike at initiative 1, 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

Unguis Raptus +1 strength and initiative, ignores armor saves, may re roll failed to hit and wound, +2 attacks

Vibro Blade Rending, close combat weapon

Vortex Weapon doubles strength, ignores ALL armor saves, rolls to hit that are a 4+ cause instant death with NO saves allowed, grants D6 additional attacks, rolls 4D6 added together when rolling for armor penetration

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

Wrecker adds +5 attacks, strength D, +7 initiative

Wolf Claw ignores armor saves, re roll failed hits and wounds

Worldbreaker +2 strength, ignores armor saves, any model who survives the attack has initiative 1 for the next 2 rounds of close combat

Xenotech Phase Blade ignores armor saves, ignores invulnerable saves

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

Communications Breakdown psychic ranged attack with 24" range, must pass a psychic test, then roll both players must a leadership test based on the squad it was used on. If the Librarian wins may move the enemy squad 2D6" in any direction

Curse of The Machine Spirit range 30" if vehicle is hit by the attack it suffers a penetrating hit with an AP 1 modifier

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

Hand of Mechanicus repairs any immobilization or weapon destroyed result within 24" of use

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

Invigorating Pistons Used at the start of turn causes one non-walker a +6" movement that turn. If used on a walker it gains D6+1" movement range

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 combined 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 dreadnoughts 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

Psi-storm psychic shooting attack with the following profile: range 24" strength X AP 2 heavy 2, poisoned 2+

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+

Soul Lightning range 20" strength 6 AP 5 assault 2, ignores cover, for each shot that hits two additional shots also hit

Storm of Destruction Used in the Assault Phase, the Rune Priest/Librarian may re roll any missed attacks that turn.

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

Thunder's Call range 36" strength 4 AP D6 assault 3, twin linked, pinning

Unyielding Faith in the Machine used in either the start of the movement phase or the shooting phase, vehicles within 15" ignore crew stunned and crew shaken for one turn

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

Blind Grenades halves enemy weapon skill when assaulting or being assaulted

Breacher Charges strength 8 AP 1 assault 1, one use, 3" blast, tank hunter

Cluster Mines 3" blast strength 4 AP - no cover saves

EMP Grenades Designed to bring down vehicles and highly advanced high tech equipment the EMP grenade emits a pulse of radiation that knocks out electrical circuits. EMP grenades may be thrown instead of Frag Grenades when assaulting or thrown as a defensive grenade when being charged. If the unit is charging a target that is a vehicle roll a D6, on a 1 the vehicle's targeting systems were knocked out, the vehicle is Shaken, on a roll of a 2-5 the vehicle's targeting systems as well as their drive systems were knocked out resulting in an automatic Stunned result. On the roll of a 6 the vehicle's systems were severely compromised by the grenade, this causes a Stunned result as well as a -1 penalty to the vehicle's BS the next turn it may fire.

EMP Grenades may also be used on large, heavily armored infantry units.

Any unit with an armor save of 3+ or better is susceptible. On the roll of a 1 the grenade has no effect. On a roll of a 2 or 3 the enemy unit loses 1 initiative, on a 4 or 5 the enemy unit either counts as WS 1 (if used offensively) or fails to complete their charge and stops 2" from the

charged unit (if used offensively) and on a 6 the EMP grenade shorts out a critical system and the enemy unit is completely disabled meaning that it may not attack at all (if used offensively) or it fails its charge and stops 2" from the unit with the EMP grenades and suffers D6 S2 AP- hits

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

Plasma Grenade used in a death or glory move, models with plasma grenades strike with a strength 7 AP 2 hit

Shroud Bomb 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 Grenade enemy psychics and daemons are at initiative 1 for the rest of the assault

Rad Grenade when assaulting or being assaulted the enemy suffer a -1 toughness for the rest of the game which does effect their instant death

Virus Grenade assault grenades that lower the WS, BS, Strength and Toughness by D3

Additional wargear/Rules

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

2nd Assault Captain assault squads gain +1 WS, and command squad may have jump packs for +10 points per model

AA hit's fliers using normal BS rather than on 6's. Skimmers do not get their Jink save

A Black Rage If Sanguinius is reduced to 1 Wound he gains +2 Strength and +1 Toughness.

A Force of Their Own May operate independently from one another or as a squad at -1 to their leadership

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

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

Aggression Implants grants +1 attack, +1 strength, rage, +2" movement range, must sweeping advance

Alchemys The Tech-Priest is an expert at concocting powerful ammunitions, and will refit his own weaponry accordingly as well as many weapons carried by his followers. If he carries a Bolt Gun he may also carry Metal Storm, Inferno Bolt, Dragonfire bolts, Vengeance bolts, or Kraken Bolt ammunition

for +3 pts per ammunition type. Any Heavy Bolters in the force (except those mounted on support weapons, vehicles or robots) may be issued Hellfire ammunition for +6 points

All power to the Weapons if the Stromlord does not move it may fire it's vulcan mega bolter twice

All Terrain Vehicle may re roll difficult and dangerous terrain tests

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

Ambush any models that have been deployed during the movement phase are hit by a strength 2 AP 3 sniper, pinning hit

Amphibious Treats water terrain as open rather than difficult or dangerous

Ancient Tactician An Iron Hands army which includes Kaargul may re roll the dice to determine who chooses a table edge first

Aquila Standard counts as a locator beacon and all Imperial units within 18" may re roll leadership and psychic tests

Archaic Weaponry If Cypher is in your army, all models in your army may re roll saves to prevent Gets Hot! wounds

Armored Fist Camba Diaz may command any Tank from this rule set.

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

Artificer Armor 2+ armor save

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

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

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

Assault Bridge An assault bridge is utilized to cross terrain that would impede the Legions 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.

Assault Vehicle models may disembark from vehicle and then assault

Auspex reveals infiltrators within 4D6" and the unit may take a free shot at them before the beginning of the game

Automated Artillery If assaulted and they lose nothing happens, may fire normally next turn

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 BS for either D3 Whirlwind attacks or D3 assault cannon attacks against each target unit.

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

Back Pack Banner unit automatically regroups without passing a leadership test
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.

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)

Banner of Terra As long as he lives, any friendly Imperial units within 12" of the Banner may re-roll failed Morale and Pinning tests.

Battlefield Command Uplink It adds +1 to reserve rolls and grants all units within 18" gain +1 BS

Battle Forged Heroes the entire army benefits from either scout, tank hunters, counter attack, furious charge, or infiltrate special rules

Battery each is deployed independently from one another

Battery Feedback Because of the feedback problem, if the Incinerator suffers a "weapon destroyed" result on the penetrating hit table, the vehicle is destroyed

Berserk Rage Gains D3 additional attacks for charging instead of just +1, also adds +1 initiative on the charge

Beast of the Legion all Legion units within 6" have the Counter-attack, Stealth, and fearless universal rules

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

Biologis By studying the Alien, the Tech-Priest knows how best to defeat the foul flesh that would challenge the Machine God. He is also learned in the weaknesses of more human physiology as well. One per turn he or any unit he is leading may roll again to wound any one shooting or hand to hand combat attack.

Bionics if the model loses it's last wound, do not remove it from play. Instead lay it on it's side and roll a D6 at the start of your turn. If the roll is a 5+ the model is placed back upright with one wound remaining, any other rolls it is removed as a casualty

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

Blessings of the Ommissiah fixes immobilization and/or weapon destroyed results on a vehicle instead of firing a weapon on a 4+

Bind Barrage pick a point anywhere on the table and place a marker on it. Then roll a scatter die plus 2D6, and move the marker in the direction indicated. Then Place a second marker not more then 36" away from where the first marker ended up and roll a scatter die plus 2D6, and move the marker in the direction indicated. Then draw an imaginary line between the two markers, for the remainder of the turn the line of sight is blocked for any enemy units wishing to shoot or assault.

Bolster Defenses +2 to all cover saves

Bolter Drill re roll failed to hit rolls with bolters, and twin linked bolters

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 Twin Linked Bolters

Bolter Storm all bolt weapons in the squad may fire double their amount for one turn

Boosters The vehicle's engine is modified with superchargers and additional power units, making it much more powerful than normal. Once per game they can be used at the start of the movement phase, adding an additional D6" of movement for that turn. This upgrade cannot be combined with Hover Lifters though, due to the extra weight and power needed for those modifications.

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

Brutal Tactics assault squads and vanguard squads MUST be taken as troops.

Both suffer from Rage. Tactical squads become elites.

Bullish Commander Blood Angel Tactical Squads in an army including Amit gain the Stubborn, counter attack and Furious Charge universal special rules

Bulky counts as two for transport purposes

Bunker Busters +1 to pen roll against buildings

Burning Wraith may forgo one attack to inflict a strength 5 AP 3 hit to all non-salamander models while in close combat

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"

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

Camo Cloak grants stealth universal special rule

Camouflage Gains a permanent 5+ cover save

Captain of an Assault Company Blood Angel Assault squads with jump packs gain +1 WS in armies including Furioso

Carapace armor 4+ save

Careful Planning can bring half of units held in reserve in on the first turn, while the other half MUST be brought in on the second turn

Careful Tactics Sternguard veterans and assault squads count as troops in an army including Marius Vairosean

Cataphractii Terminator Armor 2+ armor save, 4+ invulnerable, 4+ feel no pain save, may not perform sweeping advance

Cell Mate Erythron may be given Terminator Armor in place of his Artificer Armor if the army includes his Cell Mate Sheed Ranko

Cell Objective 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

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

Chain Blades all bolt weapons may re-roll failed to wound results in the first round of close combat and add +1 attack

Channel for the Warp May cast all powers once each turn but is limited to 3 shooting attacks

Chooser of the Slain may place a marker in the enemy deployment zone, enemy models may NOT scout or infiltrate within 24" of the marker

Cloak of Feather-Blades An artifact created by master artificers from Chemos trained upon mars, the Cloak of Feather-Blades is formed of razor sharp adamnatium, and the sheen of it can often blind or stun an enemy.

At the start of the assault phase, roll a d6. On a roll of 5+, any enemy unit wishing to assault Fulgrim will strike after all other blows have been resolved (after power fists and such). In addition, if Fulgrim has not fired his Volkite charger this turn, any enemy unit wishing to shoot at him must shoot at him at -1 BS due to the swirling kaleidoscope of colors the cloak creates.

Cobra Terminator Armor 2+ armor save, 3+ feel no pain, may perform sweeping advance

Command Tank is a mobile field HQ. All space marines units with 24" of the tank may re-roll failed Morale Checks. All legion tanks within 12" may ignore gun crew shaken

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.

Combat Engineers The legions 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 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.

Combat Shield 6+ invulnerable save

Combat Bionics Many members of the Cult Mechanicus augment themselves with special bio-mechanical implants, designed to improve their effectiveness in serving the Machine God. While they may take many forms, the overall effect in combat is to increase the model's Strength by +1 and add +1 Weapon Skill. Note that the +1S is added after doubling for purposes of Power Fists, etc.

Combat Control Center adds +1 WS

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

Conversion Field This device converts harmful kinetic or electromagnetic energy into a blinding flash of light, thus giving the wearer a 4+ Invulnerable save that may be taken instead of its normal armor or cover save. If any Conversion Field saves succeed, all other models in base contact (friend and foe!) with the wearer must make their regular saving throw (armor, invulnerable, cover, etc) or have their Weapon Skill halved for the remainder of the turn.

Coordinated Bolter Fire Any friendly Imperial Fist squad within 8" of Aeneas Rynn may fire bolters as if they were stationary

Coryphaeus As the Coryphaeus 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

Counter Attack Gains +1 attack if being assaulted

Cool Headed Unit is not effected by rage

Coordinated Sniper Fire once per game Gemenoth may use his Signum on the Whole squad, but he himself may not fire

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.

Cunning May re-roll to see who goes first and may redeploy D3 piece of terrain 6"

Crack Shot +1 to all armor penetration rolls and may re roll failed to hit and wound against monstrous creatures

Cybernetic Enhancements Cult Mechanicus followers often host a plethora of cybernetic body modifications and replacements, to better serve the Machine God. These offer a 6+ Invulnerable Save to the model due as they often absorb what would have been lethal attacks. If the user is wearing Terminator Armor, this item works exactly the same way as normal Bionics

Cyberneticus The Tech-Priest is fitted with a Mind-Impulse Unit, normally used to control Battle Titans. Here he can use it to operate a shoulder-mounted weapon, which can be chosen as normal from the Armory (in addition to any other weapons he has taken). This allows him to carry an extra two-handed ranged weapon which he can fire in the same turn as his normal shooting.

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

Damage any rolls of 5 when shots hit the cyclops automatically destroy it

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

Dark Harvest any enemy space marines that are killed within 12" of a Corpse Taker squad count as double the kill points

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

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 gain +1WS in armies including Krieg Acerbus

Death Riding Home on a Cloud Models in a unit joined by Vincent Sixx gain the Scout and Skilled Rider universal special rule

Deceive Your Foes Redeploy d3 enemy units before Scout moves and Planetstrike Firestorms. Cannot be used on embarked units or units in Bastions

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

Defense Leader The Garrison Sergeant's squad may re-roll cover saves. They may not take a dedicated transport.

Deliverance Squads May be taken as fast attack as well as heavy support

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

Desperate Atrocity Suicide attacks are abhorrent and demoralizing. Any unit suffering casualties from a Martyr's Suicide Vest must take an immediate Morale check

Desperadoes either double their number of their shots from their ranged weapons, or gain furious charge, fleet, and counter attack, or have an extra close combat weapon and the rending special rule

Detailed Fire Plan the squad may split its ranged attack between 2 different targets after passing a leadership test

Devious Tactician may re-roll the dice for who goes first

Digital Lasers may re-roll one failed to wound result per assault, or may be used as a hot shot lasgun

Displacer Field This contains a device that detects possible injury to the wearer, and activates a miniature warp-jump engine flick the wearer out of real-space momentarily to avoid damage. This device gives a 3+ Invulnerable save that may be used instead of taking a normal armor or cover save.

On a roll of a 1 though, not only has the device failed to shift the user out of harm's way but has also burned out and cannot be used for the rest of the game.

Displacer Jump Pack may teleport 24" every three turns, or every other turn with a dangerous terrain test involved

Disruptor Beacon whenever enemy reserves arrive within 48" of the disruptor roll a D6. on a 3+ the owner of the Beacon may choose a new place for the enemy to land (may NOT be impassable terrain)

Dogfighter Storms have highly tuned targeting systems which make firing at ground targets very difficult, they are BS 2 when shooting ground targets

Drop Pod Assault counts as deep striking and only 5% of drop pods may arrive on the first turn

Dozer Blade may re roll difficult terrain tests

Dreadnought Jump Pack makes dreadnoughts move like jump infantry, gains the deep strike and heroic intervention special rules, however if combined with an overcharged engine with Atomantic Shielding it lowers the invulnerable save by 2 due to the power drain (IE a 4 becomes a 6 and so on)

Dreadnought Lord all dreadnoughts may be taken as troops excepted named dreadnoughts

Drill Attack any models wishing to assault the termite take a strength 8 attack on a 4+ that ignores armor saves and rolls 2D6 for armor saves

Drill Attack O any models wishing to assault the Ordintus take a strength D attack on a 4+ that ignores armor saves and rolls 2D6 for armor penetration

Easily Distracted Carl has a tendency to wonder the battle field, as such he cannot claim objectives

Electro Hull The vehicle has been wired with powerful electrical cabling on its exterior, delivering a powerful shock to any enemy models attempting to attack it. At the beginning of each Assault Phase after all models have moved, any models in base contact with the vehicle take a S3, Initiative 10 attack with normal saving throws allowed.

Electoos These subdermal electrical implants are less powerful (and draining) than the ones grafted onto Electro Priests, but do allow the wearer to make an devastating attack in close combat. In the first round of an Assault, all of the user's attacks ignore armor as the power flows from his hands into his weapon. After this initial attack the effects wear off until a new Assault is launched.

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

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

Engine Damage if suffers engine damage result loses D6" in movement rather than D3"

Equerry to The Night Hunter You may include a squad of Night Lord Primarch Honor Guard in an army including Shang

Eternal Warrior Immune to instant death

Exo Suit 2+ armor save 6+ invulnerable save, may not perform sweeping advance

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"

Extremely Bulky counts as 5 Models for transport purposes

Eye of the Storm All Perturabo and Olympia Storm Tanks are +1 BS in an army including Perturabo

Eye of Vengeance the owner of model with this rule chooses who gets wounded instead of the owning player

Eygja Though some Fenrisian Wolves can grow to the size of Land Speeders, Eygja is relatively small. As big as an astartes Jetbike, Eygia makes Skeld's already potent attacks formidable indeed. All Skeld's attacks in close combat have the Rending special rule

Familiar These can be either Haemoncolytes or Techno-mats, both of which act to preserve and cleanse the remaining organic portions of the connected user. Haemoncolytes are vat-grown creatures are formed from the user's own flesh and blood, while Techno-mats are tethered Servitors which monitor and sustain the user's fragile organics. A Familiar allows the user to force a re-roll of any rolls that cause wounds, unless they are sufficient to cause Instant Death. Familiars are typically mounted on the same base as the user but can be modeled on another base if desired; in any case they do not count as another model and cannot be targeted in any manner.

Favored Enemy may reroll any failed rolls to hit in close combat or shooting against your opponent's army. If your army is facing two or more armies, you must select which army is affected by this rule

Favored Son all Luna Wolves within 18" count as fearless and gain the counter attack USR

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

Fearful Figurehead All enemy units within 18" are at -1 leadership

Fearless Immune to moral tests

Feral Wulfen may not be joined by any Independent character other than Leman Russ, Bulveye, or Skeld. They may not be transported in any vehicle

Feel No Pain taken after armor saves, on a 5+ the model ignores the wound this includes instant death shots

Feedback If the Valdor fails to penetrate armor roll a D6. On a 1 the Valdor suffers a glancing hit

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.

Firedrakes Any unit of Firedrake Terminators joined by Xavier gain the Counter Attack ability

Firedrake Mantle ignores the effect of flame weapons only on a D6 roll of 5+

Firedrake Squads Firedrakes may be taken as troops as well as elites

Fire Control Center adds +1 BS

Fire Support D All Devastators with in 12" of Moy count as having twin linked weapons

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.

Flak Armor 5+ save

Flank March may be deployed from any and ALL table edges

Flare Shield lessens all damage up to 24" away by -1 from both strength and AP. All damage done 12" away is lessened by 2. Strength D weapons ignore this rule

Flawed Armor any roll to hit on the Knights from a strength 5 or more weapon that is a 6 will cause instant death

Flawed Power Armor rolls of 3 count as failing armor save

Fleet may moved 2D6" in the shooting phase

Fluedic Blast 36" by 24"

Focussed Aggression units within 8" may ignore Rage

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

Forward you Dogs! grants stubborn special rule to any units within 12"

From the Heavens The Fellblade may be held in reserve but must deploy during the player's first turn using normal Deep Strike rules.

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

Furious Charge adds +1 to both strength and initiative for the first round of close combat

Galvanic Motors may ignore immobilization results on a roll of a 4+

General Staff owing player uses 3D6 when taking leadership tests, and pick which two to use to pass or fail the leadership test

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

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

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.

Glorious 6th Vanguard veterans count as troops

God of War units may pass or fail any test required

Grav Chute gains deep strike but always scatters 2D6"

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.

Hard to Kill forces your opponent to re roll successful hits in close combat and may re roll failed armor saves

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

Hardened Legion Some Legions, above their brethren, were renowned for

their sheer determination and resilience in the face of the overwhelming circumstance. These warriors were counted on to hold the line, no matter the odds. Hardened Legion units ignore negative modifiers due to being outnumbered in assault.

Havoc Charges after landing all enemy models within 12" are stuck by a strength 5 AP 4 hit

Head Hunter gains +1 to rending rolls if fighting by himself

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

Heavy Armored Prow May ignore glancing and penetrating hits on a 4+. The Prow also counts as rough terrain modifications and mine sweeper

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.

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. No other heavy weapon may be taken in this squad

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

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

Heroic Intervention may not shoot when deep striking but may move and assault
Heroic Stand nominate an objective, all friendly legion marines within 8" of it now are fearless and have the counter attack special rule

Highly Flammable when a catastrophic damage is taken roll a D6. On a 2+ treat the damage as an apocalypse explosion.

Hit And Run may break off close combat and move 3D6" in a straight line

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

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.

Hold At All Costs always count as scoring even if below 50% strength

Holy Icon The vehicle mounts a suitably large and impressive symbol of the Machine God. Any Adeptus Mechanicus unit within 6" of the vehicle may roll one extra D6 for all Leadership-based tests, then discard one before determining their final score.

Honor of the Chapter Gains fearless and +1 initiative

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

Honor Or Death must direct all attacks to enemy independent character and may re roll failed to hits and wounds against them

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

Hover Disk Hover disks are small devices, barely large enough for one rider to stand on, but mounted with a powerful and compact anti-grav propulsion system. They allow the rider to move as if he was mounted on a jetbike but without any mounted weapons or increase in Toughness. Hover Disks can be easily stowed so the wearer can move on foot or enter vehicles normally, but cannot be taken by models wearing Terminator Armor (there is only so much they can lift!).

Hover Lifters Extensive retrofitting is done on some smaller vehicles to remove their normal tracked drive system and mount anti-grav plates and thrusters. The vehicle now counts as a *Skimmer*. This upgrade can be combined with *Boosters* though, due to the extra weight and power needed for those modifications.

Hull Breacher While at short range the Chimera's Melta cannon always gains its 2d6 armor penetration, unless the target has the Flyer vehicle type

Hungry for Glory Jubal's squad must always hold Primary Objectives or charge unit's of note (such as independent characters)

Icon of Caliban all Dark Angels units within 12" add +1 to their assault score

Icon of Faith all Word Bearers within 18" are fearless

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

Implacable Terminator Armor 2+ armor save, 2+ invulnerable save, 3+ feel no pain, may NOT sweeping advance, may re roll failed saves

Improved Communications add +2 to all reserve rolls

Indiscriminate Bombardment player uses orbital bombardment, then the other side uses orbital bombardment, and then the owning player uses orbital bombardment

Indomintus Shield 2+ invulnerable save

Infiltrate may be set up in cover if 18" away from the enemy and in cover

Inspirational Hero grants stubborn and may re roll failed to hits in assault

In the Company of Wulfen The Sorcery 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

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

Integrated Weapon the Weapon cannot suffer a weapon destroyed result and does not suffer from gun crew shaken

Invidiosa is a shield that Quintus uses in conjuncture with Bane-of-men, in the manner of champions of old. What his opponents don't realize, however, is that the shield is razor edged and enclosed by a power field, effectively doubling as an extra power weapon. Invidiosa is a Storm Shield. Unlike normal Storm shields and Relic Blades, Quintus gains an extra attack for wielding 2 weapons.

Iron Discipline ignores the -1 leadership value if under half strength

Iron Halo 4+ invulnerable save, or +1 invulnerable save if wearing terminator armor

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

Iron Will if killed roll a D6. On a 1 model dies, on a 2 has 1 wound left, and on a 3+ has full wounds and furious charge

Its Up To Us Lads the ability to fire twice at max range and 3 times at close range, grants +2 cover saves, and grants fleet

Jammers enemy team loses five minutes to discuss deployment, must deploy straight away, and may not talk to one another until the die to see who goes first is rolled

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"

Junior Officer grants all units within 6" the ability to fire twice at max range and 3 times at close range, grants +2 cover saves, and grants fleet

Justaerin Warplate 2+ armor save, 4+ invulnerable save, 3+ feel no pain, relentless

King Russ If you include Lemman Russ then sternguard,/terminator, and/assault terminators may be taken as Troop choices instead of Elites

Knight Champion all favored units within 12" gain preferred enemy

Large Target due to it's large size targets may use their regular BS if they don't have the AA special rule

Las Specialist 4 members of his squad may upgrade to master crafted Grim Lascannons for free

Lasher Tendrils all models within 6" lower their attacks by 2. If two vehicles have them the effect is cumulative

Leman Russ Tank Ace grants BS 4

Liber Entropicus A tome written by the sorcerer himself, it contains all his sorceries knowledge. To prevent anyone stealing his knowledge however, the pages themselves warp and blur constantly to other's eyes, which can drive even the most sane man into the irreversible depths of madness.

The Liber Entropicus grants the ability for Khaldun to read a passage of the book to the enemy as he charges into battle. When he charges, he may nominate D6 enemy models. These models have their initiative reduced to 1 for the remainder of the Assault Phase, as their minds try to desperately comprehend the knowledge they have just been told. At the end of the combat, if the models survived, those models (not the unit as a whole) must take a leadership test. If it fails, then they instantly suffer a wound, with no saves allowed.

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

Limited Availability limited to one per army with the exception of the space wolves, white scars and world eaters

Lion Helm 3+ invulnerable Save to any unit he joins and himself, +1 toughness

Liturgies of Battle may re roll failed to hits

Lodge Master Sternguard squads may be taken as troops as well as elites

Lone Killer may never join squads except Serpents strike squads, and all Serpents strike squads become a troop choice

Lone Warrior may never join squads and always wanders the battlefield

looking for a new stronger target

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

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

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

Lord of Devastators Devastator squads may be taken as troops as well as heavy support

Lord Of The Flame The Unbound Flame is immune to all Meltas, Flamers, and similar Fire based weaponry

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

Lord of the Justaerin Terminators Justaerin Terminators may be taken as troops as well as elites

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

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

Lumbering Behemoth may always fire it's turret weapon regardless if it moved or not

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

Mark 5 Heresy Armor 3+ save, rolls to hit that are a 4+ cause instant death, and +1 to movement range

Mark 3 Iron Armor +1 Strength, slow and purposeful

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

Marksmen if the land raider does not move or shoot any other weapons the thunderfire cannon is shot at +1 BS

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

Master of the 1st Company sternguard veterans, terminators, assault terminators, and devastator terminators may be taken as troops

Master of the 1st Assault Company command squad may have jump packs for +5 points per model and vanguard veteran squads count as troops

Master of the 14th all models in an army lead by Lio Drake have +1 toughness and the rending special rule

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

Master Artificer All vehicles based off the rhino hull are +1 to all the armor facings

Master of Assault Assault squads may be taken as troops

Master of Chosen all sternguard and terminator assault squads are troops

Master Crafted May re roll failed to hits and/or re roll armor saves

Master Interrogator Roll 2D6 for each kill by the Blade of Reason and add it to the total score

Master Iron Halo 3+ invulnerable save

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

Master of the Hunt furious charge and +1 strength

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

Master of Nulls Null may be taken as a troop choice if the army is lead by Kristoph von Lusuing

Master Psyker knows smite, force dome, Avenger, might of ancients, null zone, gate of infinity, vortex of doom, quickening, machine curse, Thunder's Call, Curse of The Machine Spirit, Storm of Destruction

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.

Master Scout scout squads gain +1 WS and BS

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

Master of Tanks FERRUS tanks may be taken up to squads of 10 in an iron hands army

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

Maximum Fire Grants the relentless special rule

Mechadendrites gains an additional strength 3 attack at double initiative

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.

Mechanicus Protectiva provides a 3+ invulnerable save

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

Metallurgicus Perhaps the greatest blasphemy seen by the Tech-Priest are those vehicles not blessed by the Omnissiah (which usually means any not in his own force). These devices are well known to him though, and he has learned how to exploit their weaknesses. One per turn he or any unit he is leading may roll again on the damage chart after striking a penetrating or glancing hit on a vehicle.

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.

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.

Misericorde Models transported aboard a vehicle with a Misericorde are not affected by Crew Shaken or Crew Stunned results on the vehicle damage chart although the vehicle itself is still affected. Furthermore these compartmentalized alcoves allow the vehicle to ignore the Bulky special rule when determining its transport capacity.

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

Move Through Cover ignores difficult terrain and rolls 2D6 when moving through dangerous terrain and pick the highest die

Munitorum As one of the weaponsmiths of the Imperium, the Tech-Priest is expert at creating specialized devices of lethal terror, often by modifying the standard ammunition is uses . Any non-energy based range weapon he carries counts as having the Rending ability.

Murderous Torrent all bolter shots from his squad within 12” have the rending special rule

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

Narthecium 4+ feel no pain on all squads within 12", including themselves

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

Night Vision/Acute Senses ignores night fight

Not One Step Back Unit he is part of and all units within 12” gains the stubborn special rule

Nuke Blast nuke template is 24” by 28” in diameter

Oath of the Moment grants the stubborn and counter attack special rules, if squads already have stubborn special rule adds +1 to Initiative and attacks

Oath of War choose one enemy at the start of the game (be it infantry, bike infantry, jetbike infantry, jump infantry, or monstrous creature) they now have preferred enemy against all types of those infantry

Ocular Implants These special bionic upgrades vastly increase the user’s optical capabilities, allowing him to see in the Infrared bands and in very low level lighting. He may roll 3D6 when checking to see how far he (and any unit he is leading) can fire in Night Fight missions.

Ogryn Commander Ogryn units count as Troop Choices in an army that includes Captain Fohrste

On Time and On Target Europae pattern thunderhawk automatically arrive from reserve on turn 1

Operative Controller Operative Cells count as Troop Choices in an army that includes Mathias Herzog

Operator the cyclops may not function if more then 48” away from it’s operator

Orbital Linkup re roll any failed reserve rolls

Overcharged Engine adds 6" movement range, however if on a dreadnought with Atomantic Shielding it lowers the invulnerable save by 1 due to the power drain (IE a 5 becomes a 6 and so on)

Overwatch instead of fireing during your turn you may just sit and do nothing. During the enemies firing phase you may shoot first before they do, with weapons at half range

Palatine Blade Palatine blade squads are a troop choice in an army including Teliosa Pariah immune to all psychic powers and sorcery. All models that are not the model/s with this rule have a max leadership of 7 when with in 6”

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

Perfect Copies Clone Troopers may be taken by the emperors children as Troop choices

Perfection Through Coordination Any friendly Emperor’s Children squad within 18" of the model with this rule may fire bolters as if they were stationary

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.

Perfection Through...UH..LASCANNON Any model in the scout squad may replace their sniper rifle for a lascannon for +15 points

Pick Of The Legion Rogue Traders will not join some legions due to their tactics. As such Rogue Traders may not be taken by the Hell Bunnies, White Scars, Space Wolves, Night Lords, Blood Angels, Dragoons, World Eaters, Word Bearers, or Alpha Legion

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

Phase Reality Generators take the unit off the board and place them into reserves. On the next turn the unit may be placed anywhere on the board

Physic The Tech-Priest has studied well the designs for the fragile human body, the better to know how to replace it with more trustworthy mechanical parts. He is able to repair damaged flesh with ease, patching up the wounded follower until he can be properly refitted after the battle, and counts as having a Narthecium/Medi-Pack.

Plasma Overload after the end of every assault phase roll a D6 for every 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

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 Strength 7 power weapon. If the roll for the initiative test is a 1, Cypher suffers a Gets Hot! Wound

Poison Resistance Poisoned Attacks can only cause wounds on a 6+.

Power Armor 3+ armor save, has acute senses

Power Blades grants the ability to ignore armor save and adds +1 attack or if models already have a weapon ignores armor saves adds +1 strength

Power Field A Power Field generates a powerful energy bubble around the user, giving the wearer a 2+ Invulnerable Save that may be taken instead of its normal armor or cover save. This save can only be used against ranged attacks – in an Assault, the enemy is inside the area of the energy bubble and the field can offer no help. The device is bulky as well though, and the wearer will suffer –1 Initiative.

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

Power of the Machine Spirit may fire an additional weapon at a different target at BS 2 and may do so even if crew is stunned or shaken

Power Shield +1 Void Shield

Preferred Enemy always hits targets on a 4+ regardless of targets WS

Purgatus Flame Jets as soon as drop pod lands place a 5" blast marker directly over the pod. All enemy units are struck by a strength 6 AP 4 hit

Purity Above All squads with this special rule may upgrade their sergeant to an apothecary for +25 points.

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

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

Purgation Lord Purgation strike squads may be taken as troops

Quick strikes at initiative 3 when striking with a thunder hammer, power fist or chain fist

Questing Knights gain Preferred Enemy; Monstrous Creatures, and count as having S5 and Ld10 when in an assault against them

Rage must always charge the nearest enemy and gains +2 attacks when charging the enemy

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

Raptor Jump Pack may move 15", assault 9", does not take difficult or dangerous terrain tests for moving into those types of terrain, but must make a difficult terrain test for moving out of them, All enemy units within 12" 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

Recon units with this asset may always re roll difficult and dangerous terrain tests

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

Refractory Armor Coating The surface of the model's arm or is coated with layers of microscopic crystals, designed to refract or dissipate harmful light-based attacks. The wearer can always take his normal Armor Save against any laser or light-based weapon attack, such as Lasguns, Lascannons, Bright Lances, etc., even if the Armor Piercing Value would normally not allow him an Armor Save. It has no effect against any other type of attack. Note this only applies to Armor Saves - if some other saving throw type is used (cover or Invulnerable, for example), it has no effect.

Refractor Field 5+ invulnerable save

Reinforced Armor adds +1 to all armor facings except when it is already 14

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

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

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

Relentless may move and shoot rapid fire and heavy weapons as if they had no moved

Rites of Battle may use owners leadership instead of there own if within 18"

Rite of Pure Thought This extreme surgical procedure is becoming more common throughout the ranks of the Adeptus Mechanicus, whereby the emotional and illogical right brain section of the user is replaced with a cogitator linked directly into the remaining, more logical left hemisphere. This allows the user a purity of reason, unencumbered by distractions or any sense of self-preservation; he now gains the Fearless special rule.

Rocket Barrage In a turn in which the vehicle has not moved, the multi-launcher's rate of fire is increased to Heavy 1+D3

Rosarius 4+ invulnerable save

Runes of the Machine God Before leaving on the Quest, powerful sigils of rare circuitry are inscribed on the armor and special chants are made in the name of the Machine God, designed to protect the wearer from harm. Once per game the wearer may re-roll one failed Armor Saving throw, or take an Armor Save against a single hit from a weapon that for whatever reason would normally not allow it.

Note this only applies to Armor Saves - if some other saving throw type is used (cover or Invulnerable, for example), the effect cannot be used.

Runic Charm 5+ Invulnerable Save

Sanctis Ancient technologies were implanted so as to make Luther more than the equal of a regular space marine, +1 to Initiative and toughness, and confers a 3+ invulnerable save to LUTHER and a 4+ invulnerable save to his squad

Scanner A complex sensor device that feeds targeting data to the Legions 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)

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

Scions of Magnus may cast the Might of the Ancients psychic power on themselves, Knows Might of the Ancients, force dome, and Machine Curse psychic powers

Scion of Mars Because of their relationship with the Adeptus Mechanicus, the Iron Hands have unprecedented access to rare technologies. If an Iron Father in the army, then any Techmarine may replace his servo arm for a conversion beamer for free

Scheduled Bombardment mark three spots on the battlefield secretly, then during the game orbital bombardments may be brought down unlimited times in these spots (so choose wisely)

Scouts may move 12" after armies are deployed but before the first turn

Scrap Code Shrieker defensive weapon with a 12" range. Roll to hit as normal. On a 2-5 causes a glancing hit. On a 6 causes a penetrating hit with +2 to the damage chart

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

Scythes may re-roll failed to hit and wound if charging into assault

See, But Remain Unseen gains infiltrate and +1 to all cover saves

Send in the Next Wave units with this rule may be placed back on the table for free if removed as casualties

Servitor Crew Installation The human crew is replaced with Servitors, specially programmed to operate the vehicle. This sets the vehicle's Ballistic Skill from 3 to 4. In addition, if its vehicle suffers an Immobilized result for any reason the Servitor operator may attempt to repair it in the Shooting Phase, instead of shooting any vehicle-mounted weapons. On a D6 score of 6, the vehicle is repaired and may move as normal in following turns. An Immobilized Skimmer may attempt repair in this way but only if they moved 6" or less in the previous turn.

Shadow Cloak +2 to all cover saves

Shadow Sergeant A unit that includes a Shadow Sergeant gains the Stealth and Fleet universal special rules

Shatter Defenses reduce all enemy cover saves by 2

Shield of Sigismund 3+ invulnerable save, re-roll failed invulnerable saves

Shock Absorbers makes it so the tank can move next turn

Shroud of Barbarus He wore a tattered flapping cloak at all times wrapped round his body and face which often confuse his outline and distracted from his actual position making him hard to hit. Rumor within the Legion suggested it was the death shroud used to bury the very last Necromancer Mortarion killed on Barbarus. Counts as a 3+ invulnerable save and a 3+ feel no pain save

Siege Armor 2+ armor save, 3+ invulnerable save, Very bulky, slow and purposeful

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.

Siege Breaker all Thunder Hammers in the army lead by Hercule Berossus strikes in initiative order rather than last

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

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.

Signum grants +1 BS to one member of squad for one turn

Skilled Riders ignores dangerous terrain tests

Sky-high Hunter Storms are responder craft, sent out by Astartes battle barges to deal with enemy planetary air support. A storm can elect to stay in ongoing reserves. It does this until an enemy flyer enters play – entering play the following turn. This Flyer has been targeted. The Storm gains re-rolls to hit and to wound/penetrate on that target, but may not target any other craft or ground unit – this is until either the target flyer is destroyed, or one or other flyer leaves combat airspace. A Storm that leaves combat airspace may re-enter ongoing reserves in a similar way. NB: if there are flyers on the field the following turn, the storm must enter play. It may choose its target if there are multiple targets

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

Slow and Purposeful has relentless and always count as being in difficult terrain when moving and assaulting

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

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

Small In Stature only counts as 1 for transport purposes and may ride in rhinos

Sorcerer Any powers used do not require a psychic test and cannot be affected by devices that affect psychic powers

Special Operations grants either scouts and move through cover, re roll scatter die when deep striking, or infiltrate and weapons count as pinning

Psi-Tracker may re roll failed hits on any psykers or squads lead by them

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

Stealth adds +1 to cover saves

Storm Shield 3+ invulnerable save

Storm Trooper Commander storm troopers become troops

Strategic Redeployment units that have this and are currently able to move may move an unlimited distance so long as they DO NOT move within 12" of an enemy. Note they cannot assault or shoot on the turn they make this move

Stubborn ignores minus leadership values when taking leadership tests

Subterranean Assault Counts as drop pod Assault

Supersonic may move 36" if it does not shoot

Superior Jump Pack moves 24", assaults 12", falls back 4D6"

Suppressive Fire Wounds caused by Flamers and Heavy Flamers in Koruscate Blaze's Sternguard Squad gain the Pinning special rule

Supreme Headquarters all units in the formation/unit and all units within 12" have acute senses, tank hunters, counter attack, and fearless special rules

Surgical Raid an enemy unit is hit before the first turn by a strength 5 AP 2 hit (vehicles are hit on the Side Armor)

Surprise Attack may re roll to see who goes first

Surveyor detects infiltrators within 4D6" and may take a free shot at them

Survive Against the Odds Should Corax be reduced to 1 Wound his Feel No Pain save increases to 2+

Takhi Warhorse May move and assault 12", add +1 attack

Tank Aces Sieguard units have the Tank hunters special rule, and automatically pass tank shock leadership tests

Tank Commander tanks become BS 5 as long as commanded by the model with this rule. if the tank explodes on a 1 or 2 the model is dead on a 3 or more the model leaps out, then may take command of a different tank

Tank Hunter adds +1 to armor penetration rolls

Tank Siege Armor shooting at the top of the vehicle/dreadnought counts as hitting it's side armor instead of it's rear like normal

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.

Targeting Stabilizer if vehicle move flat out it may still fire all it's weapons but at -1 BS

Targeter adds +1 BS

Tartorus Terminator Armor 2+ armor save, 5+ invulnerable save, may perform sweeping advance

Technicus Using his deeper knowledge of rare technologies and access to non-standard equipment, the Tech-Priest can outfit any Heavy weapons (except sniper rifles) carried by his followers with a rare Suspensor unit. This changes the weapon to Assault but cuts the effective range by 6".

These can be fitted to any heavy weapon not mounted on a vehicle or Robot, or used on a Support Weapon at a cost of +10 points per application.

Teleport Homer may deep strike within 6" of it and not scatter

Teleport Master Terminators do NOT roll for scatter when deep striking, they always land on target

Terminator Honors grants +1 attack and +1 leadership, or if the model has no leadership or is leadership 10 already adds +2 attacks

Terminator Lord Terminators and Assault Terminators may be taken as troops

Terrified Civilian are at -1 LD for all pinning tests

Terror Incarnate Any unit that suffers at least 1 wound must pass a leadership test

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

The Dragon Scale Provides a 2+ feel no pain that may be taken in addition to armor or invulnerable save

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

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.

The Only Weapon You Ever Need Batiatus squad may NEVER take special or heavy weapons, but his squad has Special Issue Ammunition

The Raven's Wings This is an ancient and ornate jump pack fashioned to look alike to a massive pair of Raven's Wings. Corax counts as having a jump pack but can move 30" in the movement phase instead of the normal 12".

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

Thunder Armor 4+ save, 5+ feel no pain

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

Tip of the Spear May re-roll their sweeping advance rolls

Titanic Might may re-roll failed to wounds with shooting and close combat attacks

Touch of The Emperor immune to all psychic powers

Toxic Miasma All non Death Guard Units within 6" of Mortarion are at -1 toughness

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

Trick-Shot may fire both of his weapons, or one of his weapons counting as twin-linked

Trophy Kill pick one enemy independent character, if it is slain it now counts as an additional objective for both sides

True Mark 5 Power Armor 3+ save, +1 to movement range

True Might of the Omnissiah Ignores all crew shaken and stunned results

True Son of Alpharius Sternguard squads count as troops and gain the counter attack special rule

Turbo Boosters may move 24" but may not fire weapons, grants a 6+ invulnerable save

Twin Linked any weapon with this rule may either re-roll failed to hits or add additional shots as if there were another weapon

Unexpected Bombardment Grulgor may move and use the Orbital Bombardment special rule, even in scenarios where it would not normally be permitted

Unrelenting Hunter may choose to treat and weapon destroyed result on enemy vehicles as an immobilization result instead

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

Unstable Reactor Adds +1 to the catastrophic damage chart

Urslavik 12th Infantry Your compulsory Troop choices must be Conscript squads in an army including Andrei Ornate

Venerable increases invulnerable saves by +1, or a 6+ invulnerable save if it did not already have one

Very Bulky counts as three for transport purposes

Veteran High Lord Sternguard veterans count as troops, plus they may deep strike

Veteran Lord Vanguard, Sternguard, terminator, and terminator assault squads may be taken as troops as well as elites/fast attack

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

Void Armor all hits that glance or penetrate are at -1. Also counts as extra armor

Vortex Jump Pack may enter play via deep strike and may move via deep strike, but can only be used 3 times

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. He may issue the same orders as a Company Commander. Orders may only be issued to Beastman units

Warp Crystal adds +1 strength, +1 AP, and +6" range

Warp Jump Pack (One use only) This device allows the wearer to move up to 24" in the Movement Phase in exactly the same manner as if it was using the Deep Strike special rules (so roll for deviation, etc). After one use though the pack's energy supply is exhausted and cannot be used again.

Warrior Born During the Assault phase, model gets a bonus to his Attacks equal to the number of models he killed in the previous Assault phase.

Wolf Amulet grants a 4+ invulnerable save, or a +1 invulnerable save if armor already give one

Wolf Tail Talisman nullifies psychic powers on a 5+

Wolftooth Necklace always hits in close combat on 3's regardless of weapon skill

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

Worth Their Weight In Fire Devastators count as troops

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.

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.

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

Xenologis Countless hours in close study has inured him to the horrors of the Alien and taught him the best ways to strike them down. He and his retinue of Disciples

count as having the Preferred Enemy rule against all non-human enemies.

Xenotech allows techpriest to take a splinter pistol or Slugga for free, a shuriken pistol for +1 point, a splinter rifle, Shoota, or shuriken catapult for +2 points, or a Gauss Flayer for +5 points.

You Are Expendable may not benefit from a cover save but grants units behind them a 3+ cover save

	DA	HB	EC	IW	WS	SW	IF	NL	BA	IH	D	WE	UM	DG	TS	LW	WB	S	RG	AL	AD	AM	IA	R
DA	X	O	M	X	M	O	M	O	M	X	X	O	X	M	O	X	M	M	M	M	X	X	X	X
HB	O	X	X	M	O	X	X	M	O	O	O	O	O	M	M	X	X	M	M	M	O	M	O	O
EC	M	X	X	M	X	O	O	O	M	X	M	O	M	M	O	X	O	M	M	O	O	X	X	X
IW	X	M	M	X	M	O	O	O	M	M	X	M	M	X	M	M	O	X	M	M	X	X	X	X
WS	X	M	O	M	X	X	O	M	X	M	O	M	M	X	O	M	O	M	X	M	M	O	M	O
SW	O	X	O	O	X	X	M	M	M	M	X	M	M	O	O	X	M	M	M	O	O	X	X	M
IF	M	X	O	O	O	X	X	O	M	X	O	M	X	X	M	M	M	O	X	O	X	X	X	X
NL	O	M	O	O	M	M	O	X	X	M	X	X	M	X	O	M	M	O	X	M	X	M	O	O
BA	M	O	M	M	X	M	M	X	X	M	O	M	X	M	M	X	M	M	M	M	X	O	X	M
IH	X	O	X	M	M	M	X	M	M	X	M	O	M	X	O	M	O	X	X	M	X	X	M	X
D	X	O	M	X	O	X	O	X	O	M	X	X	O	M	X	X	O	M	M	X	M	X	X	M
WE	O	O	O	M	M	M	M	X	M	O	X	X	O	O	O	X	M	O	X	O	X	O	X	O
UM	X	O	M	M	M	X	X	M	X	M	O	O	X	M	O	X	X	O	M	O	O	M	X	X
DG	M	M	M	X	X	O	X	X	M	X	M	O	M	X	X	X	M	O	O	O	M	M	X	X
TS	O	M	O	M	O	O	M	O	M	O	X	O	O	X	X	X	O	M	M	M	X	M	O	O
LW	X	X	X	M	M	X	M	M	X	M	X	X	X	X	X	X	X	M	X	X	M	X	X	X
WB	M	X	O	O	O	M	M	M	M	O	O	M	X	M	O	X	X	M	X	X	O	O	X	X
S	M	M	M	X	M	M	O	O	M	X	M	O	O	O	M	M	M	X	X	M	M	X	M	X
RG	M	M	M	M	X	M	X	X	M	X	M	X	M	X	M	X	X	X	X	X	X	M	O	O
AL	M	M	O	M	M	O	O	M	M	M	X	O	O	O	M	X	X	M	X	X	O	X	X	O
AD	X	O	O	X	M	O	X	X	X	X	M	X	O	M	X	M	O	M	X	O	X	X	X	X
AM	X	M	X	X	O	X	X	M	O	X	X	O	M	M	M	X	O	X	M	X	X	X	X	O
IA	X	O	X	X	M	X	X	O	X	M	X	X	X	X	O	X	X	M	O	X	X	X	X	X
R	X	O	X	X	O	M	X	O	M	X	M	O	X	X	O	X	X	X	O	O	X	O	X	X
X ALY																								
M despe rateal ly																								
O by the Empe ror's Com mand																								

DA= DARK ANGELS, HB= HELL'S BUNNIES, EC= EMPERORS CHILDREN, IW= IRON WARRIORS, WS= WHITE SCARS, SW= SPACE WOLFS, IF= IMPERIAL FISTS, NL= NIGHT LORDS, BA= BLOOD ANGELS, IH= IRON HANDS, D=DRAGOONS WE= WORLD EATERS, UM= ULTRAMARINES, DG= DEATH GUARD, TS= THOUSAND SONS, LW=LUNA WOLFS/SONS OF HORUS, WB= WORD BEARERS, S= SALAMANDERS, RG= RAVEN GUARD, AL= ALPHA LEGION, AD= ANGELS OF DEATH, AM= ADEPTUS MECHANICUS, IA= IMPERIAL ARMY, R= REMEMBERANCERS

Written by:

Me

Rules Barrowed from:

The Great Crusade Forum

Belloflostsouls

The Adeptus Mechanicus Forum

Bolter and Chainsword

Dakka Dakka

Forgeworld

Gamesworkshop