



# LEGION TACTICAL DETACHMENT

Infantry (1)

Tactical Strength: 5



| Name                 | Movement                           | Save | CAF    | Morale | Wounds                                                            |
|----------------------|------------------------------------|------|--------|--------|-------------------------------------------------------------------|
| Tactical Legionaries | 5"                                 | 5+   | 2      | 3+     | 1                                                                 |
| Weapons              | Range                              | Dice | To Hit | AP     | Traits                                                            |
| Legion bolters       | 8"                                 | 1    | 5+     | 0      | Assault, Light                                                    |
| Special Rules        | None                               |      |        |        |                                                                   |
| Detachment Size      | 4 (35 points) Max 4 upgrades below |      |        |        |                                                                   |
| Tactical             | +2 +12 points                      |      |        |        |                                                                   |
| Plasma               | +2 +15 points                      |      |        |        |                                                                   |
| Missile Launcher     | +2 +15 points                      |      |        |        |                                                                   |
| Terminators          | +2 +15 points                      | 5"   | 4+     | 4 3+   | Bulky, Deep Strike, Implacable, Invulnerable Save (6+), Steadfast |
| Legion combi-bolters | 8"                                 | 1    | 5+     | 0      | Accurate, Assault, Light                                          |
| Assault Marines      | +2 +12 points                      | 7"   | 5+     | 3 3+   | Jump Packs                                                        |
| Legion bolt pistol   | 6"                                 | 1    | 5+     | 0      | Light                                                             |







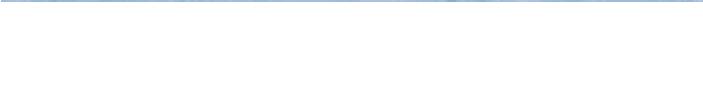
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Infantry (1)

Tactical Strength: 5



| Name                 | Movement                           | Save | CAF    | Morale | Wounds                                                            |
|----------------------|------------------------------------|------|--------|--------|-------------------------------------------------------------------|
| Tactical Legionaries | 5"                                 | 5+   | 2      | 3+     | 1                                                                 |
| Weapons              | Range                              | Dice | To Hit | AP     | Traits                                                            |
| Legion bolters       | 8"                                 | 1    | 5+     | 0      | Assault, Light                                                    |
| Special Rules        | None                               |      |        |        |                                                                   |
| Detachment Size      | 4 (35 points) Max 4 upgrades below |      |        |        |                                                                   |
| Tactical             | +2 +12 points                      |      |        |        |                                                                   |
| Plasma               | +2 +15 points                      |      |        |        |                                                                   |
| Missile Launcher     | +2 +15 points                      |      |        |        |                                                                   |
| Terminators          | +2 +15 points                      | 5"   | 4+     | 4 3+   | Bulky, Deep Strike, Implacable, Invulnerable Save (6+), Steadfast |
| Legion combi-bolters | 8"                                 | 1    | 5+     | 0      | Accurate, Assault, Light                                          |
| Assault Marines      | +2 +12 points                      | 7"   | 5+     | 3 3+   | Jump Packs                                                        |
| Legion bolt pistol   | 6"                                 | 1    | 5+     | 0      | Light                                                             |







# PLASMA GUN DETACHMENT

Infantry (1)

Tactical Strength: 5



| Name                | Movement      | Save | CAF    | Morale | Wounds   |
|---------------------|---------------|------|--------|--------|----------|
| Support Legionaries | 5"            | 5+   | 2      | 3+     | 1        |
| Weapons             | Range         | Dice | To Hit | AP     | Traits   |
| Plasma guns         | 10"           | 1    | 4+     | -1     | Light AT |
| Special Rules       | None          |      |        |        |          |
| Detachment Size     | 4 (35 points) |      |        |        |          |
|                     | +2 +15 points |      |        |        |          |
|                     | +4 +30 points |      |        |        |          |







# MISSILE LAUNCHER DETACHMENT

Infantry (1)

Tactical Strength: 5



| Name                | Movement      | Save | CAF    | Morale | Wounds               |
|---------------------|---------------|------|--------|--------|----------------------|
| Support Legionaries | 5"            | 5+   | 1      | 3+     | 1                    |
| Weapons             | Range         | Dice | To Hit | AP     | Traits               |
| Missile launchers   | 20"           | 2    | 4+     | 0      | Light, Ignores Cover |
|                     | 20"           | 1    | 4+     | -1     | Anti-tank            |
| Special Rules       | None          |      |        |        |                      |
| Detachment Size     | 4 (40 points) |      |        |        |                      |
|                     | +2 +15 points |      |        |        |                      |
|                     | +4 +30 points |      |        |        |                      |







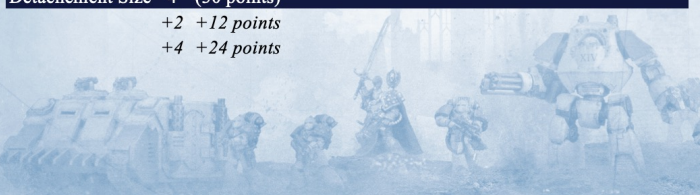


# ASSAULT DETACHMENT

Infantry (1)

Tactical Strength: 5

| Name               | Movement      | Save | CAF    | Morale | Wounds |
|--------------------|---------------|------|--------|--------|--------|
| Assault Marines    | 7"            | 5+   | 3      | 3+     | 1      |
| Weapons            | Range         | Dice | To Hit | AP     | Traits |
| Legion bolt pistol | 6"            | 1    | 5+     | 0      | Light  |
| Special Rules      |               |      |        |        |        |
| Jump Packs         |               |      |        |        |        |
| Detachment Size    | 4 (30 points) |      |        |        |        |
|                    | +2 +12 points |      |        |        |        |
|                    | +4 +24 points |      |        |        |        |





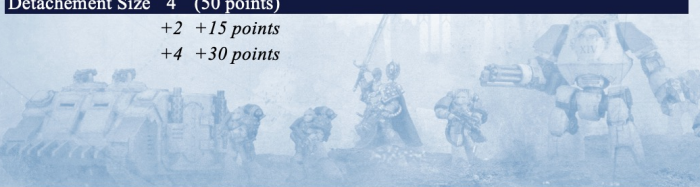


# TERMINATOR DETACHMENT

Infantry (1)

Tactical Strength: 5

| Name                                                              | Movement      | Save | CAF    | Morale | Wounds                   |
|-------------------------------------------------------------------|---------------|------|--------|--------|--------------------------|
| Legion Terminators                                                | 5"            | 4+   | 4      | 3+     | 1                        |
| Weapons                                                           | Range         | Dice | To Hit | AP     | Traits                   |
| Legion combi-bolters                                              | 8"            | 1    | 5+     | 0      | Accurate, Assault, Light |
| Special Rules                                                     |               |      |        |        |                          |
| Bulky, Deep Strike, Implacable, Invulnerable Save (6+), Steadfast |               |      |        |        |                          |
| Detachment Size                                                   | 4 (50 points) |      |        |        |                          |
|                                                                   | +2 +15 points |      |        |        |                          |
|                                                                   | +4 +30 points |      |        |        |                          |





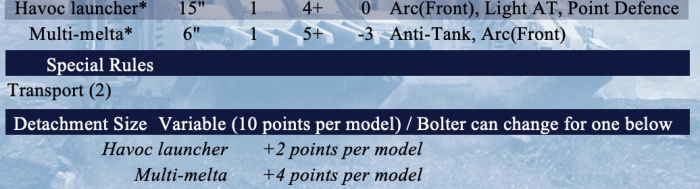


# RHINO DETACHMENT

Vehicle (2)

Tactical Strength: 2

| Name                | Movement                                                         | Save | CAF    | Morale | Wounds                                    |
|---------------------|------------------------------------------------------------------|------|--------|--------|-------------------------------------------|
| Rhino               | 9"                                                               | 4+   | 0      | 3+     | 1                                         |
| Weapons             | Range                                                            | Dice | To Hit | AP     | Traits                                    |
| Twin-linked bolter* | 8"                                                               | 1    | 5+     | 0      | Arc(Front), Assault, Light, Point Defence |
| Havoc launcher*     | 15"                                                              | 1    | 4+     | 0      | Arc(Front), Light AT, Point Defence       |
| Multi-melta*        | 6"                                                               | 1    | 5+     | -3     | Anti-Tank, Arc(Front)                     |
| Special Rules       |                                                                  |      |        |        |                                           |
| Transport (2)       |                                                                  |      |        |        |                                           |
| Detachment Size     | Variable (10 points per model) / Bolter can change for one below |      |        |        |                                           |
|                     | Havoc launcher +2 points per model                               |      |        |        |                                           |
|                     | Multi-melta +4 points per model                                  |      |        |        |                                           |







# LEGION TARANTULA BATTERY

Infantry (1)

Tactical Strength: 5

| Name                                   | Movement      | Save | CAF    | Morale | Wounds            |
|----------------------------------------|---------------|------|--------|--------|-------------------|
| Legion Tarantula                       | -             | 5+   | -3     | -      | 1                 |
| Weapons                                | Range         | Dice | To Hit | AP     | Traits            |
| Tarantula lascannon battery*           | 22"           | 2    | 5+     | -1     | Anti-tank         |
| Hyperios air-defence missile launcher* | 25"           | 1    | 4+     | -1     | Skyfire, Tracking |
| Special Rules                          |               |      |        |        |                   |
| Automated Sentry                       |               |      |        |        |                   |
| Detachment Size                        | 4 (36 points) |      |        |        |                   |
|                                        | +2 +15 points |      |        |        |                   |
|                                        | +4 +30 points |      |        |        |                   |









# RAPIER BATTERY DETACHMENT

Infantry (1) Tactical Strength: 5



| Name                          | Movement | Save | CAF    | Morale | Wounds               |
|-------------------------------|----------|------|--------|--------|----------------------|
| Legion Rapier                 | 4"       | 5+   | 1      | 3+     | 1                    |
| Weapons                       | Range    | Dice | To Hit | AP     | Traits               |
| Laser destroyer array*        | 15"      | 2    | 4+     | -2     | Anti-tank            |
| Quad launchers*               | 6" - 30" | 2    | 4+     | -1     | Barrage, Light       |
|                               | 16"      | 1    | 4+     | -1     | Demolisher, Light AT |
| Special Rules                 |          |      |        |        |                      |
| Bulky                         |          |      |        |        |                      |
| Detachment Size 2 (40 points) |          |      |        |        |                      |
| +2 +30 points                 |          |      |        |        |                      |
| +4 +60 points                 |          |      |        |        |                      |
| +6 +90 points                 |          |      |        |        |                      |



# LEVIATHAN SIEGE DETACHMENT

Walker (1) Tactical Strength: 3



| Name                             | Movement | Save | CAF    | Morale | Wounds                      |
|----------------------------------|----------|------|--------|--------|-----------------------------|
| Leviathan Dreadnought            | 5"       | 4+   | 5      | 3+     | 1                           |
| Weapons                          | Range    | Dice | To Hit | AP     | Traits                      |
| Twin-linked volkite caliver      | 12"      | 1    | 4+     | 0      | Accurate, Deflagrate, Light |
| Leviathan storm cannon*          | 10"      | 2    | 5+     | -1     | Light AT, Rapid Fire        |
| Cyclonic melta lance*            | 6"       | 1    | 4+     | -3     | Anti-tank, Demolisher       |
| Leviathan siege claw             | -        | 0    | -      | -4     | Rend, Wrecker (2)           |
| Special Rules                    |          |      |        |        |                             |
| Armoured, Invulnerable Save (5+) |          |      |        |        |                             |
| Detachment Size 4 (75 points)    |          |      |        |        |                             |
| +2 +35 points                    |          |      |        |        |                             |
| +4 +70 points                    |          |      |        |        |                             |



# DREADGNOUGHT DETACHMENT

Walker (1) Tactical Strength: 3



| Name                                               | Movement | Save | CAF    | Morale | Wounds                        |
|----------------------------------------------------|----------|------|--------|--------|-------------------------------|
| Contemptor Dreadnought                             | 5"       | 4+   | 5      | 3+     | 1                             |
| Weapons                                            | Range    | Dice | To Hit | AP     | Traits                        |
| In-built twin-linked bolter                        | 8"       | 1    | 5+     | 0      | Assault, Light, Point Defence |
| Kheres assault cannon*                             | 10"      | 1    | 5+     | -1     | Light AT, Rapid Fire          |
| Twin-linked lascannon*                             | 22"      | 1    | 4+     | -1     | Accurate, Anti-tank           |
| Special Rules                                      |          |      |        |        |                               |
| Armoured, Invulnerable Save (6+)                   |          |      |        |        |                               |
| Detachment Size 4 (70 points) Max 3 upgrades below |          |      |        |        |                               |
| Contemptor +2 +30 points                           |          |      |        |        |                               |
| Leviathan Siege +2 +35 points                      |          |      |        |        |                               |



# DEREDEO DETACHMENT

Walker (1) Tactical Strength: 3



| Name                                             | Movement | Save | CAF    | Morale | Wounds               |
|--------------------------------------------------|----------|------|--------|--------|----------------------|
| Deredeo Dreadnought                              | 5"       | 4+   | 2      | 3+     | 1                    |
| Weapons                                          | Range    | Dice | To Hit | AP     | Traits               |
| Hellfire plasma cannonade*                       | 14"      | 2    | 4+     | -2     | Light AT             |
| Anvilus autocannon battery*                      | 16"      | 2    | 5+     | -1     | Accurate, Light AT   |
| Aiolos missile launcher                          | 25"      | 1    | 4+     | -2     | Anti-tank, Skyfire   |
| Sarcophagus Mounted weapons                      | 8"       | 1    | 6+     | 0      | Light, Point Defence |
| Special Rules                                    |          |      |        |        |                      |
| Armoured, Invulnerable Save (5+), Tracking Array |          |      |        |        |                      |
| Detachment Size 4 (85 points)                    |          |      |        |        |                      |
| +2 +40 points                                    |          |      |        |        |                      |
| +4 +80 points                                    |          |      |        |        |                      |







# PREDATOR SQUADRON





Vehicle (2)

Tactical Strength: 2



| Name                            | Movement       | Save | CAF    | Morale | Wounds                           |
|---------------------------------|----------------|------|--------|--------|----------------------------------|
| Legion Predator                 | 9"             | 3+   | 2      | 3+     | 1                                |
| Weapons                         | Range          | Dice | To Hit | AP     | Traits                           |
| Predator cannon*                | 18"            | 2    | 5+     | -1     | Light AT                         |
| Predator lascannon*             | 22"            | 1    | 4+     | -1     | Anti-tank, Accurate              |
| Sponson Mounted heavy bolters** | 12"            | 2    | 5+     | 0      | Arc(Front), Light, Point Defence |
| Sponson Mounted lascannon**     | 22"            | 1    | 4+     | -1     | Anti-tank, Arc (Front)           |
| Special Rules                   | None           |      |        |        |                                  |
| Detachment Size                 | 3 (115 points) |      |        |        |                                  |
|                                 | +1 +35 points  |      |        |        |                                  |
|                                 | +3 +95 points  |      |        |        |                                  |
|                                 | +6 +185 points |      |        |        |                                  |





# SICARIAN SQUADRON



| Name                                | Movement       | Save | CAF    | Morale | Wounds                           |
|-------------------------------------|----------------|------|--------|--------|----------------------------------|
| Legion Sicarian                     | 10"            | 3+   | 2      | 3+     | 1                                |
| Weapons                             | Range          | Dice | To Hit | AP     | Traits                           |
| Twin-linked accelerator autocannon* | 16"            | 3    | 5+     | -1     | Tracking                         |
| Omega plasma array*                 | 12"            | 1    | 4+     | -2     | Accurate                         |
| Hull heavy bolter                   | 12"            | 2    | 5+     | 0      | Arc(Front), Light, Point Defence |
| Sponson heavy bolters**             | 12"            | 2    | 5+     | 0      | Arc(Front), Light, Point Defence |
| Sponson lascannon**                 | 22"            | 1    | 4+     | -1     | Anti-tank, Arc(Front)            |
| Special Rules                       | None           |      |        |        |                                  |
| Detachment Size                     | 2 (105 points) |      |        |        |                                  |
|                                     | +1 +40 points  |      |        |        |                                  |
|                                     | +2 +70 points  |      |        |        |                                  |
|                                     | +4 +140 points |      |        |        |                                  |



# KRATOS SQUADRON



| Name                     | Movement       |      | Save   | CAF | Morale                               | Wounds |
|--------------------------|----------------|------|--------|-----|--------------------------------------|--------|
| Legion Kratos            | 8"             | 2+   | 3      | 3+  | 2                                    |        |
| Weapons                  | Range          | Dice | To Hit | AP  | Traits                               |        |
| Kratos battlecannon*     | 10"            | 1    | 4+     | -4  | Anti-tank, Armourbane                |        |
|                          | 20"            | 2    | 4+     | -1  | None                                 |        |
| Melta blastgun*          | 8"             | 1    | 4+     | -4  | Anti-tank, Armourbane, Bunker Buster |        |
| Co-axial autocannon      | 16"            | 2    | 5+     | -1  | Co-axial, Light AT                   |        |
| 2 Hull heavy bolters**   | 12"            | 2    | 5+     | 0   | Arc(Front), Light, Point Defence     |        |
| 2 Kratos autocannon**    | 16"            | 2    | 5+     | -1  | Accurate, Arc(Front), Light AT       |        |
| 2 Kratos lascannon**     | 22"            | 1    | 4+     | -1  | Accurate, Arc(Front), Anti-tank      |        |
| Sponson heavy bolters*** | 12"            | 2    | 5+     | 0   | Arc(Front), Light, Point Defence     |        |
| Sponson lascannon***     | 22"            | 1    | 4+     | -1  | Anti-tank, Arc(Front)                |        |
| Special Rules            | None           |      |        |     |                                      |        |
| Detachment Size          | 2 (150 points) |      |        |     |                                      |        |
|                          | +1 +60 points  |      |        |     |                                      |        |
|                          | +2 +110 points |      |        |     |                                      |        |
|                          | +4 +200 points |      |        |     |                                      |        |



# LEGION COMMAND



| Name                                                                       | Movement            | Save | CAF    | Morale | Wounds         |
|----------------------------------------------------------------------------|---------------------|------|--------|--------|----------------|
| Command Squad                                                              | 5"                  | 4+   | 4      | 2+     | 1              |
| Weapons                                                                    | Range               | Dice | To Hit | AP     | Traits         |
| Legion combi-bolters                                                       | 8"                  | 1    | 5+     | 0      | Assault, Light |
| Special Rules                                                              | 25 points per model |      |        |        |                |
| Commander, Inspire (8"), Invulnerable Save (6+), Master Tactician, Medicae |                     |      |        |        |                |







# OUTRIDER SQUADRON

Cavalry (1)

Tactical Strength: 3

| Name                | Movement      | Save | CAF    | Morale | Wounds                        |
|---------------------|---------------|------|--------|--------|-------------------------------|
| Legion Outrider     | 10"           | 5+   | 2      | 3+     | 1                             |
| Weapons             | Range         | Dice | To Hit | AP     | Traits                        |
| Twin-linked bolters | 8"            | 1    | 5+     | 0      | Assault, Light, Point Defence |
| Twin plasma guns    | 10"           | 1    | 4+     | -1     | Light AT                      |
| Special Rules       |               |      |        |        |                               |
| Jink (6+)           |               |      |        |        |                               |
| Detachment Size     | 2 (30 points) |      |        |        |                               |
|                     | +2 +30 points |      |        |        |                               |
|                     | +4 +60 points |      |        |        |                               |





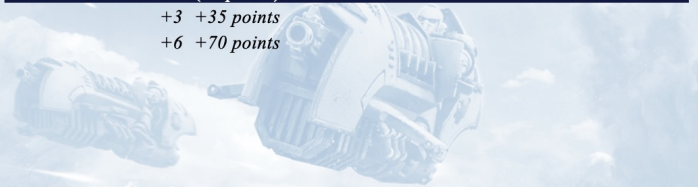


# SCIMITAR JETBIKE SQUADRON

Cavalry (1)

Tactical Strength: 3

| Name                    | Movement      | Save | CAF    | Morale | Wounds               |
|-------------------------|---------------|------|--------|--------|----------------------|
| Legion Scimitar Jetbike | 10"           | 5+   | 2      | 3+     | 1                    |
| Weapons                 | Range         | Dice | To Hit | AP     | Traits               |
| Scimitar heavy bolter   | 12"           | 2    | 5+     | 0      | Light, Point Defence |
| Special Rules           |               |      |        |        |                      |
| Jink (6+), Skimmer      |               |      |        |        |                      |
| Detachment Size         | 3 (35 points) |      |        |        |                      |
|                         | +3 +35 points |      |        |        |                      |
|                         | +6 +70 points |      |        |        |                      |







# LAND SPEEDER SQUADRON

Cavalry (1)

Tactical Strength: 3

| Name                | Movement                                                         | Save | CAF    | Morale | Wounds                            |
|---------------------|------------------------------------------------------------------|------|--------|--------|-----------------------------------|
| Legion Land Speeder | 10"                                                              | 4+   | 1      | 3+     | 1                                 |
| Weapons             | Range                                                            | Dice | To Hit | AP     | Traits                            |
| Plasma cannon       | 12"                                                              | 1    | 4+     | -1     | Light AT                          |
| Heavy bolter        | 12"                                                              | 2    | 5+     | 0      | Light, Point Defence              |
| Multi-melta*        | 6"                                                               | 1    | 4+     | -3     | Anti-tank                         |
| Heavy flamer*       | 6"                                                               | 1    | 4+     | 0      | Arc (Front), Light, Ignores Cover |
| Special Rules       | One in every two land speeders may exchange weapons by italique* |      |        |        |                                   |
| Jink (6+), Skimmer  |                                                                  |      |        |        |                                   |
| Detachment Size     | 2 (30 points)                                                    |      |        |        |                                   |
|                     | +2 +30 points                                                    |      |        |        |                                   |
|                     | +4 +60 points                                                    |      |        |        |                                   |







# JAVELIN SQUADRON

Cavalry (1)

Tactical Strength: 3

| Name                      | Movement                                                       | Save | CAF    | Morale | Wounds                            |
|---------------------------|----------------------------------------------------------------|------|--------|--------|-----------------------------------|
| Legion Javelin            | 10"                                                            | 4+   | 1      | 3+     | 1                                 |
| Weapons                   | Range                                                          | Dice | To Hit | AP     | Traits                            |
| Heavy flamer              | 6"                                                             | 1    | 4+     | 0      | Arc (Front), Light, Ignores Cover |
| Lascannon*                | 22"                                                            | 1    | 4+     | -1     | Arc (Front), Anti-tank            |
| Cyclone missile launcher* | 20"                                                            | 2    | 4+     | 0      | Arc (Front), Light, Ignores Cover |
| Special Rules             | Lascannon can change by cyclone missile launcher for +2 points |      |        |        |                                   |
| Jink (6+), Skimmer        |                                                                |      |        |        |                                   |
| Detachment Size           | 2 (33 points)                                                  |      |        |        |                                   |
|                           | +2 +33 points                                                  |      |        |        |                                   |
|                           | +4 +66 points                                                  |      |        |        |                                   |









# LAND RAIDER DETACHMENT

Vehicle (2)

Tactical Strength: 2

| Name               | Movement | Save | CAF    | Morale | Wounds                           |
|--------------------|----------|------|--------|--------|----------------------------------|
| Legion Land Raider | 9"       | 2+   | 2      | 3+     | 1                                |
| Weapons            | Range    | Dice | To Hit | AP     | Traits                           |
| Lascannon          | 22"      | 1    | 4+     | -1     | Accurate, Arc (Front), Anti-tank |
| Multi-melta*       | 6"       | 1    | 5+     | -3     | Arc (Front), Anti-tank           |

Special Rules

Forward Deployment, Assault Transport (2)

Detachment Size Variable (40 points per model)  
*Multi-melta +5 points per model (one for every three in detachment)*





# SPARTAN DETACHMENT

Vehicle (2)

Tactical Strength: 2

| Name              | Movement | Save | CAF    | Morale | Wounds                            |
|-------------------|----------|------|--------|--------|-----------------------------------|
| Legion Spartan    | 8"       | 2+   | 2      | 3+     | 2                                 |
| Weapons           | Range    | Dice | To Hit | AP     | Traits                            |
| Quad lascannon*   | 22"      | 2    | 4+     | -1     | Accurate, Arc (Front), Anti-tank  |
| Laser destroyers* | 15"      | 2    | 4+     | -2     | Accurate, Arc (Front), Anti-tank  |
| Heavy bolters**   | 12"      | 2    | 5+     | 0      | Arc (Front), Light, Point Defence |
| Lascannon**       | 22"      | 1    | 4+     | -1     | Arc (Front), Anti-tank            |
| Multi-melta***    | 6"       | 1    | 5+     | -3     | Arc (Front), Anti-tank            |

Special Rules

Assault Transport (5)

Detachment Size Variable (80 points per model)  
*Heavy bolters can change by lascannon for + 2 points*  
*Multi-melta +5 points per model*







# DROP POD DETACHMENT

Vehicle (2)

Tactical Strength: 2



| Name            | Movement | Save | CAF | Morale | Wounds |
|-----------------|----------|------|-----|--------|--------|
| Legion Drop Pod | -        | 4+   | -3  | -      | 1      |

| Weapons | Range | Dice | To Hit | AP | Traits                        |
|---------|-------|------|--------|----|-------------------------------|
| Bolter  | 8"    | 1    | 5+     | 0  | Assault, Light, Point Defence |

Special Rules

Drop Pod, Transport (2)

Detachment Size

Variable (6 points per model)

Palisage Drop Pod

+32 points

-

4+

-8

1

Drop Pod, Shield Generator(5+)





# DREADNOUGHT DROP POD

Vehicle (2)

Tactical Strength: 2



| Name                 | Movement | Save | CAF | Morale | Wounds |
|----------------------|----------|------|-----|--------|--------|
| Dreadnought Drop Pod | -        | 4+   | -8  | -      | 1      |

Special Rules

Drop Pod, Large Transport (2)

Detachment Size

Variable (7 points per model)

Palisage Drop Pod

+32 points

-

4+

-8

1

Drop Pod, Shield Generator(5+)





# DEATHSTORM DROP POD

Vehicle (2)

Tactical Strength: 2



| Name                | Movement | Save | CAF | Morale | Wounds |
|---------------------|----------|------|-----|--------|--------|
| Deathstorm Drop Pod | -        | 4+   | -8  | -      | 1      |

| Weapons          | Range | Dice | To Hit | AP | Traits                                |
|------------------|-------|------|--------|----|---------------------------------------|
| Missile launcher | 10"   | D3+2 | 6+     | -1 | Light AT, Limited(1), Saturation Fire |

Special Rules

Drop Pod

Detachment Size

2 (32 points)

+2

+32 points

+4

+64 points







# AUXILIA LASRIFLE TERCIO

Infantry (1) Tactical Strength: 5



| Name                   | Movement      | Save                 | CAF    | Morale | Wounds               |
|------------------------|---------------|----------------------|--------|--------|----------------------|
| Auxiliaries            | 5"            | 6+                   | 0      | 4+     | 1                    |
| Weapons                | Range         | Dice                 | To Hit | AP     | Traits               |
| Auxilia lasrifles      | 10"           | 1                    | 5+     | 0      | Light                |
| Flamers                | 6"            | 1                    | 4+     | 0      | Light, Ignores Cover |
| Special Rules          |               |                      |        |        |                      |
| Chain of Command, Line |               |                      |        |        |                      |
| Detachment Size        | 4 (30 points) | Max 6 upgrades below |        |        |                      |
| Auxiliaries            | +2            | +12 points           |        |        |                      |
| Auxiliaries Flamers    | +2            | +12 points           |        |        |                      |
| Veletarii              | +2            | +12 points           | 5"     | 6+     | 1 4+ Steadfast       |
| Auxilia laspistols     | 6"            | 1                    | 5+     | 0      | Light                |
| Power axes             | -             | 0                    | -      | 0      | Rend                 |
| Ogryn Charonites       | +2            | +15 points           | 5"     | 6+     | 3 4+ Furious Charge  |
| Charonite claws        | -             | 0                    | -      | 0      | Rend                 |



# OGRYN CHARONITE SECTION

Infantry (1) Tactical Strength: 5



| Name             | Movement      | Save       | CAF    | Morale | Wounds |
|------------------|---------------|------------|--------|--------|--------|
| Charonite Ogryns | 5"            | 6+         | 3      | 4+     | 1      |
| Weapons          | Range         | Dice       | To Hit | AP     | Traits |
| Charonite claws  | -             | 0          | -      | 0      | Rend   |
| Special Rules    |               |            |        |        |        |
| Furious Charge   |               |            |        |        |        |
| Detachment Size  | 4 (50 points) |            |        |        |        |
|                  | +2            | +15 points |        |        |        |
|                  | +4            | +30 points |        |        |        |



# VELETARII STORM SECTION

Infantry (1) Tactical Strength: 5



| Name               | Movement      | Save       | CAF    | Morale | Wounds |
|--------------------|---------------|------------|--------|--------|--------|
| Veletarii          | 5"            | 6+         | 1      | 4+     | 1      |
| Weapons            | Range         | Dice       | To Hit | AP     | Traits |
| Auxilia laspistols | 6"            | 1          | 5+     | 0      | Light  |
| Power axes         | -             | 0          | -      | 0      | Rend   |
| Special Rules      |               |            |        |        |        |
| Steadfast          |               |            |        |        |        |
| Detachment Size    | 4 (40 points) |            |        |        |        |
|                    | +2            | +10 points |        |        |        |
|                    | +4            | +20 points |        |        |        |



# AETHON HEAVY SENTINEL PATROL

Walker (1) Tactical Strength: 3



| Name                  | Movement      | Save       | CAF    | Morale | Wounds               |
|-----------------------|---------------|------------|--------|--------|----------------------|
| Aethon Heavy Sentinel | 7"            | 4+         | 0      | 4+     | 1                    |
| Weapons               | Range         | Dice       | To Hit | AP     | Traits               |
| Multi-laser           | 14"           | 2          | 5+     | 0      | Light AT             |
| Missile launchers     | 20"           | 2          | 4+     | 0      | Light, Ignores Cover |
|                       | 20"           | 1          | 4+     | -1     | Anti-tank            |
| Special Rules         |               |            |        |        |                      |
| Forward Deployment    |               |            |        |        |                      |
| Detachment Size       | 2 (35 points) |            |        |        |                      |
|                       | +2            | +25 points |        |        |                      |
|                       | +4            | +45 points |        |        |                      |
|                       | +6            | +65 points |        |        |                      |







# AUXILIA RAPIER BATTERY

Infantry (1) Tactical Strength: 5



| Name                    | Movement      | Save | CAF    | Morale | Wounds               |
|-------------------------|---------------|------|--------|--------|----------------------|
| Auxilia Rapier          | 4"            | 6+   | 0      | 4+     | 1                    |
| Weapons                 | Range         | Dice | To Hit | AP     | Traits               |
| Laser destroyer array*  | 15"           | 2    | 4+     | -2     | Anti-tank            |
| Quad launchers*         | 6" - 30"      | 2    | 4+     | -1     | Barrage, Light       |
| Mole Mortar*            | 16"           | 1    | 4+     | -1     | Demolisher, Light AT |
|                         | 20"           | 1    | 4+     | -1     | Burrowing            |
| Special Rules           |               |      |        |        |                      |
| Bulky, Chain of Command |               |      |        |        |                      |
| Detachment Size         | 3 (50 points) |      |        |        |                      |
|                         | +3 +40 points |      |        |        |                      |
|                         | +6 +70 points |      |        |        |                      |







# AUXILIA TARANTULA BATTERY

Infantry (1) Tactical Strength: 5



| Name                                   | Movement      | Save | CAF    | Morale | Wounds            |
|----------------------------------------|---------------|------|--------|--------|-------------------|
| Auxilia Tarantula                      | -             | 5+   | -3     | -      | 1                 |
| Weapons                                | Range         | Dice | To Hit | AP     | Traits            |
| Tarantula lascannon battery*           | 22"           | 2    | 5+     | -1     | Anti-tank         |
| Hyperios air-defence missile launcher* | 25"           | 1    | 4+     | -1     | Skyfire, Tracking |
| Special Rules                          |               |      |        |        |                   |
| Automated Sentry                       |               |      |        |        |                   |
| Detachment Size                        | 4 (36 points) |      |        |        |                   |
|                                        | +2 +15 points |      |        |        |                   |
|                                        | +4 +25 points |      |        |        |                   |





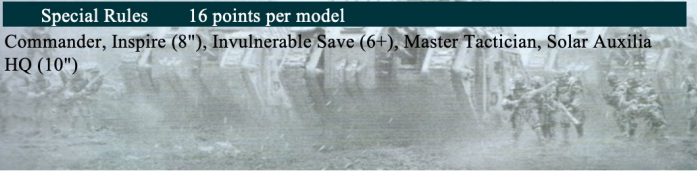


# LEGATE COMMANDER

Infantry (1) Tactical Strength: 5



| Name                                                                                      | Movement            | Save | CAF    | Morale | Wounds            |
|-------------------------------------------------------------------------------------------|---------------------|------|--------|--------|-------------------|
| Auxilia Commander                                                                         | 5"                  | 6+   | 3      | 2+     | 1                 |
| Weapons                                                                                   | Range               | Dice | To Hit | AP     | Traits            |
| Archaeotech pistols                                                                       | 6"                  | 1    | 5+     | -1     | Accurate, Light   |
| Volkite chargers                                                                          | 8"                  | 1    | 5+     | 0      | Deflagrate, Light |
| Special Rules                                                                             | 16 points per model |      |        |        |                   |
| Commander, Inspire (8"), Invulnerable Save (6+), Master Tactician, Solar Auxilia HQ (10") |                     |      |        |        |                   |







# TACTICAL COMMANDER

Infantry (1) Tactical Strength: 5



| Name                                           | Movement            | Save | CAF    | Morale | Wounds |
|------------------------------------------------|---------------------|------|--------|--------|--------|
| Tactical Command                               | 5"                  | 6+   | 1      | 3+     | 1      |
| Weapons                                        | Range               | Dice | To Hit | AP     | Traits |
| Auxilia lasrifles                              | 10"                 | 1    | 5+     | 0      | Light  |
| Special Rules                                  | 10 points per model |      |        |        |        |
| Commander, Inspire (8"), Solar Auxilia HQ (6") |                     |      |        |        |        |





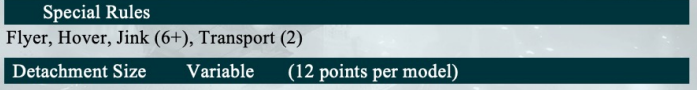


# AUXILIA ARVUS LIGHTER

Vehicle (2) Tactical Strength: 2



| Name                                   | Movement | Save                  | CAF    | Morale | Wounds |
|----------------------------------------|----------|-----------------------|--------|--------|--------|
| Arvus Lighter                          | 25"      | 4+                    | 0      | -      | 1      |
| Weapons                                | Range    | Dice                  | To Hit | AP     | Traits |
| None                                   |          |                       |        |        |        |
| Special Rules                          |          |                       |        |        |        |
| Flyer, Hover, Jink (6+), Transport (2) |          |                       |        |        |        |
| Detachment Size                        | Variable | (12 points per model) |        |        |        |









# LEMAN RUSS STRIKE SQUADRON

Vehicle (2) Tactical Strength: 2



| Name                                  | Movement | Save | CAF    | Morale | Wounds                           |
|---------------------------------------|----------|------|--------|--------|----------------------------------|
| Leman Russ Tank                       | 8"       | 2+   | 2      | 4+     | 1                                |
| Weapons                               | Range    | Dice | To Hit | AP     | Traits                           |
| Leman Russ battlecannon*              | 25"      | 1    | 4+     | -1     | None                             |
| Vanquisher battlecannon*              | 32"      | 1    | 4+     | -2     | Anti-Tank, Armourbane            |
| Hull Mounted heavy bolter**           | 12"      | 2    | 5+     | 0      | Arc(Front), Light, Point Defence |
| Hull Mounted lascannon**              | 22"      | 1    | 4+     | -1     | Anti-tank, Arc(Front)            |
| Special Rules                         |          |      |        |        |                                  |
| Chain of Command, Explorator Adaption |          |      |        |        |                                  |
| Detachment Size 4 (175 points)        |          |      |        |        |                                  |
| +2 +85 points                         |          |      |        |        |                                  |
| +4 +160 points                        |          |      |        |        |                                  |
| +6 +220 points                        |          |      |        |        |                                  |





# MALCADOR TANK SQUADRON

Vehicle (2) Tactical Strength: 2



| Name                                  | Movement | Save | CAF    | Morale | Wounds                                |
|---------------------------------------|----------|------|--------|--------|---------------------------------------|
| Malcador Tank                         | 9"       | 3+   | 2      | 4+     | 2                                     |
| Weapons                               | Range    | Dice | To Hit | AP     | Traits                                |
| Malcador battlecannon*                | 25"      | 1    | 4+     | -1     | Arc(Front)                            |
| Malcador lascannon turret*            | 22"      | 2    | 4+     | -1     | Anti-tank, Arc(Front)                 |
| Malcador Vanquisher battlecannon*     | 32"      | 1    | 4+     | -2     | Anti-tank, Arc(Front), Armourbane     |
| Hull Mounted autocannon**             | 16"      | 2    | 5+     | -1     | Arc(Front), Light AT                  |
| Hull Mounted demolisher cannon**      | 12"      | 1    | 4+     | -3     | Arc(Front), Demolisher, Ignores Cover |
| Hull Mounted heavy bolter**           | 12"      | 2    | 5+     | 0      | Arc(Front), Light, Point Defence      |
| Hull Mounted lascannon**              | 22"      | 1    | 4+     | -1     | Anti-tank, Arc(Front)                 |
| Autocannon sponsons***                | 16"      | 2    | 5+     | -1     | Light AT                              |
| Heavy bolter sponsons***              | 12"      | 2    | 5+     | 0      | Light, Point Defence                  |
| Lascannon sponsons***                 | 22"      | 1    | 4+     | -1     | Anti-tank                             |
| Special Rules                         |          |      |        |        |                                       |
| Chain of Command, Explorator Adaption |          |      |        |        |                                       |
| Detachment Size 2 (165 points)        |          |      |        |        |                                       |
| +1 +70 points                         |          |      |        |        |                                       |
| +2 +130 points                        |          |      |        |        |                                       |
| +4 +240 points                        |          |      |        |        |                                       |





# SUPER HEAVY TANK SQUADRON

Super-Heavy Vehicle (3) Tactical Strength: 2



| Name                                  | Movement | Save | CAF    | Morale | Wounds                                |
|---------------------------------------|----------|------|--------|--------|---------------------------------------|
| Auxilia Super-heavy                   | 7"       | 2+   | 4      | 4+     | 2                                     |
| Weapons                               | Range    | Dice | To Hit | AP     | Traits                                |
| Hull Mounted demolisher cannon        | 12"      | 1    | 4+     | -3     | Arc(Front), Demolisher, Ignores Cover |
| Hull Mounted heavy bolter turret      | 12"      | 2    | 5+     | 0      | Arc(Front), Light, Point Defence      |
| Co-axial autocannon                   | 16"      | 2    | 5+     | -1     | Co-axial, Light AT                    |
| Baneblade cannon*                     | 25"      | 1    | 4+     | -3     | None                                  |
| Hellhammer cannon*                    | 14"      | 1    | 4+     | -3     | Demolisher, Ignores Cover             |
| Lascannon sponson turrets             | 22"      | 2    | 4+     | -1     | Anti-tank                             |
| Autocannon sponsons**                 | 16"      | 2    | 5+     | -1     | Light AT, Point Defence               |
| Heavy bolter sponsons**               | 12"      | 4    | 5+     | 0      | Light, Point Defence                  |
| Heavy flamer sponsons**               | 6"       | 2    | 4+     | 0      | Light, Ignores Cover, Point Defence   |
| Special Rules                         |          |      |        |        |                                       |
| Chain of Command, Explorator Adaption |          |      |        |        |                                       |
| Detachment Size 1 (100 points)        |          |      |        |        |                                       |
| +1 +90 points                         |          |      |        |        |                                       |
| +3 +255 points                        |          |      |        |        |                                       |
| +5 +390 points                        |          |      |        |        |                                       |







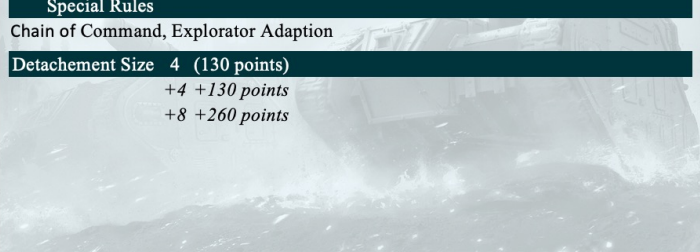
# MEDUSA BATTERY

Vehicle (2)

Tactical Strength: 2



| Name                                  | Movement | Save         | CAF    | Morale | Wounds                           |
|---------------------------------------|----------|--------------|--------|--------|----------------------------------|
| Medusa                                | 6"       | 3+           | 0      | 4+     | 1                                |
| Weapons                               | Range    | Dice         | To Hit | AP     | Traits                           |
| Medusa siege gun                      | 12"      | 1            | 4+     | -3     | Arc (Front), Demolisher, Barrage |
| Special Rules                         |          |              |        |        |                                  |
| Chain of Command, Explorator Adaption |          |              |        |        |                                  |
| Detachment Size                       | 4        | (130 points) |        |        |                                  |
|                                       | +4       | +130 points  |        |        |                                  |
|                                       | +8       | +260 points  |        |        |                                  |





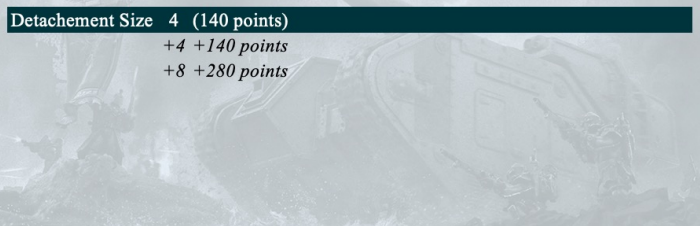
# BASILISK BATTERY

Vehicle (2)

Tactical Strength: 2



| Name                                  | Movement | Save         | CAF    | Morale | Wounds               |
|---------------------------------------|----------|--------------|--------|--------|----------------------|
| Basilisk                              | 6"       | 3+           | 0      | 4+     | 1                    |
| Weapons                               | Range    | Dice         | To Hit | AP     | Traits               |
| Earthshaker cannon                    | 8"-90"   | 1            | 4+     | -2     | Arc (Front), Barrage |
| Special Rules                         |          |              |        |        |                      |
| Chain of Command, Explorator Adaption |          |              |        |        |                      |
| Detachment Size                       | 4        | (140 points) |        |        |                      |
|                                       | +4       | +140 points  |        |        |                      |
|                                       | +8       | +280 points  |        |        |                      |





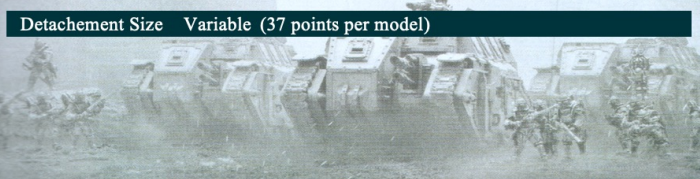
# DRACOSAN DETACHMENT

Vehicle (2)

Tactical Strength: 2



| Name                                              | Movement | Save                  | CAF    | Morale | Wounds                                 |
|---------------------------------------------------|----------|-----------------------|--------|--------|----------------------------------------|
| Dracosan                                          | 8"       | 2+                    | 2      | 4+     | 1                                      |
| Weapons                                           | Range    | Dice                  | To Hit | AP     | Traits                                 |
| Lascannon*                                        | 22"      | 1                     | 4+     | -1     | Accurate, Arc (Front), Anti-tank       |
| Demolisher cannon*                                | 12"      | 1                     | 4+     | -3     | Arc (Front), Demolisher, Ignores Cover |
| Special Rules                                     |          |                       |        |        |                                        |
| Lascannon can change by Demolisher cannon for + 5 |          |                       |        |        |                                        |
| Explorator Adaptation, Transport (4)              |          |                       |        |        |                                        |
| Detachment Size                                   | Variable | (37 points per model) |        |        |                                        |





# CYCLOPS BATTERY

Vehicle (2)

Tactical Strength: 2



| Name                                     | Movement | Save        | CAF    | Morale | Wounds                             |
|------------------------------------------|----------|-------------|--------|--------|------------------------------------|
| Cyclops                                  | 9"       | 5+          | -8     | -      | 1                                  |
| Weapons                                  | Range    | Dice        | To Hit | AP     | Traits                             |
| Demolisher charge*                       | -        | 1           | 3+     | -1     | Blast(3"), Demolisher              |
| Incineration charge*                     | -        | 1           | 3+     | -1     | Blast(3"), Ignores Cover, Light AT |
| Special Rules                            |          |             |        |        |                                    |
| Same weapon for all models in detachment |          |             |        |        |                                    |
| Compact, Remote Controlled Detonation    |          |             |        |        |                                    |
| Detachment Size                          | 2        | (40 points) |        |        |                                    |
|                                          | +2       | +40 points  |        |        |                                    |
|                                          | +4       | +80 points  |        |        |                                    |







# MEDUSA BATTERY

Vehicle (2)

Tactical Strength: 2



| Name             | Movement | Save | CAF    | Morale | Wounds                           |
|------------------|----------|------|--------|--------|----------------------------------|
| Medusa           | 6"       | 3+   | 0      | 4+     | 1                                |
| Weapons          | Range    | Dice | To Hit | AP     | Traits                           |
| Medusa siege gun | 12"      | 1    | 4+     | -3     | Arc (Front), Demolisher, Barrage |

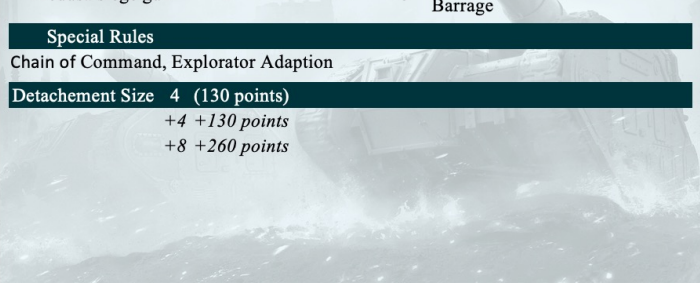
Special Rules

Chain of Command, Explorator Adaption

Detachment Size 4 (130 points)

+4 +130 points

+8 +260 points





# MALCADOR INFERNUS SQUADRON

Vehicle (2)

Tactical Strength: 2



| Name                 | Movement | Save | CAF    | Morale | Wounds                          |
|----------------------|----------|------|--------|--------|---------------------------------|
| Malcador Infernus    | 8"       | 3+   | 1      | 4+     | 2                               |
| Weapons              | Range    | Dice | To Hit | AP     | Traits                          |
| Malcador inferno gun | T        | -    | 4+     | -1     | Arc(Front), Firestorm, Light AT |
| Autocannon sponsons* | 16"      | 2    | 5+     | -1     | Light AT                        |
| Lascannon sponsons*  | 22"      | 1    | 4+     | -1     | Anti-tank                       |

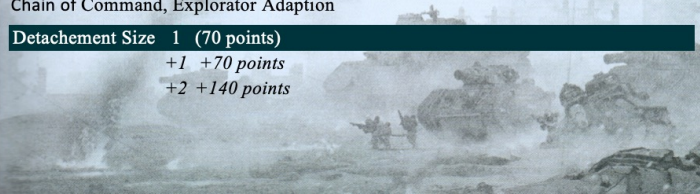
Special Rules

Chain of Command, Explorator Adaption

Detachment Size 1 (70 points)

+1 +70 points

+2 +140 points





# MALCADOR VALDOR SQUADRON

Vehicle (2)

Tactical Strength: 2



| Name                 | Movement | Save | CAF    | Morale | Wounds                  |
|----------------------|----------|------|--------|--------|-------------------------|
| Malcador Valdor      | 8"       | 3+   | 1      | 4+     | 2                       |
| Weapons              | Range    | Dice | To Hit | AP     | Traits                  |
| Neutron beam laser   | 22"      | 1    | 4+     | -3     | Arc(Front), Shock Pulse |
| Autocannon sponsons* | 16"      | 2    | 5+     | -1     | Light AT                |
| Lascannon sponsons*  | 22"      | 1    | 4+     | -1     | Anti-tank               |

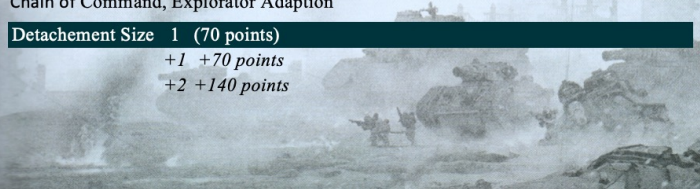
Special Rules

Chain of Command, Explorator Adaption

Detachment Size 1 (70 points)

+1 +70 points

+2 +140 points





# STORMHAMMER SQUADRON

Super-Heavy Vehicle (3)

Tactical Strength: 2



| Name                   | Movement | Save | CAF    | Morale | Wounds                         |
|------------------------|----------|------|--------|--------|--------------------------------|
| Stormhammer            | 6"       | 2+   | 2      | 4+     | 2                              |
| Weapons                | Range    | Dice | To Hit | AP     | Traits                         |
| Stormhammer cannon     | 28"      | 2    | 4+     | -2     | Arc(Front), Shred              |
| Dual battlecannon      | 25"      | 2    | 4+     | -1     | Arc(Front)                     |
| Co-axial multi-laser   | 14"      | 2    | 4+     | 0      | Arc(Front), Co-axial, Light AT |
| Hull Mounted lascannon | 22"      | 1    | 4+     | -1     | Arc(Front), Anti-tank          |
| Multi-laser sponsons*  | 14"      | 5    | 4+     | 0      | Light AT, Point Defence        |
| Lascannon sponsons*    | 22"      | 4    | 4+     | -1     | Anti-tank                      |

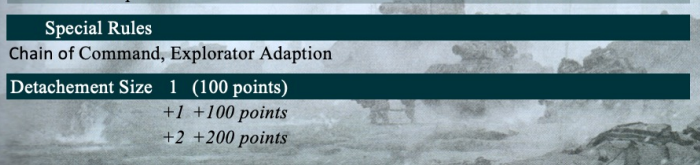
Special Rules

Chain of Command, Explorator Adaption

Detachment Size 1 (100 points)

+1 +100 points

+2 +200 points







LEGION THUNDERHAWK GUNSHIP

Vehicle (2)

Tactical Strength: 2



| Name                                                 | Movement | Save | CAF    | Morale | Wounds                                    |
|------------------------------------------------------|----------|------|--------|--------|-------------------------------------------|
| Thunderhawk Gunship                                  | 25"      | 2+   | 0      | -      | 2                                         |
| Weapons                                              | Range    | Dice | To Hit | AP     | Traits                                    |
| Turbo-laser destructor                               | 40"      | 2    | 4+     | -3     | Accurate, Arc(Front)                      |
| Thunderhawk heavy bolters                            | 12"      | 3    | 5+     | 0      | Arc(Front), Light, Point Defence, Skyfire |
| Thunderhawk lascannon                                | 22"      | 2    | 4+     | -1     | Anti-tank, Arc(Front), Skyfire            |
| Hellstrike missiles                                  | 30"      | 2    | 4+     | -1     | Arc(Front), Armourbane                    |
| Special Rules                                        |          |      |        |        |                                           |
| Flyer, Hover, Jink (5+), Large Assault Transport (8) |          |      |        |        |                                           |
| Detachment Size 1 (150 points)                       |          |      |        |        |                                           |
| +1 +150 points                                       |          |      |        |        |                                           |
| +2 +280 points                                       |          |      |        |        |                                           |





STORM EAGLE SQUADRON

Vehicle (2)

Tactical Strength: 2



| Name                                           | Movement | Save | CAF    | Morale | Wounds                                    |
|------------------------------------------------|----------|------|--------|--------|-------------------------------------------|
| Storm Eagle                                    | 25"      | 3+   | 0      | -      | 1                                         |
| Weapons                                        | Range    | Dice | To Hit | AP     | Traits                                    |
| Storm Eagle heavy bolter                       | 12"      | 3    | 5+     | 0      | Arc(Front), Light, Point Defence, Skyfire |
| Vengeance launcher                             | 25"      | 2    | 4+     | -1     | Arc(Front), Light AT                      |
| Wing Mounted lascannon                         | 22"      | 2    | 4+     | -1     | Anti-tank, Arc(Front), Skyfire            |
| Special Rules                                  |          |      |        |        |                                           |
| Assault Transport (5), Flyer, Hover, Jink (5+) |          |      |        |        |                                           |
| Detachment Size 1 (95 points)                  |          |      |        |        |                                           |
| +1 +100 points                                 |          |      |        |        |                                           |
| +2 +190 points                                 |          |      |        |        |                                           |





FIRE RAPTOR SQUADRON

Vehicle (2)

Tactical Strength: 2



| Name                           | Movement | Save | CAF    | Morale | Wounds                                    |
|--------------------------------|----------|------|--------|--------|-------------------------------------------|
| Fire Raptor                    | 25"      | 3+   | 0      | -      | 1                                         |
| Weapons                        | Range    | Dice | To Hit | AP     | Traits                                    |
| Avenger bolt cannon            | 16"      | 5    | 5+     | -1     | Arc(Front), Light, AT Skyfire, Rapid Fire |
| Tempest rockets                | 35"      | 1    | 2+     | -2     | Arc(Front), Skyfire                       |
| Gravis autocannon batteries*   | 16"      | 3    | 5+     | -1     | Light, AT, Skyfire                        |
| Quad heavy bolter batteries*   | 12"      | 4    | 5+     | 0      | Light, Point Defence, Skyfire             |
| Lascannon batteries*           | 22"      | 2    | 4+     | -1     | Anti-tank, Skyfire                        |
| Special Rules                  |          |      |        |        |                                           |
| Flyer, Hover, Jink (5+)        |          |      |        |        |                                           |
| Detachment Size 1 (100 points) |          |      |        |        |                                           |
| +1 +100 points                 |          |      |        |        |                                           |
| +2 +190 points                 |          |      |        |        |                                           |





XIPHON INTERCEPTOR SQUADRON

Vehicle (2)

Tactical Strength: 0



| Name                           | Movement | Save | CAF    | Morale | Wounds                                   |
|--------------------------------|----------|------|--------|--------|------------------------------------------|
| Xiphon Interceptor             | 30"      | 3+   | 0      | -      | 1                                        |
| Weapons                        | Range    | Dice | To Hit | AP     | Traits                                   |
| Xiphon lascannon array         | 22"      | 2    | 4+     | -1     | Accurate, Anti-tank, Arc(Front), Skyfire |
| Xiphon rotary missile launcher | 24"      | 2    | 4+     | -1     | Arc(Front), Skyfire, Tracking            |
| Special Rules                  |          |      |        |        |                                          |
| Flyer, Interceptor, Jink (5+)  |          |      |        |        |                                          |
| Detachment Size 1 (95 points)  |          |      |        |        |                                          |
| +1 +85 points                  |          |      |        |        |                                          |
| +2 +160 points                 |          |      |        |        |                                          |
| +3 +215 points                 |          |      |        |        |                                          |







THUNDERBOLT SQUADRON

Vehicle (2)

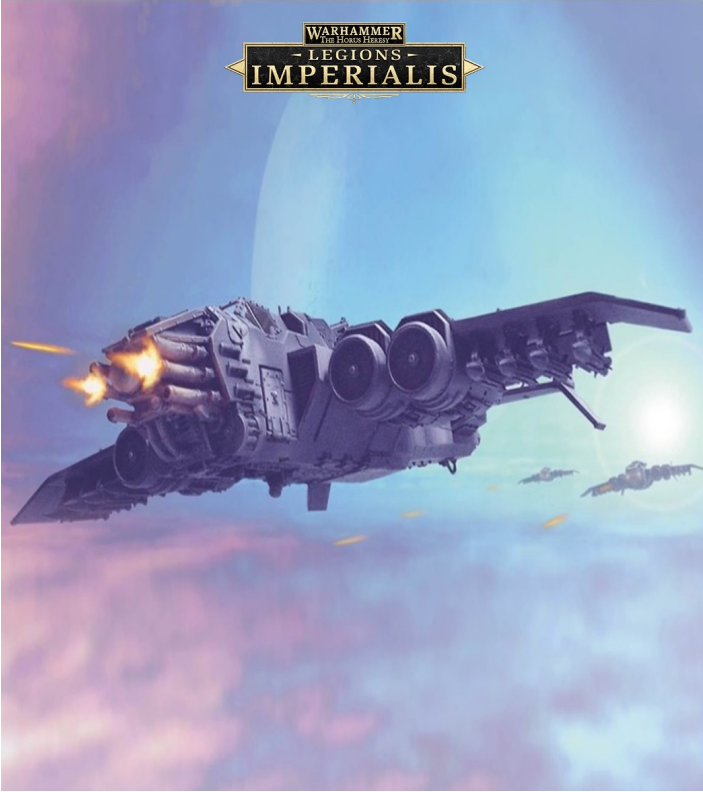
Tactical Strength: 0



| Name                          | Movement       | Save | CAF    | Morale | Wounds                                   |
|-------------------------------|----------------|------|--------|--------|------------------------------------------|
| Thunderbolt Fighter           | 25"            | 4+   | 0      | -      | 1                                        |
| Weapons                       | Range          | Dice | To Hit | AP     | Traits                                   |
| Quad autocannon               | 16"            | 4    | 5+     | -1     | Arc(Front), Light AT, Skyfire            |
| Twin-linked lascannon         | 22"            | 2    | 4+     | -1     | Anti-tank, Arc(Front), Skyfire           |
| Hellstrike missiles*          | 30"            | 2    | 4+     | -1     | Arc(Front), Armourbane                   |
| Skystrike missiles*           | 30"            | 2    | 4+     | -1     | Anti-tank, Arc(Front), Skyfire, Tracking |
| Wing bombs*                   | -              | 2    | 4+     | -2     | Arc(Rear), Bombing Run                   |
| Special Rules                 |                |      |        |        |                                          |
| Flyer, Interceptor, Jink (5+) |                |      |        |        |                                          |
| Detachment Size               | 1 (80 points)  |      |        |        |                                          |
|                               | +1 +80 points  |      |        |        |                                          |
|                               | +2 +150 points |      |        |        |                                          |
|                               | +3 +210 points |      |        |        |                                          |



|                                                                                 |  |                          |      |                |     |                                                                                   |        |
|---------------------------------------------------------------------------------|--|--------------------------|------|----------------|-----|-----------------------------------------------------------------------------------|--------|
|  |  | MARAUDER BOMBER SQUADRON |      |                |     |  |        |
| Vehicle (2)                                                                     |  |                          |      |                |     | Tactical Strength: 0                                                              |        |
| Name                                                                            |  | Movement                 |      | Save           | CAF | Morale                                                                            | Wounds |
| Marauder Bomber                                                                 |  | 24"                      |      | 3+             | 0   | -                                                                                 | 1      |
| Weapons                                                                         |  | Range                    | Dice | To Hit         | AP  | Traits                                                                            |        |
| Nose lascannon                                                                  |  | 22"                      | 2    | 4+             | -1  | Anti-Tank, Arc(Front), Skyfire                                                    |        |
| Heavy bolter turrets                                                            |  | 12"                      | 3    | 6+             | 0   | Arc(Rear), Light AT, Point Defence, Skyfire                                       |        |
| Bomb bay                                                                        |  | -                        | 3    | 4+             | -2  | Arc(Rear), Bombing Run                                                            |        |
| Hellstrike missiles*                                                            |  | 30"                      | 2    | 4+             | -1  | Arc(Front), Armourbane                                                            |        |
| Skystrike missiles*                                                             |  | 30"                      | 2    | 4+             | -1  | Anti-tank, Arc(Front), Skyfire, Tracking                                          |        |
| Wing bombs*                                                                     |  | -                        | 2    | 4+             | -2  | Arc(Rear), Bombing Run                                                            |        |
| Special Rules                                                                   |  |                          |      |                |     |                                                                                   |        |
| Flyer, Jink (5+), Two choice in *                                               |  |                          |      |                |     |                                                                                   |        |
| Detachment Size                                                                 |  | 1 (85 points)            |      |                |     |                                                                                   |        |
|                                                                                 |  | +1 +85 points            |      | +2 +160 points |     | +3 +220 points                                                                    |        |
| Pathfinder                                                                      |  | free                     | 22"  | 3+             | 0   | - Adding above : Auger Array                                                      |        |
| Nose heavy bolter                                                               |  | 12"                      | 3    | 6+             | 0   | Arc(Front), Light AT, Point Defence, Skyfire                                      |        |
| Rear heavy bolter                                                               |  | 12"                      | 3    | 6+             | 0   | Arc(Rear), Light AT, Point Defence, Skyfire                                       |        |
| Colossus                                                                        |  | free                     | 22"  | 3+             | 0   | - Adding above : None                                                             |        |
| Nose heavy bolter                                                               |  | 12"                      | 3    | 6+             | 0   | Arc(Front), Light AT, Point Defence, Skyfire                                      |        |
| Rear heavy bolter                                                               |  | 12"                      | 3    | 6+             | 0   | Arc(Rear), Light AT, Point Defence, Skyfire                                       |        |
| Colossus Bomb                                                                   |  | -                        | 6    | 3+             | -4  | Arc (Rear), Bombing Run, Bunker Buster, Limited (1)                               |        |
| Destroyer                                                                       |  | + 10 points              | 24"  | 3+             | 0   | - Adding above : None                                                             |        |
| Nose autocannon array                                                           |  | 16"                      | 6    | 5+             | -1  | Arc(Front), Light AT, Skyfire                                                     |        |
| Heavy bolter turrets                                                            |  | 12"                      | 3    | 6+             | 0   | Arc(Rear), Light AT, Point Defence, Skyfire                                       |        |
| Assault cannon                                                                  |  | 12"                      | 3    | 5+             | -1  | Arc(Rear), Light AT, Rapid Fire, Skyfire                                          |        |
| Destroyer bomb bay                                                              |  | -                        | 2    | 4+             | -2  | Arc(Rear), Bombing Run                                                            |        |





LIGHTNING FIGHTER SQUADRON

Vehicle (2)

Tactical Strength: 0



| Name                                            | Movement       | Save      | CAF      | Morale   | Wounds                                          |
|-------------------------------------------------|----------------|-----------|----------|----------|-------------------------------------------------|
| <b>Lighting Fighter</b>                         | <b>30"</b>     | <b>4+</b> | <b>0</b> | <b>-</b> | <b>1</b>                                        |
| Weapons                                         | Range          | Dice      | To Hit   | AP       | Traits                                          |
| Twin lascannon*                                 | 22"            | 2         | 4+       | -1       | Anti-tank, Arc(Front), Skyfire                  |
| Twin multi-laser* lascannon                     | 14"            | 4         | 5+       | 0        | Arc(Front), Light AT, Skyfire                   |
| Hellstrike missiles**                           | 30"            | 2         | 4+       | -1       | Arc(Front), Armourbane                          |
| Skystrike missiles**                            | 30"            | 2         | 4+       | -1       | Arc(Front), Skyfire, Tracking                   |
| Phosphex bomb clusters**                        | -              | 2         | 4+       | -1       | Arc(Rear), Bombing Run, Light AT, Ignores Cover |
| Special Rules                                   |                |           |          |          |                                                 |
| Flyer, Interceptor, Jink (5+), Two choice in ** |                |           |          |          |                                                 |
| Detachment Size                                 | 1 (85 points)  |           |          |          |                                                 |
|                                                 | +1 +85 points  |           |          |          |                                                 |
|                                                 | +2 +160 points |           |          |          |                                                 |
|                                                 | +3 +220 points |           |          |          |                                                 |





AV. STRIKE FIGHTER SQUADRON

Vehicle (2)

Tactical Strength: 0

| Name                          | Movement       | Save | CAF    | Morale | Wounds                                    |
|-------------------------------|----------------|------|--------|--------|-------------------------------------------|
| Avenger Strike Fighter        | 28"            | 4+   | 0      | -      | 1                                         |
| Weapons                       | Range          | Dice | To Hit | AP     | Traits                                    |
| Avenger bolt cannon           | 16"            | 5    | 5+     | -1     | Arc(Front), Light AT, Skyfire, Rapid Fire |
| Avenger autocannon*           | 16"            | 4    | 5+     | -1     | Arc(Front), Light AT, Skyfire             |
| Avenger lascannon*            | 22"            | 2    | 4+     | -1     | Anti-tank, Arc(Front), Skyfire            |
| Heavy stubber tail gun        | 14"            | 2    | 6+     | 0      | Heavy stubber tail gun                    |
| Hellstrike missiles**         | 30"            | 2    | 4+     | -1     | Arc(Front), Armourbane                    |
| Skystrike missiles**          | 30"            | 2    | 4+     | -1     | Anti-tank, Arc(Front), Skyfire, Tracking  |
| Wing bombs**                  | -              | 2    | 4+     | -2     | Arc(Rear), Bombing Run                    |
| Special Rules                 |                |      |        |        |                                           |
| Flyer, Interceptor, Jink (5+) |                |      |        |        |                                           |
| Detachment Size               | 1 (85 points)  |      |        |        |                                           |
|                               | +1 +85 points  |      |        |        |                                           |
|                               | +2 +160 points |      |        |        |                                           |
|                               | +3 +220 points |      |        |        |                                           |

REAYER BATTLE TITAN

Titan (5)

Tactical Strength: 0

| Name                          | Movement                                            | Save | CAF    | Morale | Wounds                                         |
|-------------------------------|-----------------------------------------------------|------|--------|--------|------------------------------------------------|
| Reayer Battle Titan           | 6"                                                  | 2+   | 12     | -      | 5                                              |
| Weapons                       | Range                                               | Dice | To Hit | AP     | Traits                                         |
| Laser blaster*                | 40"                                                 | 3    | 4+     | -3     | Arc(Front)                                     |
| Gatling blaster*              | 35"                                                 | 4    | 4+     | -2     | Arc(Front)                                     |
| Volcano cannon*               | 60"                                                 | 1    | 2+     | -4     | Arc(Front), Engine Killer(3)                   |
| Melta cannon*                 | 8"                                                  | 2    | 3+     | -4     | Engine Killer(4)                               |
|                               | 14"                                                 | 2    | 4+     | -3     | Anti-tank, Arc(Front), Demolisher              |
| Power fist*                   | -                                                   | -    | -      | -4     | Engine Killer(1), Rend, Wrecker(4)             |
| Chainfist*                    | -                                                   | -    | -      | -4     | Engine Killer(2), Rend, Wrecker(3)             |
| Apocalypse missile launcher** | 8"-100"                                             | 5    | 4+     | -1     | Heavy Barrage                                  |
| Vulcan mega-bolter**          | 22"                                                 | 9    | 5+     | -1     | Light AT, Rapid Fire, Shieldbane               |
| Warp missile**                | 8"-75"                                              | SP   | 2+     | -3     | Arc(Front), Engine Killer(3), Limited(1), Warp |
| Turbo-laser destructor**      | 40"                                                 | 2    | 4+     | -3     | Accurate                                       |
| Volkit eradicator**           | 16"                                                 | 3    | 4+     | -2     | Beam, Deflagrate, Light AT, Shieldbane         |
| Graviton eradicator**         | 30"                                                 | 2    | -      | -2     | Demolisher, Graviton Pulse                     |
| Conversion bean dissolutor**  | 6"                                                  | 2    | 4+     | -2     |                                                |
|                               | 6"-18"                                              | 2    | 3+     | -3     | Demolisher                                     |
|                               | 18"-35"                                             | 2    | 2+     | -4     | Demolisher                                     |
| Special Rules                 | Void Shields(4) , Two choice in *, One choice in ** |      |        |        |                                                |
| Detachment Size               | 1 (415 points)                                      |      |        |        |                                                |



WARHOUND HUNTING PACK

Titan (5)

Tactical Strength: 0

| Name                         | Movement                                 | Save | CAF    | Morale | Wounds                                                         |
|------------------------------|------------------------------------------|------|--------|--------|----------------------------------------------------------------|
| Warhound Scout Titan         | 7"                                       | 2+   | 10     | -      | 4                                                              |
| Weapons                      | Range                                    | Dice | To Hit | AP     | Traits                                                         |
| Vulcan mega-bolter*          | 22"                                      | 10   | 5+     | -1     | Arc(Front), Light AT, Rapid Fire, Shieldbane                   |
| Turbo-laser destructor*      | 40"                                      | 2    | 4+     | -3     | Accurate, Arc(Front)                                           |
| Plasma blastgun*             | 20"                                      | 2    | 3+     | -3     | Arc(Front)                                                     |
| Inferno gun*                 | T                                        | 0    | 4+     | -2     | Arc(Front), Firestorm, Light AT, Shieldbane                    |
| Incisor pattern melta lance* | 14"                                      | 1    | 4+     | -3     | Engine Killer(2)   Accurate, Anti-tank, Arc(Front), Demolisher |
|                              | 6"                                       | 1    | 3+     | -4     |                                                                |
| Volkit eradicator*           | 16"                                      | 3    | 4+     | -2     | Arc(Front), Beam, Deflagrate, Light AT, Shieldbane             |
| Shudder missiles*            | 35"                                      | 2    | 4+     | -1     | Arc(Front), Barrage, Quake                                     |
| Swarmer missiles*            | 35"                                      | 8    | 5+     | -1     | Arc(Front), Light AT, Rapid Fire, Shieldbane                   |
| Ursus claw*                  | 6"                                       | 1    | 4+     | SP     | Impale                                                         |
| Natrix shock lance*          | 6"                                       | 1    | 2+     | -1     | Bypass, Shock Pulse                                            |
| Graviton eradicator*         | 30"                                      | 2    | -      | -2     | Arc(Front), Demolisher, Graviton Pulse                         |
| Conversion bean dissolutor*  | 6"                                       | 2    | 4+     | -2     | Arc(Front)                                                     |
|                              | 6"-18"                                   | 2    | 3+     | -3     | Arc(Front), Demolisher                                         |
|                              | 18"-35"                                  | 2    | 2+     | -4     | Arc(Front), Demolisher                                         |
| Special Rules                | Agile, Void Shields(2) , Two choice in * |      |        |        |                                                                |
| Detachment Size              | 1 (330 points)                           |      |        |        |                                                                |
|                              | +1 +330 points                           |      |        |        |                                                                |
|                              | +2 +640 points                           |      |        |        |                                                                |



DIRE WOLF SCOUT TITAN

Titan (5)

Tactical Strength: 0

| Name                        | Movement                           | Save | CAF    | Morale | Wounds                                          |
|-----------------------------|------------------------------------|------|--------|--------|-------------------------------------------------|
| Dire Wolf Scout Titan       | 7"                                 | 2+   | 10     | -      | 4                                               |
| Weapons                     | Range                              | Dice | To Hit | AP     | Traits                                          |
| Ardex mega-bolters          | 12"                                | 9    | 5+     | -1     | Light AT, Point Defence, Rapid Fire, Shieldbane |
| Neutron laser*              | 38"                                | 1    | 4+     | -3     | Arc (Front), Shock Pulse                        |
| Volcano cannon*             | 70"                                | 1    | 3+     | -4     | Arc (Front), Engine Killer (2)                  |
| Conversion bean dissolutor* | 6"                                 | 2    | 4+     | -2     | Arc(Front)                                      |
|                             | 6"-18"                             | 2    | 3+     | -3     | Arc(Front), Demolisher                          |
|                             | 18"-35"                            | 2    | 2+     | -4     | Arc(Front), Demolisher                          |
| Special Rules               | Agile, Infiltrate, Void Shields(2) |      |        |        |                                                 |
| Detachment Size             | 1 (385 points)                     |      |        |        |                                                 |



WARBRINGER NEMESIS TITAN

Titan (5)

Tactical Strength: 0

| Name                                      | Movement                           | Save | CAF    | Morale | Wounds                                               |  |
|-------------------------------------------|------------------------------------|------|--------|--------|------------------------------------------------------|--|
| Warbringer Nemesis Titan                  | 5"                                 | 2+   | 12     | -      | 5                                                    |  |
| Weapons                                   | Range                              | Dice | To Hit | AP     | Traits                                               |  |
| Anvilus pattern defence batteries         | 20"                                | 5    | 5+     | -1     | Point Defence, Skyfire                               |  |
| Ardex-defensor mauler bolt cannon turrets | 8"                                 | 5    | 5+     | -2     | Light AT, Point Defence                              |  |
| Belicosa volcano cannon*                  | 70"                                | 1    | 2+     | -5     | Arc(Front), Engine Killer(4)                         |  |
| Mori quake cannon*                        | 80"                                | 1    | 3+     | -2     | Arc(Front), Blast(5"), Quake                         |  |
| Laser blaster**                           | 40"                                | 3    | 4+     | -3     | Arc(Front)                                           |  |
| Gatling blaster**                         | 35"                                | 4    | 4+     | -2     | Arc(Front)                                           |  |
| Volcano cannon**                          | 60"                                | 1    | 2+     | -4     | Arc(Front), Engine Killer(3)                         |  |
| Melta cannon**                            | 8"                                 | 2    | 3+     | -4     | Engine Killer(4)   Anti-tank, Arc(Front), Demolisher |  |
|                                           | 14"                                | 2    | 4+     | -3     |                                                      |  |
| Special Rules                             | Void Shields(6) , Two choice in ** |      |        |        |                                                      |  |
| Detachment Size                           | 1 (525 points)                     |      |        |        |                                                      |  |





WARLORD BATTLE TITAN

Titan (5)

Tactical Strength: 0

| Name                                      | Movement                                             | Save | CAF    | Morale | Wounds                                             |
|-------------------------------------------|------------------------------------------------------|------|--------|--------|----------------------------------------------------|
| Warlord Battle Titan                      | 5"                                                   | 2+   | 14     | -      | 6                                                  |
| Weapons                                   | Range                                                | Dice | To Hit | AP     | Traits                                             |
| Ardex-defensor mauler bolt cannon turrets | 8"                                                   | 5    | 5+     | -2     | Light AT, Point Defence                            |
| Ardex-defensor lascannon turrets          | 16"                                                  | 2    | 5+     | -1     | Anti-Tank, Arc(Rear), Point Defence                |
| Belicosa volcano cannon*                  | 70"                                                  | 1    | 2+     | -5     | Arc(Front), Engine Killer(4)                       |
| Sunfury plasma annihilator*               | 25"                                                  | 3    | 3+     | -3     | Arc(Front)                                         |
| Macro-gatling blaster*                    | 35"                                                  | 5    | 3+     | -2     | Arc(Front) , Rapid Fire                            |
| Mori quake cannon*                        | 80"                                                  | 1    | 3+     | -2     | Arc(Front), Blast(5"), Quake                       |
| Arioch power claw*                        | 18"                                                  | 8    | 5+     | -1     | Arc(Front), Light AT, Rapid Fire Shieldbane        |
|                                           | -                                                    | -    | -      | -4     | Engine Killer(1), Rend, Wrecker(5)                 |
| Volkit destructor*                        | 16"                                                  | 4    | 4+     | -2     | Arc(Front), Beam, Deflagrate, Light AT, Shieldbane |
| Graviton ruinator*                        | 30"                                                  | 3    | -      | -3     | Arc(Front), Demolisher, Graviton Pulse             |
|                                           | 6"                                                   | 2    | 3+     | -2     | Arc(Front)                                         |
| Conversion beam extirpator*               | 6"-18"                                               | 3    | 3+     | -3     | Arc(Front), Demolisher                             |
|                                           | 18"-35"                                              | 3    | 2+     | -4     | Arc(Front), Demolisher                             |
| Apocalypse missile launcher**             | 8"-100"                                              | 10   | 4+     | -1     | Arc(Front), Heavy Barrage                          |
| Paired gatling blasters**                 | 35"                                                  | 8    | 4+     | -2     | Arc(Front)                                         |
| Paired laser blasters**                   | 40"                                                  | 6    | 4+     | -3     | Arc(Front)                                         |
| Paired turbo-laser destructors**          | 40"                                                  | 4    | 4+     | -3     | Accurate, Arc(Front)                               |
| Vulcan mega-bolter array**                | 22"                                                  | 20   | 5+     | -1     | Arc(Front), Light AT, Rapid Fire, Shieldbane       |
| Special Rules                             | Void Shields(6) , Two choice in * , One choice in ** |      |        |        |                                                    |
| Detachment Size                           | 1 (600 points)                                       |      |        |        |                                                    |



WARLORD SINISTER TITAN

Titan (5)

Tactical Strength: 0

| Name                                      | Movement                                                                                                     | Save | CAF    | Morale | Wounds                                             |
|-------------------------------------------|--------------------------------------------------------------------------------------------------------------|------|--------|--------|----------------------------------------------------|
| Warlord Sinister Titan                    | 5"                                                                                                           | 2+   | 14     | -      | 6                                                  |
| Weapons                                   | Range                                                                                                        | Dice | To Hit | AP     | Traits                                             |
| Sinistramanus Tenebrae                    | 40"                                                                                                          | 3    | 4+     | -4     | Arc(Front), Heavy Beam, Psi                        |
|                                           | 18"                                                                                                          | 8    | 5+     | -1     | Arc(Front), Light AT, Rapid Fire Shieldbane        |
| Arioch power claw                         | -                                                                                                            | -    | -      | -4     | Engine Killer(1), Rend, Wrecker(5)                 |
| Death pulse                               | 7"                                                                                                           | 0    | 4+     | -1     | Psi, Saturation Fire                               |
| Antipathic tempest                        | 20"                                                                                                          | 1    | 4+     | -1     | Blast(5"), Ignore Cover, Psi, Quake                |
| Ardex-defensor mauler bolt cannon turrets | 8"                                                                                                           | 5    | 5+     | -2     | Light AT, Point Defence                            |
| Ardex-defensor lascannon turrets          | 16"                                                                                                          | 2    | 5+     | -1     | Anti-Tank, Arc(Rear), Point Defence                |
| Apocalypse missile launcher*              | 8"-100"                                                                                                      | 10   | 4+     | -1     | Arc(Front), Heavy Barrage                          |
| Paired gatling blasters*                  | 35"                                                                                                          | 8    | 4+     | -2     | Arc(Front)                                         |
| Paired laser blasters*                    | 40"                                                                                                          | 6    | 4+     | -3     | Arc(Front)                                         |
| Paired turbo-laser destructors*           | 40"                                                                                                          | 4    | 4+     | -3     | Accurate, Arc(Front)                               |
| Vulcan mega-bolter array*                 | 22"                                                                                                          | 20   | 5+     | -1     | Arc(Front), Light AT, Rapid Fire, Shieldbane       |
| Belicosa volcano cannon**                 | 70"                                                                                                          | 1    | 2+     | -5     | Arc(Front), Engine Killer(4)                       |
| Sunfury plasma annihilator**              | 25"                                                                                                          | 3    | 3+     | -3     | Arc(Front)                                         |
| Macro-gatling blaster**                   | 35"                                                                                                          | 5    | 3+     | -2     | Arc(Front) , Rapid Fire                            |
| Mori quake cannon**                       | 80"                                                                                                          | 1    | 3+     | -2     | Arc(Front), Blast(5"), Quake                       |
| Volkit destructor**                       | 16"                                                                                                          | 4    | 4+     | -2     | Arc(Front), Beam, Deflagrate, Light AT, Shieldbane |
| Graviton ruinator**                       | 30"                                                                                                          | 3    | -      | -3     | Arc(Front), Demolisher, Graviton Pulse             |
|                                           | 6"                                                                                                           | 2    | 3+     | -2     | Arc(Front)                                         |
| Conversion beam extirpator**              | 6"-18"                                                                                                       | 3    | 3+     | -3     | Arc(Front), Demolisher                             |
|                                           | 18"-35"                                                                                                      | 3    | 2+     | -4     | Arc(Front), Demolisher                             |
| Special Rules                             | Dread Aura(8"), Loyalist, Necrotechica, Void Shields(6), One choice in * , May exchange Arioch by italique** |      |        |        |                                                    |
| Detachment Size                           | 1 (675 points)                                                                                               |      |        |        |                                                    |







## WARMASTER BATTLE TITAN

Titan (5)

Tactical Strength: 0



| Name                                      | Movement                            | Save      | CAF       | Morale   | Wounds                                              |
|-------------------------------------------|-------------------------------------|-----------|-----------|----------|-----------------------------------------------------|
| <b>Warmaster Heavy Titan</b>              | <b>5"</b>                           | <b>1+</b> | <b>18</b> | <b>-</b> | <b>7</b>                                            |
| Weapons                                   | Range                               | Dice      | To Hit    | AP       | Traits                                              |
| Suzerain class plasma destructor          | 16"                                 | 2         | 2+        | -4       | Arc(Front), Demolisher, Engine Killer(2)            |
| Revelator missile launcher                | 26"                                 | 4         | 3+        | -4       | Arc (Front), Demolisher                             |
| Ardex-defensor lascannon turrets          | 40"                                 | 2         | 4+        | -2       | Arc(Front), Blast(5")                               |
| Ardex-defensor mauler bolt cannon turrets | 16"                                 | 2         | 5+        | -1       | Anti-Tank, Arc(Rear), Point Defence                 |
| Anvilus pattern defence batteries*        | 8"                                  | 5         | 5+        | -2       | Light AT, Point Defence                             |
| Ardex-defensor bombard turrets*           | 20"                                 | 5         | 5+        | -1       | Point Defence, Skyfire                              |
| Apocalypse missile array**                | 15"                                 | 4         | 5+        | -2       | Barrage, Light AT, Ignores Cover                    |
| Melta cannon**                            | 8"-100"                             | 4         | 4+        | -1       | Arc(Front), Heavy Barrage                           |
| Inferno gun**                             | 8"                                  | 2         | 3+        | -4       | Anti-tank, Arc(Front), Demolisher, Engine Killer(2) |
| Vulcan mega-bolter**                      | 14"                                 | 2         | 4+        | -3       | Anti-tank, Arc(Front), Demolisher                   |
| Turbo-laser destructors**                 | T                                   | -         | 4+        | -2       | Arc(Front), Firestorm, Light AT, Shieldbane         |
| Plasma blastgun**                         | 22"                                 | 10        | 5+        | -1       | Arc(Front), Light AT, Rapid Fire, Shieldbane        |
| Special Rules                             | Void Shields(12) , Two choice in ** |           |           |          |                                                     |
| Detachment Size                           | 1 (750 points)                      |           |           |          |                                                     |



## WARMASTER ICONOCLAST

Titan (5)

Tactical Strength: 0



| Name                                      | Movement                            | Save      | CAF       | Morale   | Wounds                                       |
|-------------------------------------------|-------------------------------------|-----------|-----------|----------|----------------------------------------------|
| <b>Warmaster Iconoclast Titan</b>         | <b>6"</b>                           | <b>1+</b> | <b>18</b> | <b>-</b> | <b>7</b>                                     |
| Weapons                                   | Range                               | Dice      | To Hit    | AP       | Traits                                       |
| Desolator chainsword                      | -                                   | -         | -         | -        | Engine Killer(2), Reach, Rend                |
| Kirus siege drill***                      | -                                   | -         | -         | -7       | Rend, Wrecker (8)                            |
| Kirus grav imploder***                    | -                                   | -         | -         | -5       | Rend, Wrecker (5)                            |
| Ardex-defensor mauler bolt cannon turrets | 6"                                  | 2         | 3+        | -3       | Demolisher, Ignores Cover, Quake             |
| Ardex-defensor lascannon turrets          | 8"                                  | 5         | 5+        | -2       | Light AT, Point Defence                      |
| Anvilus pattern defence batteries*        | 16"                                 | 2         | 5+        | -1       | Anti-Tank, Arc(Rear), Point Defence          |
| Ardex-defensor bombard turrets*           | 20"                                 | 5         | 5+        | -1       | Point Defence, Skyfire                       |
| Cruciator gatling array                   | 15"                                 | 4         | 5+        | -2       | Barrage, Light AT, Ignores Cover             |
| Apocalypse missile array**                | 24"                                 | 14        | 5+        | -1       | Arc (Front), Light AT, Shieldbane, Shred     |
| Melta cannon**                            | 8"-100"                             | 4         | 4+        | -1       | Arc(Front), Heavy Barrage                    |
| Inferno gun**                             | 8"                                  | 2         | 3+        | -4       | Anti-tank, Engine Arc(Front), Killer(2)      |
| Vulcan mega-bolter**                      | 14"                                 | 2         | 4+        | -3       | Demolisher                                   |
| Turbo-laser destructors**                 | T                                   | -         | 4+        | -2       | Arc(Front), Firestorm, Light AT, Shieldbane  |
| Plasma blastgun**                         | 22"                                 | 10        | 5+        | -1       | Arc(Front), Light AT, Rapid Fire, Shieldbane |
| Special Rules                             | Void Shields(12) , Two choice in ** |           |           |          |                                              |
| Detachment Size                           | 1 (750 points)                      |           |           |          |                                              |





| QUESTORIS KNIGHT BANNER                 |          |                                              |     |        |                      |                                   |    |                   |                  |  |
|-----------------------------------------|----------|----------------------------------------------|-----|--------|----------------------|-----------------------------------|----|-------------------|------------------|--|
| Knight (4)                              |          |                                              |     |        | Tactical Strength: 1 |                                   |    |                   |                  |  |
| Name                                    | Movement | Save                                         | CAF | Morale | Wounds               |                                   |    |                   |                  |  |
| Questoris Knight                        | 8"       | 3+                                           | 8   | 2+     | 3                    |                                   |    |                   |                  |  |
| Weapons                                 |          | Range                                        |     |        | Dice                 | To Hit                            | AP | Traits            |                  |  |
| Thermal cannon                          |          | 6"                                           | 1   | 3+     | -4                   | Anti-tank, Arc(Front), Demolisher |    |                   | Engine Killer(1) |  |
|                                         |          | 12"                                          | 2   | 4+     | -3                   |                                   |    |                   |                  |  |
| Heavy stubber                           |          | 14"                                          | 1   | 5+     | 0                    | Arc(Front), Light, Point Defence  |    |                   |                  |  |
| Reaper chainsword                       |          | -                                            | 0   | -      | 0                    | Rend                              |    |                   |                  |  |
| Rapid-fire battlecannon                 |          | 28"                                          | 2   | 4+     | -2                   | Arc(Front), Rapid Fire            |    |                   |                  |  |
| Avenger gatling cannon                  |          | 16"                                          | 5   | 5+     | -2                   | Arc(Front), Light AT, Rapid Fire  |    |                   |                  |  |
| Meltagun                                |          | 6"                                           | 1   | 4+     | -3                   | Arc(Front), Anti-tank             |    |                   |                  |  |
| Thunderstrike gauntlet                  |          | -                                            | 0   | -      | -2                   | Rend, Wrecker(1)                  |    |                   |                  |  |
| Rocket pods                             |          | 16"                                          | 2   | 4+     | -1                   | Arc(Front), Barrage               |    |                   |                  |  |
| Special Rules                           |          |                                              |     |        |                      |                                   |    |                   |                  |  |
| Independent, Ion Shields (4+), Nimble   |          |                                              |     |        |                      |                                   |    |                   |                  |  |
| Detachment Size 1                       |          | (180 points) / Add Rocket pods for +5 points |     |        |                      |                                   |    |                   |                  |  |
| +1                                      |          | +180 points                                  |     |        |                      |                                   |    |                   |                  |  |
| +2                                      |          | +340 points                                  |     |        |                      |                                   |    |                   |                  |  |
| Knight Errant                           |          | Thermal cannon                               |     |        |                      | Heavy stubber                     |    | Reaper chainsword |                  |  |
| Knight Paladin                          |          | Rapid-fire battlecannon                      |     |        |                      |                                   |    |                   |                  |  |
| Knight Warden                           |          | Avenger gatling cannon                       |     |        |                      | Meltagun                          |    |                   |                  |  |
| Knight Gallant                          |          | Thunderstrike gauntlet                       |     |        |                      |                                   |    |                   |                  |  |
| Knight Crusader                         |          | Avenger gatling cannon*                      |     |        |                      | Heavy stubber                     |    | Thermal cannon    |                  |  |
|                                         |          | Rapid-fire battlecannon*                     |     |        |                      |                                   |    |                   |                  |  |
| Knight Styrix                           |          | Change to +15 points                         |     |        |                      |                                   |    |                   |                  |  |
| Knight Magaera                          |          | Change to +15 points                         |     |        |                      |                                   |    |                   |                  |  |
| In addition on choice below is possible |          |                                              |     |        |                      |                                   |    |                   |                  |  |
| Questoris Knight Armiger Talon          |          | +180 points                                  |     |        |                      |                                   |    |                   |                  |  |
| Mechanicum Knight Moirax Talon          |          | +200 points                                  |     |        |                      |                                   |    |                   |                  |  |



| UPGRADE FOR QUESTORIS                                                             |                   |      |     |                      |                                              |  |
|-----------------------------------------------------------------------------------|-------------------|------|-----|----------------------|----------------------------------------------|--|
| Knight (4)                                                                        |                   |      |     | Tactical Strength: 1 |                                              |  |
| Name                                                                              | Movement          | Save | CAF | Morale               | Wounds                                       |  |
| <b>Knight Styrix*</b><br><b>Knight Magaera**</b>                                  | 8"                | 3+   | 8   | 2+                   | 3                                            |  |
| Weapons                                                                           | Range Dice To Hit |      |     | AP                   | Traits                                       |  |
| Volkite chieorovile*                                                              | 12"               | 3    | 4+  | -2                   | Arc(Front), Deflagrate, Light AT, Shieldbane |  |
| Hekaton siege claw                                                                | -                 | 0    | -   | -5                   | Rend, Wrecker(3)                             |  |
| Graviton gun*                                                                     | 6"                | 1    | -   | -1                   | Arc(Front), Light AT                         |  |
| Lightning cannon**                                                                | 22"               | 2    | 5+  | -2                   | Arc(Front), Blast(3")                        |  |
| Phased plasma-fusil**                                                             | 10"               | 1    | 4+  | -2                   | Arc(Front), Light AT                         |  |
| Rocket pods                                                                       | 16"               | 2    | 4+  | -1                   | Arc(Front), Barrage                          |  |
| Special Rules                                                                     |                   |      |     |                      |                                              |  |
| Blessed Auto-simulacra, Independent, Ionic Flare Shield, Ion Shields (4+), Nimble |                   |      |     |                      |                                              |  |
| Detachment Size 1 (195 points) / Add Rocket pods for +5 points                    |                   |      |     |                      |                                              |  |






# UPGRADE FOR KNIGHTS

Knight (4)

Tactical Strength: 1

| Name                                        | Movement | Save | CAF    | Morale | Wounds                           |
|---------------------------------------------|----------|------|--------|--------|----------------------------------|
| Knight Arminger Moirax                      | 8"       | 3+   | 6      | 2+     | 2                                |
| Weapons                                     | Range    | Dice | To Hit | AP     | Traits                           |
| Arming lightning locks*                     | 12"      | 2    | 5+     | -2     | Arc(Front), Light AT             |
| Volkite veuglaire*                          | 14"      | 2    | 4+     | -1     | Arc(Front), Deflagrate, Light AT |
| Gyges siege claw                            | -        | 0    | -      | -4     | Rend, Wrecker(2)                 |
| Special Rules                               |          |      |        |        |                                  |
| Ionic Flare Shield, Ion Shield (5+), Nimble |          |      |        |        |                                  |
| Detachment Size                             |          | 3    |        |        |                                  |





ACASTUS KNIGHT BANNER

Knight (4) Tactical Strength: 1

| Name                     | Movement | Save | CAF    | Morale | Wounds                                   |
|--------------------------|----------|------|--------|--------|------------------------------------------|
| Acastus Knight           | 6"       | 2+   | 7      | 2+     | 3                                        |
| Weapons                  | Range    | Dice | To Hit | AP     | Traits                                   |
| 2 Twin magna lascannon   | 25"      | 2    | 4+     | -3     | Accurate, Anti-tank, Arc(Front)          |
| Ironstorm missile pod*   | 25"      | 3    | 4+     | -1     | Arc(Front), Light AT                     |
| Helios defence missiles* | 25"      | 2    | 4+     | -2     | Anti-tank, Arc(Front), Skyfire, Tracking |
| Autocannon**             | 16"      | 3    | 5+     | -1     | Arc(Front), Light AT                     |
| Lascannon**              | 22"      | 1    | 4+     | -1     | Anti-tank, Arc(Front)                    |

Special Rules

Blessed Auto-simulacra, Independent, Ion Shields(4+)

Detachment Size 1 (250 points)

+1 +250 points

May change all of its weapons for +20 points

|                                 |   |    |    |                                    |
|---------------------------------|---|----|----|------------------------------------|
| 6"                              | 1 | 4+ | -2 | Arc(Front)                         |
| 2 Conversion bean cannon 6"-18" | 1 | 3+ | -3 | Arc(Front), Demolisher             |
| 18"-35"                         | 2 | 2+ | -4 | Arc(Front), Demolisher             |
| Volkite culverin 14"            | 2 | 4+ | 0  | Arc(Front), Deflagrate, Light      |
| Karacnos mortar battery 30"     | 2 | 4+ | -1 | Arc(Front), Barrage, Ignores Cover |

In addition on choice below is possible

Questoris Knight Armiger Talon +180 points

Mechanicum Knight Moirax Talon +200 points





UPGRADE FOR KNIGHTS

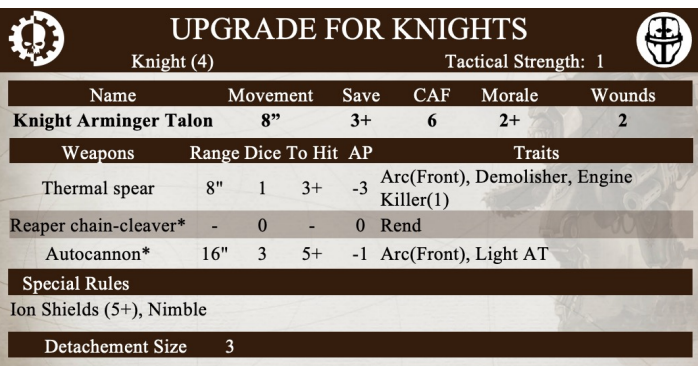
Knight (4) Tactical Strength: 1

| Name                  | Movement | Save | CAF    | Morale | Wounds                                   |
|-----------------------|----------|------|--------|--------|------------------------------------------|
| Knight Armiger Talon  | 8"       | 3+   | 6      | 2+     | 2                                        |
| Weapons               | Range    | Dice | To Hit | AP     | Traits                                   |
| Thermal spear         | 8"       | 1    | 3+     | -3     | Arc(Front), Demolisher, Engine Killer(1) |
| Reaper chain-cleaver* | -        | 0    | -      | 0      | Rend                                     |
| Autocannon*           | 16"      | 3    | 5+     | -1     | Arc(Front), Light AT                     |

Special Rules

Ion Shields (5+), Nimble

Detachment Size 3





CERASTUS KNIGHT BANNER

Knight (4) Tactical Strength: 1

| Name                   | Movement | Save | CAF    | Morale | Wounds                                      |
|------------------------|----------|------|--------|--------|---------------------------------------------|
| Cerastus Knight        | 9"       | 3+   | 11     | 2+     | 3                                           |
| Weapons                | Range    | Dice | To Hit | AP     | Traits                                      |
| Pattern flame cannon*  | 8"       | 3    | 4+     | -2     | Arc(Front), Light AT, Ignores Cover         |
| Heavy bolters*         | 12"      | 2    | 5+     | 0      | Arc(Front), Light, Point Defence            |
| Reaper chainsword*     | -        | 0    | -      | 0      | Rend                                        |
| Pattern bolt cannon**  | 14"      | 4    | 5+     | -2     | Arc(Front), Light AT, Rapid Fire Shieldbane |
| Tempest warblade**     | -        | 0    | -      | 0      | Rend                                        |
| Shock lance***         | -        | 0    | -      | 0      | Reach, Rend                                 |
| Ion gauntlet shield*** | 6"       | 2    | 5+     | -2     | Arc(Front)                                  |

Special Rules

Furious Charge, Independent, Ion Shields (4+), Nimble

Detachment Size 1 (215 points) / Add Rocket pods for +5 points

+1 +200 points

+2 +390 points

Knight Acheron \*

Knight Castigator \*\*

Knight Lancer \*\*\* Change Special Rules : Ion Shields (3+)

Cerastus Knight Atrapos Change to +20 points

Graviton singularity cannon 16" 2 3+ -3 Arc(Front), Armourbane, Collapsing Singularity

Atrapos lascutter 6" 1 2+ -4 Arc(Front), Engine Killer(1), Rend, Wrecker(3)

Change Special Rules : Ion Shields (3+), Macro-extinction Targetting Protocols

In addition on choice below is possible

Questoris Knight Armiger Talon +180 points

Mechanicum Knight Moirax Talon +200 points



