

# NETEPIC 5.0 ARMY BOOK

# Adeptus Militaris



BY THE NETEPIC DISCUSSION GROUP

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# Background

The Adeptus Militaris is the most important and by far the largest fighting force of the Imperium. Drawn from the millions of inhabited worlds that make up the Imperium, the ranks of the Imperial Guard are truly immeasurable. This is the true army of the Imperium, unlike the elite strike forces of the superhuman Space Marines or the pious warrior women of the Sisters of Battle. Built upon the sweat, blood and bones of men, the mechanized punch of countless tanks and an iron will, the Imperial Guard fights the thousands of wars the Imperium wages each day.

Every world in the Imperium has its own army to defend it against raiders, pirates and rebels. These local armies are maintained by the planet's own ruler and are known as the Planetary Defense Forces (PDF). Even though these forces might number several million troops this is not sufficient to withstand a full-scale planetary assault, but it is plenty to defend against localized attacks and raiders. In practice, the main role of the PDF is to serve as the personal troops of the planet's ruler, protecting against internal rivals and holding the line against off-world threats until reinforcements arrive.

The Imperial Guard is raised from the elite of the PDF and organized into armies which directly serve the Emperor and the Adeptus Terra. As part of its Imperial Tithe each planet is required to supply troops from its defense forces to be inducted into the Imperial Guard. When a new army is needed the Adeptus Terra determines which of the Imperium's millions of planets are next in line for recruitment. Planets with small populations are only liable for recruitment every hundred years or so, while more populous worlds may be chosen two or three times a decade. Once a planet is selected a recruiting officer visits the world and inspects its military forces. If he is satisfied with the quality of the troops he will select whole divisions into the Imperial Guard. Once enough troops have been chosen from various worlds, they are shipped out to their assembly point at the war zone. Because an entire army is recruited at the same time its troops tend to be of more-or-less the same age. Each division may be from a different world, but they will fight together from then on. None of the troops ever return home as the cost of moving large numbers of men across the galaxy is simply too great. As a result of this practice, individual cultures are transposed from one side of the galaxy to the other, overlaid with the martial traditions of the Imperial Guard and strengthened by years of battles where only the strong survive.

Once an army is created it receives no new divisions, though once stationed on a planet it is allowed to recruit from the local defense forces. This is rare, however, as an army sent into battle cannot spare any effort for recruitment. In most cases, the army will become smaller due to battle losses. From time to time it may be assigned support units, and it often happens that such troops assigned for a particular battle end up being permanently attached because their original army has been destroyed or posted to another battlefield before they can rejoin it. In some cases two or more depleted units may be combined to form a new one. This sort of thing happens all the time, so most Imperial Guard armies include a wide variety of troops.

After twenty years of fighting the army is as hard-bitten and battle-hardened as it is possible to be, with a fighting reputation won on some of the most dangerous battlefields in the galaxy. At that time, if the army has been successful, it will be allowed the honor of leading an invasion force to fight for possession of a new world. If the planet is conquered the army has earned the right to retire from the Imperial Guard and settle on the planet. In this way new worlds are added to the Imperium, settled by hardened warriors well able to defend themselves. Old warriors become the founding members of a hard-bitten aristocracy while regimental commanders become the first of the ruling class. Within a dozen generations the planetary population will have multiplied sufficiently to provide fresh divisions for the Imperial Guard.



***The duty of the commander is to judge what means should be undertaken to achieve each objective. He must be aware of what is to be gained and what is to be lost. A commander who places his troops in a position where he may likely lose more than he may more likely gain risks more than the lives of his men. He risks far more; he risks failure. Loss is acceptable, failure is not.***

*– Imperial record COM 07/580.f402,P7*

# The Adeptus Militaris Army

The Standard Army consists of the various and sundry Imperial Guard troops found throughout the Imperium. If you choose to run a Standard army you must put at least 50% of your points into the Standard Adeptus Militaris List. The other 50% may be spent on any one Standard List, as the Imperial Guard has fought with and against just about everyone at one time or another.

<b>Standard Army</b>	<b>At least 50% of your points into...</b>	<b>Up to 50% into...</b>
Imperial Guard	Standard Adeptus Militaris List	Any one Standard List

The Planetary Defense Force is a Codex army. If you want to run the PDF you must put 75% of your points into PDF troops, and up to 25% into any one Standard Army list. This division was made so that you could field the generic Imperial Guard troops as allies to other armies, but you couldn't get the PDF low-quality-but-really-cheap infantry unless you concentrate on an Imperial force.

<b>Codex Army</b>	<b>At least 75% of your points into...</b>	<b>Up to 25% into...</b>
Planetary Defense Force	Planetary Defense Force List	Any one Standard List

# Special Rules

## The Chain of Command

Because the Imperial Guard is so huge its command structure is very formally and rigidly organized. The Chain of Command rule reflects the way in which orders are passed from regimental commanders to company headquarters to the platoon lieutenant. If this chain is broken the troops become bogged down while they wait for fresh instructions. All Imperial Guard and Planetary Defense Force troops fall under the Chain of Command except titans and praetorians - those units contain commanding officers of their own.

The object of the Chain of Command rule is to make the Imperial Guard work as a tightly-integrated force that is dependent upon its officers. So long as the command structure is intact it is a relatively simple matter to coordinate the different units.

## Who Makes Up the Chain of Command

### Sectional Headquarters

Section headquarters are platoon leaders. Every detachment has an SHQ even though it's not specifically stated in the army list - it's just understood that one model out of each detachment is an SHQ. Mark this model with a differently-colored hat or something. That model gains the HQ ability and targeting protection, but otherwise functions just as any other in the detachment.

### Company Headquarters

These are the commanding officers of Imperial Guard Companies. They are units of the listed type with the additional special abilities of Command and HQ. For example, a Tactical CHQ is a tactical infantry stand with Command & HQ, a Vindicator CHQ is a Vindicator with Command & HQ, and so on.

A CHQ may give orders directly to any detachment that has a unit within 6 cm, or indirectly if the detachment's SHQ is within 25 cm.

### Battalion & Regimental Command

These are the commanding officers of large sections of the army and consist of a Major, a Colonel, a Leviathan or a Capitol Imperialis. They are concerned with the big picture and are less involved with the immediate tactical situation. In some instances you may bring them to battle and their close proximity augments the local command and control performance. Be careful though, for their loss will disrupt the entire army.

Battalion and regimental command units may function as CHQ units, and as long as at least one of these command units is on the board the command radius of all CHQ-to-SHQ units is increased to 35 cm. On the down side, if any such command unit is lost there is a period of chaos and confusion while the next person in line takes control. On the turn after one of these units is destroyed, the CHQ command radius is reduced to 6 cm - they may only give orders to units they are in immediate coherency with.

## How the Chain of Command Works

Imperial Guard detachments may only be given orders if they are connected to a CHQ unit by the Chain of Command. Units that are outside the chain receive no orders, may not move and fire in the Advance Fire phase. The command radius is measured from the stands and not from the transports.

A unit is connected to the Chain of Command under either of two circumstances:

- 1) The detachment's SHQ is within 25 cm of any CHQ unit.
- 2) A CHQ unit is within coherency (6 cm) of any unit in the detachment.

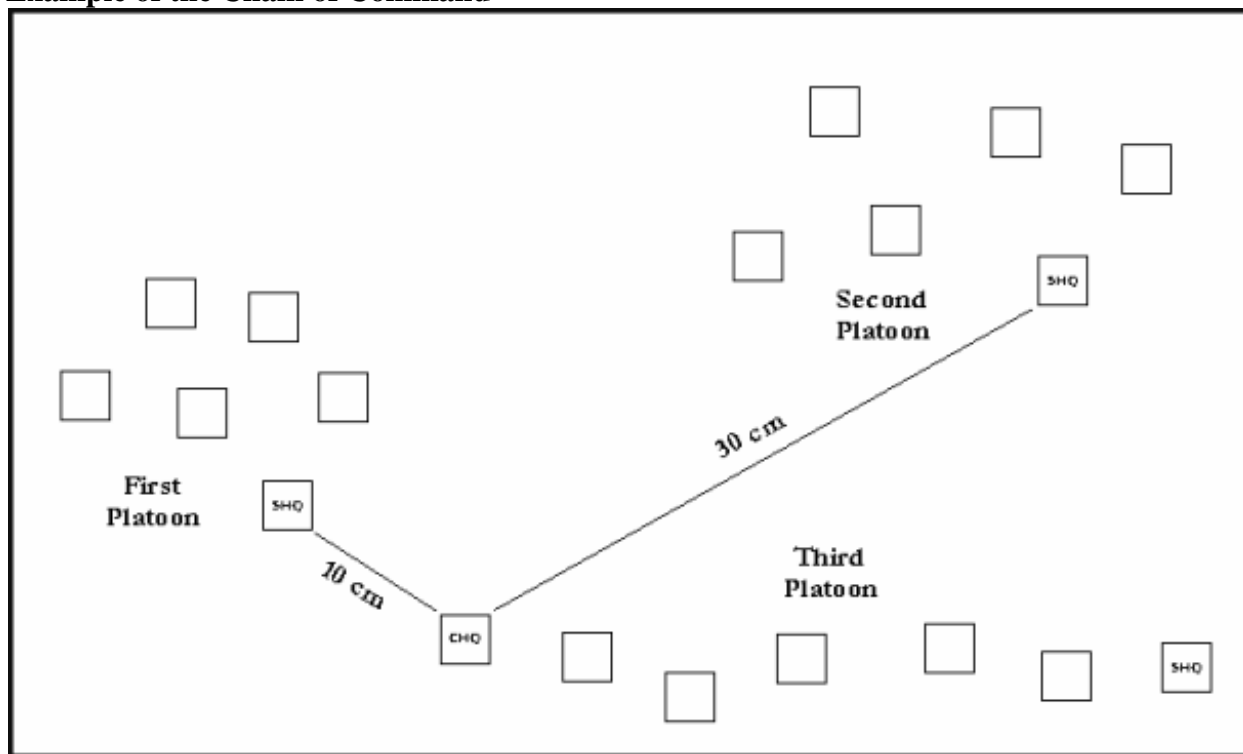
The Chain of Command is broken in any of the following circumstances:

- 1) There are no SHQ or CHQ units with 6 cm.
- 2) There is an SHQ around, but no CHQ within 25 cm of it.
- 3) It is the turn after a Battalion or Regimental Command unit died, and there is no CHQ within 6 cm.

## Exceptions to the Chain of Command

Unlike other Imperial forces, recon vehicles and cavalry detachments are independent fighting units that may operate outside the Chain of Command radius. These units may receive orders as long as there is either an SHQ or CHQ within coherency. Unfortunately, if they fail any morale test required of them (for any reason) and they are not within the Chain of Command, instead of just breaking they will immediately rout and all the models of the detachment are removed from play.

## Example of the Chain of Command



The First Platoon may be given orders as normal. The Second Platoon may not be given orders as the SHQ is farther than 25 cm from the CHQ and no stand is within 6 cm of the CHQ. The Third Platoon may be given orders even though the SHQ is beyond 25 cm, as the CHQ is within coherency (6 cm) of the detachment and may give the orders directly without having to relay through the SHQ.

## Planetary Defense Forces

### Move Terrain

The PDF player may choose to arrange the terrain to his liking to make it more defensive (thus simulating the extra time the PDF has to entrench itself). Try to be reasonable about this, i.e. hills and lakes may be moved a little or rotated slightly, forests may be removed and so on - this isn't Mohammed moving mountains. If he chooses to move any terrain he must also set up all of his units first (except units with Infiltration), since by entrenching himself he loses the advantage of maneuver. Place objectives after the terrain has been adjusted.

### Free Fortifications

For every Company Card purchased the player receives one free card of either Barricades or Trenches. These may be placed anywhere on the battlefield outside of the enemy's deployment zone.

### Setup

Once all fortifications have been placed and before other units are put on the battlefield, the PDF player may place one detachment into each of his fortifications, even ones outside his normal deployment zone. Detachments belonging to an ally army may not be chosen - only units from the PDF army list.

**Note:** Yes, this gives the PDF player a huge advantage in Victory Points on the first turn. This is not as powerful as it may seem, as the enemy player need only move a single stand to within 15 cm of the objective to contest it - he doesn't even need to engage the PDF troops. It also turns any battle against PDF forces into a race against time, as the attacker attempts to overwhelm the isolated PDF forces and capture their objectives before the main army can arrive. That sounds like the PDF, all right.

# Sample Army: 1478<sup>th</sup> Battalion

Army Card	Cost	Notes
1) Tactical Company	600	
Special: Astropath	100	
Support: Heavy Platoon	200	
Support: Scorpion AA Battery	150	
2) Tactical Company	600	
Special: Adeptus Psyker	100	
Support: Thunderbolt Squadron	250	
Support: Scorpion AA Battery	150	
3) Leman Russ Company	750	
4) Shadowword Company	650	
Special: Adeptus Mechanicus	100	
5) Artillery Company	600	
Special: Forward Observer	100	
6) Rocket Company	550	
Special: Astropath	100	
7) Roughrider Company	600	
Support: Land Speeder Squadron	200	
Support: Land Speeder Squadron	200	
<b>Total</b>	<b>6,000</b>	

# Unit Descriptions

## Special Units

**Adeptus Mechanicus:** These priests preserve the information on every war machine in the Imperial Army, and are responsible of their continuous functioning. They are HQ units and have the Mechanic ability.

**Adeptus Psyker:** Trained in the service of the Imperium, these psykers use their powerful mental abilities on the battlefield. They are HQ units, Psykers and may use one of the following powers each turn:

**1) Embolden:** All Imperial detachments within 15 cm (including the psyker) become Fearless and immune to all types of morale effects, and gain +1 CAF. This effect lasts until the End Phase.

**2) Telepathic Link:** The psyker spots for artillery and may act as a Forward Observer. In addition, any indirect barrages aimed at a point visible to the psyker are treated as direct. The power lasts until the End Phase.

**3) Righteous Fire:** The psyker makes a physical psychic attack. Pick a target within 25 cm and line of sight, and on a 4+ it takes a hit at -2 TSM.

**Assassin:** These agents of the Officio Assassinorum are trained for covert action behind the enemy lines. They appear within the ranks of the enemy at the least expected moments of a battle, complete their missions and vanish. Assassins are purchased as Special Cards but are not represented by models on the tabletop. They are used once in a game and perform their function, then leave. As they may not be destroyed in the usual manner the opponent is award one Victory Point when the card is used, even if the action is unsuccessful. There are two types of Assassins that may be employed:

**Callidus:** The enemy is among us! With a blur of motion, the Callidus reverts to her true form and strikes a telling blow before dodging away amidst the smoke and fury of battle. Play this card during any Combat phase and target an infantry stand. This may target HQ units, but not Daemons, Tyranids or other significantly non-human units. Immediately resolve a round of Close Combat between the stand and the Callidus (CAF +6). The Callidus may receive bonus dice for previous attackers, or give later attackers a bonus die as appropriate. All enemy units within 10 cm of the Callidus' target must pass a Morale check or go onto Fall Back Orders (if the target survives, it must roll as well).

**Vindicare:** Sniper! Play this card as an activation during the Movement or Combat Phase (in either First Fire or Advance). The Vindicare pops up from cover, strikes a righteous blow with his Exitus rifle then fades into the underbrush once again. Pick any piece of terrain on the battlefield in which the assassin appears, then choose an enemy infantry or cavalry stand within 50 cm and line of sight (ignoring normal targeting restrictions). On a 3+ the target is hit with 0 TSM.

**Astropath:** The blind psychic seers ubiquitous on Imperial worlds and in Imperial service, Astropaths can occasionally be found serving in a direct battle capacity for the Imperial Army. They are HQ units, Psykers and may use one of the following powers each turn:

**1) Beacon:** The Astropath becomes a flaring psychic beacon. Until the End Phase, any Greater Daemon, Psyker, or Eldar Waystone Spirit unit within 100 cm may only fire at, or target psychic/magic powers at the Astropath. They may violate the normal line of sight and HQ targeting restrictions – the Astropath is visible to all Psykers on the battlefield.

**2) Cancellation:** The Astropath dampens all nearby psychic abilities. When any Psyker or Greater Daemon within 75 cm attempts to use a psychic ability, each player rolls a die. The Astropath adds +2 and Greater Daemons add +3. If the Astropath's total is higher, the ability fails. This ability remains in effect until the End Phase.

**3) Guidance:** The Astropath may sight for artillery through the eyes of others. There must be an Imperial unit within 25 cm of the Astropath that can see the target to be fired at, and the artillery detachment being sited for must be within 75 cm of the Astropath. If both conditions apply, then the artillery may fire indirectly without having to roll for scatter. Artillery which always scatters even on direct fire, such as the Doomweaver, will still scatter.

**Commissar:** Commissars are zealous and ruthless officers who encourage bravery and devotion to the Imperial cause, and ensure that cowardice and incompetence are immediately punished. Cowardice is not tolerated and those who turn tail and run in the face of combat are subject to the justice of an immediate battlefield execution.

Commissars are Command, Elite and HQ units, and can create an exception to the normal chain of command structure. They may join any detachment and as long as they stay within coherency, that detachment may always be given orders, regardless of the chain of command.

Most Imperial Guard companies give you a free Commissar and transport vehicle. These models do not count towards a company's Break Point, but your opponent receives 1 VP if the Commissar is killed. The transport



is usually a Rhino but a Commissar attached to a cavalry company comes with similar transport (bike, land speeder, etc.). Commissars attached to mechanized companies will travel in one of the vehicles (you don't get free tanks).

**Confessor:** The Confessor's mad rantings and utter devotion to the Emperor drives nearby troops into an unstoppable frenzy. Confessors are HQ units, and may join any infantry detachment. That detachment gains +1 CAF, +1 to its Break and Victory Points (to the Company if appropriate), and becomes immune to all morale tests and effects. Soldiers led by a Confessor must be given Charge Orders if they are not within the Chain of Command.

**Forward Observer:** Both speed and accuracy are vital when calling for artillery support, and the Imperium has expertly trained Forward Observers to aid their artillery batteries. They are HQ units and have the Stealth ability.

**Grey Knights:** The Grey Knights are a unique Space Marine Chapter that belongs to the Ordo-Malleus branch of the Inquisition, rather than to the Adeptus Astartes. Their sole purpose is to confront and destroy Chaos, and they may only be brought to a battle if an opponent fields Chaos units.

Grey Knights are Elite units, and have the Daemon Hunter and Teleport abilities. They also have a 4+ Psychic Save, and both their ranged & Close Combat attacks are considered physical psychic attacks (this means Greater Daemons cannot use Chaos Cards to save themselves – see the Chaos Army Book for more information).

**Inquisitor:** These are the watchdogs of the Imperium, always on the alert to punish those that stray from Imperial Doctrine and destroy those tainted by Chaos. They are Command and HQ units, have a 4+ Psychic Save and are immune to all forms of morale effects. Due to the fear (or inspiration) they instill, all Imperial troops within 25 cm of the Inquisitor automatically pass any morale checks they attempt.

**Ordo-Malleus Inquisitor:** Some Inquisitors are specially trained in the ways and weaknesses of Chaos. These die-hard servants of the Emperor are armed with rare psych-out weaponry, made from the metabolic wastes of the Emperor himself. Armored in elaborate power armor and with esoteric patterns on their bodies, the Ordo-Malleus Inquisitors go forth to cleanse the galaxy.

They are Command, Elite and HQ units, and have a 4+ Psychic Save. They may only be purchased when facing a Chaos force. Both their ranged & Close Combat attacks are considered physical psychic attacks (this means Greater Daemons cannot use Chaos Cards to save themselves – see the Chaos Army Book for more information), and against Daemons the Psycannon has a –2 TSM instead of its normal 0 TSM.

**Sanctioned Psyker:** Not all psykers are corrupted by Chaos, killed by the Inquisition or inducted into the Adeptus Astra Telepathica. Some rare individuals have been deemed strong enough to withstand Chaos and serve the planetary ruler. As this is a dangerous source of Chaos corruption it is frowned upon by the Inquisition. The psyker may use one of the following powers per turn:

1) **Embolden:** All friendly models within 10 cm (including the psyker) get +1 to all morale checks and +1 to CAF. Lasts until start of next orders phase.

2) **Telepathic Link:** Until the start of the next combat phase the psyker spots for friendly barrages. Any artillery batteries that have LOS to the psyker may use the psyker's LOS instead of their own.

3) **Righteous Fire:** Make an immediate ranged attack. Range 35 cm. 1-attack dice. Hits on 4+ with a 0 TSM. This counts as a physical psychic attack and normal rules for LOS apply.

**Sectional Headquarters (SHQ) Unit:** These are the commanding officers for a detachment. They have the HQ ability. They otherwise function exactly as every other stand in the detachment.

**Company Headquarters (CHQ) Unit:** These are the commanding officers of Imperial Guard Companies. They have the Command and HQ abilities, and otherwise function as any other stand of the appropriate type.

**Colonel & Major:** These are the battalion and regimental commanders. They are Command and HQ units, and may act as CHQ units for Chain of Command purposes. Due to their superb tactical experience, they may change the orders of one Imperial Guard detachment that is within 25 cm, immediately after you activate it. Finally, the Colonel's presence on the battlefield inspires those around him and models within 25 cm gain a +1 to any morale checks they make.

## Infantry

**Assault Infantry:** Some troops are specially trained for Close Combat - recruits from feral and hive worlds are particularly renowned for their ferocity in hand-to-hand fighting. Assault troops possess jump packs.

**Beastman:** These mutated beasts have not succumbed to the taint of Chaos and still serve the Imperium. They are mainly Close Combat troops, and what they lack in intelligence they make up in aggression and determination.

**Combat Engineer:** In the war-torn battlefields it is a valuable ability to create obstacles to slow down the enemy advance while facilitating the advance of friendly units. Combat Engineers have been specially trained to perform these tasks, and scenarios may have other things for them to do.

**Cyborg Berzerkers:** The use of psychopaths on the battlefield has always been met with apprehension. Most who join the ranks of the Penal Legion simply die, but the toughest, the most dangerous and most violent thrive. The majority of these are safe enough to be put into Human Bomb sections, but some are so far gone that they could become a danger to friendly forces. These individuals are bionically enhanced and mentally conditioned, creating a mindless, nearly perfect fighting machine. They are Fearless and may only be attached to Penal Companies.

**Heavy Weapons Infantry:** These troops are armed with long-range weapons for supporting the army's advance.

**Hive Ganger:** Every Imperial city has bands of lowlife battling for resources and control of a city section. They are often given control of some sections by authorities if they prove they can keep order. The hive gangers are masters of infiltration and close-quarter fighting. They may infiltrate after initial deployment up to their full charge move before the battle begins. The hive gangers are also adept at seeking cover, so as long as they are in cover there is an additional -1 to hit penalty that is cumulative with the to hit modifier of the cover. The Gang Boss must be within 25 cm of all Hive Gang detachments in order to give them orders - they may not be give orders by any other CHQ unit. If the Gang Boss is killed roll D6 - on 1-4 the gang must make immediate morale check or rout, on 5+ the gang explodes in a berserk fury to avenge the death of the Boss. All stands gain +1 to CAF for the rest of the game.

**Human Bomb:** The troopers in a penal legion must live under a tremendous burden of guilt; not only have they committed crimes but in so doing they have betrayed the Emperor. However, the Emperor in his mercy has given the penal troopers an opportunity to repent and redeem themselves by volunteering for the human bombs. The moment they don the bomb harness the Emperor absolves them. He also has a chance of freedom, for some of the harnesses are rigged not to explode - if he survives the battle, he is absolved and free.

They may be activated in the First Fire Segment and will detonate in place. Center a normal barrage template over the stand. Anything under the template is hit on 4+ with a TSM of 0. Obviously, the human bomb stand is destroyed. The human bombs are not bound by the normal command or coherency rules and give no VPs when they are destroyed - they are already listed as dead anyway. Human bomb platoons may only be bought as support for a Penal Company.

**Militia Conscripts:** An armed militia forms the emergency troops of the Planetary Defence Force. In times of crisis untrained citizens are drafted and given a crash-course in military training. The militia forms the cannon fodder of the cannon fodder.

**Ogryn:** Ogryns are extremely large humanoids that sometimes are taught to serve the Imperium. Although mainly Close Combat troops they are armed with short-ranged rapid-fire weapons. Devoted to Emperor and willing to lay down their lives without a second thought (or a first thought for that matter), they act as monstrous shock troops on the battlefield, ripping enemy troops limb from limb and decimating entire units with their weapons.

**Ratling Sniper:** These are small humanoids that occupy some Imperial worlds and possess uncanny skill with rifles as well as being able to act independently. They operate independently and do not remain in formation, so the normal 6 cm coherency rule does not apply to them. If you purchase multiple units of Ratlings, your enemy will score Victory Points for every 4 stands killed, regardless of which platoon they are from. Ratlings may not move and shoot in the same turn. They may Infiltrate and have the Sniper and Stealth abilities.

**Penal Trooper:** These are Imperial Guard and Planetary Defence Force troopers who have committed capital crimes and had their sentence commuted to life service. There are a great many capital crimes, so the supply of potential troops for the Penal Companies is never-ending. New troops have their heads shaved and tattooed with the unit insignia, and explosive collars are put around their neck. The collars are a disciplinary device rather than a means of turning the troops into Human Bombs - the blast is directed inwards and will have little effect on anyone standing even a few feet away. The collars are controlled by the officers and are detonated when discipline needs to be enforced, such as when a Penal Platoon fails a morale check. Remove one stand and make the morale check

again. Continue this process until the detachment either makes the morale roll or is entirely wiped out. You may not have more Penal companies than you have Tactical companies.

**Rocket:** These form the light antitank units of the Planetary Defence Force. They are armed with short ranged but effective recoilless rifles.

**Tactical Infantry:** These make up the bulk of the Imperial army and carry lasguns.

**Warrior:** Most planets have some sort of warrior subculture and planetary rulers often make use of them in times of crisis. Due to their wild nature, if these these units are ever outside the Chain of Command they will automatically go on Charge Orders and attempt to engage the closest enemy in sight.

## Cavalry

**Imperial Bike:** Imperials sometimes enter battle mounted on motorcycles armed with bolters. This augments their Close Combat skills as well as maneuverability. They are Independent.

**Land Speeder:** This is the most common type of skimmer available to the Imperial Guard. They are Independent.

**Land Speeder Tornado:** This variant is armed with one heavy bolter and an assault cannon. They are Independent.

**Land Speeder Typhoon:** This variant is armed with a heavy bolter and a missile launcher. They are Independent.

**Rough Riders:** Many undeveloped frontier worlds use horses and other native riding beasts as a common form of transport. Imperial Guard units from frontier worlds with an equestrian military culture are often used as mounted scouts and foragers. These platoons of horse-mounted Guardsmen are known as Rough Riders and are armed with explosive-tipped lances to increase their Close Combat effectiveness. They are Independent.

## Walkers

**Sentinels:** Sentinel squad consist of one to three lightly-armored mechanized walkers crewed by a single Guardsman. Armed with a powerful multi-laser or autocannon, Sentinels are ideal as reconnaissance platforms or as mobile heavy weapon support for infantry and tanks.

**Robot:** These are cheap, mass-produced mechanical battle machines that must be programmed before the battle. Robots have the abilities of Quickdraw, Inorganic and, of course, they are Robotic. Before the battle, fill in the following table. Each turn when the detachment is activated, ask each of the questions in order. If the answer is “yes” for the majority of the models, the robots will perform the programmed action.

Ask the following questions:	If the answer is “Yes” then...
1) Are enemies within charge range?	
2) Are enemies within weapon range?	
3) Are enemies within sight?	
4) In any other situation.	

**A) Charge:** Move between normal and double speed towards the nearest enemy detachment. If you reach the enemy you enter Close Combat. No ranged weapons are fired

**B) Advance:** Move between half and normal speed towards the nearest enemy detachment. Stop if you come closer than 1 cm from them. Fire ranged weapons at them in the Advance Fire Phase.

**C) First Fire:** No movement. Fire at the nearest enemy detachment in the First Fire Phase. Robots may be activated to Snap Fire at a unit that is not the closest enemy.

**D) Capture:** Move between half and normal speed towards the nearest objective counter.

**E) Ignore:** Ignore the question and move on to the next one.

## Vehicles

**Artillery Tractor:** This is a small, lightly armoured vehicle that may tow one light artillery piece.

**Bridging Vehicle:** These special vehicles can quickly construct a portable bridge to help troops pass through obstacles such as rivers, ravines, barricades and trenches. To build a bridge a vehicle must be on First Fire orders and cannot be in Close Combat. In the End Phase, lay down a 5 cm section of bridge.

**Chimera Armored Troop Carrier:** This is the main armored personnel carrier for the Tech-Guard. The Chimedon, Chimerax and Chimerro variants carry several different heavier weapons systems to better support the infantry they carry. All variants have turreted weapons and may transport two infantry stands.

**Demolisher Close-Assault Tank:** Built on a Leman Russ chassis, this tank has shorter-ranged weapons but increased power to support close-in combats.

**Destroyer Tank-Hunter:** This rare variant mounts a Laser Destroyer cannon in a turretless Leman Russ chassis, used to snipe enemy armor at long range from prepared positions. It lacks any Close Combat armament and is vulnerable to infantry assault.

**Hellhound:** This vehicle carries a large flamethrower with volatile fuel to burn its targets to ashes. Use the large teardrop template, and hit any unit underneath on a 4+ at 0 TSM. This weapon ignores cover modifiers to hit.

**Leman Russ Tank:** The rugged Leman Russ is the main battle tank of the Imperial Guard and makes up the bulk of the army's armored attack forces. Whether deployed in an acidic swamp or airdropped into the freezing temperatures of a sub-zero ice planet, the Leman Russ functions equally well no matter what the terrain or conditions. The tank had Point Defense (1) and a turret for the primary weapon.

**Leman Russ Conqueror:** The Conqueror is one of the less-produced variations of the Leman Russ. It is intended for use as an assault vehicle, with shorter-ranged weapons, increased point defense and better engines. It has Point Defense (3).

**Leman Russ Executioner:** The Executioner is one of the rarest variants of Leman Russ, due to difficulties in reproducing the magnetic containment field equipment required for the turret-mounted plasma gun. It has Point Defense (1).

**Leman Russ Exterminator:** This is a common variant of the basic Leman Russ design. Instead of a Battle Cannon, the tank carries a turret with twin-linked Autocannons, capable of laying down a withering hail of fire. It has Point Defense (1).

**Leman Russ Vanquisher:** The Vanquisher uses a long version of the standard Battle Cannon. It has greater velocity and range, but is much more expensive to produce. They are usually assigned to taking out enemy armour. The main gun is turret-mounted and Penetrating +1, and it has Point Defense (1).

**Mammoth Tank:** This is an obsolete Imperial heavy tank. It is slower than the Leman Russ but it carries more weapons. It has Point Defense (2).

**Mole:** These are intermediate-sized tunnellers capable of transporting an Imperial Guard tactical detachment (10 stands). They are Tunnelers and may initially appear anywhere on the board as per the Deep Strike rules.

**Predator:** Built around the successful Rhino chassis it is armed with an autocannon and several lascannons.

**Recon vehicle:** A small and fast but lightly armed wheeled vehicle.

**Rhino:** This is the main Imperial light APC. It has Point Defense (1) and may transport two infantry stands.

**Sabre Tank-Hunter:** One of the many Rhino variants, these light and cheap units do very little to up-armor the basic frame. Instead, their infantry capacity is replaced with a standard vehicular autocannon, mounted on a turret.

**Salamander:** A small, lightly armoured tank armed with a flamethrower.

**Scorpion AA Battery:** These are modified Tarantula batteries that serve as AA units. Scorpions have robotic brains guiding them therefore do not make morale checks, and they may Snap Fire without penalty.

**Termite:** These are the smallest of the tunnellers and may transport two infantry stands. They are Tunnelers and may initially appear anywhere on the board as per the Deep Strike rules.

**Thunderer Assault Gun:** When a Destroyer Tank-Hunter is disabled it is usually converted to a Thunderer by replacing the Laser Destroyer with a Demolisher Cannon and adding bolters. The main gun ignores cover modifiers, and it has Point Defense (2).

**Vindicator:** Built in to the Rhino chassis is an enormous gun that fires a large shell capable of destroying its target and intervening cover. Shots from a Vindicator ignore cover modifiers.

**Zulu AA Battery:** This is a static version of the Scorpion. If a detachment of Zulus is ever placed on Fall Back Orders it is destroyed instead - the crews rout and leave. Like their mobile counterparts, Zulus may Snap Fire without penalty.

## Light Artillery

**Infantry Gun:** This is a semi-portable, rapid-fire cannon mounted on a wheeled carriage.

**Mole Mortar:** This is a light artillery piece that, instead of firing the shell in to the air, sends it through the ground to its target; exploding underneath them. Because of this, the weapon ignores both cover and shields of all types.

If a Mole Mortar hits a titan or praetorian, roll a D6. On a 6 the target is trapped within the crater formed by the explosion. Trapped units may shoot normally but, if they wish to exit the crater, must do so on Charge Orders and forgo any ranged attacks as they leave.

**Rapier Laser Destroyer:** This is a multi-barreled weapon that provides anti-armor support to infantry advances.

**Tarantula:** This is a robotic point defense weapon that rapidly identifies and suppresses suitable targets. Tarantulas may not be given Advance Orders, and if on First Fire Orders they may fire in both the First Fire and Advance Fire Phases (firing twice in the same turn, but in different phases). The shot in the First Fire Phase may Snap Fire normally, and benefits from the Quickdraw advantage. Tarantulas are Inorganic and Robotic.

**Thudd Gun:** This is a light artillery piece which fires high explosive shells. It shoots rapidly, its multiple barrels pumping in and out with a distinctive ‘thud-thud-thud’ noise, hence the name of the gun.

## Heavy Artillery

**Basilisk Self-Propelled Artillery Gun:** This is a self-propelled rapid-fire artillery unit that may fire two barrage attacks in the same turn. These shots may be aimed at the same target or different targets.

**Bombard Mobile Siege Mortar:** This unit fires large shells in a high arc, and has a minimum range of 50 cm. These rounds destroy buildings on a single unsaved hit, instead of merely damaging them.

**Deathstrike Tactical Missile Launcher:** This is a battery of three, one-shot computerized missiles. Choose each warhead type before the battle: Barrage, Harpoon or Warp Missile (only one Warp Missile per detachment). They follow the same rules as the titan missiles of the same name in the Adeptus Mechanicus Army Book. Due to their nature they have the following special rules:

- 1) They can only be fired on First Fire orders.
- 2) After being fired the missile moves up to 35 cm in each Compulsory Movement phase.
- 3) The missile has enough fuel for 4 turns, after which it must select a target or crash.
- 4) The missile may select any target at any point during its move. It does not require LOS to the intended target when it is fired.
- 5) Due to their speed only AA units may target the missile and suffer a -2 To-Hit penalty.

**Earthshaker:** This is the standard heavy artillery of the Planetary Defence Force. It is an immobile version of Basilisk gun. If a detachment of Earthshakers is ever placed on Fall Back Orders it is destroyed instead - the crews rout and leave

**Griffon Assault Mortar:** These guns fire special shrapnel rounds that cover an enormous area. These rounds Ignore Cover and use the large 12 cm (airburst) template.

**Manticore Rocket Launcher:** This is a lightly armored support vehicle capable of long-range barrage attacks. Unlike other artillery weapons a Manticore Battery is capable of either concentrating fire into one attack (as most artillery units do) or each model may fire its missiles independently, making separate barrage attacks. After firing, the battery must spend a full turn reloading for it to fire again. A battery may move and reload at the same time.

When firing independently, place one 6 cm barrage template and scatter it normally. Then place two more templates, touching at least one of the previous ones. Units underneath each template are hit on a 4+ with 0 TSM.

**Medusa Heavy Howitzer:** This is a large, direct-fire gun used to destroy fortified positions or engage heavily armoured targets. The ammunition is designed to penetrate fortifications and has a -6 TSM against structures.

**Whirlwind:** Another Rhino variant, this one carrying a multiple missile launcher. It provides long-range support barrages for an advance or retreat, and can be used to pick off exposed enemy units at extreme ranges.

**Off-Board Artillery Barrage:** This represents a battery of long-range weapons that have been deployed some distance behind the combat zone, as well as orbital and naval artillery. Off-Board artillery has a Victory Point cost instead of a points cost, and may only be used by Forward Observers. See the Core Rules for details.

## Fliers

**Lightning Attack Fighter:** The attack fighters excel at air superiority missions.

**Lightning Strike Fighter:** The strike fighters are armed with deadly hunter missiles for support missions, but remain capable air superiority fighters.

**Marauder Fighter-Bomber:** This flier is armed with heavy weapons and is suited for dogfighting and strafing runs.

**Marauder Destroyer:** The Destroyer is a more heavily armed and armoured variant of the Marauder. The Melta bombs are dropped directly below the Destroyer.

**Thunderbolt Fighter:** These are the air superiority fighters of the Imperium.

**Valkyrie:** This is the primary light transport used by the Imperial Guard. While it is capable of rapid insertion, it lacks to armament to properly support the troops it delivers and must be protected. It has Transport 2.

**Vulture:** A cheap dogfighter, armed with two one-shot missiles for a light anti-armor capability.

## Superheavies

Superheavy companies consist of three detachment of one vehicle each. Two are normal, one is the CHQ and there are no SHQs.

**Baneblade:** This type of superheavy tank is armed with many medium-ranged anti-tank weapons. However, with their many bolters and respectable close combat capability, Baneblades are flexible enough to be used in multiple roles ranging from anti-armor support to frontal assaults.

**Gorgon Assault Transport:** The Gorgon transport is mainly used in sieges to transport troops directly to heavily fortified enemy positions. Due to the protective plate in front the Gorgon has two armor saves if the shot is coming in from the front arc. It must fail both saves to be destroyed. Gorgons ignore penalties for moving wooded and difficult terrain. If moving through woods, rough ground and minefields, it leaves a corridor behind it that counts as normal terrain. Gorgons are also useful for removing obstacles like barricades, trenches and buildings.

**Shadowword:** This tank wields a huge gun normally mounted on Titans/ Praetorian known as a Volcano Cannon. This gun has mainly an anti-Titan/Praetorian role, and more than enough to destroy any enemy armored vehicle. The long range of the gun enables the Shadowwords to deploy safely behind the front line and hunt down enemy from a distance.

**Stormblade:** Stormblades are the Titan-hunters of the Imperium. These special superheavy tanks are armed with enough firepower to engage most types of Titans and Praetorians on even ground. The tank is armed with a plasma blastgun (that is identical to those often used by Reaver and Warhound Titans) as well as several longer-ranged one-shot missiles. To power its arsenal the Stormblade has a plasma reactor, which will detonate if the tank is destroyed.

The radius of the explosion is D6 cm and all those in range are hit on a 4+ and must make an unmodified armor save to avoid destruction.

**Stormhammer:** This tank is armed with shorter ranged - but nevertheless effective - weapons and is more suited for a close assault role. Due to its close assault role the Stormhammer possesses heavy armor in front and sides. When targeted from the rear the Stormhammer receives only a -1 penalty to its save; from the side – no modifier. Stormhammers also have many sponson turrets for bolters which make it a living hell to approach the tank for the enemy infantry and light vehicles.

**Stormsword:** The Stormsword is made for direct assault against fortified positions. Its large bore Thundercannon ignores cover due to the size of the shell.

## Praetorians

The Dropship and all Ordinatus descriptions and hit location templates are in the Adeptus Mechanicus Army Book.

**Capitol Imperialis:** The Capitol Imperialis is the largest of the Praetorian vehicles. Its size dwarfs all but the mighty Emperor Titan in size and firepower and is protected by 6 Void Shields. It can transport two full companies of any type including vehicle companies. Multiple firing ports are scattered though out the Capitol's broadside permitting infantry to fire from these positions. All infantry stands that compose a company may fire from one side of the Capitol Imperialis for a total of 2 companies that may fire in addition to the Praetorians guns. These troops count as if on First Fire orders and are activated separately from the Capitol Imperialis. All weapons have a 360° arc of fire. The Capitol Imperialis can either be fitted with a volcano cannon or a behemoth cannon.

**Hellbore:** This is a gigantic tunneller capable of transporting a full company of Imperial Guard infantry into battle. They are Tunnelers and may initially appear anywhere on the board as per the Deep Strike rules. Victory Points are scored for the infantry, the Commissar and the Hellbore itself. The spotting Rhino is worth no Victory Points.

When the Hellbore surfaces the surrounding ground is turned to slag. To represent this, use the 12 cm airburst template. All units under the template are hit on a 3+ at -1 TSM. Those that survive are placed at the edge of the template. The Multi-launchers possess a 360° arc of fire and may fire twice, at the same or different targets.

**Leviathan:** This is the mobile regimental HQ of the Imperial Guard. With its huge amount of range finders, tactical displays and combat computers it increases the Chan of Command radius to 35 cm so long as at least one Leviathan remains on the battlefield. The Leviathan may also transport a full Imperial Guard infantry company within its armored walls. All weapons on the Leviathan have 360° arc of fire, except the Doomsday Cannon that has a 90° arc to the front. 4 Void Shields protect the Leviathan.

## Titans

All Imperial Titan descriptions and hit location templates are in the Adeptus Mechanicus Army Book.

# Capitol Imperialis Template

Move	CAF	Shields	Repair	Notes
10 cm	+12	6 Void Shields	4+	Praetorian Transports two Company-level Army Cards, and up to one may fire from a side. If used as the IG Regimental Command Center, increases the command radius of the whole Imperial Guard army to 35 cm.

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Choose your main gun:					
Behemoth Cannon	50 cm	4 BP	5+	-1	Lay down four templates, each touching at least two others. All must have LoS.
Volcano Cannon	100 cm	1	3+	-4	Penetrating +3
Plasma Guns	75 cm	6	5+	-2	360° arc of fire
Point Defense	15 cm	8	6+	0	

FRONT				REAR				SIDE							
	Weapon 2+	Weapon 2+			Hull 2+	Hull 2+		Hull 1+	Hull 1+	Hull 1+	Hull 1+	Weapon 2+	Weapon 2+		
Hull 1+	Bridge 1+	Bridge 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Weapon 2+	Hull 1+	Bridge 1+			
Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Reactor 1+	Hull 1+	Hull 1+		
Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+		
Track 2+	Hull 1+	Hull 1+	Track 2+	Track 2+	Hull 2+	Hull 2+	Track 2+	Track 2+	Track 3+	Track 3+	Track 3+	Track 3+	Track 2+		

<p><b>Bridge</b></p> <p>1-2 Damaged. CAF halved and Command ability lost.</p> <p>3 Partially destroyed. CAF halved.</p> <p>4 Partially destroyed. CAF halved and Command ability lost.</p> <p>5-6 Bridge destroyed. Crew abandon vehicle.</p>	<p><b>Reactor</b></p> <p>1-3 Reactor damaged. May not move or fire until repaired.</p> <p>3-4 Major damage. Reactor off-line and if not repaired at the end of this turn, explodes as 5-6 (below).</p> <p>5-6 Boom! Any units within 2 D6 cm are automatically hit by debris, unmodified save to avoid destruction.</p>
<p><b>Track</b></p> <p>1-2 Damaged. Speed halves and cannot enter difficult terrain.</p> <p>3-4 Damaged as 1-2 (above) and if vehicle moves, roll a D6, track destroyed on a 5+ as result 6 (below).</p> <p>5 Destroyed. No movement but unit may rotate.</p> <p>6 Destroyed as 5 (above) and roll damage to the hull.</p>	<p><b>Hull (every unsaved hit destroys a bolter)</b></p> <p>1-5 Add +1 to future damage rolls on the hull.</p> <p>6 Bridge or engine hit: bridge if the front half of the vehicle, engine if the rear. Any points over 6 are bonuses to the second roll, and that many transported stands must make their save or die.</p>
<p><b>Weapon</b></p> <p>1-2 Weapon damaged and cannot be used until repaired.</p> <p>3-5 Weapon destroyed.</p> <p>6 Weapon destroyed and roll for damage on the hull.</p>	



## Hellbore Template

Move	CAF	Repair	Notes
15 cm	+12	4+	Praetorian, Tunneler Transport one infantry Company-level Army Card. Tunneler. When it surfaces the surrounding area is turned to slag. To represent this, center the 12 cm template on the surface point. All units under the template are hit on a 3+ at -1 TSM. Those that survive are placed at the edge of the template. Transported units may leave the turn the Hellbore surfaces.

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Multi-Launchers	50 cm	6 BP	4+	-1	360° arc of fire, fires twice
Point Defense	15 cm	8	6+	0	

	Weapon 3+	Hull 1+	Bridge 1+	Weapon 3+	Digger 2+		
Engine 4+	Engine 3+	Reactor 1+	Hull 1+	Hull 1+	Hull 1+	Digger 2+	Digger 1+
	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Digger 2+		

**Note:** Shots fired from directly behind will hit the Engine (4+), while shots from directly in front will hit the Digger (1+). Roll scatter normally, and any scatter indicates a miss.

<p><b>Bridge</b></p> <p>1-2 Damaged. CAF halved and Command ability lost. 3 Damaged. CAF halved. 4 Crippled. CAF halved and Command ability lost. 5-6 Bridge destroyed. Crew abandon vehicle.</p>	<p><b>Reactor</b></p> <p>1-3 Damaged. 3-4 Crippled. 5-6 Reactor explodes!</p>
<p><b>Engine</b></p> <p>1-2 Damaged. Half speed. 3-4 Damaged and Crippled. No movement until repaired and only half speed even then. 5-6 Destroyed. No movement. Roll for damage to the reactor.</p>	<p><b>Hull</b></p> <p>1-5 Add +1 to future damage rolls on the hull. 6 Bridge or engine hit: bridge if the front half of the vehicle, engine if the rear. Any points over 6 are bonuses to the second roll, and that many transported stands must make their save or die.</p>
<p><b>Weapon</b></p> <p>1-2 Damaged. 3-5 Destroyed. 6 Weapon destroyed and roll for damage on the hull.</p>	<p><b>Digger</b></p> <p>1-2 Damaged. Speed halved and cannot enter difficult terrain. 3-4 Damaged as above and if vehicle moves, roll a D6, track destroyed on a 5+ as result 6 (below). 5 Destroyed. No movement. 6 Destroyed as above and roll damage to the hull.</p>

# Leviathan Template

Move	CAF	Shields	Repair	Notes
10 cm	+12	4 Void Shields	4+	Praetorian Transports one Company-level Army Card. If used as the IG Regimental Command Center, increases the command radius of the whole Imperial Guard army to 35 cm.

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Doomsday Cannon	200 cm	D6+3 BP	Varies	-3	360° arc of fire
Battlecannon	75 cm	1	4+	-2	360° arc of fire
Lascannons	75 cm	6	5+	-1	360° arc of fire
Point Defense	15 cm	12	6+	0	

FRONT			SIDE					REAR		
Weapon 2+			Hull 1+	Hull 1+			Weapon 2+	Hull 1+		
Hull 1+	Bridge 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+
Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Hull 1+	Weapon 2+	Weapon 2+	Reactor 1+
Track 2+	Hull 1+	Track 2+	Track 2+	Track 2+	Track 2+	Track 2+	Track 2+			Track 2+

<p><b>Bridge</b></p> <p>1-2 Damaged. CAF halved and Command ability lost. 3 Partially destroyed. CAF halved.</p> <p>4 Partially destroyed. CAF halved and Command ability lost.</p> <p>5-6 Bridge destroyed. Crew abandon vehicle.</p>	<p><b>Reactor</b></p> <p>1-3 Reactor damaged. May not move or fire until repaired. 3-4 Major damage. Reactor off-line and if not repaired at the end of this turn, explodes as 5-6 (below). 5-6 Boom! Any units within 2 D6 cm are automatically hit by debris, unmodified save to avoid destruction.</p>
<p><b>Track</b></p> <p>1-2 Damaged. Speed halved and cannot enter difficult terrain. 3-4 Damaged as 1-2 (above) and if vehicle moves, roll a D6, track destroyed on a 5+ as result 6 (below). 5 Destroyed. No movement but unit may rotate. 6 Destroyed as 5 (above) and roll damage to the hull.</p>	<p><b>Hull (every unsaved hit destroys a PD)</b></p> <p>1-5 Add +1 to future damage rolls on the hull. 6 Bridge or engine hit: bridge if the front half of the vehicle, engine if the rear. Any points over 6 are bonuses to the second roll, and that many transported stands must make their save or die.</p>
<p><b>Weapon</b></p> <p>1-2 Weapon damaged and cannot be used until repaired. 3-5 Weapon destroyed. 6 Weapon destroyed and roll for damage on the hull.</p>	

# Adeptus Militaris Army Cards

## Standard Adeptus Militaris List

Company Cards	Contents	Break	Victory		Cost
		Point	Morale	Points	
Tactical Infantry Company	2 Tactical CHQ stands & Command Rhino 3 Tactical Platoons Commissar & Command Rhino	17+1	4	6+1	600
Assault Infantry Company	2 Assault CHQ stands & Command Rhino 3 Assault Platoons Commissar & Command Rhino	9+1	4	3+1	300
Heavy Infantry Company	2 Tactical CHQ stands & Command Rhino 3 Heavy Platoons Commissar & Command Rhino	9+1	4	7+1	600
Abhuman Company	2 Tactical CHQ stands & Command Rhino 3 Beastman Platoons Commissar & Command Rhino	17+1	4	6+1	600
<b>Mechanized Infantry</b>					
Mechanized Assault Company *	2 Assault CHQ stands & Command Chimera 3 Mechanized Assault Platoons Commissar & Command Chimera	15+1	4	6+1	600
Mechanized Company *	2 Tactical CHQ stands & Command Chimera 3 Mechanized Tactical Platoons Commissar & Command Chimera	15+1	4	7+1	650
Gorgon Assault Company *	2 Assault CHQ stands & Command Gorgon 3 Gorgon Assault Platoons Commissar	11+1	4	6+1	600
Gorgon Tactical Company	2 Tactical CHQ stands & Command Gorgon 3 Gorgon Tactical Platoons Commissar	11+1	4	7+1	650
Hellbore Company **	2 Tactical CHQ stands 3 Tactical Platoons Hellbore & Command Rhino (spotter) Commissar	17+1 +Model	4	6+1+4	1000
Mole Company **	2 Tactical CHQ stands & Command Termite 3 Mole Platoons Commissar & Command Termite Command Rhino (spotter)	12+1	4	9+1	900
<b>Cavalry</b>					
Imperial Bike Company	Imperial Bike CHQ 3 Imperial Bike Squads Commissar on Command Imperial Bike	8+1	4	4+1	350
Land Speeder Company *	Land Speeder CHQ 3 Land Speeder Squadrons Commissar on Command Land Speeder	8+1	4	6+1	600
Rough Rider Company	2 Rough Rider CHQ stands 3 Rough Rider Squads Commissar on Command Rough Rider	16+1	4	6+1	600
<b>Armor</b>					
Leman Russ Company	Leman Russ CHQ 3 Leman Russ Squadrons	5	4	6	550
Leman Russ Assault Company *	Leman Russ CHQ Leman Russ Conqueror Squadron Leman Russ Vanquisher Squadron Leman Russ Executioner Squadron	5	4	7	650
Predator Company	Predator CHQ 3 Predator Squadrons	5	4	6	600

Vindicator Company	Vindicator CHQ 3 Vindicator Squadrons	5	4	6	600
Baneblade Company	3 Detachments of 1 Baneblade (one is a CHQ)	2	4	7	650
Shadowsword Company	3 Detachments of 1 Shadowsword (one is a CHQ)	2	4	7	650
Stormblade Company *	3 Detachments of 1 Stormblade (one is a CHQ)	2	4	8	800
Stormhammer Company	3 Detachments of 1 Stormhammer (one is a CHQ)	2	4	7	650

### Artillery

Artillery Company	2 Tactical CHQ stands & Command Rhino 2 Basilisk Batteries Bombard Battery	6	4	6	600
Siege Artillery Company *	2 Tactical CHQ stands & Command Rhino 2 Medusa Batteries Bombard Battery	6	4	6	600
Rocket Company	2 Tactical CHQ stands & Command Rhino 2 Manticore Batteries Whirlwind Battery	6	4	6	550

### Airborne

Airborne Company *	2 Tactical CHQ & Command Valkyrie 3 Airborne Platoons	24	3	10	1300
Sky Wolf Squadron *	Command Vulture 3 Vulture Squadrons	5	3	8	750

Special Cards	Contents	Break		Victory	
		Point	Morale	Points	Cost
Adeptus Mechanicus Team *	2 Adeptus Mechanicus stands & Command Rhino	2	-	1	100
Adeptus Psyker *	Adeptus Psyker stand & Command Rhino	Stand	-	1	100
Assassin *	One Assassin card	-	-	1	50
Astropath *	Astropath stand & Command Rhino	Stand	-	1	100
Confessor *	Confessor stand & Command Rhino	1	-	1	100
Forward Observer Team *	2 Forward Observer stands & Command Rhino	2	-	1	100
Gray Knight Detachment	4 Gray Knight stands	2	1	4	400
Inquisitor	Inquisitor stand & Command Rhino	Stand	-	1	100
Ordo-Malleus Inquisitor *	Ordo-Malleus Inquisitor stand & Command Rhino	Stand	-	2	150
Battalion Command *	Major stand , 5 Tactical stands & 3 Chimeras	Major	3	2	200
Regimental Command *	Colonel stand, 5 Tactical stands & 3 Chimeras	Colonel	2	3	250

### Praetorians

Capitol Imperialis	Capitol Imperialis	Model	-	5	450
Imperial Dropship *	Imperial Dropship	Model	-	4	400
Leviathan	Leviathan	Model	-	4	350
Ordinatus Armageddon *	Ordinatus Armageddon	Model	-	5	500
Ordinatus Golgotha *	Ordinatus Golgotha	Model	-	4	350
Ordinatus Mars *	Ordinatus Mars	Model	-	4	350

### Titans

Reaver Titan	Reaver Titan hull	Model	-	Varies	300
Warhound Titan	Warhound Titan hull	Model	-	Varies	125

\* Optional unit. These require the consent of all players to use.

\*\* All Support Cards bought for a tunneling company must be tunnelers or carried in tunnelers.

<b>Support Cards</b>	<b>Contents</b>	<b>Break Point</b>	<b>Morale</b>	<b>Victory Points</b>	<b>Cost</b>
<b>Infantry</b>					
Assault Infantry Platoon	5 Assault stands	3	4	1	100
Beastman Platoon	10 Beastman stands	5	4	2	200
Combat Engineer Platoon	5 Engineer stands	3	4	1	100
Heavy Infantry Platoon	5 Heavy Weapon stands	3	4	2	200
Ogryn Platoon	4 Ogryn stands	2	3	1	125
Ratling Sniper Platoon	4 Ratling stands	4	4	1	100
Tactical Infantry Platoon	10 Tactical stands	5	4	2	200
<b>Mechanized Infantry</b>					
Airborne Platoon *	10 Tactical stands & 5 Valkyries	8	3	5	450
Gorgon Assault Platoon *	5 Assault stands & Gorgon	3	4	2	200
Gorgon Tactical Platoon	5 Tactical stands & Gorgon	3	4	2	200
Mechanized Assault Platoon *	6 Assault stands & any 3 Chimera variants	5	4	3	250
Mechanized Heavy Platoon *	6 Heavy Weapon stands & any 3 Chimera variants	5	4	4	350
Mechanized Tactical Platoon *	6 Tactical stands & any 3 Chimera variants	5	4	3	250
Mole Platoon	10 Tactical stands & Mole	6	4	3	300
Termite Platoon	6 Tactical stands & 3 Termites	5	4	3	250
<b>Cavalry</b>					
Imperial Bike Squad	5 Imperial Bike stands	3	4	1	125
Land Speeder Squadron	5 Land Speeders	3	4	2	200
Land Speeder Tornado Squadron	5 Land Speeder Tornados	3	4	2	200
Land Speeder Typhoon Squadron	5 Land Speeder Typhoons	3	4	2	200
Rough Rider Squad	10 Rough Rider stands	5	4	2	200
<b>Walkers</b>					
Robot Squad	4 Robots	4	-	1	100
Sentinel Squad	5 Sentinels	3	4	2	150
<b>Vehicles</b>					
Artillery Tractor Squadron *	3 Artillery Tractors	2	5	1	25
Bridging Team *	2 Bridging Vehicles	1	4	1	50
Chimera Squadron	3 Chimeras	2	4	1	100
Chimedon Assault Squadron *	5 Chimedons	3	4	3	250
Chimerax Assault Squadron *	5 Chimeraxs	3	4	3	250
Chimerro Assault Squadron *	5 Chimerros	3	4	3	250
Destroyer Tank-Hunter Squadron *	3 Destroyer Tank-Hunters	2	4	2	200
Demolisher Squadron *	3 Demolisher Tanks	2	4	3	250
Hellhound Squadron	3 Hellhounds	2	4	2	150
Leman Russ Squadron	3 Leman Russ Tanks	2	4	2	200
Leman Russ Conquerer Squadron *	3 Leman Russ Conquerers	2	4	2	225
Leman Russ Executioner Squadron *	3 Leman Russ Executioners	2	4	3	250
Leman Russ Exterminator Squadron *	3 Leman Russ Exterminators	2	4	2	225
Leman Russ Vanquisher Squadron *	3 Leman Russ Vanquishers	2	4	2	225
Predator Squadron	3 Predators	2	4	3	200
Sabre Tank-Hunter Squadron *	3 Sabre Tank-Hunters	2	4	1	100
Scorpion Anti-Aircraft Battery	5 Scorpion AA Guns	3	4	2	150
Thunderer Squadron *	3 Thunderers	2	4	2	200
Vindicator Squadron	3 Vindicators	2	4	2	200
<b>Light Artillery</b>					
Mole Mortar Battery	3 Mole Mortars	2	4	1	100
Rapier Battery	3 Rapier Laser Destroyers	2	4	1	75
Tarantula Support Battery	5 Tarantulas	3	4	2	150
Thudd Gun Battery	3 Thudd Guns	2	4	1	100
<b>Heavy Artillery</b>					
Basilisk Battery	3 Basilisks	2	4	2	200
Bombard Battery	3 Bombards	2	4	2	200

Deathstrike Battery	3 Deathstrike Launchers	2	4	3	250
Griffon Battery	3 Griffons	2	4	2	200
Manticore Battery	3 Manticores	2	4	2	200
Medusa Squadron *	3 Medusas	2	4	2	200
Whirlwind Battery	3 Whirlwinds	2	2	2	150
Light Off-Table Barrage *	One Light Orbital Barrage Round	-	-	-	1 VP
Heavy Off-Table Barrage *	One Heavy Orbital Barrage Round	-	-	-	2 VP

### **Flyers**

Lightning Attack Squadron *	3 Lightning Attack Fighters	2	3	3	300
Lightning Strike Squadron *	3 Lightning Strike Fighters	2	3	3	300
Marauder Squadron	3 Marauder Fighter-Bombers	2	3	4	350
Marauder Destroyer Squadron *	3 Marauder Destroyers	2	3	4	400
Thunderbolt Squadron	3 Thunderbolt Fighters	2	3	3	250
Valkyrie Squadron *	5 Valkyrie Light Transports	3	3	3	250
Vulture Squadron *	3 Vulture Fighters	2	3	3	250

### **Superheavies**

Baneblade	Baneblade	Model	3	2	225
Shadowsword	Shadowsword	Model	3	2	225
Stormblade *	Stormblade	Model	3	3	275
Stormhammer	Stormhammer	Model	3	2	225
Stormsword *	Stormsword	Model	3	2	200

\* Optional unit. These require the consent of all players to use.

## Planetary Defense Force List

Company Cards	Contents	Break	Victory		
		Point	Morale	Points	Cost
Tactical Company	2 Tactical CHQ stands & Command Rhino 3 Tactical Platoons	17	4	6	600
Militia Company	2 Tactical CHQ stands & Command Rhino 3 Militia Platoons	17	5	3	300
Support Company	2 Tactical CHQ stands & Command Rhino 2 Rocket Platoons 2 Rapier Batteries	10	5	4	350
Hive Gang *	Boss stand & 4 Hive Ganger stands 3 Hive Gang Squads	10	4	6	600
Penal Company	2 Tactical CHQ stands & Command Rhino 3 Penal Platoons	9	3	5	450
Beastman Company	2 Tactical CHQ stands & Command Rhino 3 Beastmen Platoons	17	4	6	600
Mammoth Company	Mammoth CHQ 3 Mammoth Squadrons	5	4	8	750
Sabre Company	Sabre CHQ 3 Sabre Squadrons	5	5	3	300
Rough Rider Company	2 Rough Rider CHQ stands 3 Rough Rider Squads	16	5	6	600
Light Artillery	2 Tactical CHQ stands & Command Rhino 2 Infantry Gun Batteries Thudd Gun Battery	7	5	3	250
Earthshaker Company	2 Tactical CHQ stands & Command Rhino 3 Earth Shaker Batteries	6	5	5	450

Special Cards	Contents	Break	Victory		
		Point	Morale	Points	Cost
Cyborg Berzerkers *	5 Cyborg Berzerkers stands	5	1	2	150
Forward Observer Team *	2 Forward Observer stands & Command Rhino	2	-	1	100
Gray Knight Detachment	4 Gray Knight stands	2	1	4	400
Inquisitor	Inquisitor stand & Command Rhino	Stand	-	1	100
Ordo-Malleus Inquisitor *	Ordo-Malleus Inquisitor stand & Command Rhino	Stand	-	2	150
Sanctioned Psyker	Psyker stand & Command Rhino	Stand	-	1	75
Commissar	Commissar stand & Command Rhino	Stand	-	1	50
Battalion Command *	Major stand, 5 Tactical stands & 3 Chimeras	Major	3	2	150
Regimental Command *	Colonel stand, 5 Tactical stands & 3 Chimeras	Colonel	2	2	200
<b>Superheavies</b>					
Baneblade	Baneblade	Model	4	2	225
Shadowword	Shadowword	Model	4	2	225
Stormhammer	Stormhammer	Model	4	3	225

\* Optional unit. These require the consent of all players to use.

<b>Support Cards</b>	<b>Contents</b>	<b>Break Point</b>	<b>Morale</b>	<b>Victory Points</b>	<b>Cost</b>
<b>Infantry</b>					
Assault Platoon	5 Assault stands	3	5	1	100
Beastman Platoon	10 Beastman stands	5	4	2	200
Heavy Platoon	5 Heavy Weapon stands	3	5	2	200
Hive Gang Squad	5 Hive Ganger stands	3	4	2	150
Human Bomb Platoon	5 Human Bomb stands	5	-	-	100
Militia Platoon	10 Militia stands	5	5	1	100
Penal Platoon	5 Penal stands	3	3	2	150
Recon Platoon	5 Tactical Stands & 5 Recon Vehicles	5	5	2	200
Rocket Platoon	5 Rocket stands	3	5	1	100
Tactical Platoon	10 Tactical stands	5	4	2	200
Warrior Band	10 Warrior stands	5	5	1	100
<b>Cavalry</b>					
Rough Rider Squad	10 Rough Rider stands	5	5	2	200
Imperial Bike Squad	5 Imperial Bike stands	3	5	1	125
<b>Walkers</b>					
Robot Squad	4 Robots	4	-	1	100
Sentinel Squad	5 Sentinels	3	5	2	150
<b>Vehicles</b>					
Artillery Tractor Squadron	3 Artillery Tractors	2	5	1	25
Leman Russ Squadron	3 Leman Russ Tanks	2	5	3	250
Mammoth Squadron	3 Mammoth Tanks	2	4	3	300
Sabre Tank-Hunter Squadron *	3 Sabre Tank-Hunters	2	5	1	100
Salamander Squadron	3 Salamanders	2	5	1	100
Vindicator Squadron	3 Vindicators	2	5	2	200
Zulu Anti-Aircraft Battery	5 Zulu AA Guns	3	5	1	100
<b>Light Artillery</b>					
Infantry Gun Battery	4 Infantry Guns	2	5	1	50
Mole Mortar Battery	3 Mole Mortars	2	5	1	100
Rapier Battery	3 Rapier Laser Destroyers	2	5	1	75
Tarantula Battery	5 Tarantulas	3	5	2	150
Thudd Gun Battery	3 Thudd Guns	2	5	1	100
<b>Heavy Artillery</b>					
Basilisk Battery	3 Basilisks	2	5	2	200
Earthshaker Battery	3 Earthshakers	2	5	2	150
Manticore Battery	3 Manticores	2	5	2	200
Whirlwind Battery	3 Whirlwinds	2	5	2	150
<b>Flyers</b>					
Valkyrie Squadron *	5 Valkyrie Light Transports	3	4	3	250
Thunderbolt Squadron	3 Thunderbolt Fighters	2	4	3	250

\* Optional unit. These require the consent of all players to use.



# Summary of Unit Statistics

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
<b>Special</b>									
Adeptus Mechanicus	10 cm	-	+1	Pistol	25 cm	1	5+	0	HQ, Mechanic
Adeptus Psyker	10 cm	-	0	Bolt Pistol	25 cm	1	5+	0	HQ, Psyker
Astropath	10 cm	-	+0	Laspistols	25 cm	1	5+	0	HQ, Psyker
Colonel	10 cm	6+	+2	Pistol / Sword	25 cm	2	5+	0	Command, Elite, HQ, Inspirational, Special
Commissar	10 cm	-	+4	Pistol / Sword	25 cm	2	5+	0	Command, Elite, HQ, Special
Confessor	10 cm	-	+3	Laspistols	25 cm	1	5+	0	HQ, Special
Forward Observer	10 cm	-	+2	Bolt Pistol	25 cm	1	5+	0	HQ, Stealth, Special
Gray Knight	10 cm	4+/6+f	+6	Various	35 cm	2	4+	-1	Daemon Hunter, Elite, 4+ Psychic Save, Teleport
Hive Gang Boss	10 cm	-	+3	Bolter	50 cm	2	5+	0	Command, HQ, Stealth, Special
Inquisitor	10 cm	4+f	+6	Various	35 cm	2	4+	-1	Command, Elite, HQ, Fearless, 4+ Psychic Save, Special
Major	10 cm	6+	+1	Pistol / Sword	25 cm	2	5+	0	Command, Elite, HQ, Special
Ordo-Malleus Inquisitor	10 cm	4+f	+6	Psycannon	50 cm	1	4+	0	HQ, 4+ Psychic Save, Special
Sanctioned Psyker	10 cm	-	0	Bolt Pistol	25 cm	1	5+	0	HQ, Psyker
Callidus Assassin	-	-	+6	Various CC Weapons	-	-	-	-	Special
Vindicare Assassin	-	-	-	Exitus Rifle	50 cm	1	3+	0	Special
Sectional Headquarters (SHQ)	-	-	-	-	-	-	-	-	Add HQ ability
Company Headquarters (CHQ)	-	-	-	-	-	-	-	-	Add Command & HQ
<b>Infantry</b>									
Assault	15 cm	-	+1	Pistol / Sword	25 cm	1	5+	0	Jump Pack
Beastman	10 cm	-	+3	Pistol / Sword	25 cm	1	5+	0	
Cyborg Berzerker	10 cm	6+	+4	Close Combat	-	-	-	-	Fearless
Engineer	10 cm	-	0	Bolt Pistols	25 cm	1	5+	0	Special
Heavy Weapon	10 cm	-	0	Heavy Weapons	75 cm	2	5+	-1	
Hive Ganger	10 cm	-	+1	Various	25 cm	1	5+	0	Infiltrate, Stealth, Special
Human Bomb	10 cm	-	0	Bomb Harness	0	6 BP	4+	0	Special
Militia	10 cm	-	-1	Autoweapons	35 cm	1	5+	0	
Ogryn	10 cm	6+f	+6	Ripper Gun	10 cm	1	4+	-1	
Penal Trooper	10 cm	-	0	Lasguns	50 cm	1	5+	0	Special Rules
Ratling Sniper	10 cm	-	-1	Sniper Rifle	75 cm	1	5+	0	Infiltrate, Sniper, Stealth, Special
Rocket	10 cm	-	-1	Rockets	35 cm	1	4+	-1	
Tactical	10 cm	-	0	Lasguns	50 cm	1	5+	0	
Warrior	10 cm	-	+1	Native Weapons	25 cm	1	6+	0	
<b>Cavalry</b>									
Imperial Bike	30 cm	-	+2	-	-	-	-	-	Independent, PD(1)
Land Speeder	30 cm	6+	+3	Multi-Melta	25 cm	1	3+	-2	Skimmer
Land Speeder Tornado	30 cm	6+	+3	Heavy Bolter Assault Cannon	25 cm 50 cm	1 1	5+ 5+	0 -1	Skimmer
Land Speeder Typhoon	30 cm	6+	+3	Mussile Launcher	50 cm	1 BP @	Varies	0	Skimmer
Rough Rider	20 cm	-	+3	Hunting Lance	25 cm	1	6+	0	Independent
<b>Walkers</b>									
Robot	10 cm	4+	+2	Lascannon	75 cm	1	5+	-1	Inorganic, Robotic
Sentinel	25 cm	6+	+2	Autocannon	50 cm	1	4+	0	
<b>Vehicles</b>									
Artillery Tractor	20 cm	5+	+0	-	-	-	-	-	PD(1), Tow
Bridging Vehicle	20 cm	4+	0	-	-	-	-	-	PD(1), Special
Chimera APC	20 cm	3+	+1	Multi- Laser	25 cm	1	4+	0	Transport 2, Turret
Chimedon	20 cm	3+	+1	Battlecannon	50 cm	1	4+	-2	Transport 2, Turret
Chimerax	20 cm	3+	+1	Autocannon	50 cm	2	5+	0	Transport 2, Turret
Chimero	20 cm	3+	+1	Multi-Laser Hunter Missile	25 cm 50 cm	1 1	4+ 5+	0 -2	Transport 2, Turret
Demolisher	20 cm	3+	+3	Thunderer * Melta-Gun	50 cm 25 cm	1 1	4+ 3+	-3 -2	* Ignores Cover & Turret
Destroyer Tank-Hunter	20 cm	3+	0	Laser Destroyer	100 cm	1	4+	-3	
Hellhound	15 cm	3+	0	Fire Thrower	Template	-	5+	0	Ignores cover
Leman Russ	20 cm	3+	+2	Battlecannon * Lascannon	75 cm 75 cm	1 1	5+ 5+	-2 -1	* Turret PD(1)
Leman Russ Conqueror	25 cm	3+	+2	Conqueror Cannon * Heavy Bolters	50 cm 50 cm	1 3	4+ 5+	-1 0	* Turret PD(3)
Leman Russ Executioner	20 cm	3+	+2	Plasma Destroyer *	40 cm	1	3+	-4	* Turret

				Lascannon	75 cm	1	5+	-1	PD(1)
Leman Russ Exterminator	20 cm	3+	+2	Autocannon * Heavy Bolters	75 cm 50 cm	1 3	4+ 5+	-1 0	* Turret PD(1)
Leman Russ Vanquisher	20 cm	3+	+2	Vanquisher Cannon * Lascannon	100 cm 75 cm	1	5+ 5+	-2 -1	* Turret, Penetrating +1 PD(1)
Mammoth	15 cm	3+	+3	Battlecannon * Autocannon	75 cm 75 cm	1 2	5+ 5+	-2 -1	* Turret PD(4)
Mole	15 cm	3+	+3	Multi-Launcher Heavy Bolter	50 cm 25 cm	6 BP 4	4+ 6+	0 0	Tunneler, Transport 10
Predator	25 cm	3+	0	Autocannon * Lascannon	75 cm 75 cm	1 2	5+ 5+	-1 -1	* Turret
Recon Vehicle	30 cm	6+	+1	Heavy Bolter	25 cm	1	5+	0	
Rhino	25 cm	4+	0	-	-	-	-	-	PD(1), Transport 2
Sabre Tank-Hunter	25 cm	4+	0	Autocannon	75 cm	1	5+	-2	Turret
Salamander	20 cm	5+	+1	Flamer	Template	-	4+	0	
Scorpion AA Gun	5 cm	-	-3	Lascannon	75 cm	1	5+	-2	AA
Termite	15 cm	4+	+1	Lascannon	75 cm	1	5+	-1	Tunneler, Transport 2
Thunderer	20 cm	3+	+1	Demolisher Cannon	75 cm	1	4+	-3	Ignores Cover
Vindicator	20 cm	2+	0	Thunderer	50 cm	1	4+	-3	Ignores Cover
Zulu AA Gun	-	-	-3	Autocannon	75 cm	1	5+	-2	AA
<b>Light Artillery</b>									
Infantry Gun	5 cm	-	-3	Autocannon	75 cm	1	4+	0	
Mole Mortar	5 cm	-	-3	Mole Mortar	150 cm	1 BP@	Varies	0	Ignores Cover, Special
Rapier	5 cm	-	-3	Laser Destroyer	50 cm	1	4+	-3	
Tarantula	5 cm	-	-3	Lascannon	75 cm	1	5+	-2	Inorganic, Robotic, Quickdraw, RoF2
Thudd Gun	5 cm	-	-3	Thudd Gun	75 cm	2 BP@	Varies	0	
<b>Heavy Artillery</b>									
Basilisk	15 cm	5+	0	Earthshaker Cannon	150 cm	2 BP@	Varies	-2	ROF 2
Bombard	10 cm	5+	0	Siege Mortar	50-150 cm	3 BP@	Varies	-3	Destroys buildings
Deathstrike Launcher	15 cm	6+	0	-	-	-	-	-	PD(2), Special
Earthshaker	-	-	-3	Earthshaker Cannon	150 cm	2 BP@	Varies	-2	ROF 2
Griffon	10 cm	5+	0	Earthshaker Cannon	25-100 cm	2 BP@	Varies	0	Ignores Cover, 12 cm template
Manticore	15 cm	5+	0	Rockets	200 cm	6 BP@	Varies	0	ROF ½, Special
Medusa	15 cm	5+	0	Howitzer	100 cm	1	4+	-3	-6 TSM vs structures
Whirlwind	20 cm	4+	0	Multi-Launcher	150 cm	2 BP@	Varies	0	
Light Off-Board Barrage	-	-	-	Orbital Barrage	Special	6 BP	4+	-1	Costs 1 VP
Heavy Off-Board Barrage	-	-	-	Orbital Barrage	Special	10 BP	2+	-2	Costs 2 VP
<b>Fliers</b>									
Lightning Attack Fighter	125 cm	4+	+6	Autocannon Burst Cannon	25 cm 25 cm	2 1	5+ 4+	-1 -1	Flier
Lightning Strike Fighter	100 cm	4+	+3	Autocannon Hunter Missiles	25 cm 50 cm	4 1	5+ 4+	-1 -2	Flier
Marauder	75 cm	3+	+2	Battlecannon Lascannon Missiles	50 cm 50 cm 50 cm	1 3 4 BP	4+ 5+ 5+	-2 -1 -2	Flier
Marauder Destroyer	70 cm	2+	+2	Battlecannon Lascannon Melta bombs	50 cm 50 cm -	2 4 6 BP	45+ + 4+	-2 -1 -3	Flier
Thunderbolt	100 cm	4+	+4	Autocannon Rockets	25 cm 25 cm	3 4 BP	5+ 5+	-1 -1	Flier
Valkyrie	60 cm	5+	0	Missile Launcher Heavy Bolters	50 cm 25 cm	2 BP 2	- 5+	0 0	Flier, Transport 2
Vulture	60 cm	4+	+2	Autocannons H-K Missiles *	25 cm 50 cm	2 1	5+ 4+	-1 -2	* Two one-shot missiles Flier
<b>Superheavies</b>									
Baneblade	10 cm	1+	+8	Battlecannon * Lascannon	75 cm 75 cm	2 2	4+ 5+	-2 -1	*Turret PD(10)
Gorgon	10 cm	1+/1+	+4	Mine Thrower	15 cm	1	4+	-3	Transport 6, PD(4), Special
Shadowsword	10 cm	1+	+6	Volcano Cannon * Lascannon	100 cm 75 cm	1 2	3+ 5+	-4 -1	* Penetrating +3 PD(6)
Stormblade	10 cm	1+	+6	Plasma Blastgun Battlecannon Hellion Missile * Hunter/Killer Missile *	50 cm 50 cm 75 cm 75 cm	2 1 1 4	3+ 4+ 3+ 3+	-4 -2 -4 -1	PD(8) * One-shot & Penetrating +2
Stormhammer	10 cm	1+	+10	Battlecannon *	50 cm	4	4+	-2	* 2 on Turret, PD(14), Special
Stormsword	10 cm	1+	+7	Thundercannon * Lascannon Heavy Bolters	75 cm 75 cm 25 cm	1 2 8	3+ 5+ 5+	-4 -1 0	* Ignores Cover PD(6)

**Praetorians**

Capitol Imperialis	10 cm	Template	+12	Volcano cannon * OR Behemoth Cannon ** Plasma guns Heavy Bolters	100 cm 50 cm 75 cm 25 cm	1 4 BPs 6 8	3+ 5+ 5+ 6+	-4 -1 -2 0	*Turret & Penetrating +3 ** Turret & fires 4 Barrages 6 Void Shields Transport 2 companies
Hellbore	15 cm	Template	+12	Multi- Launchers * Heavy Bolters	50 cm 25 cm	6 BPs 8	4+ 6+	-1 0	* ROF 2 Tunneler, Transport 1 company, Special
Imperial Dropship	100 cm	Template	+8	Battlecannons Missiles Lascannons	50 cm 50 cm 75 cm	3 4 BP 2	4+ 5+ 4+	-2 -1 -2	* Limited weapon 2 Void Shields, Transport lots, PD(16)
Leviathan	10 cm	Template	+12	Lascannons Battlecannon * Doomsday Cannon	75 cm 75 cm 200 cm	6 1 D6+3 BP	5+ 4+ -	-1 -2 -3	* Turret 4 Void Shields, PD(12) Transport 1 company
Ordinatus Armageddon	10 cm	Template	+5	Nova Cannon Lascannons	150 cm 50 cm	Special 2	Special 5+	Special -2	4+ Psychic Save, PD(8)
Ordinatus Golgotha	10 cm	Template	+5	Hellfire Missiles Lascannons	200 cm 50 cm	8 BP 2	3+ 5+	-1 -2	4+ Psychic Save, PD(8)
Ordinatus Mars	10 cm	Template	+5	Sonic Disruptor Lascannons	LOS 50 cm	10 BP 3	2+ 5+	Special -2	4+ Psychic Save, PD(8)

**Titans**

Warhound Titan	25 cm	Template	+8	Purchase 2	2 Void Shields, Agile, Hard to Hit on Charge				
Warlord Titan	15 cm	Template	+14	Purchase 4 + Head	6 Void Shields				