

NetEPIC 5.2 Army Book
Adeptus Militaris
Version of January 9th, 2009

- @ : Combine barrage points from all battery

BP	to-hit
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- ⊗ : refer table to compute to-hit :

- Army indication is between parenthesis for optional units.
- PD is point defense (15cm 1d 6+ (0), 360°, always on First Fire)
- Templates are :
 - SB : Standard Barrage, 6cm diameter circle
 - LB : Large Barrage, 12cm diameter circle
 - ST : Small Teardrop, 5cm diameter circle ending a 10cm long triangle
 - LT : Large Teardrop, 6cm diameter circle ending a 25cm long triangle

Standard Adeptus Militaris List

Tactical Infantry Company

Standard Adeptus Militaris

2 Tactical CHQ stands
Command Rhino

Tactical Infantry Platoon

10 Tactical stands

Tactical Infantry Platoon

10 Tactical stands

Tactical Infantry Platoon

10 Tactical stands

Commissar
Command Rhino

Cost: 600

Tactical

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

CHQ

Command, HQ

Rhino

Vehicle (3)

Move: 25cm Save: 4+ CAF: +0
PD(1), Transport 2

Commissar

Infantry (1)

Move: 10cm	Save: -	CAF: +4
Weapon	Range	Shoot
Pistol / Sword	25cm	2d 5+ (0)

Command, Elite, HQ, bypass Chain of Command

Break: 17+1

Morale: 4

Victory Points: 6+1

Assault

Infantry (1)

Move: 15cm	Save: -	CAF: +1
Weapon	Range	Shoot
Pistol / Sword	25cm	1d 5+ (0)

Jump Pack

CHQ

Command, HQ

Rhino

Vehicle (3)

Move: 25cm Save: 4+ CAF: +0
PD(1), Transport 2

Commissar

Infantry (1)

Move: 10cm	Save: -	CAF: +4
Weapon	Range	Shoot
Pistol / Sword	25cm	2d 5+ (0)

Command, Elite, HQ, bypass Chain of Command

Break: 9+1

Morale: 4

Victory Points: 3+1

Heavy Infantry Company

Standard Adeptus Militaris

2 Tactical CHQ stands
Command Rhino

Heavy Infantry Platoon

5 Heavy Weapon stands

Heavy Infantry Platoon

5 Heavy Weapon stands

Heavy Infantry Platoon

5 Heavy Weapon stands

Commissar
Command Rhino

Cost: 600

Tactical CHQ

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

Command, HQ

Rhino

Vehicle (3)

Move: 25cm Save: 4+ CAF: +0
PD(1), Transport 2

Heavy Weapon

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Heavy Weapons	75cm	2d 5+ (-1)

Commissar

Infantry (1)

Move: 10cm	Save: -	CAF: +4
Weapon	Range	Shoot
Pistol / Sword	25cm	2d 5+ (0)

Command, Elite, HQ, bypass Chain of Command

Break: 9+1

Morale: 4

Victory Points: 6+1

Abhuman Company

Standard Adeptus Militaris

2 Tactical CHQ stands
Command Rhino

Beastman Platoon

10 Beastman stands

Beastman Platoon

10 Beastman stands

Beastman Platoon

10 Beastman stands

Commissar
Command Rhino

Cost: 600

Tactical CHQ

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

Command, HQ

Rhino

Vehicle (3)

Move: 25cm Save: 4+ CAF: +0
PD(1), Transport 2

Beastman

Infantry (1)

Move: 10cm	Save: -	CAF: +3
Weapon	Range	Shoot
Pistol / Sword	25cm	1d 5+ (0)

Commissar

Infantry (1)

Move: 10cm	Save: -	CAF: +4
Weapon	Range	Shoot
Pistol / Sword	25cm	2d 5+ (0)

Command, Elite, HQ, bypass Chain of Command

Break: 17+1

Morale: 4

Victory Points: 6+1

Storm Trooper Company

Standard Adeptus Militaris

2 Storm Trooper CHQ stands
Command Rhino

6 Storm Trooper stands
3 Rhinos

6 Storm Trooper stands
3 Rhinos

6 Storm Trooper stands
3 Rhinos

Commissar
Command Rhino

*Not available as allies
Limited support*

Cost: 700

Storm Trooper

Infantry (1)

Move: 10cm	Save: -	CAF: +1
Weapon	Range	Shoot
Hellguns	50cm	1d 5+ (0)

Elite, 6+ save against barrage, no Chain of Command, Forward Observers for their Off-Table Barrage

CHQ

Command, HQ

Rhino

Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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PD(1), Transport 2

Commissar

Infantry (1)

Move: 10cm	Save: -	CAF: +4
Weapon	Range	Shoot
Pistol / Sword	25cm	2d 5+ (0)

Command, Elite, HQ, bypass Chain of Command

Support cards have Morale 3, but are restricted to : Storm Troopers, Leman Russ, Vindicators, Hellhounds, Bikes, Sentinels, Sabres, Valkyrie and Off-Table Barrages.

Break: 15+1 Morale: 3

Victory Points: 7+1

Tactical

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

CHQ

Command, HQ

Mechanized Company

(Standard Adeptus Militaris)

2 Tactical CHQ stands
Command Chimera

Mechanized Tactical Platoon

6 Tactical stands
3 Chimera

Mechanized Tactical Platoon

6 Tactical stands
3 Chimera

Mechanized Tactical Platoon

6 Tactical stands
3 Chimera

Commissar
Command Chimera

Cost: 750

Commissar

Infantry (1)

Move: 10cm	Save: -	CAF: +4
Weapon	Range	Shoot
Pistol / Sword	25cm	2d 5+ (0)

Command, Elite, HQ, bypass Chain of Command

Break: 15+1 Morale: 4

Victory Points: 8+1

Mechanized Assault Company

(Standard Adeptus Militaris)

2 Assault CHQ stands
Command Chimera

Mechanized Assault Platoon

6 Assault stands
3 Chimera

Mechanized Assault Platoon

6 Assault stands
3 Chimera

Mechanized Assault Platoon

6 Assault stands
3 Chimera

Commissar
Command Chimera

Cost: 650

Assault

Infantry (1)

Move: 15cm	Save: -	CAF: +1
Weapon	Range	Shoot
Pistol / Sword	25cm	1d 5+ (0)

Jump Pack

CHQ

Command, HQ

Chimera APC

Vehicle (3)

Move: 20cm	Save: 3+	CAF: +1
Weapon	Range	Shoot
Multi-Laser	25cm	1d 4+ (0)

Turret, Transport 2

Commissar

Infantry (1)

Move: 10cm	Save: -	CAF: +4
Weapon	Range	Shoot
Pistol / Sword	25cm	2d 5+ (0)

Command, Elite, HQ, bypass Chain of Command

Break: 15+1 Morale: 4

Victory Points: 7+1

Tactical

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

CHQ

Command, HQ

Gorgon

Superheavy (4)

Move: 10cm	Save: 1+/1+	CAF: +4
Weapon	Range	Shoot
Mine Thrower	15cm	1d 4+ (-3)

Transport 6, PD(4), Twice armor save on front arc, Superheavy, ignores and cleans wood / difficult terrain / mines during movement

Commissar

Infantry (1)

Move: 10cm	Save: -	CAF: +4
Weapon	Range	Shoot
Pistol / Sword	25cm	2d 5+ (0)

Command, Elite, HQ, bypass Chain of Command

Break: 11+1 Morale: 4

Victory Points: 7+1

Gorgon Tactical Company

Standard Adeptus Militaris

2 Tactical CHQ stands
Command Gorgon

Gorgon Tactical Platoon

5 Tactical stands
Gorgon

Gorgon Tactical Platoon

5 Tactical stands
Gorgon

Gorgon Tactical Platoon

5 Tactical stands
Gorgon

Commissar

Cost: 650

Gorgon Assault Company

(Standard Adeptus Militaris)

2 Assault CHQ stands
Command Gorgon

Gorgon Assault Platoon

5 Assault stands
Gorgon

Gorgon Assault Platoon

5 Assault stands
Gorgon

Gorgon Assault Platoon

5 Assault stands
Gorgon

Commissar

Cost: 600

Assault

Infantry (1)

Move: 15cm	Save: -	CAF: +1
Weapon	Range	Shoot
Pistol / Sword	25cm	1d 5+ (0)

Jump Pack

CHQ

Command, HQ

2 Assault CHQ stands

Command Gorgon

Gorgon Assault Platoon

5 Assault stands
Gorgon

Gorgon Assault Platoon

5 Assault stands
Gorgon

Gorgon Assault Platoon

5 Assault stands
Gorgon

Commissar

Cost: 600

Gorgon Assault Company

(Standard Adeptus Militaris)

2 Assault CHQ stands
Command Gorgon

Gorgon Assault Platoon

5 Assault stands
Gorgon

Gorgon Assault Platoon

5 Assault stands
Gorgon

Gorgon Assault Platoon

5 Assault stands
Gorgon

Commissar

Cost: 600

Hellbore Company

Standard Adeptus Militaris

2 Tactical CHQ stands

10 Tactical stands

10 Tactical stands

10 Tactical stands

Hellbore

Command Rhino (spotter)

Commissar

Support Cards bought must be tunnelers

Cost: 1000

Tactical

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

CHQ

Command, HQ

Hellbore

Practorian (5)

Move: 15cm	Save: Card	CAF: +12
Weapon	Range	Shoot
Transport 1 Company, Special	See card	Shoot

Transport 1 Company, Special

Rhino

Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
PD(1), Transport 2		

Commissar

Infantry (1)

Move: 10cm	Save: -	CAF: +4
Weapon	Range	Shoot
Pistol / Sword	25cm	2d 5+ (0)

Command, Elite, HQ, bypass Chain of Command

Break: 17+1+Model Morale: 4

Victory Points: 6+1+4

Imperial Bike Company

Standard Adeptus Militaris

Imperial Bike CHQ

Imperial Bike Squad

5 Imperial Bike stands

Imperial Bike Squad

5 Imperial Bike stands

Imperial Bike Squad

5 Imperial Bike stands

Commissar on Bike

Cost: 350

Imperial Bike

Cavalry (2)

Move: 30cm	Save: -	CAF: +2
Weapon	Range	Shoot
Independent, PD(1)	-	-

Independent, PD(1)

CHQ

Command, HQ

Commissar

Cavalry (2)

Move: 30cm	Save: -	CAF: +4
Weapon	Range	Shoot
Pistol / Sword	25cm	2d 5+ (0)

Command, Elite, HQ, bypass Chain of Command

Break: 8+1 Morale: 4

Victory Points: 4+1

Mole Company

Standard Adeptus Militaris

2 Tactical CHQ stands
Command Termite

10 Tactical stands
Mole

10 Tactical stands
Mole

10 Tactical stands
Mole

Commissar
Command Termite

Command Rhino (spotter)

Support Cards bought must be tunnelers

Cost: 900

Tactical

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

CHQ

Command, HQ

Termite

Vehicle (3)

Move: 15cm	Save: 4+	CAF: +1
Weapon	Range	Shoot
Lasannon	75cm	1d 5+ (-1)

Tunneler, Transport 2

Mole

Vehicle (3)

Move: 15cm	Save: 3+	CAF: +3
Weapon	Range	Shoot
Multi-Launcher	50cm	6SB 4+ (0)
Heavy Bolters	25cm	4d 6+ (0)

Tunneler, Transport 10

Commissar

Infantry (1)

Move: 10cm	Save: -	CAF: +4
Weapon	Range	Shoot
Pistol / Sword	25cm	2d 5+ (0)

Command, Elite, HQ, bypass Chain of Command

Break: 12+1 Morale: 4

Victory Points: 9+1

Land Speeder Company

(Standard Adeptus Militaris)

Land Speeder CHQ

Land Speeder Squadron

5 Land Speeders

Land Speeder Squadron

5 Land Speeders

Land Speeder Squadron

5 Land Speeders

Commissar on Land Speeder

Cost: 600

Land Speeder

Skimmer (2+)

Move: 30cm	Save: 6+	CAF: +3
Weapon	Range	Shoot
Multi-Melta	25cm	1d 3+ (-2)

pop-up attack

CHQ

Command, HQ

Commissar

Skimmer (2+)

Move: 30cm	Save: -	CAF: +4
Weapon	Range	Shoot
Pistol / Sword	25cm	2d 5+ (0)

pop-up attack, Command, Elite, HQ, bypass Chain of Command

Break: 8+1 Morale: 4

Victory Points: 6+1

Rough Rider

Cavalry (2)

Move: 20cm	Save: -	CAF: +3
Weapon	Range	Shoot
Hunting Lance	25cm	1d 6+ (0)

Independent

CHQ

Command, HQ

Commissar

Cavalry (2)

Move: 20cm	Save: -	CAF: +4
Weapon	Range	Shoot
Pistol / Sword	25cm	2d 5+ (0)

Command, Elite, HQ, bypass Chain of Command

Break: 16+1 Morale: 4

Victory Points: 6+1

Rough Rider Company

Standard Adeptus Militaris

2 Rough Rider CHQ stands

Rough Rider Squad

10 Rough Rider stands

Rough Rider Squad

10 Rough Rider stands

Rough Rider Squad

10 Rough Rider stands

Commissar on Rough Rider

Unique.

Cost: 600

Leman Russ Company

Standard Adeptus Militaris

Leman Russ CHQ

Leman Russ Squadron

3 Leman Russ Tanks

Leman Russ Squadron

3 Leman Russ Tanks

Leman Russ Squadron

3 Leman Russ Tanks

Cost: 550

Leman Russ Assault Company

(Standard Adeptus Militaris)

Leman Russ CHQ

Leman Russ Conqueror Squadron

3 Leman Russ Conquerors

Leman Russ Vanquisher Squadron

3 Leman Russ Vanquishers

Leman Russ Executioner Squadron

3 Leman Russ Executioners

Cost: 650

Leman Russ

Vehicle (3)

Move: 20cm	Save: 3+	CAF: +2
Weapon	Range	Shoot
Battlécannon *	75cm	1d 5+ (-2)
Lascannon	75cm	1d 5+ (-1)

* Turret, PD(1)

CHQ

Command, HQ

Break: 5 Morale: 4

Victory Points: 6

Leman Russ CHQ

Vehicle (3)

Move: 20cm	Save: 3+	CAF: +2
Weapon	Range	Shoot
Battlécannon *	75cm	1d 5+ (-2)
Lascannon	75cm	1d 5+ (-1)

* Turret, PD(1), Command, HQ

Leman Russ Conqueror

Vehicle (3)

Move: 25cm	Save: 3+	CAF: +2
Weapon	Range	Shoot
Conqueror Cannon *	50cm	1d 4+ (-1)
Heavy Bolters	50cm	3d 5+ (0)

* Turret, PD(3)

Leman Russ Vanquisher

Vehicle (3)

Move: 20cm	Save: 3+	CAF: +2
Weapon	Range	Shoot
Vanquisher Cannon *	100cm	1d 5+ (-2)
Lascannon	75cm	1d 5+ (-1)

* Turret & Penetrating +1, PD(1)

Leman Russ Executioner

Vehicle (3)

Move: 20cm	Save: 3+	CAF: +2
Weapon	Range	Shoot
Plasma Destroyer *	40cm	1d 3+ (-4)
Lascannon	75cm	1d 5+ (-1)

* Turret, PD(1)

Break: 5 Morale: 4

Victory Points: 7

<p>Predator Company</p> <p><i>Standard Adeptus Militaris</i></p> <p>Predator CHQ</p> <p>Predator Squadron</p> <p>3 Predators</p> <p>Predator Squadron</p> <p>3 Predators</p> <p>Predator Squadron</p> <p>3 Predators</p> <p>Cost: 600</p>	<p>Predator</p> <p><i>Vehicle (3)</i></p> <table border="1"> <tr> <td>Move: 25cm</td> <td>Save: 3+</td> <td>CAF: +0</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Autocannon *</td> <td>75cm</td> <td>1d 5+ (-1)</td> </tr> <tr> <td>Lascannon</td> <td>75cm</td> <td>2d 5+ (-1)</td> </tr> </table> <p>* <i>Turret</i></p> <p>CHQ</p> <p><i>Command, HQ</i></p> <p>Break: 5 Morale: 4</p> <p>Victory Points: 6</p>	Move: 25cm	Save: 3+	CAF: +0	Weapon	Range	Shoot	Autocannon *	75cm	1d 5+ (-1)	Lascannon	75cm	2d 5+ (-1)
Move: 25cm	Save: 3+	CAF: +0											
Weapon	Range	Shoot											
Autocannon *	75cm	1d 5+ (-1)											
Lascannon	75cm	2d 5+ (-1)											
<p>Vindicator Company</p> <p><i>Standard Adeptus Militaris</i></p> <p>Vindicator CHQ</p> <p>Vindicator Squadron</p> <p>3 Vindicators</p> <p>Vindicator Squadron</p> <p>3 Vindicators</p> <p>Vindicator Squadron</p> <p>3 Vindicators</p> <p>Cost: 450</p>	<p>Vindicator</p> <p><i>Vehicle (3)</i></p> <table border="1"> <tr> <td>Move: 20cm</td> <td>Save: 2+</td> <td>CAF: +0</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Thunderer</td> <td>50cm</td> <td>1d 4+ (-3)</td> </tr> </table> <p><i>Ignores Cover</i></p> <p>CHQ</p> <p><i>Command, HQ</i></p> <p>Break: 5 Morale: 4</p> <p>Victory Points: 5</p>	Move: 20cm	Save: 2+	CAF: +0	Weapon	Range	Shoot	Thunderer	50cm	1d 4+ (-3)			
Move: 20cm	Save: 2+	CAF: +0											
Weapon	Range	Shoot											
Thunderer	50cm	1d 4+ (-3)											

<p>Baneblade Company</p> <p><i>Standard Adeptus Militaris</i></p> <p>Baneblade CHQ</p> <p>Baneblade</p> <p>Baneblade</p> <p>Cost: 650</p>	<p>Baneblade</p> <p><i>Superheavy (4)</i></p> <table border="1"> <tr> <td>Move: 10cm</td> <td>Save: 1+</td> <td>CAF: +8</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Battlecannon *</td> <td>75cm</td> <td>2d 4+ (-2)</td> </tr> <tr> <td>Lascannon</td> <td>75cm</td> <td>2d 5+ (-1)</td> </tr> </table> <p>* <i>Turret, Superheavy, PD(10)</i></p> <p>CHQ</p> <p><i>Command, HQ</i></p> <p>Break: 2 Morale: 4</p> <p>Victory Points: 7</p>	Move: 10cm	Save: 1+	CAF: +8	Weapon	Range	Shoot	Battlecannon *	75cm	2d 4+ (-2)	Lascannon	75cm	2d 5+ (-1)
Move: 10cm	Save: 1+	CAF: +8											
Weapon	Range	Shoot											
Battlecannon *	75cm	2d 4+ (-2)											
Lascannon	75cm	2d 5+ (-1)											
<p>Shadowword Company</p> <p><i>Standard Adeptus Militaris</i></p> <p>Shadowword CHQ</p> <p>Shadowword</p> <p>Shadowword</p> <p>Cost: 650</p>	<p>Shadowword</p> <p><i>Superheavy (4)</i></p> <table border="1"> <tr> <td>Move: 10cm</td> <td>Save: 1+</td> <td>CAF: +6</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Volcano Cannon *</td> <td>100cm</td> <td>1d 3+ (-4)</td> </tr> <tr> <td>Lascannon</td> <td>75cm</td> <td>2d 5+ (-1)</td> </tr> </table> <p>* <i>Penetrating +3, Superheavy, PD(6)</i></p> <p>CHQ</p> <p><i>Command, HQ</i></p> <p>Break: 2 Morale: 4</p> <p>Victory Points: 7</p>	Move: 10cm	Save: 1+	CAF: +6	Weapon	Range	Shoot	Volcano Cannon *	100cm	1d 3+ (-4)	Lascannon	75cm	2d 5+ (-1)
Move: 10cm	Save: 1+	CAF: +6											
Weapon	Range	Shoot											
Volcano Cannon *	100cm	1d 3+ (-4)											
Lascannon	75cm	2d 5+ (-1)											

Stormblade *Superheavy (4)*

Move:	10cm	Save:	1+	CAF:	+6
Weapon	Plasma Blastgun	Range	50cm	Shoot	2d 3+ (-4)
	Battlecannon		50cm		1d 4+ (-2)
	Hellion Missile *		75cm		1d 3+ (-4)
	Hunter/Killer Missile		75cm		4d 3+ (-1)

* *One-shot & Penetrating +2, Superheavy, PD(8)*

CHQ *Command, HQ*

Break: 2 *Morale: 4*
Victory Points: 8

Stormhammer *Superheavy (4)*

Move:	10cm	Save:	1+	CAF:	+10
Weapon	Battlecannon (Turret)	Range	50cm	Shoot	2d 4+ (-2)
	Battlecannon		50cm		2d 4+ (-2)

Superheavy, PD(14), only 0/-1 save penalty for side/rear shot

CHQ *Command, HQ*

Break: 2 *Morale: 4*
Victory Points: 7

Artillery Company

Standard Adeptus Militaris

2 Tactical CHQ stands
Command Rhino

Basilisk Battery

3 Basilisks

Basilisk Battery

3 Basilisks

Bombard Battery

3 Bombards

Cost: 600

Siege Artillery Company

(Standard Adeptus Militaris)

2 Tactical CHQ stands
Command Rhino

Medusa Battery

3 Medusas

Medusa Battery

3 Medusas

Bombard Battery

3 Bombards

Cost: 600

Tactical CHQ *Infantry (1)*

Move:	10cm	Save:	-	CAF:	+0
Weapon	Lasguns	Range	50cm	Shoot	1d 5+ (0)

Command, HQ

Rhino *Vehicle (3)*

Move: 25cm Save: 4+ CAF: +0
PD(1), Transport 2

Basilisk *Heavy Art. (3)*

Move:	15cm	Save:	5+	CAF:	+0
Weapon	Earthshaker	Range	150cm	Shoot	2SB@ (-2)

ROF 2

Bombard *Heavy Art. (3)*

Move:	10cm	Save:	5+	CAF:	+0
Weapon	Siege Mortar	Range	50-150cm	Shoot	3SB@ (-3)

Destroys Buildings

Break: 6 *Morale: 4*
Victory Points: 6

Tactical CHQ *Infantry (1)*

Move:	10cm	Save:	-	CAF:	+0
Weapon	Lasguns	Range	50cm	Shoot	1d 5+ (0)

Command, HQ

Rhino *Vehicle (3)*

Move: 25cm Save: 4+ CAF: +0
PD(1), Transport 2

Medusa *Heavy Art. (3)*

Move:	15cm	Save:	5+	CAF:	+0
Weapon	Howitzer	Range	75cm	Shoot	1d 5+ (-3)

-6 TSM vs structures

Bombard *Heavy Art. (3)*

Move:	10cm	Save:	5+	CAF:	+0
Weapon	Siege Mortar	Range	50-150cm	Shoot	3SB@ (-3)

Destroys Buildings

Break: 6 *Morale: 4*
Victory Points: 6

Stormblade Company

(Standard Adeptus Militaris)

Stormblade CHQ

Stormblade

Stormblade

Cost: 800

Stormhammer Company

Standard Adeptus Militaris

Stormhammer CHQ

Stormhammer

Stormhammer

Cost: 650

Rocket Company

Standard Adeptus Militaris

2 Tactical CHQ stands
Command Rhino

Manticore Battery

3 Manticores

Manticore Battery

3 Manticores

Whirlwind Battery

3 Whirlwinds

Cost: 550

Tactical CHQ

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

Command, HQ

Rhino

Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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PD(1), Transport 2

Manticore

Heavy Art. (3)

Move: 15cm	Save: 5+	CAF: +0
Weapon	Range	Shoot
Rockets	200cm	6SB@ ⊗ (0)

ROF 1/2, May fire independently (but barrage template must be in contact)

Whirlwind

Heavy Art. (3)

Move: 20cm	Save: 4+	CAF: +0
Weapon	Range	Shoot
Multi-Launcher	150cm	2SB@ ⊗ (0)

Break: 6 Morale: 4

Victory Points: 6

Vulture

Flyer (3+)

Move: 60cm	Save: 4+	CAF: +2
Weapon	Range	Shoot
Autocannons	25cm	2d 5+ (-1)
H-K Missiles *	50cm	1d 4+ (-2)

* Two one-shot missiles, Flyer

CHQ

Command, HQ

Break: 5 Morale: 3

Victory Points: 8

Sky Wolf Squadron

(Standard Adeptus Militaris)

CHQ Vulture

Vulture Squadron

3 Vulture Fighters

Vulture Squadron

3 Vulture Fighters

Vulture Squadron

3 Vulture Fighters

Cost: 750

Adeptus Mechanicus Mechanicus Team

(Standard Adeptus Militaris)

2 Adeptus Mechanicus
Command Rhino

Adeptus Mechanicus

Infantry (1)

Move: 10cm	Save: -	CAF: +1
Weapon	Range	Shoot
Pistol	25cm	1d 5+ (0)

HQ, Mechanic

Rhino

Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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PD(1), Transport 2

Cost: 100

Break: 2 Morale: -

Victory Points: 1

Adeptus Psyker

(Standard Adeptus Militaris)

Adeptus Psyker stand
Command Rhino

Adeptus Psyker

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

HQ, Psyker

1) **Embolden:** All Imperial detachments within 15cm (including the psyker) become Fearless, immune to all types of morale effects and gain +1 CAF. These effects last 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 25cm and line of sight, and on a 4+ it takes a hit at -2 TSM.

Rhino

Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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PD(1), Transport 2

Cost: 100

Break: Stand Morale: -

Victory Points: 1

Callidus Assassin

(Standard Adeptus Militaris)

Callidus Assassin

One Close Combat assassination attempt.

Callidus Assassin

CAF: +6

Played during any Combat phase. Targets any human-like infantry stand (even HQ), and resolve one Close Combat round. This can give and receive additional CC dices for multiple attackers. All enemy within 10cm of the target (including target) must pass a Morale check or go onto Fall Back Orders.

Cost: 50

Break: - Morale: -
Victory Points: 1

Vindicare Assassin

(Standard Adeptus Militaris)

Vindicare Assassin

One Sniper assassination attempt.

Vindicare Assassin

Weapon	Range	Shoot
Exitus Rifle	50cm	1d 3+ (0)

Played during the Movement or Combat Phase, and count as an activation. Pick any piece of terrain on the battlefield in which the assassin appears. Choose an enemy infantry or cavalry stand within 50 cm and line of sight, ignoring normal targeting restrictions. The assassin shoots, then disappears.

Cost: 50

Break: - Morale: -
Victory Points: 1

Astropath

(Standard Adeptus Militaris)

Astropath stand
Command Rhino

Astropath

Infantry (1)

Move:	10cm	Save:	-	CAF:	+0
Weapon	Range	Shoot			
Laspistol	25cm	1d 5+ (0)			

HQ, Psyker

- 1) Beacon:** Until the End Phase, any Greater Daemon, Psyker, or Eldar Waystone Spirit unit within 100cm may only fire at, or target psychic/magic powers at the Astropath. They may violate the normal line of sight and HQ targeting restrictions.
- 2) Cancellation:** Can cancel any Psyker or Greater Daemon psychic ability. Each player rolls a die (Astropath +2, Greater Daemons +3). If the Astropaths total is higher, the ability fails. Remains in effect until the End Phase.
- 3) Guidance:** There must be an Imperial unit within 25cm of the Astropath that can see the target, and the artillery detachment being sited for must be within 75cm of the Astropath. The artillery makes a direct fire.

Rhino

Vehicle (3)

Move: 25cm Save: 4+ CAF: +0
PD(1), Transport 2

Break: Stand Morale: -
Victory Points: 1

Confessor

(Standard Adeptus Militaris)

Confessor stand
Command Rhino

Confessor

Infantry (1)

Move:	10cm	Save:	-	CAF:	+3
Weapon	Range	Shoot			
Laspistols	25cm	1d 5+ (0)			

HQ, can join an infantry detachment to give: +1 CAF

+1 break and +1 VP

immune to any moral test or effect must be on Charge Order if out of Chain of Command

Rhino

Vehicle (3)

Move: 25cm Save: 4+ CAF: +0
PD(1), Transport 2

Break: 1 Morale: -
Victory Points: 1

Forward Observer Team

(Standard Adeptus Militaris)

2 Forward Observer stands
Command Rhino

Forward Observer

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

HQ, Stealth, Forward Observer

Rhino

Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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PD(1), Transport 2

Cost: 100

Break: 2 Morale: -
Victory Points: 1

Grey Knight Detachment

Standard Adeptus Militaris

4 Grey Knight stands

Grey Knight

Infantry (1)

Move: 10cm	Save: 4+/6+f	CAF: +6
Weapon	Range	Shoot
Various	35cm	2d 4+ (-1)

Daemon Hunter, Elite, 4+ Psychic Save, Transport

Cost: 400

Break: 2 Morale: 1
Victory Points: 4

Inquisitor

Standard Adeptus Militaris

Inquisitor stand
Command Rhino

Inquisitor

Infantry (1)

Move: 10cm	Save: 4+f	CAF: +6
Weapon	Range	Shoot
Various	35cm	2d 4+ (-1)

Command, Elite, HQ, Fearless, 4+ Psychic Save, all Imperial troops within 25cm automatically pass any morale

Rhino

Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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PD(1), Transport 2

Cost: 100

Break: Stand Morale: -
Victory Points: 1

Ordo-Malleus Inquisitor

(Standard Adeptus Militaris)

Ordo-Malleus Inquisitor stand
Command Rhino

Ordo-Malleus Inquisitor

Infantry (1)

Move: 10cm	Save: 4+f	CAF: +6
Weapon	Range	Shoot
Psycannon	50cm	1d 4+ (0)
Vs. Daemons	50cm	1d 4+ (-2)

Command, Elite, HQ, 4+ Psychic Save, physical psychic attacks

Cost: 150

Break: Stand Morale: -
Victory Points: 2

Rhino

Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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PD(1), Transport 2

Battalion Command

(Standard Adeptus Militaris)

Major stand
5 Tactical stands
3 Chimera

Cost: 200

Break: Major Morale: 3
Victory Points: 2

Major Infantry (1)

Move: 10cm	Save: 6+	CAF: +1
Weapon	Range	Shoot
Pistol / Sword	25cm	2d 5+ (0)

Command, Elite, HQ, CHQ, may change one order within 25cm when activated

Tactical Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

Chimera APC Vehicle (3)

Move: 20cm	Save: 3+	CAF: +1
Weapon	Range	Shoot
Multi-Laser	25cm	1d 4+ (0)

Turret, Transport 2

Capitol Imperialis

Standard Adeptus Militaris

Capitol Imperialis

Cost: 450

Break: Model Morale: -
Victory Points: 5

Capitol Imperialis Praetorian (5)

Move: 10cm	Save: Card	CAF: +12
Weapon	Range	Shoot
See card		

6 Void Shields, Transport 2 companies, Special

Regimental Command

(Standard Adeptus Militaris)

Colonel stand
5 Tactical stands
3 Chimera

Cost: 250

Break: Colonel Morale: 2
Victory Points: 3

Colonel Infantry (1)

Move: 10cm	Save: 6+	CAF: +2
Weapon	Range	Shoot
Pistol / Sword	25cm	2d 5+ (0)

Command, Elite, HQ, Inspirational, CHQ, may change one order within 25cm when activated

Tactical Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

Chimera APC Vehicle (3)

Move: 20cm	Save: 3+	CAF: +1
Weapon	Range	Shoot
Multi-Laser	25cm	1d 4+ (0)

Turret, Transport 2

Imperial Dropship

(Standard Adeptus Militaris)

Imperial Dropship

Cost: 400

Break: Model Morale: -
Victory Points: 4

Imperial Dropship Praetorian (5)

Move: 100cm	Save: Card	CAF: +8
Weapon	Range	Shoot
See card		

2 Void Shields, Transport lots, PD(16), Special

Leviathan

Standard Adeptus Militaris

Leviathan

Leviathan *Praetorian (5)*

Move: 10cm	Save: Card	CAF: +12
Weapon	Range	Shoot
See card		

PD(12), 4 Void Shields, Transport 1 company, Special

Cost: 350

Break: Model
Morale: -
Victory Points: 4

Ordinatus Armageddon

(Standard Adeptus Militaris)

Ordinatus Armageddon

Ordinatus Armageddon *Praetorian (5)*

Move: 10cm	Save: Card	CAF: +5
Weapon	Range	Shoot
See card		

4+ Psychic Save, PD(8)

Cost: 500

Break: Model
Morale: -
Victory Points: 5

Ordinatus Golgotha

(Standard Adeptus Militaris)

Ordinatus Golgotha

Ordinatus Golgotha *Praetorian (5)*

Move: 10cm	Save: Card	CAF: +5
Weapon	Range	Shoot
See card		

4+ Psychic Save, PD(8)

Cost: 350

Break: Model
Morale: -
Victory Points: 4

Ordinatus Mars

(Standard Adeptus Militaris)

Ordinatus Mars

Ordinatus Mars *Praetorian (5)*

Move: 10cm	Save: Card	CAF: +5
Weapon	Range	Shoot
See card		

4+ Psychic Save, PD(8)

Cost: 350

Break: Model
Morale: -
Victory Points: 4

<p>Reaver Titan <i>Standard Adeptus Militaris</i></p> <p>Reaver Titan hull</p>	<p>Reaver Titan <i>Titan (5)</i></p> <table border="1"> <tr> <td>Move: 20cm</td> <td>Save: Card</td> <td>CAF: +12</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td colspan="3">Purchase 3 Weapons</td> </tr> </table> <p>4 Void Shields</p> <p>Break: Model Morale: - Victory Points: Varies</p> <p>Cost: 300</p>	Move: 20cm	Save: Card	CAF: +12	Weapon	Range	Shoot	Purchase 3 Weapons		
Move: 20cm	Save: Card	CAF: +12								
Weapon	Range	Shoot								
Purchase 3 Weapons										
<p>Warhound Titan <i>Standard Adeptus Militaris</i></p> <p>Warhound Titan hull</p>	<p>Warhound Titan <i>Titan (5)</i></p> <table border="1"> <tr> <td>Move: 25cm</td> <td>Save: Card</td> <td>CAF: +8</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td colspan="3">Purchase 2 Weapons</td> </tr> </table> <p>2 Void Shields, Agile, Hard to Hit on Charge</p> <p>Break: Model Morale: - Victory Points: Varies</p> <p>Cost: 125</p>	Move: 25cm	Save: Card	CAF: +8	Weapon	Range	Shoot	Purchase 2 Weapons		
Move: 25cm	Save: Card	CAF: +8								
Weapon	Range	Shoot								
Purchase 2 Weapons										

<p>Assault Infantry Platoon <i>Standard Adeptus Militaris</i></p> <p>5 Assault stands</p> <p>Cost: 100</p>	<p>Assault <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move: 15cm</td> <td>Save: -</td> <td>CAF: +1</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td colspan="3">Pistol / Sword 25cm 1d 5+ (0)</td> </tr> </table> <p><i>Jump Pack</i></p> <p>Break: 3 Morale: 4 Victory Points: 1</p>	Move: 15cm	Save: -	CAF: +1	Weapon	Range	Shoot	Pistol / Sword 25cm 1d 5+ (0)		
Move: 15cm	Save: -	CAF: +1								
Weapon	Range	Shoot								
Pistol / Sword 25cm 1d 5+ (0)										
<p>Beastman Platoon <i>Standard Adeptus Militaris</i></p> <p>10 Beastman stands</p> <p>Cost: 200</p>	<p>Beastman <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move: 10cm</td> <td>Save: -</td> <td>CAF: +3</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td colspan="3">Pistol / Sword 25cm 1d 5+ (0)</td> </tr> </table> <p>Break: 5 Morale: 4 Victory Points: 2</p>	Move: 10cm	Save: -	CAF: +3	Weapon	Range	Shoot	Pistol / Sword 25cm 1d 5+ (0)		
Move: 10cm	Save: -	CAF: +3								
Weapon	Range	Shoot								
Pistol / Sword 25cm 1d 5+ (0)										
<p>Combat Engineer Platoon <i>Standard Adeptus Militaris</i></p> <p>5 Engineer stands</p> <p>Cost: 150</p>	<p>Engineer <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move: 10cm</td> <td>Save: -</td> <td>CAF: +0</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td colspan="3">Bolt Pistols 25cm 1d 5+ (0)</td> </tr> </table> <p><i>Combat Engineer</i></p> <p>Break: 3 Morale: 4 Victory Points: 2</p>	Move: 10cm	Save: -	CAF: +0	Weapon	Range	Shoot	Bolt Pistols 25cm 1d 5+ (0)		
Move: 10cm	Save: -	CAF: +0								
Weapon	Range	Shoot								
Bolt Pistols 25cm 1d 5+ (0)										
<p>Heavy Infantry Platoon <i>Standard Adeptus Militaris</i></p> <p>5 Heavy Weapon stands</p> <p>Cost: 200</p>	<p>Heavy Weapon <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move: 10cm</td> <td>Save: -</td> <td>CAF: +0</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td colspan="3">Heavy Weapons 75cm 2d 5+ (-1)</td> </tr> </table> <p>Break: 3 Morale: 4 Victory Points: 2</p>	Move: 10cm	Save: -	CAF: +0	Weapon	Range	Shoot	Heavy Weapons 75cm 2d 5+ (-1)		
Move: 10cm	Save: -	CAF: +0								
Weapon	Range	Shoot								
Heavy Weapons 75cm 2d 5+ (-1)										

Ogryn Platoon
Standard Adeptus Militaris

4 Ogryn stands

Cost: 125

Break: 2 **Morale: 3**
Victory Points: 1

Airborne Platoon
(Standard Adeptus Militaris)

10 Tactical stands
5 Valkyries

Cost: 450

Tactical Infantry (1)

Move:	10cm	Save:	6+f	CAF:	+6
Weapon	Las cannons	Range	10cm	Shoot	1d 4+ (-1)

Ogryn

Move: 10cm **Save:** 6+f **CAF:** +6

Weapon	Las cannons	Range	10cm	Shoot	1d 4+ (-1)
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Ratling Sniper Platoon
Standard Adeptus Militaris

4 Ratling stands

Cost: 100

Break: 4 **Morale: 4**
Victory Points: 1

Ratling Sniper Platoon
Standard Adeptus Militaris

4 Ratling stands

Cost: 100

Break: 4 **Morale: 4**
Victory Points: 1

Gorgon Assault Platoon
(Standard Adeptus Militaris)

5 Assault stands
Gorgon

Cost: 200

Assault Infantry (1)

Move:	15cm	Save:	-	CAF:	+1
Weapon	Pistol / Sword	Range	25cm	Shoot	1d 5+ (0)

Assault

Move: 15cm **Save:** - **CAF:** +1

Weapon	Pistol / Sword	Range	25cm	Shoot	1d 5+ (0)
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Gorgon Superheavy (4)

Move:	10cm	Save:	1+ / 1+	CAF:	+4
Weapon	Mine Thrower	Range	15cm	Shoot	1d 4+ (-3)

Gorgon

Move: 10cm **Save:** 1+ / 1+ **CAF:** +4

Weapon	Mine Thrower	Range	15cm	Shoot	1d 4+ (-3)
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Transport 6, PD(4). Twice armor save on front arc. Superheavy, ignores and cleans wood / difficult terrain / mines during movement

Break: 3 **Morale: 4**
Victory Points: 2

Tactical Infantry Platoon
Standard Adeptus Militaris

10 Tactical stands

Cost: 200

Break: 5 **Morale: 4**
Victory Points: 2

Gorgon Tactical Platoon
Standard Adeptus Militaris

5 Tactical stands
Gorgon

Cost: 175

Tactical Infantry (1)

Move:	10cm	Save:	-	CAF:	+0
Weapon	Lasguns	Range	50cm	Shoot	1d 5+ (0)

Tactical

Move: 10cm **Save:** - **CAF:** +0

Weapon	Lasguns	Range	50cm	Shoot	1d 5+ (0)
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Gorgon Superheavy (4)

Move:	10cm	Save:	1+ / 1+	CAF:	+4
Weapon	Mine Thrower	Range	15cm	Shoot	1d 4+ (-3)

Gorgon

Move: 10cm **Save:** 1+ / 1+ **CAF:** +4

Weapon	Mine Thrower	Range	15cm	Shoot	1d 4+ (-3)
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Transport 6, PD(4). Twice armor save on front arc. Superheavy, ignores and cleans wood / difficult terrain / mines during movement

Break: 3 **Morale: 4**
Victory Points: 2

Storm Trooper Platoon
Standard Adeptus Militaris

6 Storm Trooper stands
3 Rhinos

Cost: 250

Break: 5 **Morale: 3**
Victory Points: 3

Mechanized Assault Platoon
(Standard Adeptus Militaris)

6 Assault stands
3 Chimera

Cost: 250

Assault Infantry (1)

Move:	15cm	Save:	-	CAF:	+1
Weapon	Pistol / Sword	Range	25cm	Shoot	1d 5+ (0)

Assault

Move: 15cm **Save:** - **CAF:** +1

Weapon	Pistol / Sword	Range	25cm	Shoot	1d 5+ (0)
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Jump Pack

Chimera APC Vehicle (3)

Move:	20cm	Save:	3+	CAF:	+1
Weapon	Multi-Laser	Range	25cm	Shoot	1d 4+ (0)

Chimera APC

Move: 20cm **Save:** 3+ **CAF:** +1

Weapon	Multi-Laser	Range	25cm	Shoot	1d 4+ (0)
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Turret, Transport 2

Break: 5 **Morale: 4**
Victory Points: 3

Mechanized Heavy Platoon
(Standard Adeptus Militaris)

6 Heavy Weapon stands
3 Chimera

Cost: 350

Break: 5 **Morale: 4**
Victory Points: 4

Heavy Weapon				Infantry (1)			
Move:	10cm	Save:	-	CAF:	+0	Weapon	Range
							75cm
						Shoot	2d 5+ (-1)
						Heavy Weapons	

Chimera APC *Vehicle (3)*

Chimera APC					
Move:	20cm	Save:	3+	CAF:	+1
Weapon	Range	Shoot			
Multi-Laser	25cm	1d 4+	(0)		

Turret, Transport 2

Mechanized Tactical Platoon
(Standard Adeptus Militaris)

6 Tactical stands
3 Chimera

Cost: 250

Break: 5 **Morale: 4**
Victory Points: 3

Tactical				Infantry (1)			
Move:	10cm	Save:	-	CAF:	+0	Weapon	Range
							50cm
						Shoot	1d 5+ (0)
						Lasguns	

Chimera APC *Vehicle (3)*

Chimera APC					
Move:	20cm	Save:	3+	CAF:	+1
Weapon	Range	Shoot			
Multi-Laser	25cm	1d 4+	(0)		

Turret, Transport 2

Mole Platoon
(Standard Adeptus Militaris)

10 Tactical stands
Mole

Cost: 300

Break: 6 **Morale: 4**
Victory Points: 3

Tactical				Infantry (1)			
Move:	10cm	Save:	-	CAF:	+0	Weapon	Range
							50cm
						Shoot	1d 5+ (0)
						Lasguns	

Mole *Vehicle (3)*

Mole					
Move:	15cm	Save:	3+	CAF:	+3
Weapon	Range	Shoot			
Multi-Launcher	50cm	6SB 4+	(0)		
Heavy Bolters	25cm	4d 6+	(0)		

Tunneler, Transport 10

Termite Platoon
(Standard Adeptus Militaris)

6 Tactical stands
3 Termites

Cost: 250

Break: 5 **Morale: 4**
Victory Points: 3

Tactical				Infantry (1)			
Move:	10cm	Save:	-	CAF:	+0	Weapon	Range
							50cm
						Shoot	1d 5+ (0)
						Lasguns	

Termite *Vehicle (3)*

Termite					
Move:	15cm	Save:	4+	CAF:	+1
Weapon	Range	Shoot			
Lasannon	75cm	1d 5+	(-1)		

Tunneler, Transport 2

Imperial Bike Squad
(Standard Adeptus Militaris)

5 Imperial Bike stands

Cost: 125

Break: 3 **Morale: 4**
Victory Points: 1

Imperial Bike				Cavalry (2)			
Move:	30cm	Save:	-	CAF:	+2	Weapon	Range
						Shoot	
						Independent, PD(1)	

Land Speeder Company
(Standard Adeptus Militaris)

5 Land Speeders

Cost: 200

Break: 3 **Morale: 4**
Victory Points: 2

Land Speeder				Skimmer (2+)			
Move:	30cm	Save:	6+	CAF:	+3	Weapon	Range
							25cm
						Shoot	1d 3+ (-2)
						Multi-Melta	

pop-up attack

Land Speeder Tornado Company
(Standard Adeptus Militaris)

5 Land Speeder Tornados

Cost: 200

Break: 3 **Morale: 4**
Victory Points: 2

Land Speeder Tornado				Skimmer (2+)			
Move:	30cm	Save:	6+	CAF:	+3	Weapon	Range
							25cm
						Shoot	1d 5+ (0)
						Assault Cannon	1d 5+ (-1)

pop-up attack

Land Speeder Typhoon Company
(Standard Adeptus Militaris)

5 Land Speeder Typhoons

Cost: 200

Break: 3 **Morale: 4**
Victory Points: 2

Land Speeder Typhoon				Skimmer (2+)			
Move:	30cm	Save:	6+	CAF:	+3	Weapon	Range
							50cm
						Shoot	1SB@ (0)
						Missile Launcher	

pop-up attack

Rough Rider Squad
Standard Adeptus Militaris

10 Rough Rider stands

Cost: 200

Rough Rider *Cavalry (2)*

Move: 20cm	Save: -	CAF: +3
Weapon	Range	Shoot
Hunting Lance	25cm	1d 6+ (0)

Independent

Break: 5 **Morale: 4**
Victory Points: 2

Robot Squad
Standard Adeptus Militaris

4 Robots

Cost: 100

Robot *Walker (2)*

Move: 10cm	Save: 4+	CAF: +2
Weapon	Range	Shoot
Lascannon	75cm	1d 5+ (-1)

Inorganic, Robotic

Break: 4 **Morale: -**
Victory Points: 1

Sentinel Squad
Standard Adeptus Militaris

5 Sentinels

Cost: 150

Sentinel *Walker (2)*

Move: 25cm	Save: 6+	CAF: +2
Weapon	Range	Shoot
Autocannon	50cm	1d 4+ (0)

Break: 3 **Morale: 4**
Victory Points: 2

Artillery Tractor Squadron
(Standard Adeptus Militaris)

3 Artillery Tractors

Cost: 25

Artillery Tractor *Vehicle (3)*

Move: 20cm	Save: 5+	CAF: +0
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PD(1), Tow

Break: 2 **Morale: 5**
Victory Points: 1

Bridging Team
(Standard Adeptus Militaris)

2 Bridging Vehicles

Cost: 50

Bridging Vehicle *Vehicle (3)*

Move: 20cm	Save: 4+	CAF: +0
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PD(1), can lay down a 5cm section of bridge if on First Fire and not in CC

Break: 1 **Morale: 4**
Victory Points: 1

Chimera Squadron
Standard Adeptus Militaris

3 Chimera

Cost: 100

Chimera APC *Vehicle (3)*

Move: 20cm	Save: 3+	CAF: +1
Weapon	Range	Shoot
Multi-Laser	25cm	1d 4+ (0)

Turret, Transport 2

Break: 2 **Morale: 4**
Victory Points: 1

Chimera Assault Squadron
(Standard Adeptus Militaris)

Swap 3 Chimera for any 3 Chimera variants

Cost: +50

Chimera Variants *Vehicle (3)*

Move: 20cm	Save: 3+	CAF: +1
Weapon	Range	Shoot
(-don) Battlecannon	50cm	1d 4+ (-2)
(-rax) Autocannon	50cm	2d 5+ (0)
(-rr) Multi-Laser	25cm	1d 4+ (0)
(-rr) Hunter Missile	50cm	1d 5+ (-2)

Turret, Transport 2

Break: +0 **Morale: 3**
Victory Points: +1

Chimedon Assault Squadron
(Standard Adeptus Militaris)

5 Chimedons

Cost: 250

Chimedon *Vehicle (3)*

Move: 20cm	Save: 3+	CAF: +1
Weapon	Range	Shoot
Battlecannon	50cm	1d 4+ (-2)

Turret, Transport 2

Break: 3 **Morale: 4**
Victory Points: 3

Chimerax Assault Squadron
(Standard Adeptus Militaris)

5 Chimerax

Cost: 250

Break: 3 **Morale: 4**
Victory Points: 3

Chimerax			
Move: 20cm	Save: 3+	CAF: +1	Vehicle (3)
Weapon	Range	Shoot	
Autocannon	50cm	2d 5+ (0)	

Turret, Transport 2

Chimerro Assault Squadron
(Standard Adeptus Militaris)

5 Chimerros

Cost: 250

Break: 3 **Morale: 4**
Victory Points: 3

Chimerro			
Move: 20cm	Save: 3+	CAF: +1	Vehicle (3)
Weapon	Range	Shoot	
Multi-Laser	25cm	1d 4+ (0)	
Hunter Missile	50cm	1d 5+ (-2)	

Turret, Transport 2

Destroyer Tank-Hunter Squadron
(Standard Adeptus Militaris)

3 Destroyer Tank-Hunters

Cost: 200

Break: 2 **Morale: 4**
Victory Points: 2

Destroyer Tank-Hunter			
Move: 20cm	Save: 3+	CAF: +0	Vehicle (3)
Weapon	Range	Shoot	
Laser Destroyer	75cm	1d 4+ (-3)	

Demolisher Squadron
(Standard Adeptus Militaris)

3 Demolisher Tanks

Cost: 250

Break: 2 **Morale: 4**
Victory Points: 3

Demolisher			
Move: 20cm	Save: 3+	CAF: +3	Vehicle (3)
Weapon	Range	Shoot	
Thunderer *	50cm	1d 4+ (-3)	
Melta-Gun	25cm	1d 3+ (-2)	

** Ignores Cover & Turret*

Hydra AA
(Standard Adeptus Militaris)

3 Hydra AA Tanks

Cost: 300

Break: 2 **Morale: 4**
Victory Points: 3

Hydra AA			
Move: 20cm	Save: 3+	CAF: +0	Vehicle (3)
Weapon	Range	Shoot	
Autocannon	100cm	4d 5+ (-1)	

Anti-Aircraft

Hellhound Squadron
(Standard Adeptus Militaris)

3 Hellhounds

Cost: 150

Break: 2 **Morale: 4**
Victory Points: 2

Hellhound			
Move: 15cm	Save: 3+	CAF: +0	Vehicle (3)
Weapon	Range	Shoot	
Fire Thrower	0cm	LT 5+ (0)	

Ignores cover

Leman Russ Squadron
(Standard Adeptus Militaris)

3 Leman Russ Tanks

Cost: 200

Break: 2 **Morale: 4**
Victory Points: 2

Leman Russ			
Move: 20cm	Save: 3+	CAF: +2	Vehicle (3)
Weapon	Range	Shoot	
Battlecannon *	75cm	1d 5+ (-2)	
Lascannon	75cm	1d 5+ (-1)	

** Turret, PD(1)*

Leman Russ Conqueror Squadron
(Standard Adeptus Militaris)

3 Leman Russ Conquerors

Cost: 225

Break: 2 **Morale: 4**
Victory Points: 2

Leman Russ Conqueror			
Move: 25cm	Save: 3+	CAF: +2	Vehicle (3)
Weapon	Range	Shoot	
Conqueror Cannon *	50cm	1d 4+ (-1)	
Heavy Bolters	50cm	3d 5+ (0)	

** Turret, PD(3)*

Leman Russ Executioner Squadron
(Standard Adeptus Militaris)

3 Leman Russ Executioners

Cost: 250

Break: 2 Morale: 4

Victory Points: 3

Leman Russ Executioner		Vehicle (3)	
Move: 20cm	Save: 3+	CAF: +2	
Weapon	Range	Shoot	
Plasma Destroyer *	40cm	1d 3+ (-4)	
Lascannon	75cm	1d 5+ (-1)	

* Turret, PD(1)

Leman Russ Exterminator Squadron
(Standard Adeptus Militaris)

3 Leman Russ Exterminators

Cost: 225

Break: 2 Morale: 4

Victory Points: 2

Leman Russ Exterminator		Vehicle (3)	
Move: 20cm	Save: 3+	CAF: +2	
Weapon	Range	Shoot	
Autocannon *	75cm	1d 4+ (-1)	
Heavy Bolters	50cm	3d 5+ (0)	

* Turret, PD(1)

Leman Russ Vanquisher Squadron
(Standard Adeptus Militaris)

3 Leman Russ Vanquishers

Cost: 225

Break: 2 Morale: 4

Victory Points: 2

Leman Russ Vanquisher		Vehicle (3)	
Move: 20cm	Save: 3+	CAF: +2	
Weapon	Range	Shoot	
Vanquisher Cannon *	100cm	1d 5+ (-2)	
Lascannon	75cm	1d 5+ (-1)	

* Turret & Penetrating +1, PD(1)

Predator Squadron
(Standard Adeptus Militaris)

3 Predators

Cost: 250

Break: 2 Morale: 4

Victory Points: 3

Predator		Vehicle (3)	
Move: 25cm	Save: 3+	CAF: +0	
Weapon	Range	Shoot	
Autocannon *	75cm	1d 5+ (-1)	
Lascannon	75cm	2d 5+ (-1)	

* Turret

Sabre Tank-Hunter Squadron
(Standard Adeptus Militaris)

3 Sabre Tank-Hunters

Cost: 100

Break: 2 Morale: 4

Victory Points: 1

Sabre Tank-Hunter		Vehicle (3)	
Move: 25cm	Save: 4+	CAF: +0	
Weapon	Range	Shoot	
Autocannon	75cm	1d 5+ (-2)	

Turret

Scorpion Anti-Aircraft Battery
(Standard Adeptus Militaris)

5 Scorpion Anti-Aircraft Guns

Cost: 150

Break: 3 Morale: 4

Victory Points: 2

Scorpion AA Gun		Vehicle (3)	
Move: 5cm	Save: -	CAF: -3	
Weapon	Range	Shoot	
Lascannon	75cm	1d 5+ (-2)	

Inorganic, Robotic, Quickdraw, Anti-Aircraft

Thunderer Squadron
(Standard Adeptus Militaris)

3 Thunderers

Cost: 200

Break: 2 Morale: 4

Victory Points: 2

Thunderer		Vehicle (3)	
Move: 20cm	Save: 3+	CAF: +1	
Weapon	Range	Shoot	
Demolisher Cannon	75cm	1d 4+ (-3)	

Ignores Cover

Vindicator Squadron
(Standard Adeptus Militaris)

3 Vindicators

Cost: 150

Break: 2 Morale: 4

Victory Points: 2

Vindicator		Vehicle (3)	
Move: 20cm	Save: 2+	CAF: +0	
Weapon	Range	Shoot	
Thunderer	50cm	1d 4+ (-3)	

Ignores Cover

Mole Mortar Battery
Standard Adeptus Militaris

3 Mole Mortars

Cost: 100

Break: 2 **Morale: 4**
Victory Points: 1

Mole Mortar				Light Art. (1)			
Move	5cm	Save: -	CAF: -3	Weapon	Range	Shoot	CAF: -3
Mole Mortar	150cm	15B@	(0)	Mole Mortar	150cm	15B@	(0)

Ignores Cover, Ignore Shields, traps Titan or Praetorian on a roll of 6 on a D6 (it can't move unless it is on Charge Orders and cancels all ranged attacks)

Rapier Battery
Standard Adeptus Militaris

3 Rapier Laser Destroyers

Cost: 75

Break: 2 **Morale: 4**
Victory Points: 1

Rapier				Light Art. (1)			
Move	5cm	Save: -	CAF: -3	Weapon	Range	Shoot	CAF: -3
Laser Destroyer	50cm	1d 4+	(-3)	Laser Destroyer	50cm	1d 4+	(-3)

Tarantula Support Battery
Standard Adeptus Militaris

5 Tarantulas

Cost: 150

Break: 3 **Morale: 4**
Victory Points: 2

Tarantula				Light Art. (1)			
Move	5cm	Save: -	CAF: -3	Weapon	Range	Shoot	CAF: -3
Lascannon	75cm	1d 5+	(-2)	Lascannon	75cm	1d 5+	(-2)

Inorganic, Robotic, Quickdraw, RoF2

Thudd Gun Battery
Standard Adeptus Militaris

3 Thudd Guns

Cost: 100

Break: 2 **Morale: 4**
Victory Points: 1

Thudd Gun				Light Art. (1)			
Move	5cm	Save: -	CAF: -3	Weapon	Range	Shoot	CAF: -3
Thudd Gun	75cm	2SB@	(0)	Thudd Gun	75cm	2SB@	(0)

Basilisk Battery
Standard Adeptus Militaris

3 Basilisks

Cost: 200

Break: 2 **Morale: 4**
Victory Points: 2

Basilisk				Heavy Art. (3)			
Move	15cm	Save: 5+	CAF: +0	Weapon	Range	Shoot	CAF: +0
Earthshaker	150cm	2SB@	(-2)	Earthshaker	150cm	2SB@	(-2)

ROF 2

Bombard Battery
Standard Adeptus Militaris

3 Bombards

Cost: 200

Break: 2 **Morale: 4**
Victory Points: 2

Bombard				Heavy Art. (3)			
Move	10cm	Save: 5+	CAF: +0	Weapon	Range	Shoot	CAF: +0
Siege Mortar	50-150cm	3SB@	(-3)	Siege Mortar	50-150cm	3SB@	(-3)

Destroys Buildings

Deathstrike Battery
Standard Adeptus Militaris

3 Deathstrike Launchers

Cost: 250

Break: 2 **Morale: 4**
Victory Points: 3

Deathstrike Launcher				Heavy Art. (3)			
Move	15cm	Save: 6+	CAF: +0	Weapon	Range	Shoot	CAF: +0
Deathstrike Launcher	15cm	6+	CAF: +0	Deathstrike Launcher	15cm	6+	CAF: +0

PD(2), Special

Griffon Battery
Standard Adeptus Militaris

3 Griffons

Cost: 200

Break: 2 **Morale: 4**
Victory Points: 2

Griffon				Heavy Art. (3)			
Move	10cm	Save: 5+	CAF: +0	Weapon	Range	Shoot	CAF: +0
Earthshaker	25-100cm	2LB@	(0)	Earthshaker	25-100cm	2LB@	(0)

Ignores Cover, Big Template

Manticore Battery
Standard Adeptus Militaris

3 Manticores

Cost: 200

Manticore				Heavy Art. (3)				
Move:	15cm	Save:	5+	CAF:	+0	Weapon	Range	Shoot
Rockets	200cm	6SB	⊗	(0)				

ROF 1/2, May fire independently (but barrage template must be in contact)

Break: 2 **Morale: 4**

Victory Points: 2

Medusa Battery
(Standard Adeptus Militaris)

3 Medusas

Cost: 200

Medusa				Heavy Art. (3)				
Move:	15cm	Save:	5+	CAF:	+0	Weapon	Range	Shoot
Howitzer	75cm	1d 5+	(-3)					

-6 TSM as structures

Break: 2 **Morale: 4**

Victory Points: 2

Whirlwind Battery
Standard Adeptus Militaris

3 Whirlwinds

Cost: 150

Whirlwind				Heavy Art. (3)				
Move:	20cm	Save:	4+	CAF:	+0	Weapon	Range	Shoot
Multi-Launcher	150cm	2SB	⊗	(0)				

Break: 2 **Morale: 4**

Victory Points: 2

Light Off-Table Barrage
(Standard Adeptus Militaris)

One Light Orbital Barrage Round

Cost: 1 VP

Light Off-Board Barrage				Heavy Art. (3)					
Weapon	Range	Special	Shoot	Move:	15cm	Save:	5+	CAF:	+0
Orbital Barrage	Special	6SB	4+ (-1)						

Costs 1 VP

Break: - **Morale: -**

Victory Points: -

Heavy Off-Table Barrage
(Standard Adeptus Militaris)

One Heavy Orbital Barrage Round

Cost: 2 VP

Heavy Off-Board Barrage				Heavy Art. (3)					
Weapon	Range	Special	Shoot	Move:	15cm	Save:	5+	CAF:	+0
Orbital Barrage	Special	10SB	2+ (-2)						

Costs 2 VP

Break: - **Morale: -**

Victory Points: -

Lightning Attack Squadron
(Standard Adeptus Militaris)

3 Lightning Attack Fighters

Cost: 300

Lightning Attack Fighter				Flyer (3+)				
Move:	125cm	Save:	4+	CAF:	+6	Weapon	Range	Shoot
Autocannon	25cm	2d 5+	(-1)					
Burst Cannon	25cm	1d 4+	(-1)					

Flyer

Break: 2 **Morale: 3**

Victory Points: 3

Lightning Strike Squadron
(Standard Adeptus Militaris)

3 Lightning Strike Fighters

Cost: 300

Lightning Strike Fighter				Flyer (3+)				
Move:	100cm	Save:	4+	CAF:	+3	Weapon	Range	Shoot
Autocannon	25cm	4d 5+	(-1)					
Hunter Missiles	50cm	1d 4+	(-2)					

Flyer

Break: 2 **Morale: 3**

Victory Points: 3

Marauder Squadron
(Standard Adeptus Militaris)

3 Marauder Fighter-Bombers

Cost: 350

Marauder				Flyer (3+)				
Move:	75cm	Save:	3+	CAF:	+2	Weapon	Range	Shoot
Battlecannon	50cm	1d 4+	(-2)					
Lascannon	50cm	3d 5+	(-1)					
Missiles	50cm	4SB	5+ (-2)					

Flyer

Break: 2 **Morale: 3**

Victory Points: 4

Marauder Destroyer Squadron
(Standard Adeptus Militaris)

3 Marauder Destroyers

Cost: 400

Break: 2 Morale: 3
Victory Points: 4

Marauder Destroyer			
Move:	70cm	Save:	2+ CAF: +2
Weapon	Range	Shoot	
Battlecannon	50cm	2d 4+ (-2)	
Lascannon	50cm	4d 5+ (-1)	
Melta Bombs	-	6SB 4+ (-3)	

Flyer

Thunderbolt Squadron
(Standard Adeptus Militaris)

3 Thunderbolt Fighters

Cost: 250

Break: 2 Morale: 3
Victory Points: 3

Thunderbolt			
Move:	100cm	Save:	4+ CAF: +4
Weapon	Range	Shoot	
Autocannon	25cm	3d 5+ (-1)	
Rockets	25cm	4SB 5+ (-1)	

Flyer

Valkyrie Squadron
(Standard Adeptus Militaris)

5 Valkyrie Light Transports

Cost: 250

Break: 3 Morale: 3
Victory Points: 3

Valkyrie			
Move:	60cm	Save:	5+ CAF: +0
Weapon	Range	Shoot	
Missile Launcher	50cm	2SB 6+ (0)	
Heavy Bolters	25cm	2d 5+ (0)	

Flyer, Transport 2

Vulture Squadron
(Standard Adeptus Militaris)

3 Vulture Fighters

Cost: 250

Break: 2 Morale: 3
Victory Points: 3

Vulture			
Move:	60cm	Save:	4+ CAF: +2
Weapon	Range	Shoot	
Autocannons	25cm	2d 5+ (-1)	
H-K Missiles *	50cm	1d 4+ (-2)	

** Two one-shot missiles, Flyer*

Baneblade
(Standard Adeptus Militaris)

Baneblade

Cost: 225

Break: Model Morale: 3
Victory Points: 2

Baneblade			
Move:	10cm	Save:	1+ CAF: +8
Weapon	Range	Shoot	
Battlecannon *	75cm	2d 4+ (-2)	
Lascannon	75cm	2d 5+ (-1)	

** Turret, Superheavy, PD(10)*

Shadowsword
(Standard Adeptus Militaris)

Shadowsword

Cost: 225

Break: Model Morale: 3
Victory Points: 2

Shadowsword			
Move:	10cm	Save:	1+ CAF: +6
Weapon	Range	Shoot	
Volcano Cannon *	100cm	1d 3+ (-4)	
Lascannon	75cm	2d 5+ (-1)	

** Penetrating +3, Superheavy, PD(6)*

Stormblade
(Standard Adeptus Militaris)

Stormblade

Cost: 275

Break: Model Morale: 3
Victory Points: 3

Stormblade			
Move:	10cm	Save:	1+ CAF: +6
Weapon	Range	Shoot	
Plasma Blastgun	50cm	2d 3+ (-4)	
Battlecannon	50cm	1d 4+ (-2)	
Hellion Missile *	75cm	1d 3+ (-4)	
Hunter/Killer Missile	75cm	4d 3+ (-1)	

** One-shot & Penetrating +2, Superheavy, PD(8)*

Stormhammer
(Standard Adeptus Militaris)

Stormhammer

Cost: 225

Break: Model Morale: 3
Victory Points: 2

Stormhammer			
Move:	10cm	Save:	1+ CAF: +10
Weapon	Range	Shoot	
Battlecannon (Turret)	50cm	2d 4+ (-2)	
Battlecannon	50cm	2d 4+ (-2)	

Superheavy, PD(14), only 0/-1 save penalty for side/rear shot

Stormsword

(Standard Adeptus Militaris)

Stormsword

Cost: 200

Stormsword

Superheavy (4)

Move: 10cm Save: 1+ CAF: +7

Weapon	Range	Shoot
Thundercannon *	75cm	1d 3+ (-4)
Lascannon	75cm	2d 5+ (-1)
Heavy Bolters	25cm	8d 5+ (0)

* Ignores Cover, Superheavy, PD(6)

Break: Model Morale: 3

Victory Points: 2

Planetary Defense Force List

Tactical Company
Planetary Defense Force

2 Tactical CHQ stands
Command Rhino

Tactical Platoon

10 Tactical stands

Tactical Platoon

10 Tactical stands

Tactical Platoon

10 Tactical stands

Cost: 600

Tactical CHQ				Infantry (1)	
Move:	10cm	Save: -	CAF: +0	Weapon	Range
	Lasguns	50cm	1d 5+ (0)	Shoot	1d 5+ (0)

Command, HQ

CHQ

Rhino				Vehicle (3)	
Move:	25cm	Save: 4+	CAF: +0	PD(1), Transport 2	

Break: 17 **Morale: 4**
Victory Points: 6

Support Company
Planetary Defense Force

2 Tactical CHQ stands
Command Rhino

Rocket Platoon

5 Rocket stands

Rocket Platoon

5 Rocket stands

Rapier Battery

3 Rapier Laser Destroyers

Rapier Battery

3 Rapier Laser Destroyers

Cost: 350

Tactical CHQ				Infantry (1)	
Move:	10cm	Save: -	CAF: +0	Weapon	Range
	Lasguns	50cm	1d 5+ (0)	Shoot	1d 5+ (0)

Command, HQ

Rhino

Rhino				Vehicle (3)	
Move:	25cm	Save: 4+	CAF: +0	PD(1), Transport 2	

Rocket

Rhino				Infantry (1)	
Move:	10cm	Save: -	CAF: -1	Weapon	Range
	Rockets	35cm	1d 4+ (-1)	Shoot	1d 4+ (-1)

Rapier

Rhino				Light Art. (1)	
Move:	5cm	Save: -	CAF: -3	Weapon	Range
	Laser Destroyer	50cm	1d 4+ (-3)	Shoot	1d 4+ (-3)

Break: 10 **Morale: 5**
Victory Points: 4

Militia Company
Planetary Defense Force

2 Tactical CHQ stands
Command Rhino

Militia Platoon

10 Militia stands

Militia Platoon

10 Militia stands

Militia Platoon

10 Militia stands

Cost: 300

Tactical CHQ				Infantry (1)	
Move:	10cm	Save: -	CAF: +0	Weapon	Range
	Lasguns	50cm	1d 5+ (0)	Shoot	1d 5+ (0)

Command, HQ

Rhino

Rhino				Vehicle (3)	
Move:	25cm	Save: 4+	CAF: +0	PD(1), Transport 2	

Militia

Rhino				Infantry (1)	
Move:	10cm	Save: -	CAF: -1	Weapon	Range
	Autoweapons	35cm	1d 5+ (0)	Shoot	1d 5+ (0)

Break: 17 **Morale: 5**
Victory Points: 3

Hive Gang
(Planetary Defense Force)

Boss stand

4 Hive Ganger stands

Hive Gang Squad

5 Hive Ganger stands

Hive Gang Squad

5 Hive Ganger stands

Hive Gang Squad

5 Hive Ganger stands

Cost: 600

Hive Gang Boss				Infantry (1)	
Move:	10cm	Save: -	CAF: +3	Weapon	Range
	Bolter	50cm	2d 5+ (0)	Shoot	2d 5+ (0)

Command, HQ, Stealth, Special

Hive Ganger

Rhino				Infantry (1)	
Move:	10cm	Save: -	CAF: +1	Weapon	Range
	Various	25cm	1d 5+ (0)	Shoot	1d 5+ (0)

Infiltrate, Stealth, Special

Break: 10 **Morale: 4**
Victory Points: 6

Penal Company

Planetary Defense Force

2 Tactical CHQ stands
Command Rhino

Penal Platoon

5 Penal stands

Penal Platoon

5 Penal stands

Penal Platoon

5 Penal stands

Cost: 450

Tactical CHQ

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

Command, HQ

Rhino

Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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PD(1), Transport 2

Penal Trooper

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

Special Rules

Break: 9

Morale: 3

Victory Points: 5

Tactical CHQ

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

Command, HQ

Rhino

Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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PD(1), Transport 2

Beastman

Infantry (1)

Move: 10cm	Save: -	CAF: +3
Weapon	Range	Shoot
Pistol / Sword	25cm	1d 5+ (0)

Break: 17

Morale: 4

Victory Points: 6

Beastman Company

Planetary Defense Force

2 Tactical CHQ stands
Command Rhino

Beastman Platoon

10 Beastman stands

Beastman Platoon

10 Beastman stands

Beastman Platoon

10 Beastman stands

Cost: 600

Mammoth Company

Planetary Defense Force

Mammoth CHQ

Mammoth Squadron

3 Mammoth Tanks

Mammoth Squadron

3 Mammoth Tanks

Mammoth Squadron

3 Mammoth Tanks

Cost: 750

Mammoth

Vehicle (3)

Move: 15cm	Save: 3+	CAF: +3
Weapon	Range	Shoot
Battlecannon *	75cm	1d 5+ (-2)
Autocannon	75cm	2d 5+ (-1)

* *Turret, PD(4)*

CHQ

Command, HQ

Break: 5

Morale: 4

Victory Points: 8

Sabre Tank-Hunter

Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
Weapon	Range	Shoot
Autocannon	75cm	1d 5+ (-2)

Turret

CHQ

Command, HQ

Break: 5

Morale: 5

Victory Points: 3

Sabre Company

Planetary Defense Force

Sabre CHQ

Sabre Squadron

3 Sabre Tank-Hunters

Sabre Squadron

3 Sabre Tank-Hunters

Sabre Squadron

3 Sabre Tank-Hunters

Cost: 300

Rough Rider Company

Planetary Defense Force

- 2 Rough Rider CHQ stands
- Rough Rider Squad
- 10 Rough Rider stands
- Rough Rider Squad
- 10 Rough Rider stands
- Rough Rider Squad
- 10 Rough Rider stands

Cost: 600

Rough Rider

Cavalry (2)

Move: 20cm	Save: -	CAF: +3
Weapon	Range	Shoot
Hunting Lance	25cm	1d 6+ (0)

Independent

CHQ

Command, HQ

Break: 16 **Morale: 5**
Victory Points: 6

Tactical CHQ

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

Command, HQ

Rhino

Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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PD(1), Transport 2

Infantry Gun

Light Art. (1)

Move: 5cm	Save: -	CAF: -3
Weapon	Range	Shoot
Autocannon	75cm	1d 4+ (0)

Thudd Gun

Light Art. (1)

Move: 5cm	Save: -	CAF: -3
Weapon	Range	Shoot
Thudd Gun	75cm	2SB@ ⊗ (0)

Break: 7 **Morale: 5**
Victory Points: 3

Light Artillery

Planetary Defense Force

- 2 Tactical CHQ stands
- Command Rhino
- Infantry Gun Battery
- 4 Infantry Guns
- Infantry Gun Battery
- 4 Infantry Guns
- Thudd Gun Battery
- 3 Thudd Guns

Cost: 250

Earthshaker Company

Planetary Defense Force

- 2 Tactical CHQ stands
- Command Rhino
- Earth Shaker Battery
- 3 Earthshakers
- Earth Shaker Battery
- 3 Earthshakers
- Earth Shaker Battery
- 3 Earthshakers

Cost: 450

Tactical CHQ

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

Command, HQ

Rhino

Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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PD(1), Transport 2

Earthshaker

Heavy Art. (3)

Move: -	Save: -	CAF: -3
Weapon	Range	Shoot
Earthshaker	150cm	2SB@ ⊗ (-2)

ROF 2

Break: 6 **Morale: 5**
Victory Points: 5

Cyborg Berzerker

Infantry (1)

Move: 10cm	Save: 6+	CAF: +4
Close Combat	-	-

Fearless, attached to a Penal Company

Cyborg Berzerkers

(Planetary Defense Force)

- 5 Cyborg Berzerkers stands

Cost: 150

Break: 5 **Morale: 1**
Victory Points: 2

Forward Observer Team

(Planetary Defense Force)

2 Forward Observer stands
Command Rhino

Forward Observer

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

HQ, Stealth, Forward Observer

Rhino

Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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PD(1), Transport 2

Cost: 100

Break: 2 Morale: -
Victory Points: 1

Grey Knight Detachment

(Planetary Defense Force)

4 Grey Knight stands

Grey Knight

Infantry (1)

Move: 10cm	Save: 4+/6+f	CAF: +6
Weapon	Range	Shoot
Various	35cm	2d 4+ (-1)

Daemon Hunter, Elite, 4+ Psychic Save, Transport

Cost: 400

Break: 2 Morale: 1
Victory Points: 4

Inquisitor

(Planetary Defense Force)

Inquisitor stand
Command Rhino

Inquisitor

Infantry (1)

Move: 10cm	Save: 4+f	CAF: +6
Weapon	Range	Shoot
Various	35cm	2d 4+ (-1)

Command, Elite, HQ, Fearless, 4+ Psychic Save, all Imperial troops within 25cm automatically pass any morale

Rhino

Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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PD(1), Transport 2

Cost: 100

Break: Stand Morale: -
Victory Points: 1

Ordo-Malleus Inquisitor

(Planetary Defense Force)

Ordo-Malleus Inquisitor stand
Command Rhino

Ordo-Malleus Inquisitor

Infantry (1)

Move: 10cm	Save: 4+f	CAF: +6
Weapon	Range	Shoot
Psycannon	50cm	1d 4+ (0)
Vs. Deamons	50cm	1d 4+ (-2)

Command, Elite, HQ, 4+ Psychic Save, physical psychic attacks

Cost: 150

Break: Stand Morale: -
Victory Points: 2

Rhino

Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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PD(1), Transport 2

Sanctioned Psyker

Planetary Defense Force

Psyker stand
Command Rhino

Cost: 75

Sanctioned Psyker

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

HQ, Psyker

- Embolden:** All friendly models within 10cm (including the psyker) get +1 to all morale checks and +1 CAF. Lasts until start of next orders phase.
- 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.
- Righteous Fire:** Make an immediate ranged attack : range 35cm, 1d 4+ (0). This counts as a physical psychic attack and normal rules for LOS apply.

Rhino

Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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PD(1), Transport 2

Break: Stand Morale: -
Victory Points: 1

Commissar

Planetary Defense Force

Commissar stand
Command Rhino

Cost: 50

Commissar

Infantry (1)

Move: 10cm	Save: -	CAF: +4
Weapon	Range	Shoot
Pistol / Sword	25cm	2d 5+ (0)

Command, Elite, HQ, bypass Chain of Command

Rhino

Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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PD(1), Transport 2

Break: Stand Morale: -
Victory Points: 1

Battalion Command

(Planetary Defense Force)

Major stand
5 Tactical stands
3 Chimera

Cost: 150

Major

Infantry (1)

Move: 10cm	Save: 6+	CAF: +1
Weapon	Range	Shoot
Pistol / Sword	25cm	2d 5+ (0)

Command, Elite, HQ, CHQ, may change one order within 25cm when activated

Tactical

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

Chimera APC

Vehicle (3)

Move: 20cm	Save: 3+	CAF: +1
Weapon	Range	Shoot
Multi-Laser	25cm	1d 4+ (0)

Turret, Transport 2

Break: Major Morale: 3
Victory Points: 2

Colonel

Infantry (1)

Move: 10cm	Save: 6+	CAF: +2
Weapon	Range	Shoot
Pistol / Sword	25cm	2d 5+ (0)

Command, Elite, HQ, Inspirational, CHQ, may change one order within 25cm when activated

Tactical

Infantry (1)

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

Chimera APC

Vehicle (3)

Move: 20cm	Save: 3+	CAF: +1
Weapon	Range	Shoot
Multi-Laser	25cm	1d 4+ (0)

Turret, Transport 2

Break: Colonel Morale: 2
Victory Points: 3

Regimental Command

(Planetary Defense Force)

Colonel stand
5 Tactical stands
3 Chimera

Cost: 250

Baneblade

Planetary Defense Force

Baneblade

Cost: 225

Break: Model Morale: 4

Victory Points: 2

Baneblade

Superheavy (4)

Move: 10cm	Save: 1+	CAF: +8
Weapon	Range	Shoot
Battlecannon *	75cm	2d 4+ (-2)
Lascannon	75cm	2d 5+ (-1)

* Turret, Superheavy, PD(10)

Stormhammer

Planetary Defense Force

Stormhammer

Cost: 250

Break: Model Morale: 4

Victory Points: 3

Stormhammer

Superheavy (4)

Move: 10cm	Save: 1+	CAF: +10
Weapon	Range	Shoot
Battlecannon (Turret)	50cm	2d 4+ (-2)
Battlecannon	50cm	2d 4+ (-2)

Superheavy, PD(14), only 0/-1 save penalty for side/rear shot

Shadowsword

Planetary Defense Force

Shadowsword

Cost: 225

Break: Model Morale: 4

Victory Points: 2

Shadowsword

Superheavy (4)

Move: 10cm	Save: 1+	CAF: +6
Weapon	Range	Shoot
Volcano Cannon *	100cm	1d 3+ (-4)
Lascannon	75cm	2d 5+ (-1)

* Penetrating +3, Superheavy, PD(6)

Assault

Infantry (1)

Move: 15cm	Save: -	CAF: +1
Weapon	Range	Shoot
Pistol / Sword	25cm	1d 5+ (0)

Jump Pack

Planetary Defense Force

5 Assault stands

Cost: 100

Break: 3 Morale: 5

Victory Points: 1

Beastman

Infantry (1)

Move: 10cm	Save: -	CAF: +3
Weapon	Range	Shoot
Pistol / Sword	25cm	1d 5+ (0)

Planetary Defense Force

10 Beastman stands

Cost: 200

Break: 5 Morale: 4

Victory Points: 2

Beastman Platoon

Heavy Weapon *Infantry (1)*

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Heavy Weapons	75cm	2d 5+ (-1)

Heavy Weapon

Planetary Defense Force

5 Heavy Weapon stands

Cost: 200

Break: 3 *Morale: 5*

Victory Points: 2

Hive Ganger *Infantry (1)*

Move: 10cm	Save: -	CAF: +1
Weapon	Range	Shoot
Various	25cm	1d 5+ (0)

Various, Stealth, Special

Planetary Defense Force

5 Hive Ganger stands

Cost: 150

Break: 3 *Morale: 4*

Victory Points: 2

Human Bomb *Infantry (1)*

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Bomb Harness	-	6SB 4+ (0)

Special, may detonate (6BP 4+ (0)) in the Fire
Fire segment

Planetary Defense Force

5 Human Bomb stands

Cost: 100

Break: 5 *Morale: -*

Victory Points: -

Militia *Infantry (1)*

Move: 10cm	Save: -	CAF: -1
Weapon	Range	Shoot
Autoweapons	35cm	1d 5+ (0)

Planetary Defense Force

10 Militia stands

Cost: 100

Break: 5 *Morale: 5*

Victory Points: 1

Penal Trooper *Infantry (1)*

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

Special Rules

Planetary Defense Force

5 Penal stands

Cost: 150

Break: 3 *Morale: 3*

Victory Points: 2

Tactical *Infantry (1)*

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

Recon Vehicle *Vehicle (3)*

Move: 30cm	Save: 6+	CAF: +1
Weapon	Range	Shoot
Heavy Bolter	25cm	1d 5+ (0)

Transport 1

Planetary Defense Force

5 Tactical Stands
5 Recon Vehicles

Cost: 200

Break: 5 *Morale: 5*

Victory Points: 2

Rocket *Infantry (1)*

Move: 10cm	Save: -	CAF: -1
Weapon	Range	Shoot
Rockets	35cm	1d 4+ (-1)

Planetary Defense Force

5 Rocket stands

Cost: 100

Break: 3 *Morale: 5*

Victory Points: 1

Tactical *Infantry (1)*

Move: 10cm	Save: -	CAF: +0
Weapon	Range	Shoot
Lasguns	50cm	1d 5+ (0)

Planetary Defense Force

10 Tactical stands

Cost: 200

Break: 5 *Morale: 4*

Victory Points: 2

Warrior Band
Planetary Defense Force

10 Warrior stands

Cost: 100

Warrior			
Infantry (1)			
Move: 10cm	Save: -	CAF: +1	
Weapon	Range	Shoot	
Native Weapons	25cm	1d 6+ (0)	

Break: 5 **Morale: 5**
Victory Points: 1

Rough Rider Squad
Planetary Defense Force

10 Rough Rider stands

Cost: 200

Rough Rider			
Cavalry (2)			
Move: 20cm	Save: -	CAF: +3	
Weapon	Range	Shoot	
Hunting Lance	25cm	1d 6+ (0)	

Independent

Break: 5 **Morale: 5**
Victory Points: 2

Imperial Bike Squad
Planetary Defense Force

5 Imperial Bike stands

Cost: 125

Imperial Bike			
Cavalry (2)			
Move: 30cm	Save: -	CAF: +2	
Weapon	Range	Shoot	
-	-	-	

Independent, PD(1)

Break: 3 **Morale: 5**
Victory Points: 1

Robot Squad
Planetary Defense Force

4 Robots

Cost: 100

Robot			
Walker (2)			
Move: 10cm	Save: 4+	CAF: +2	
Weapon	Range	Shoot	
Lascannon	75cm	1d 5+ (-1)	

Inorganic, Robotic

Break: 4 **Morale: -**
Victory Points: 1

Sentinel Squad
Planetary Defense Force

5 Sentinels

Cost: 150

Sentinel			
Walker (2)			
Move: 25cm	Save: 6+	CAF: +2	
Weapon	Range	Shoot	
Autocannon	50cm	1d 4+ (0)	

Break: 3 **Morale: 5**
Victory Points: 2

Artillery Tractor Squadron
Planetary Defense Force

3 Artillery Tractors

Cost: 25

Artillery Tractor			
Vehicle (3)			
Move: 20cm	Save: 5+	CAF: +0	
<i>PD(1), Tow</i>			

Break: 2 **Morale: 5**
Victory Points: 1

Leman Russ Squadron
Planetary Defense Force

3 Leman Russ Tanks

Cost: 250

Leman Russ			
Vehicle (3)			
Move: 20cm	Save: 3+	CAF: +2	
Weapon	Range	Shoot	
Battlecannon *	75cm	1d 5+ (-2)	
Lascannon	75cm	1d 5+ (-1)	

** Turret, PD(1)*

Break: 2 **Morale: 5**
Victory Points: 3

Mammoth Squadron
Planetary Defense Force

3 Mammoth Tanks

Cost: 300

Mammoth			
Vehicle (3)			
Move: 15cm	Save: 3+	CAF: +3	
Weapon	Range	Shoot	
Battlecannon *	75cm	1d 5+ (-2)	
Autocannon	75cm	2d 5+ (-1)	

** Turret, PD(4)*

Break: 2 **Morale: 4**
Victory Points: 3

Sabre Tank-Hunter Squadron
(Planetary Defense Force)

3 Sabre Tank-Hunters

Cost: 100

Break: 2 Morale: 5
Victory Points: 1

Sabre Tank-Hunter			
Move:	25cm	Save:	4+
CAF:	+0		
Weapon	Range	Shoot	
Autocannon	75cm	1d 5+	(-2)

Vehicle (3)
Turret

Salamander Squadron
(Planetary Defense Force)

3 Salamanders

Cost: 100

Break: 2 Morale: 5
Victory Points: 1

Salamander			
Move:	20cm	Save:	5+
CAF:	+1		
Weapon	Range	Shoot	
Flamer	0cm	LT 4+	(0)

Vehicle (3)

Vindicator Squadron
(Planetary Defense Force)

3 Vindicators

Cost: 200

Break: 2 Morale: 5
Victory Points: 2

Vindicator			
Move:	20cm	Save:	2+
CAF:	+0		
Weapon	Range	Shoot	
Thunderer	50cm	1d 4+	(-3)

Vehicle (3)
Ignores Cover

Zulu Anti-Aircraft Battery
(Planetary Defense Force)

5 Zulu Anti-Aircraft Guns

Cost: 100

Break: 3 Morale: 5
Victory Points: 1

Zulu AA Gun			
Move:	-	Save:	-
CAF:	-3		
Weapon	Range	Shoot	
Autocannon	75cm	1d 5+	(-2)

Vehicle (3)
Quickdraw, Anti-Aircraft

Infantry Gun Battery
(Planetary Defense Force)

4 Infantry Guns

Cost: 50

Break: 2 Morale: 5
Victory Points: 1

Infantry Gun			
Move:	5cm	Save:	-
CAF:	-3		
Weapon	Range	Shoot	
Autocannon	75cm	1d 4+	(0)

Light Art. (1)

Mole Mortar Battery
(Planetary Defense Force)

3 Mole Mortars

Cost: 100

Break: 2 Morale: 5
Victory Points: 1

Mole Mortar			
Move:	5cm	Save:	-
CAF:	-3		
Weapon	Range	Shoot	
Mole Mortar	150cm	1SB@	(0)

Light Art. (1)
Ignores Cover, Ignore Shields, traps Titan or Praetorian on a roll of 6 on a D6 (it can't move unless it is on Charge Orders and cancels all ranged attacks)

Rapier Battery
(Planetary Defense Force)

3 Rapier Laser Destroyers

Cost: 75

Break: 2 Morale: 5
Victory Points: 1

Rapier			
Move:	5cm	Save:	-
CAF:	-3		
Weapon	Range	Shoot	
Laser Destroyer	50cm	1d 4+	(-3)

Light Art. (1)

Tarantula Battery
(Planetary Defense Force)

5 Tarantulas

Cost: 150

Break: 3 Morale: 5
Victory Points: 2

Tarantula			
Move:	5cm	Save:	-
CAF:	-3		
Weapon	Range	Shoot	
Lascannon	75cm	1d 5+	(-2)

Light Art. (1)
Inorganic, Robotic, Quickdraw, RoF2

