

ADEPTUS MILITARIS



ARMY CARDS

- @ Combine barrage points from all battery

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

- #Refer to table to compute to-hit:

- Army indication is between parenthesis for optional units.

- PD is point defence (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 10 cm long triangle.

*LT: Large Teardrop, 6cm diameter circle ending a 25 cm long triangle.

Standard Adeptus Militaris List

Tactical Infantry Company

Adeptus Militaris

2 Tactical CHQ Stands
Command Rhino or Chimera

Tactical infantry Platoon

10 Tactical Stands

Tactical infantry Platoon

10 Tactical Stands

Tactical infantry Platoon

10 Tactical Stands

Commissar
Command Rhino or Chimera

Gold
medium

Cost: 600

Tactical CHQ

Infantry (1)

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

Command, HQ

Tactical

Infantry (1)

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

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Commissar

Infantry (1)

Move: 10 cm	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

Heavy Infantry Company

Adeptus Militaris

2 Heavy CHQ Stands
Command Rhino or Chimera

Heavy infantry Platoon

5 Heavy Stands

Heavy infantry Platoon

5 Heavy Stands

Heavy infantry Platoon

5 Heavy Stands

Commissar
Command Rhino or Chimera

Gold
medium

Cost: 600

Tactical CHQ

Infantry (1)

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

Command, HQ

Heavy

Infantry (1)

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

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Commissar

Infantry (1)

Move: 10 cm	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

Assault Infantry Company

Adeptus Militaris

2 Assault CHQ Stands
Command Rhino or Chimera

Assault infantry Platoon

5 Assault Stands

Assault infantry Platoon

5 Assault Stands

Assault infantry Platoon

5 Assault Stands

Commissar
Command Rhino or Chimera

Gold
medium

Cost: 300

Assault CHQ

Infantry (1)

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

Command, HQ, Jump Packs

Assault

Infantry (1)

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

Jump Packs

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Commissar

Infantry (1)

Move: 10 cm	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

Stormtrooper Company

Adeptus Militaris

2 Storm trooper CHQ Stands
Command Rhino

Storm Trooper Platoon

6 Storm trooper Stands
3 Rhinos

Storm Trooper Platoon

6 Storm trooper Stands
3 Rhinos

Storm Trooper Platoon

6 Storm trooper Stands
3 Rhinos

Commissar
Command Rhino

Gold
medium

Cost: 850

Storm Trooper CHQ

Infantry (1)

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

Command, HQ, Elite, 6+ save against barrage, no Chain of Command, Forward Observer for their OffTable Barrage

Storm Trooper

Infantry (1)

Move: 10 cm	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

Rhino

Vehicle (3)

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

Commissar

Infantry (1)

Move: 10 cm	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 OffTable Barrages.

Break: 15+1

Morale: 3

Victory points: 9+1

Abhuman Company

Adeptus Militaris

2 Tactical CHQ Stands
Command Rhino or Chimera

Beastman infantry Platoon

10 Beastman Stands

Beastman infantry Platoon

10 Beastman Stands

Beastman infantry Platoon

10 Beastman Stands

Commissar
Command Rhino or Chimera

Gold

Cost: 600

Tactical CHQ

Infantry (1)

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

Command, HQ

Beastman

Infantry (1)

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

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Commissar

Infantry (1)

Move: 10 cm	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

Mechanized Assault Company

(Adeptus Militaris)

2 Assault CHQ Stands
Command Rhino or Chimera

Mechanized Assault Platoon

6 Assault Stands
3 Chimeras

Mechanized Assault Platoon

6 Assault Stands
3 Chimeras

Mechanized Assault Platoon

6 Assault Stands
3 Chimeras

Commissar
Command Rhino or Chimera

Gold

Cost: 600

Assault CHQ

Infantry (1)

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

Command, HQ, Jump Packs

Assault

Infantry (1)

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

Jump Packs

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Commissar

Infantry (1)

Move: 10 cm	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: 6+1

Mechanized Company

(Adeptus Militaris)

2 Tactical CHQ Stands
Command Rhino or Chimera

Mechanized Tactical Platoon

6 Tactical Stands
3 Chimeras

Mechanized Tactical Platoon

6 Tactical Stands
3 Chimeras

Mechanized Tactical Platoon

6 Tactical Stands
3 Chimeras

Commissar
Command Rhino or Chimera

Gold

Cost: 650

Tactical CHQ

Infantry (1)

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

Command, HQ

Tactical

Infantry (1)

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

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Commissar

Infantry (1)

Move: 10 cm	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

Gorgon Tactical Company

(Adeptus Militaris)

2 Tactical CHQ Stands
Command Gorgon Heavy APC

Gorgon Tactical Platoon

5 Tactical Stands
Gorgon Heavy APC

Gorgon Tactical Platoon

5 Tactical Stands
Gorgon Heavy APC

Gorgon Tactical Platoon

5 Tactical Stands
Gorgon Heavy APC

Commissar

Gold

Cost: 650

Tactical CHQ

Infantry (1)

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

Command, HQ

Tactical

Infantry (1)

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

Gorgon Heavy APC

Superheavy (4)

Move: 10 cm	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 woods / Difficult terrain / Mines during movement.

Commissar

Infantry (1)

Move: 10 cm	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 Assault Company

(Adeptus Militaris)

2 Assault CHQ Stands
Command Gorgon Heavy APC

Gorgon Assault Platoon

5 Assault Stands
Gorgon Heavy APC

Gorgon Assault Platoon

5 Assault Stands
Gorgon Heavy APC

Gorgon Assault Platoon

5 Assault Stands
Gorgon Heavy APC

Commissar

Gold

Cost: 600

Assault CHQ

Infantry (1)

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

Command, HQ, Jump Packs

Assault

Infantry (1)

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

Jump Packs

Gorgon Heavy APC

Superheavy (4)

Move: 10 cm	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 woods / Difficult terrain / Mines during movement.

Commissar

Infantry (1)

Move: 10 cm	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: 6+1

Hellbore Company

Adeptus Militaris

2 Tactical CHQ Stands

Tactical Platoon

10 Tactical Stands

Tactical Platoon

10 Tactical Stands

Tactical Platoon

10 Tactical Stands

Commissar

Hellbore

Command Rhino (spotter)

Gold

Support Cards bought must be tunnelers

Cost: 1000

Tactical

Infantry (1)

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

Tactical CHQ

Command, HQ

Hellbore

Praetorian (5)

Move: 15 cm	Save: card	CAF: +12
Weapon	Range	Shoot
See card		

Tunneler, Transport 1 company, special

Rhino

Vehicle (3)

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

Commissar

Infantry (1)

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

Command, Elite, HQ, Bypass chain of command

Break: 16+1+Model

Morale: 4

Victory points: 6+1+4

Mole Company

Adeptus Militaris

2 Tactical CHQ Stands
Command Termite

Mole Platoon

10 Tactical Stands
1 Mole

Mole Platoon

10 Tactical Stands
1 Mole

Mole Platoon

10 Tactical Stands
1 Mole

Commissar
Command Termite

Command Rhino (spotter)

Gold

Support Cards bought must be tunnelers

Cost: 900

Tactical

Infantry (1)

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

Tactical CHQ

Command, HQ

Termite

Vehicle (3)

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

Tunneler, Transport 2

Mole

Vehicle (3)

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

Tunneler, Transport 10

Commissar

Infantry (1)

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

Command, Elite, HQ, Bypass chain of command

Break: 18+1

Morale: 4

Victory points: 9+1

Imperial Bike Company

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

Gold

Cost: 350

Imperial Bike CHQ

Cavalry (2)

Move: 30 cm	Save: -	CAF: +2
Weapon	Range	Shoot
-	-	-

Command, HQ, Independent, PD (1)

Imperial Bike

Cavalry (2)

Move: 30 cm	Save: -	CAF: +2
Weapon	Range	Shoot
-	-	-

Commissar on bike

Cavalry (2)

Move: 30 cm	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

Land Speeder Company

(Adeptus Militaris)

Land Speeder CHQ

Land Speeder Squadron

Land Speeders

Land Speeder Squadron

Land Speeders

Land Speeder Squadron

Land Speeders

Commissar on Land Speeder

Gold

Cost: 600

Land Speeder CHQ

Skimmer (2)

Move: 30 cm

Save: 6+

CAF: +3

Weapon

Range

Shoot

Multi-Melta

25cm

1d 3+ (-2)

Command, HQ, Pop up attack

Land Speeder

Skimmer (2)

Move: 30 cm

Save: 6+

CAF: +3

Weapon

Range

Shoot

Multi-Melta

25cm

1d 3+ (-2)

Pop up attack

Commissar on Land Speeder

Skimmer (2)

Move: 30 cm

Save: 6+

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 Company

(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

Gold

Cost: 600

Rough Rider CHQ

Cavalry (2)

Move: 20 cm

Save: -

CAF: +3

Weapon

Range

Shoot

Hunting Lance

25cm

1d 6+ (0)

Command, HQ, Independent

Rough Rider

Cavalry (2)

Move: 20 cm

Save: -

CAF: +3

Weapon

Range

Shoot

Hunting Lance

25cm

1d 6+ (0)

Independent

Commissar on Rough Rider

Cavalry (2)

Move: 20 cm

Save: -

CAF: +4

Weapon

Range

Shoot

Pistol / Sword

25cm

2d 5+ (0)

Pop up Attack, Command, Elite, HQ, Bypass chain of command

Break: 16+1

Morale: 4

Victory points: 6+1

Leman Russ Company

(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

Gold

Cost: 550

Leman Russ Assault Company

(Adeptus Militaris)

Leman Russ CHQ

Leman Russ Conqueror Squadron

3 Leman Russ Conqueror Tanks

Leman Russ Vanquisher Squadron

3 Leman Russ Vanquisher Tanks

Leman Russ Executioner Squadron

3 Leman Russ Executioner Tanks

Gold

Cost: 650

Leman Russ

Vehicle (3)

Move: 20 cm

Save: 3+

CAF: +2

Weapon

Range

Shoot

Battlecannon *

75cm

1d 5+ (-2)

Lascannon

75cm

1d 5+ (-1)

* Turret, PD (1)

Leman Russ CHQ

Vehicle (3)

Command, HQ

Break: 5

Morale: 4

Victory points: 6

Leman Russ CHQ

Vehicle (3)

Move: 20 cm

Save: 3+

CAF: +2

Weapon

Range

Shoot

Battlecannon *

75cm

1d 5+ (-2)

Lascannon

75cm

1d 5+ (-1)

Command, HQ, * Turret, PD (1)

Leman Russ Conqueror

Vehicle (3)

Move: 25 cm

Save: 3+

CAF: +2

Conqueror Cannon *

50cm

1d 4+ (-1)

Heavy Bolters

50cm

3d 5+ (0)

* Turret, PD (3)

Leman Russ Vanquisher

Vehicle (3)

Move: 20 cm

Save: 3+

CAF: +2

Vanquisher Cannon *

100cm

1d 5+ (-2)

Lascannon

75cm

1d 5+ (-1)

* Turret & penetrating +1, PD (1)

Leman Russ Executioner

Vehicle (3)

Move: 20 cm

Save: 3+

CAF: +2

Plasma Destroyer*

40cm

1d 3+ (-4)

Lascannon

75cm

1d 5+ (-1)

* Turret, PD (1)

Break: 5

Morale: 4

Victory points: 7

Predator Company Adeptus Militaris Predator CHQ Predator Squadron 3 Predators Predator Squadron 3 Predators Predator Squadron 3 Predators Gold Cost: 600	Predator Vehicle (3) <table><tr><td>Move: 25 cm</td><td>Save: 3+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></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> * Turret Predator CHQ Vehicle (3) Command, HQ Break: 5 Morale: 4 Victory points: 6	Move: 25 cm	Save: 3+	CAF: +0	Weapon	Range	Shoot	Autocannon*	75cm	1d 5+ (-1)	Lascannon	75cm	2d 5+ (-1)
Move: 25 cm	Save: 3+	CAF: +0											
Weapon	Range	Shoot											
Autocannon*	75cm	1d 5+ (-1)											
Lascannon	75cm	2d 5+ (-1)											
Vindicator Company Adeptus Militaris Vindicator CHQ Vindicator Squadron 3 Vindicators Vindicator Squadron 3 Vindicators Vindicator Squadron 3 Vindicators Gold Cost: 450	Vindicator Vehicle (3) <table><tr><td>Move: 20 cm</td><td>Save: 2+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Thunderer</td><td>50cm</td><td>1d 4+ (-3)</td></tr></table> Ignores cover Vindicator CHQ Vehicle (3) Command, HQ Break: 5 Morale: 4 Victory points: 5	Move: 20 cm	Save: 2+	CAF: +0	Weapon	Range	Shoot	Thunderer	50cm	1d 4+ (-3)			
Move: 20 cm	Save: 2+	CAF: +0											
Weapon	Range	Shoot											
Thunderer	50cm	1d 4+ (-3)											
Baneblade Company Adeptus Militaris Baneblade CHQ Baneblade Baneblade Gold Cost: 650	Baneblade Superheavy (4) <table><tr><td>Move: 10 cm</td><td>Save: 1+</td><td>CAF: +8</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></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> * Turret, Superheavy, PD (10) Baneblade CHQ Superheavy (4) Command, HQ Break: 2 Morale: 4 Victory points: 7	Move: 10 cm	Save: 1+	CAF: +8	Weapon	Range	Shoot	Battlecannon*	75cm	2d 4+ (-2)	Lascannon	75cm	2d 5+ (-1)
Move: 10 cm	Save: 1+	CAF: +8											
Weapon	Range	Shoot											
Battlecannon*	75cm	2d 4+ (-2)											
Lascannon	75cm	2d 5+ (-1)											
Shadowsword Company Adeptus Militaris Shadowsword CHQ Shadowsword Shadowsword Gold Cost: 650	Shadowsword Superheavy (4) <table><tr><td>Move: 10 cm</td><td>Save: 1+</td><td>CAF: +6</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></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> *Penetrating +3, Superheavy, PD (6) Shadowsword CHQ Superheavy (4) Command, HQ Break: 2 Morale: 4 Victory points: 7	Move: 10 cm	Save: 1+	CAF: +6	Weapon	Range	Shoot	Volcano Cannon *	100cm	1d 3+ (-4)	Lascannon	75cm	2d 5+ (-1)
Move: 10 cm	Save: 1+	CAF: +6											
Weapon	Range	Shoot											
Volcano Cannon *	100cm	1d 3+ (-4)											
Lascannon	75cm	2d 5+ (-1)											

Stormblade Company

(Adeptus Militaris)

Stormblade CHQ

Stormblade

Stormblade

Gold

Cost: 800

Stormblade

Superheavy (4)

Move: 10 cm	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 M. **	75cm	4d 3+ (-1)

* One-shot, Superheavy, PD (8)

** One-shot & Penetrating +2

Stormblade CHQ

Command, HQ

Break: 2

Morale: 4

Victory points: 8

Stormhammer Company

Adeptus Militaris)

Stormhammer CHQ

Stormhammer

Stormhammer

Gold

Cost: 650

Stormhammer

Superheavy (4)

Move: 10 cm	Save: 1+	CAF: +10
Weapon	Range	Shoot
Battlecannon*	50cm	2d 4+ (-2)
Battlecannon	75cm	2d 5+ (-1)

* Turret, Superheavy, PD (14), only 0/-1 save penalty for side / rear shots.

Stormhammer CHQ

Command, HQ

Break: 2

Morale: 4

Victory points: 7

Artillery Company

Adeptus Militaris

2 Tactical CHQ Stands

Command Rhino or Chimera

Basilisk Battery

3 Basilisks

Basilisk Battery

3 Basilisks

Bombard Battery

3 Bombard

Gold

Cost: 600

Artillery Company

Infantry (1)

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

Command, HQ

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Basilisk

Heavy artillery (3)

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

ROF 2

Bombard

Heavy artillery (3)

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

Destroys Buildings

Break: 6

Morale: 4

Victory points: 6

Siege Artillery Company

(Adeptus Militaris)

2 Tactical CHQ Stands

Command Rhino or Chimera

Medusa Battery

3 Medusas

Medusa Battery

3 Medusas

Bombard Battery

3 Bombard

Gold

Cost: 600

Siege Artillery Company

Infantry (1)

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

Command, HQ

Rhino

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
-------------	----------	---------

PD (1), Transport 2

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Medusa

Heavy artillery (3)

Move: 15 cm	Save: 5+	CAF: +0
Weapon	Range	Shoot
Howitzer	100cm	1d 4+ (-3)

-6 TSM vs structures

Bombard

Heavy artillery (3)

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

Destroys Buildings

Break: 6

Morale: 4

Victory points: 6

Rocket Company

Adeptus Militaris

2 Tactical CHQ Stands
Command Rhino or Chimera

Manticore Battery

3 Manticores

Manticore Battery

3 Manticores

Whirlwind Battery

3 Whirlwind

Gold

Cost: 550

Tactical CHQ

Infantry (1)

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

Command, HQ

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Manticore

Heavy artillery (3)

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

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

Whirlwind

Heavy artillery (3)

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

Break: 6 Morale: 4

Victory points: 6

Airborne Company

(Adeptus Militaris)

2 Tactical CHQ Stands
Command Valkyrie

Airborne Platoon

10 Tactical Stands
5 Valkyries

Airborne Platoon

10 Tactical Stands
5 Valkyries

Airborne Platoon

10 Tactical Stands
5 Valkyries

Gold

Cost: 1300

Tactical CHQ

Infantry (1)

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

Command, HQ

Tactical

Infantry (1)

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

Valkyrie

Flyer (3)

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

Flyer, Transport 2

Break: 24 Morale: 3

Victory points: 13

Sky Wolf Squadron

(Adeptus Militaris)

Vulture CHQ

Vulture Squadron

3 Vulture Fighters

Vulture Squadron

3 Vulture Fighters

Vulture Squadron

3 Vulture Fighters

Gold

Cost: 750

Vulture

Flyer (3)

Move: 60 cm	Save: 4+	CAF: +2
Weapon	Range	Shoot
Autocannon	25cm	2d 5+ (-1)
Hunter/Killer M. **	50cm	1d 4+ (-2)

* Two one-shot missiles, Flyer

Vulture CHQ

Flyer (3)

Command, HQ

Break: 5 Morale: 3

Victory points: 8

Adeptus Mechanicus Team

(Adeptus Militaris)

2 Adeptus Mechanicus
Command Rhino or Chimera



Gold

Cost: 100

Adeptus Mechanicus

Infantry (1)

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

HQ, Mechanic

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Break: 2 Morale: -

Victory points: 1

Adeptus Psyker

(Adeptus Militaris)

Adeptus Psyker Stand
Command Rhino or Chimera



Gold

Cost: 100

Adeptus Psyker

Infantry (1)

Move: 10 cm	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 -2TSM.

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Break: stand

Morale: -

Victory points: 1

Vindicare Assassin

(Adeptus Militaris)

Vindicare Assassin

One sniper assassination attempt



Gold

Cost: 50

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 50cm and line of sight, ignoring normal targeting restrictions. The assassin shoots, then disappears.

Break: -

Morale: -

Victory points: 1

Callidus Assassin

(Adeptus Militaris)

Callidus Assassin

One Close Combat assassination attempt



Gold

Cost: 50

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

Break: -

Morale: -

Victory points: 1

Astropath

(Adeptus Militaris)

Astropath Stand
Command Rhino or Chimera



Gold

Cost: 100

Astropath

Infantry (1)

Move: 10 cm	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: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Break: Stand

Morale: -

Victory points: 1

Confessor

(Adeptus Militaris)

Confessor Stand
Command Rhino or Chimera



Gold

Cost: 100

Confessor

Infantry (1)

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

HQ, can join an infantry detachment to give: +1CAF +1 break and +1VP immune to any moral test or effect must be on Charge Order if out of Chain of Command

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Break: Stand Morale: -

Victory points: 1

Grey Knight Detachment

Adeptus Militaris

4 Grey Knight Stands



Gold

Cost: 400

Grey Knight

Infantry (1)

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

Deamon hunter, Elite, 4+ Psychic save, Teleport

Break: 2 Morale: 1

Victory points: 4

Forward Observer Team

(Adeptus Militaris)

2 Forward Observer Stands
Command Rhino or Chimera



Gold

Cost: 100

Forward Observer

Infantry (1)

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

HQ, Stealth, Forward Observer

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Break: 2 Morale: -

Victory points: 1

Inquisitor

Adeptus Militaris

Inquisitor Stand
Command Rhino or Chimera



Gold

Cost: 100

Inquisitor

Infantry (1)

Move: 10 cm	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 check.

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Break: Stand Morale: -

Victory points: 1

Ordo-Malleus Inquisitor

(Adeptus Militaris)

Ordo - Malleus Inquisitor Stand
Command Rhino or Chimera



Gold

Cost: 150

Ordo - Malleus Inquisitor

Infantry (1)

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

Command, Elite, HQ, Fearless, 4+ Psychic save, Physical Psychic attack

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Break: Stand Morale: -

Victory points: 2

Regimental Command

(Adeptus Militaris)

Colonel Stand
5 Tactical Stands
3 Chimera



Gold

Cost: 250

Colonel

Infantry (1)

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

Command, Elite, HQ, Inspirational, CHQ. May change one IG or PDF order within 25cm when activated

Tactical

Infantry (1)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Break: Colonel Morale: 2

Victory points: 3

Battalion Command

(Adeptus Militaris)

Major Stand
5 Tactical Stands
3 Chimera



Gold

Cost: 200

Major

Infantry (1)

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

Command, Elite, HQ, CHQ, May change one IG or PDF order within 25cm when activated

Tactical

Infantry (1)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Break: Major Morale: 3

Victory points: 2

Capitol Imperialis

Adeptus Militaris

Capitol Imperialis



Gold

Cost: 450

Capitol Imperialis

Praetorian (5)

Move: 10 cm	Save: Card	CAF: +12
Weapon	Range	Shoot
Behemoth Cannon*	50cm	4BP 5+ (-1)
or Volcano Cannon**	100cm	1d 3+ (-4)
Plasma Guns	75cm	6d 5+ (-2)

6 void shields, Transport 2 companies, PD (8), special Choose one main gun, * 4 barrage templates, 2 of each touching, **Penetrating +3

Break: Model Morale: -

Victory points: 5

Imperial Dropship

(Adeptus Militaris)

Imperial Dropship



Gold

Cost: 400

Imperial Dropship

Praetorian (5)

Move: 100 cm	Save: Card	CAF: +8
Weapon	Range	Shoot
Battlecannons	50cm	3d 4+ (-2)
Missiles	50cm	4BP 5+ (-1)
Lascannons	75cm	2d 4+ (-2)

2 void shields, Transport lots, PD (16), Special

Break: Model

Morale: -

Victory points: 4

Ordinatus Armageddon

Adeptus Mechanicus

Ordinatus Armageddon



Gold

Cost: 500

Ordinatus Armageddon

Praetorian (5)

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

4+ Psychic save, PD (8)

Break: Model

Morale: -

Victory points: 5

Leviathan

Adeptus Militaris

Leviathan



Gold

Cost: 350

Leviathan

Praetorian (5)

Move: 10 cm	Save: Card	CAF: +12
Weapon	Range	Shoot
Doomsday Cannon	200cm	D6+3BP varies (-3)
Battlecannon *	75cm	1d 4+ (-2)
Lascannon *	75cm	6d 5+ (-1)

4 void shields, Transport 1 company, PD (12), special

* 360° arc of fire

Break: Model

Morale: -

Victory points: 4

Ordinatus Golgotha

Adeptus Mechanicus

Ordinatus Golgotha



Gold

Cost: 350

Ordinatus Golgotha

Praetorian (5)

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

4+ Psychic save, PD (8)

Break: Model

Morale: -

Victory points: 4

Ordinatus Mars

Adeptus Mechanicus

Ordinatus Mars



Gold

Cost: 350

Ordinatus Mars

Praetorian (5)

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

4+ Psychic save, PD (8)

Break: Model

Morale: -

Victory points: 4

Reaver Titan

Adeptus Mechanicus

Reaver Titan Hull



Gold

Cost: 300

Reaver Titan

Titan (5)

Move: 20 cm	Save: Card	CAF: +12
Weapon	Range	Shoot

4 void shields, purchase 3 weapons

Break: Model

Morale: -

Victory points: ____

Warlord Titan

Adeptus Mechanicus

Warlord Titan Hull



Gold

Cost: 500

Warlord Titan

Titan (5)

Move: 15 cm	Save: Card	CAF: +14
Weapon	Range	Shoot

6 void shields, purchase 4 weapons + head

Break: Model

Morale: -

Victory points: ____

Warhound Titan

Adeptus Mechanicus

Warhound Titan Hull



Gold

Cost: 125

Warhound Titan

Titan (5)

Move: 25 cm	Save: Card	CAF: +8
Weapon	Range	Shoot

2 void shields, Agile, Hard to Hit on Charge, purchase 2 weapons

Break: Model

Morale: -

Victory points: ____

Assault Infantry Platoon Adeptus Militaris 5 Assault Stands Gold  Cost: 100	Assault Infantry (1) <table><tr><td>Move: 15 cm</td><td>Save: -</td><td>CAF: +1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Pistol / Sword</td><td>25cm</td><td>1d 5+ (0)</td></tr></table> Jump Packs Break: 3 Morale: 4 Victory points: 1	Move: 15 cm	Save: -	CAF: +1	Weapon	Range	Shoot	Pistol / Sword	25cm	1d 5+ (0)			
Move: 15 cm	Save: -	CAF: +1											
Weapon	Range	Shoot											
Pistol / Sword	25cm	1d 5+ (0)											
Beastmen Platoon Adeptus Militaris 10 Beastman Stands Gold  Cost: 200	Beastman Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Pistol / Sword</td><td>25cm</td><td>1d 5+ (0)</td></tr></table> Break: 5 Morale: 4 Victory points: 2	Move: 10 cm	Save: -	CAF: +3	Weapon	Range	Shoot	Pistol / Sword	25cm	1d 5+ (0)			
Move: 10 cm	Save: -	CAF: +3											
Weapon	Range	Shoot											
Pistol / Sword	25cm	1d 5+ (0)											
Combat Engineer Platoon Adeptus Militaris 5 Engineer Stands Gold  Cost: 150	Engineer Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Bolt pistols</td><td>25cm</td><td>1d 5+ (0)</td></tr></table> Combat Engineer Break: 3 Morale: 4 Victory points: 2	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Bolt pistols	25cm	1d 5+ (0)			
Move: 10 cm	Save: -	CAF: +0											
Weapon	Range	Shoot											
Bolt pistols	25cm	1d 5+ (0)											
Heavy Infantry Platoon Adeptus Militaris 5 Heavy Stands Gold  Cost: 200	Heavy Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Heavy Weapons</td><td>75cm</td><td>2d 5+ (-1)</td></tr></table> Break: 3 Morale: 4 Victory points: 2	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Heavy Weapons	75cm	2d 5+ (-1)			
Move: 10 cm	Save: -	CAF: +0											
Weapon	Range	Shoot											
Heavy Weapons	75cm	2d 5+ (-1)											
Ogryn Platoon Adeptus Militaris 4 Ogryn Stands Gold  Cost: 125	Ogryn Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: 6+f</td><td>CAF: +6</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Ripper Gun</td><td>10cm</td><td>1d 4+ (-1)</td></tr></table> Break: 2 Morale: 3 Victory points: 1	Move: 10 cm	Save: 6+f	CAF: +6	Weapon	Range	Shoot	Ripper Gun	10cm	1d 4+ (-1)			
Move: 10 cm	Save: 6+f	CAF: +6											
Weapon	Range	Shoot											
Ripper Gun	10cm	1d 4+ (-1)											
Ratling Sniper Platoon Adeptus Militaris 4 Ratling Sniper Stands Gold  Cost: 100	Ratling Sniper Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: -1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Sniper Rifle</td><td>75cm</td><td>1d 5+ (0)</td></tr></table> Infiltrate, Sniper, Stealth, Special Break: 4 Morale: 4 Victory points: 1	Move: 10 cm	Save: -	CAF: -1	Weapon	Range	Shoot	Sniper Rifle	75cm	1d 5+ (0)			
Move: 10 cm	Save: -	CAF: -1											
Weapon	Range	Shoot											
Sniper Rifle	75cm	1d 5+ (0)											
Storm Trooper Platoon Adeptus Militaris 6 Storm trooper Stands 3 Rhinos Gold  Cost: 300	Storm Trooper Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Hellguns</td><td>50cm</td><td>1d 5+ (0)</td></tr></table> Elite, 6+ save against barrage, no Chain of Command, Forward Observers for their Off Table Barrage Rhino Vehicle (3) <table><tr><td>Move: 25 cm</td><td>Save: 4+</td><td>CAF: +0</td></tr></table> PD (1), Transport 2 Break: 5 Morale: 3 Victory points: 3	Move: 10 cm	Save: -	CAF: +1	Weapon	Range	Shoot	Hellguns	50cm	1d 5+ (0)	Move: 25 cm	Save: 4+	CAF: +0
Move: 10 cm	Save: -	CAF: +1											
Weapon	Range	Shoot											
Hellguns	50cm	1d 5+ (0)											
Move: 25 cm	Save: 4+	CAF: +0											
Tactical Infantry Platoon Adeptus Militaris 10 Tactical Stands Gold  Cost: 200	Tactical Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Lasgun</td><td>50cm</td><td>1d 5+ (0)</td></tr></table> Break: 5 Morale: 4 Victory points: 2	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Lasgun	50cm	1d 5+ (0)			
Move: 10 cm	Save: -	CAF: +0											
Weapon	Range	Shoot											
Lasgun	50cm	1d 5+ (0)											

Airborne Platoon (Adeptus Militaris) 10 Tactical Stands 5 Valkyries Gold  Cost: 450	TacticalInfantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Lasgun</td><td>50cm</td><td>1d 5+ (0)</td></tr></table> ValkyrieFlyer (3) <table><tr><td>Move: 60 cm</td><td>Save: 5+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Missile Launcher</td><td>50cm</td><td>2SB 6+ (0)</td></tr><tr><td>Heavy Bolters</td><td>25cm</td><td>2d 5+ (0)</td></tr></table> Flyer, Transport 2 Break: 8Morale: 3 Victory points: 5	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Lasgun	50cm	1d 5+ (0)	Move: 60 cm	Save: 5+	CAF: +0	Weapon	Range	Shoot	Missile Launcher	50cm	2SB 6+ (0)	Heavy Bolters	25cm	2d 5+ (0)
Move: 10 cm	Save: -	CAF: +0																				
Weapon	Range	Shoot																				
Lasgun	50cm	1d 5+ (0)																				
Move: 60 cm	Save: 5+	CAF: +0																				
Weapon	Range	Shoot																				
Missile Launcher	50cm	2SB 6+ (0)																				
Heavy Bolters	25cm	2d 5+ (0)																				
Gorgon Assault Platoon (Adeptus Militaris) 5 Assault Stands Gorgon Heavy APC Gold  Cost: 200	AssaultInfantry (1) <table><tr><td>Move: 15 cm</td><td>Save: -</td><td>CAF: +1</td></tr><tr><td>Pistol / Sword</td><td>25cm</td><td>1d 5+ (0)</td></tr></table> Jump Packs Gorgon Heavy APCSuperheavy (4) <table><tr><td>Move: 10 cm</td><td>Save: 1+/1+</td><td>CAF: +4</td></tr><tr><td>Mine Thrower</td><td>15cm</td><td>1d 4+ (-3)</td></tr></table> Transport 6, PD (4), Twice armor save on front arc, Superheavy, ignores and cleans woods / Difficult terrain / Mines during movement. Break: 3Morale: 4 Victory points: 2	Move: 15 cm	Save: -	CAF: +1	Pistol / Sword	25cm	1d 5+ (0)	Move: 10 cm	Save: 1+/1+	CAF: +4	Mine Thrower	15cm	1d 4+ (-3)									
Move: 15 cm	Save: -	CAF: +1																				
Pistol / Sword	25cm	1d 5+ (0)																				
Move: 10 cm	Save: 1+/1+	CAF: +4																				
Mine Thrower	15cm	1d 4+ (-3)																				
Gorgon Tactical Platoon (Adeptus Militaris) 5 Assault Stands Gorgon Heavy APC Gold  Cost: 175	TacticalInfantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Lasgun</td><td>50cm</td><td>1d 5+ (0)</td></tr></table> Gorgon Heavy APCSuperheavy (4) <table><tr><td>Move: 10 cm</td><td>Save: 1+/1+</td><td>CAF: +4</td></tr><tr><td>Mine Thrower</td><td>15cm</td><td>1d 4+ (-3)</td></tr></table> Transport 6, PD (4), Twice armor save on front arc, Superheavy, ignores and cleans woods / Difficult terrain / Mines during movement. Break: 3Morale: 4 Victory points: 2	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Lasgun	50cm	1d 5+ (0)	Move: 10 cm	Save: 1+/1+	CAF: +4	Mine Thrower	15cm	1d 4+ (-3)						
Move: 10 cm	Save: -	CAF: +0																				
Weapon	Range	Shoot																				
Lasgun	50cm	1d 5+ (0)																				
Move: 10 cm	Save: 1+/1+	CAF: +4																				
Mine Thrower	15cm	1d 4+ (-3)																				
Mechanized Assault Platoon (Adeptus Militaris) 6 Assault Stands 3 Chimera Gold  Cost: 250	AssaultInfantry (1) <table><tr><td>Move: 15 cm</td><td>Save: -</td><td>CAF: +1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Pistol / Sword</td><td>25cm</td><td>1d 5+ (0)</td></tr></table> Jump Packs Chimera APCVehicle (3) <table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: +1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Multi-Laser</td><td>25cm</td><td>1d 4+ (0)</td></tr></table> Turret, Transport 2 Break: 5Morale: 4 Victory points: 3	Move: 15 cm	Save: -	CAF: +1	Weapon	Range	Shoot	Pistol / Sword	25cm	1d 5+ (0)	Move: 20 cm	Save: 4+	CAF: +1	Weapon	Range	Shoot	Multi-Laser	25cm	1d 4+ (0)			
Move: 15 cm	Save: -	CAF: +1																				
Weapon	Range	Shoot																				
Pistol / Sword	25cm	1d 5+ (0)																				
Move: 20 cm	Save: 4+	CAF: +1																				
Weapon	Range	Shoot																				
Multi-Laser	25cm	1d 4+ (0)																				
Mechanized Heavy Platoon (Adeptus Militaris) 6 Heavy Stands 3 Chimera Gold  Cost: 350	HeavyInfantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Heavy Weapons</td><td>75cm</td><td>2d 5+ (-1)</td></tr></table> Chimera APCVehicle (3) <table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: +1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Multi-Laser</td><td>25cm</td><td>1d 4+ (0)</td></tr></table> Turret, Transport 2 Break: 5Morale: 4 Victory points: 4	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Heavy Weapons	75cm	2d 5+ (-1)	Move: 20 cm	Save: 4+	CAF: +1	Weapon	Range	Shoot	Multi-Laser	25cm	1d 4+ (0)			
Move: 10 cm	Save: -	CAF: +0																				
Weapon	Range	Shoot																				
Heavy Weapons	75cm	2d 5+ (-1)																				
Move: 20 cm	Save: 4+	CAF: +1																				
Weapon	Range	Shoot																				
Multi-Laser	25cm	1d 4+ (0)																				
Mechanized Tactical Platoon (Adeptus Militaris) 6 Tactical Stands 3 Chimera Gold  Cost: 250	TacticalInfantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Lasgun</td><td>50cm</td><td>1d 5+ (0)</td></tr></table> Chimera APCVehicle (3) <table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: +1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Multi-Laser</td><td>25cm</td><td>1d 4+ (0)</td></tr></table> Turret, Transport 2 Break: 5Morale: 4 Victory points: 3	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Lasgun	50cm	1d 5+ (0)	Move: 20 cm	Save: 4+	CAF: +1	Weapon	Range	Shoot	Multi-Laser	25cm	1d 4+ (0)			
Move: 10 cm	Save: -	CAF: +0																				
Weapon	Range	Shoot																				
Lasgun	50cm	1d 5+ (0)																				
Move: 20 cm	Save: 4+	CAF: +1																				
Weapon	Range	Shoot																				
Multi-Laser	25cm	1d 4+ (0)																				
Mole Platoon Adeptus Militaris 10 Tactical Stands Mole Gold  Cost: 300	TacticalInfantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Lasgun</td><td>50cm</td><td>1d 5+ (0)</td></tr></table> MoleVehicle (3) <table><tr><td>Move: 15 cm</td><td>Save: 3+</td><td>CAF: +3</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Multi-Launcher</td><td>50cm</td><td>6BP 4+ (0)</td></tr><tr><td>Heavy Bolters</td><td>25cm</td><td>4d 6+ (0)</td></tr></table> Tunneler, Transport 10 Break: 6Morale: 4 Victory points: 3	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Lasgun	50cm	1d 5+ (0)	Move: 15 cm	Save: 3+	CAF: +3	Weapon	Range	Shoot	Multi-Launcher	50cm	6BP 4+ (0)	Heavy Bolters	25cm	4d 6+ (0)
Move: 10 cm	Save: -	CAF: +0																				
Weapon	Range	Shoot																				
Lasgun	50cm	1d 5+ (0)																				
Move: 15 cm	Save: 3+	CAF: +3																				
Weapon	Range	Shoot																				
Multi-Launcher	50cm	6BP 4+ (0)																				
Heavy Bolters	25cm	4d 6+ (0)																				
Termite Platoon Adeptus Militaris 6 Tactical Stands 3 Termites Gold  Cost: 250	TacticalInfantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Lasgun</td><td>50cm</td><td>1d 5+ (0)</td></tr></table> TermiteVehicle (3) <table><tr><td>Move: 15 cm</td><td>Save: 4+</td><td>CAF: +1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Lascannon</td><td>75cm</td><td>1d 5+ (-1)</td></tr></table> Tunneler, Transport 2 Break: 5Morale: 4 Victory points: 3	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Lasgun	50cm	1d 5+ (0)	Move: 15 cm	Save: 4+	CAF: +1	Weapon	Range	Shoot	Lascannon	75cm	1d 5+ (-1)			
Move: 10 cm	Save: -	CAF: +0																				
Weapon	Range	Shoot																				
Lasgun	50cm	1d 5+ (0)																				
Move: 15 cm	Save: 4+	CAF: +1																				
Weapon	Range	Shoot																				
Lascannon	75cm	1d 5+ (-1)																				

Imperial Bike Squad Adeptus Militaris 5 Imperial bike Stands Gold  Cost: 125	Imperial Bike Cavalry (2) <table><tr><td>Move: 30 cm</td><td>Save: -</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>-</td><td>-</td><td>-</td></tr></table> Independent, PD (1) Break: 3Morale: 4 Victory points: 1	Move: 30 cm	Save: -	CAF: +2	Weapon	Range	Shoot	-	-	-
Move: 30 cm	Save: -	CAF: +2								
Weapon	Range	Shoot								
-	-	-								
Land Speeder Squadron Adeptus Militaris 5 Land Speeder Stands Gold  Cost: 200	Land Speeder Skimmer (2) <table><tr><td>Move: 30 cm</td><td>Save: 6+</td><td>CAF: +3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Multi-Melta</td><td>25cm</td><td>1d 3+ (-2)</td></tr></table> Skimmer Break: 3Morale: 4 Victory points: 2	Move: 30 cm	Save: 6+	CAF: +3	Weapon	Range	Shoot	Multi-Melta	25cm	1d 3+ (-2)
Move: 30 cm	Save: 6+	CAF: +3								
Weapon	Range	Shoot								
Multi-Melta	25cm	1d 3+ (-2)								
Land Speeder Tornado Squadron Adeptus Militaris 5 Land Speeder Tornado Stands Gold  Cost: 200	Land Speeder Tornado Skimmer (2) <table><tr><td>Move: 30 cm</td><td>Save: 6+</td><td>CAF: +3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Assault Cannon</td><td>50cm</td><td>1d 5+ (0)</td></tr></table> Skimmer Break: 3Morale: 4 Victory points: 2	Move: 30 cm	Save: 6+	CAF: +3	Weapon	Range	Shoot	Assault Cannon	50cm	1d 5+ (0)
Move: 30 cm	Save: 6+	CAF: +3								
Weapon	Range	Shoot								
Assault Cannon	50cm	1d 5+ (0)								
Land Speeder Typhoon Squadron Adeptus Militaris 5 Land Speeder Typhoon Stands Gold  Cost: 200	Land Speeder Typhoon Skimmer (2) <table><tr><td>Move: 30 cm</td><td>Save: 6+</td><td>CAF: +3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Missile Launcher</td><td>50cm</td><td>1BP @ # (0)</td></tr></table> Skimmer Break: 3Morale: 4 Victory points: 2	Move: 30 cm	Save: 6+	CAF: +3	Weapon	Range	Shoot	Missile Launcher	50cm	1BP @ # (0)
Move: 30 cm	Save: 6+	CAF: +3								
Weapon	Range	Shoot								
Missile Launcher	50cm	1BP @ # (0)								
Rough Rider Squad Adeptus Militaris 10 Rough Rider Stands Gold  Cost: 200	Rough Rider Cavalry (2) <table><tr><td>Move: 20 cm</td><td>Save: -</td><td>CAF: +3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Hunting Lance</td><td>25cm</td><td>1d 6+ (0)</td></tr></table> Independent Break: 5Morale: 4 Victory points: 2	Move: 20 cm	Save: -	CAF: +3	Weapon	Range	Shoot	Hunting Lance	25cm	1d 6+ (0)
Move: 20 cm	Save: -	CAF: +3								
Weapon	Range	Shoot								
Hunting Lance	25cm	1d 6+ (0)								
Robot Squad Adeptus Militaris 4 Robots Gold  Cost: 100	Robot Walker (2) <table><tr><td>Move: 10 cm</td><td>Save: 4+</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Lascannon</td><td>75cm</td><td>1d 5+ (-1)</td></tr></table> Inorganic, Robotic, Quickdraw Break: 4Morale: - Victory points: 1	Move: 10 cm	Save: 4+	CAF: +2	Weapon	Range	Shoot	Lascannon	75cm	1d 5+ (-1)
Move: 10 cm	Save: 4+	CAF: +2								
Weapon	Range	Shoot								
Lascannon	75cm	1d 5+ (-1)								
Sentinel Squad Adeptus Militaris 5 Sentinels Gold  Cost: 150	Sentinel Walker (2) <table><tr><td>Move: 25 cm</td><td>Save: 6+</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Autocannon</td><td>50cm</td><td>1d 4+ (0)</td></tr></table> Break: 3Morale: 4 Victory points: 2	Move: 25 cm	Save: 6+	CAF: +2	Weapon	Range	Shoot	Autocannon	50cm	1d 4+ (0)
Move: 25 cm	Save: 6+	CAF: +2								
Weapon	Range	Shoot								
Autocannon	50cm	1d 4+ (0)								
Artillery Tractor Squadron (Adeptus Militaris) 3 Artillery Tractors Gold  Cost: 25	Artillery Tractor Vehicle (3) <table><tr><td>Move: 20 cm</td><td>Save: 5+</td><td>CAF: +0</td></tr></table> PD (1), Tow Break: 2Morale: 5 Victory points: 1	Move: 20 cm	Save: 5+	CAF: +0						
Move: 20 cm	Save: 5+	CAF: +0								

Bridging Team (Adeptus Militaris) 2 Bridging Vehicles Gold Cost: 50	Bridging Vehicle Vehicle (3) Move: 20 cm Save: 4+ CAF: +0 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	Chimedon Tactical Squadron Adeptus Militaris 5 Chimedons Gold Cost: 200	Chimedon APC Vehicle (3) Move: 20 cm Save: 4+ CAF: +1 Weapon Range Shoot Battlecannon 50cm 1d 4+ (-2) Turret, Transport 2, Adds VP and break point to mechanized formations Break: 3 / +3 Morale: 4 Victory points: 2 / +2
Chimera Assault Squadron Adeptus Militaris 3 Chimeras Gold Cost: 75	Chimera APC Vehicle (3) Move: 20 cm Save: 4+ CAF: +1 Weapon Range Shoot Multi-Laser 25cm 1d 4+ (0) Turret, Transport 2, Adds VP and break point to mechanized formations Break: 2 / +2 Morale: 4 Victory points: 1 / +1	Chimerax Assault Squadron Adeptus Militaris 3 Chimerax Gold Cost: 125	Chimerax APC Vehicle (3) Move: 20 cm Save: 4+ CAF: +1 Weapon Range Shoot Autocannon 50cm 2d 5+ (0) Turret, Transport 2, Adds VP and break point to mechanized formations Break: 2 / +2 Morale: 4 Victory points: 1 / +1
Chimera Tactical Squadron Adeptus Militaris 5 Chimeras Gold Cost: 125	Chimera APC Vehicle (3) Move: 20 cm Save: 4+ CAF: +1 Weapon Range Shoot Multi-Laser 25cm 1d 4+ (0) Turret, Transport 2, Adds VP and break point to mechanized formations Break: 3 / +3 Morale: 4 Victory points: 1 / +1	Chimerax Tactical Squadron Adeptus Militaris 5 Chimerax Gold Cost: 200	Chimerax APC Vehicle (3) Move: 20 cm Save: 4+ CAF: +1 Weapon Range Shoot Autocannon 50cm 2d 5+ (0) Turret, Transport 2, Adds VP and break point to mechanized formations Break: 3 / +3 Morale: 4 Victory points: 2 / +2
Chimedon Assault Squadron Adeptus Militaris 3 Chimedons Gold Cost: 125	Chimedon APC Vehicle (3) Move: 20 cm Save: 4+ CAF: +1 Weapon Range Shoot Battlecannon 50cm 1d 4+ (-2) Turret, Transport 2, Adds VP and break point to mechanized formations Break: 2 / +2 Morale: 4 Victory points: 1 / +1	Chimerro Assault Squadron Adeptus Militaris 3 Chimerros Gold Cost: 125	Chimera APC Vehicle (3) Move: 20 cm Save: 4+ CAF: +1 Weapon Range Shoot Multi-Laser * 25cm 1d 4+ (0) Hunter Missile 50cm 1d 5+ (-2) * Turret, Transport 2, Adds VP and break point to mechanized formations Break: 2 / +2 Morale: 4 Victory points: 1 / +1

Chimerro Tactical Squadron Adeptus Militaris 5 Chimerros Gold  Cost: 200	Chimera APCVehicle (3) <table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: +1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Multi-Laser *</td><td>25cm</td><td>1d 4+ (0)</td></tr><tr><td>Hunter Missile</td><td>50cm</td><td>1d 5+ (-2)</td></tr></table> * Turret, Transport 2, Adds VP and break point to mechanized formations Break: 3 / 13Morale: 4 Victory points: 2 / +2	Move: 20 cm	Save: 4+	CAF: +1	Weapon	Range	Shoot	Multi-Laser *	25cm	1d 4+ (0)	Hunter Missile	50cm	1d 5+ (-2)
Move: 20 cm	Save: 4+	CAF: +1											
Weapon	Range	Shoot											
Multi-Laser *	25cm	1d 4+ (0)											
Hunter Missile	50cm	1d 5+ (-2)											
Gorgon Heavy APC Adeptus Militaris Gorgon Heavy APC Gold  Cost: 75	Gorgon Heavy APCSuperheavy (4) <table><tr><td>Move: 10 cm</td><td>Save: 1+/1+</td><td>CAF: +4</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Mine Thrower</td><td>15cm</td><td>1d 4+ (-3)</td></tr></table> Transport 6, PD (4), Twice armor save on front arc, Superheavy, ignores and cleans woods / Difficult terrain / Mines during movement. Adds VP and break point to mechanized formations. Break: 1 / 11Morale: 4 Victory points: 1 / +1	Move: 10 cm	Save: 1+/1+	CAF: +4	Weapon	Range	Shoot	Mine Thrower	15cm	1d 4+ (-3)			
Move: 10 cm	Save: 1+/1+	CAF: +4											
Weapon	Range	Shoot											
Mine Thrower	15cm	1d 4+ (-3)											
Demolisher Squadron (Adeptus Militaris) 3 Demolisher Tanks Gold  Cost: 250	DemolisherVehicle (3) <table><tr><td>Move: 20 cm</td><td>Save: 3+</td><td>CAF: +3</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Thunderer *</td><td>50cm</td><td>1d 4+ (-3)</td></tr><tr><td>Melta-Gun</td><td>25cm</td><td>1d 3+ (-2)</td></tr></table> * Turret Ignores cover Break: 2Morale: 4 Victory points: 3	Move: 20 cm	Save: 3+	CAF: +3	Weapon	Range	Shoot	Thunderer *	50cm	1d 4+ (-3)	Melta-Gun	25cm	1d 3+ (-2)
Move: 20 cm	Save: 3+	CAF: +3											
Weapon	Range	Shoot											
Thunderer *	50cm	1d 4+ (-3)											
Melta-Gun	25cm	1d 3+ (-2)											
Destroyer Tank-Hunter Squadron (Adeptus Militaris) 3 Destroyer Tank-Hunters Gold  Cost: 200	Destroyer Tank-HunterVehicle (3) <table><tr><td>Move: 20 cm</td><td>Save: 3+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Laser Destroyer</td><td>75cm</td><td>1d 4+ (-3)</td></tr></table> Break: 2Morale: 4 Victory points: 2	Move: 20 cm	Save: 3+	CAF: +0	Weapon	Range	Shoot	Laser Destroyer	75cm	1d 4+ (-3)			
Move: 20 cm	Save: 3+	CAF: +0											
Weapon	Range	Shoot											
Laser Destroyer	75cm	1d 4+ (-3)											

Hellhound Squadron Adeptus Militaris 3 Hellhounds Gold  Cost: 150	HellhoundVehicle (3) <table><tr><td>Move: 15 cm</td><td>Save: 3+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Fire Thrower</td><td>LT</td><td>- 4+ (0)</td></tr></table> Ignores cover Break: 2Morale: 4 Victory points: 2	Move: 15 cm	Save: 3+	CAF: +0	Weapon	Range	Shoot	Fire Thrower	LT	- 4+ (0)			
Move: 15 cm	Save: 3+	CAF: +0											
Weapon	Range	Shoot											
Fire Thrower	LT	- 4+ (0)											
Hydra Squadron Adeptus Militaris 3 Hydras AA Tanks Gold  Cost: 300	Hydra AA TankVehicle (3) <table><tr><td>Move: 15 cm</td><td>Save: 5+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Autocannon</td><td>100cm</td><td>4d 5+ (-1)</td></tr></table> Anti-Aircraft Break: 2Morale: 4 Victory points: 3	Move: 15 cm	Save: 5+	CAF: +0	Weapon	Range	Shoot	Autocannon	100cm	4d 5+ (-1)			
Move: 15 cm	Save: 5+	CAF: +0											
Weapon	Range	Shoot											
Autocannon	100cm	4d 5+ (-1)											
Leman Russ Squadron Adeptus Militaris 3 Leman Russ Tanks Gold  Cost: 200	Leman RussVehicle (3) <table><tr><td>Move: 20 cm</td><td>Save: 3+</td><td>CAF: +2</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Battlecannon *</td><td>75cm</td><td>1d 5+ (-2)</td></tr><tr><td>Lascannon</td><td>75cm</td><td>1d 5+ (-1)</td></tr></table> * Turret, PD (1) Break: 2Morale: 4 Victory points: 2	Move: 20 cm	Save: 3+	CAF: +2	Weapon	Range	Shoot	Battlecannon *	75cm	1d 5+ (-2)	Lascannon	75cm	1d 5+ (-1)
Move: 20 cm	Save: 3+	CAF: +2											
Weapon	Range	Shoot											
Battlecannon *	75cm	1d 5+ (-2)											
Lascannon	75cm	1d 5+ (-1)											
Leman Russ Conqueror Squadron (Adeptus Militaris) 3 Leman Russ Conqueror Tanks Gold  Cost: 225	Leman Russ ConquerorVehicle (3) <table><tr><td>Move: 25 cm</td><td>Save: 3+</td><td>CAF: +2</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Conqueror Cannon *</td><td>50cm</td><td>1d 4+ (-1)</td></tr><tr><td>Heavy Bolters</td><td>50cm</td><td>3d 5+ (0)</td></tr></table> * Turret, PD (3) Break: 2Morale: 4 Victory points: 2	Move: 25 cm	Save: 3+	CAF: +2	Weapon	Range	Shoot	Conqueror Cannon *	50cm	1d 4+ (-1)	Heavy Bolters	50cm	3d 5+ (0)
Move: 25 cm	Save: 3+	CAF: +2											
Weapon	Range	Shoot											
Conqueror Cannon *	50cm	1d 4+ (-1)											
Heavy Bolters	50cm	3d 5+ (0)											

Leman Russ Executioner Squadron (Adeptus Militaris) 3 Leman Russ Executioner Tanks Gold  Cost: 250	Leman Russ ExecutionerVehicle (3) <table><tr><td>Move: 20 cm</td><td>Save: 3+</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Plasma Destroyer *</td><td>40cm</td><td>1d 3+ (-4)</td></tr><tr><td>Lascannon</td><td>75cm</td><td>1d 5+ (-1)</td></tr></table> * Turret, PD (1) Break: 2Morale: 4 Victory points: 3	Move: 20 cm	Save: 3+	CAF: +2	Weapon	Range	Shoot	Plasma Destroyer *	40cm	1d 3+ (-4)	Lascannon	75cm	1d 5+ (-1)	Sabre Tank-Hunter Squadron (Adeptus Militaris) 3 Sabre Tank-Hunters Gold  Cost: 100	Sabre Tank-HunterVehicle (3) <table><tr><td>Move: 25 cm</td><td>Save: 4+</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+ (-2)</td></tr></table> Turret Break: 2Morale: 4 Victory points: 1	Move: 25 cm	Save: 4+	CAF: +0	Weapon	Range	Shoot	Autocannon	75cm	1d 5+ (-2)
Move: 20 cm	Save: 3+	CAF: +2																						
Weapon	Range	Shoot																						
Plasma Destroyer *	40cm	1d 3+ (-4)																						
Lascannon	75cm	1d 5+ (-1)																						
Move: 25 cm	Save: 4+	CAF: +0																						
Weapon	Range	Shoot																						
Autocannon	75cm	1d 5+ (-2)																						
Leman Russ Exterminator Squadron (Adeptus Militaris) 3 Leman Russ Exterminator Tanks Gold  Cost: 225	Leman Russ ExterminatorVehicle (3) <table><tr><td>Move: 20 cm</td><td>Save: 3+</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Autocannon *</td><td>75cm</td><td>1d 4+ (-1)</td></tr><tr><td>Heavy Bolters</td><td>50cm</td><td>3d 5+ (0)</td></tr></table> * Turret, PD (1) Break: 2Morale: 4 Victory points: 2	Move: 20 cm	Save: 3+	CAF: +2	Weapon	Range	Shoot	Autocannon *	75cm	1d 4+ (-1)	Heavy Bolters	50cm	3d 5+ (0)	Scorpion Anti-Aircraft Squadron Adeptus Militaris 5 Scorpion Anti-Aircraft Guns Gold  Cost: 150	Scorpion AA GunVehicle (3) <table><tr><td>Move: 5 cm</td><td>Save: -</td><td>CAF: -3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Lascannon</td><td>75cm</td><td>1d 5+ (-2)</td></tr></table> Inorganic ,Robotic, Quickdraw, Anti-Aircraft Break: 3Morale: 4 Victory points: 2	Move: 5 cm	Save: -	CAF: -3	Weapon	Range	Shoot	Lascannon	75cm	1d 5+ (-2)
Move: 20 cm	Save: 3+	CAF: +2																						
Weapon	Range	Shoot																						
Autocannon *	75cm	1d 4+ (-1)																						
Heavy Bolters	50cm	3d 5+ (0)																						
Move: 5 cm	Save: -	CAF: -3																						
Weapon	Range	Shoot																						
Lascannon	75cm	1d 5+ (-2)																						
Leman Russ Vanquisher Squadron (Adeptus Militaris) 3 Leman Russ Vanquisher Tanks Gold  Cost: 225	Leman Russ VanquisherVehicle (3) <table><tr><td>Move: 20 cm</td><td>Save: 3+</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Vanquisher Cannon *</td><td>100cm</td><td>1d 5+ (-2)</td></tr><tr><td>Lascannon</td><td>75cm</td><td>1d 5+ (-1)</td></tr></table> * Turret & penetrating +1, PD (1) Break: 2Morale: 4 Victory points: 2	Move: 20 cm	Save: 3+	CAF: +2	Weapon	Range	Shoot	Vanquisher Cannon *	100cm	1d 5+ (-2)	Lascannon	75cm	1d 5+ (-1)	Thunderer Squadron (Adeptus Militaris) 3 Thunderers Gold  Cost: 200	ThundererVehicle (3) <table><tr><td>Move: 20 cm</td><td>Save: 3+</td><td>CAF: +1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Demolisher Cannon</td><td>75cm</td><td>1d 4+ (-3)</td></tr></table> Ignores cover Break: 2Morale: 4 Victory points: 2	Move: 20 cm	Save: 3+	CAF: +1	Weapon	Range	Shoot	Demolisher Cannon	75cm	1d 4+ (-3)
Move: 20 cm	Save: 3+	CAF: +2																						
Weapon	Range	Shoot																						
Vanquisher Cannon *	100cm	1d 5+ (-2)																						
Lascannon	75cm	1d 5+ (-1)																						
Move: 20 cm	Save: 3+	CAF: +1																						
Weapon	Range	Shoot																						
Demolisher Cannon	75cm	1d 4+ (-3)																						
Predator Squadron Adeptus Militaris 3 Predators Gold  Cost: 250	PredatorVehicle (3) <table><tr><td>Move: 25 cm</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> * Turret Break: 2Morale: 4 Victory points: 3	Move: 25 cm	Save: 3+	CAF: +0	Weapon	Range	Shoot	Autocannon *	75cm	1d 5+ (-1)	Lascannon	75cm	2d 5+ (-1)	Vindicator Squadron Adeptus Militaris 3 Vindicators Gold  Cost: 150	VindicatorVehicle (3) <table><tr><td>Move: 20 cm</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> Ignores cover Break: 2Morale: 4 Victory points: 2	Move: 20 cm	Save: 2+	CAF: +0	Weapon	Range	Shoot	Thunderer	50cm	1d 4+ (-3)
Move: 25 cm	Save: 3+	CAF: +0																						
Weapon	Range	Shoot																						
Autocannon *	75cm	1d 5+ (-1)																						
Lascannon	75cm	2d 5+ (-1)																						
Move: 20 cm	Save: 2+	CAF: +0																						
Weapon	Range	Shoot																						
Thunderer	50cm	1d 4+ (-3)																						

Mole Mortar Battery Adeptus Militaris 3 Mole Mortars Gold  Cost: 100	Mole Mortar Light artillery (1) <table><tr><td>Move: 5 cm</td><td>Save: -</td><td>CAF: -3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Mole Mortar</td><td>150cm</td><td>1BP @ # (0)</td></tr></table> Ignores cover, Ignores shields, Traps titans or Praetorians on a roll of 6 on a D6 (it can't move unless it is on Charge orders and cancels all ranged attacks. Break: 2Morale: 4 Victory points: 1	Move: 5 cm	Save: -	CAF: -3	Weapon	Range	Shoot	Mole Mortar	150cm	1BP @ # (0)
Move: 5 cm	Save: -	CAF: -3								
Weapon	Range	Shoot								
Mole Mortar	150cm	1BP @ # (0)								
Rapier Battery Adeptus Militaris 3 Rapiers Laser Destroyers Gold  Cost: 75	Rapier Light artillery (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: -3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Laser Destroyer</td><td>50cm</td><td>1d 4+ (-3)</td></tr></table> Break: 2Morale: 4 Victory points: 1	Move: 10 cm	Save: -	CAF: -3	Weapon	Range	Shoot	Laser Destroyer	50cm	1d 4+ (-3)
Move: 10 cm	Save: -	CAF: -3								
Weapon	Range	Shoot								
Laser Destroyer	50cm	1d 4+ (-3)								
Tarantula Support Battery Adeptus Militaris 5 Tarantulas Gold  Cost: 150	Tarantula Light artillery (1) <table><tr><td>Move: 5 cm</td><td>Save: -</td><td>CAF: -3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Lascannon</td><td>75cm</td><td>1d 5+ (-2)</td></tr></table> Inorganic, Robotic, Quickdraw, RoF2 Break: 3Morale: - Victory points: 2	Move: 5 cm	Save: -	CAF: -3	Weapon	Range	Shoot	Lascannon	75cm	1d 5+ (-2)
Move: 5 cm	Save: -	CAF: -3								
Weapon	Range	Shoot								
Lascannon	75cm	1d 5+ (-2)								
Thudd Gun Battery Adeptus Militaris 3 Thudd Guns Gold  Cost: 100	Thudd Gun Light artillery (1) <table><tr><td>Move: 5 cm</td><td>Save: -</td><td>CAF: -3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Thudd Gun</td><td>75cm</td><td>2BP @ # (0)</td></tr></table> Break: 2Morale: 4 Victory points: 1	Move: 5 cm	Save: -	CAF: -3	Weapon	Range	Shoot	Thudd Gun	75cm	2BP @ # (0)
Move: 5 cm	Save: -	CAF: -3								
Weapon	Range	Shoot								
Thudd Gun	75cm	2BP @ # (0)								
Basilisk Battery Adeptus Militaris 3 Basiliks Gold  Cost: 200	Basilisk Heavy artillery (3) <table><tr><td>Move: 15 cm</td><td>Save: 5+</td><td>CAF: +0</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Earthshaker cannon</td><td>150cm</td><td>2SB @ # (-2)</td></tr></table> ROF 2 Break: 2Morale: 4 Victory points: 2	Move: 15 cm	Save: 5+	CAF: +0	Weapon	Range	Shoot	Earthshaker cannon	150cm	2SB @ # (-2)
Move: 15 cm	Save: 5+	CAF: +0								
Weapon	Range	Shoot								
Earthshaker cannon	150cm	2SB @ # (-2)								
Bombard Battery Adeptus Militaris 3 Bombards Gold  Cost: 200	Bombard Heavy artillery (3) <table><tr><td>Move: 10 cm</td><td>Save: 5+</td><td>CAF: +0</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Siege Mortar</td><td>50-150cm</td><td>3SB @ # (-3)</td></tr></table> Destroys Buildings Break: 2Morale: 4 Victory points: 2	Move: 10 cm	Save: 5+	CAF: +0	Weapon	Range	Shoot	Siege Mortar	50-150cm	3SB @ # (-3)
Move: 10 cm	Save: 5+	CAF: +0								
Weapon	Range	Shoot								
Siege Mortar	50-150cm	3SB @ # (-3)								
Deathstrike Battery Adeptus Militaris 3 Deathstrike Missile Launchers Gold  Cost: 250	Deathstrike Launcher Heavy artillery (3) <table><tr><td>Move: 15 cm</td><td>Save: 6+</td><td>CAF: +0</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Choose 3</td><td></td><td></td></tr></table> PD (2), Special Break: 2Morale: 4 Victory points: 3	Move: 15 cm	Save: 6+	CAF: +0	Weapon	Range	Shoot	Choose 3		
Move: 15 cm	Save: 6+	CAF: +0								
Weapon	Range	Shoot								
Choose 3										
Griffon Battery Adeptus Militaris 3 Griffons Gold  Cost: 200	Griffon Heavy artillery (3) <table><tr><td>Move: 10 cm</td><td>Save: 5+</td><td>CAF: +0</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Earthshaker</td><td>25-100cm</td><td>2LB @ # (0)</td></tr></table> Ignores Cover Break: 2Morale: 4 Victory points: 2	Move: 10 cm	Save: 5+	CAF: +0	Weapon	Range	Shoot	Earthshaker	25-100cm	2LB @ # (0)
Move: 10 cm	Save: 5+	CAF: +0								
Weapon	Range	Shoot								
Earthshaker	25-100cm	2LB @ # (0)								

Manticore Battery Adeptus Militaris 3 Manticores Gold Cost: 200	Manticore Heavy artillery (3) <table><tr><td>Move: 15 cm</td><td>Save: 5+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Rockets</td><td>200cm</td><td>6SB @ # (0)</td></tr></table> ROF 1/2, May fire independently (barrage template must be in contact) Break: 2 Morale: 4 Victory points: 2	Move: 15 cm	Save: 5+	CAF: +0	Weapon	Range	Shoot	Rockets	200cm	6SB @ # (0)						
Move: 15 cm	Save: 5+	CAF: +0														
Weapon	Range	Shoot														
Rockets	200cm	6SB @ # (0)														
Medusa Battery (Adeptus Militaris) 3 Medusas Gold Cost: 200	Medusa Heavy artillery (3) <table><tr><td>Move: 15 cm</td><td>Save: 5+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Howitzer</td><td>75cm</td><td>1d 5+ (-3)</td></tr></table> -6 TSM vs structures Break: 2 Morale: 4 Victory points: 2	Move: 15 cm	Save: 5+	CAF: +0	Weapon	Range	Shoot	Howitzer	75cm	1d 5+ (-3)						
Move: 15 cm	Save: 5+	CAF: +0														
Weapon	Range	Shoot														
Howitzer	75cm	1d 5+ (-3)														
Whirlwind Battery Adeptus Militaris 3 Whirlwinds Gold Cost: 150	Whirlwind Heavy artillery (3) <table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Multi-Launcher</td><td>150cm</td><td>2BP @ # (0)</td></tr></table> Break: 2 Morale: 4 Victory points: 2	Move: 20 cm	Save: 4+	CAF: +0	Weapon	Range	Shoot	Multi-Launcher	150cm	2BP @ # (0)						
Move: 20 cm	Save: 4+	CAF: +0														
Weapon	Range	Shoot														
Multi-Launcher	150cm	2BP @ # (0)														
Light Off-Board Barrage (Adeptus Militaris) One Light Orbital Barrage Round Gold Cost: 1 VP	Light Off-Board Barrage <table><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Orbital Barrage</td><td>Special</td><td>6BP 4+ (-1)</td></tr></table> Cost 1 VP Break: - Morale: - Victory points: -	Weapon	Range	Shoot	Orbital Barrage	Special	6BP 4+ (-1)									
Weapon	Range	Shoot														
Orbital Barrage	Special	6BP 4+ (-1)														
Heavy Off-Board Barrage (Adeptus Militaris) One Heavy Orbital Barrage Round Gold Cost: 2 VP	Heavy Off-Board Barrage <table><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Orbital Barrage</td><td>Special</td><td>10SB 2+ (-2)</td></tr></table> Cost 2 VP Break: - Morale: - Victory points: -	Weapon	Range	Shoot	Orbital Barrage	Special	10SB 2+ (-2)									
Weapon	Range	Shoot														
Orbital Barrage	Special	10SB 2+ (-2)														
Lightning Attack Squadron (Adeptus Militaris) 3 Lightning Attack Fighters Gold Cost: 300	Lightning Attack Fighter Flyer (3) <table><tr><td>Move: 125 cm</td><td>Save: 4+</td><td>CAF: +6</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Autocannon</td><td>25cm</td><td>2d 5+ (-1)</td></tr><tr><td>Burst Cannon</td><td>25cm</td><td>1d 4+ (-1)</td></tr></table> Flyer Break: 2 Morale: 3 Victory points: 3	Move: 125 cm	Save: 4+	CAF: +6	Weapon	Range	Shoot	Autocannon	25cm	2d 5+ (-1)	Burst Cannon	25cm	1d 4+ (-1)			
Move: 125 cm	Save: 4+	CAF: +6														
Weapon	Range	Shoot														
Autocannon	25cm	2d 5+ (-1)														
Burst Cannon	25cm	1d 4+ (-1)														
Lightning Strike Squadron (Adeptus Militaris) 3 Lightning Strike Fighters Gold Cost: 300	Lightning Strike Fighter Flyer (3) <table><tr><td>Move: 100 cm</td><td>Save: 4+</td><td>CAF: +3</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Autocannon</td><td>25cm</td><td>4d 5+ (-1)</td></tr><tr><td>Hunter Missiles</td><td>50cm</td><td>1d 4+ (-2)</td></tr></table> Flyer Break: 2 Morale: 3 Victory points: 3	Move: 100 cm	Save: 4+	CAF: +3	Weapon	Range	Shoot	Autocannon	25cm	4d 5+ (-1)	Hunter Missiles	50cm	1d 4+ (-2)			
Move: 100 cm	Save: 4+	CAF: +3														
Weapon	Range	Shoot														
Autocannon	25cm	4d 5+ (-1)														
Hunter Missiles	50cm	1d 4+ (-2)														
Marauder Squadron Adeptus Militaris 3 Marauder Fighter-Bombers Gold Cost: 350	Marauder Fighter-Bomber Flyer (3) <table><tr><td>Move: 75 cm</td><td>Save: 3+</td><td>CAF: +2</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Battlecannon</td><td>50cm</td><td>1d 4+ (-1)</td></tr><tr><td>Lascannon</td><td>50cm</td><td>3d 5+ (-2)</td></tr><tr><td>Missiles</td><td>50cm</td><td>4BP 5+ (-2)</td></tr></table> Flyer Break: 2 Morale: 3 Victory points: 4	Move: 75 cm	Save: 3+	CAF: +2	Weapon	Range	Shoot	Battlecannon	50cm	1d 4+ (-1)	Lascannon	50cm	3d 5+ (-2)	Missiles	50cm	4BP 5+ (-2)
Move: 75 cm	Save: 3+	CAF: +2														
Weapon	Range	Shoot														
Battlecannon	50cm	1d 4+ (-1)														
Lascannon	50cm	3d 5+ (-2)														
Missiles	50cm	4BP 5+ (-2)														

Marauder Destroyer Squadron Adeptus Militaris 3 Marauder Destroyers Gold Cost: 400	Marauder DestroyerFlyer (3) <table><tr><td>Move: 70 cm</td><td>Save: 2+</td><td>CAF: +2</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Battlecannon</td><td>50cm</td><td>2d 4+ (-1)</td></tr><tr><td>Lascannon</td><td>50cm</td><td>4d 5+ (-1)</td></tr><tr><td>Melta Bombs</td><td>-</td><td>6BP 4+ (-3)</td></tr></table> Flyer Break: 2Morale: 3 Victory points: 4	Move: 70 cm	Save: 2+	CAF: +2	Weapon	Range	Shoot	Battlecannon	50cm	2d 4+ (-1)	Lascannon	50cm	4d 5+ (-1)	Melta Bombs	-	6BP 4+ (-3)			
Move: 70 cm	Save: 2+	CAF: +2																	
Weapon	Range	Shoot																	
Battlecannon	50cm	2d 4+ (-1)																	
Lascannon	50cm	4d 5+ (-1)																	
Melta Bombs	-	6BP 4+ (-3)																	
Thunderbolt Squadron Adeptus Militaris 3 Thunderbolt Fighters Gold Cost: 250	Thunderbolt FighterFlyer (3) <table><tr><td>Move: 100 cm</td><td>Save: 4+</td><td>CAF: +4</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Autocannon</td><td>25cm</td><td>3d 5+ (-1)</td></tr><tr><td>Rockets</td><td>25cm</td><td>4BP 5+ (-1)</td></tr></table> Flyer Break: 2Morale: 3 Victory points: 3	Move: 100 cm	Save: 4+	CAF: +4	Weapon	Range	Shoot	Autocannon	25cm	3d 5+ (-1)	Rockets	25cm	4BP 5+ (-1)						
Move: 100 cm	Save: 4+	CAF: +4																	
Weapon	Range	Shoot																	
Autocannon	25cm	3d 5+ (-1)																	
Rockets	25cm	4BP 5+ (-1)																	
Valkyrie Assault Squadron (Adeptus Militaris) 3 Vakyries Gold Cost: 150	ValkyrieFlyer (3) <table><tr><td>Move: 60 cm</td><td>Save: 5+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Missile Launcher</td><td>50cm</td><td>2SB 6+ (0)</td></tr><tr><td>Heavy Bolters</td><td>25cm</td><td>2d 5+ (0)</td></tr></table> Flyer, Transport 2 Break: 2 / +2Morale: 3 Victory points: 2 / +2	Move: 60 cm	Save: 5+	CAF: +0	Weapon	Range	Shoot	Missile Launcher	50cm	2SB 6+ (0)	Heavy Bolters	25cm	2d 5+ (0)						
Move: 60 cm	Save: 5+	CAF: +0																	
Weapon	Range	Shoot																	
Missile Launcher	50cm	2SB 6+ (0)																	
Heavy Bolters	25cm	2d 5+ (0)																	
Valkyrie Tactical Squadron (Adeptus Militaris) 5 Vakyries Gold Cost: 250	ValkyrieFlyer (3) <table><tr><td>Move: 60 cm</td><td>Save: 5+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Missile Launcher</td><td>50cm</td><td>2SB 6+ (0)</td></tr><tr><td>Heavy Bolters</td><td>25cm</td><td>2d 5+ (0)</td></tr></table> Flyer, Transport 2 Break: 3 / +3Morale: 3 Victory points: 3 / +3	Move: 60 cm	Save: 5+	CAF: +0	Weapon	Range	Shoot	Missile Launcher	50cm	2SB 6+ (0)	Heavy Bolters	25cm	2d 5+ (0)						
Move: 60 cm	Save: 5+	CAF: +0																	
Weapon	Range	Shoot																	
Missile Launcher	50cm	2SB 6+ (0)																	
Heavy Bolters	25cm	2d 5+ (0)																	
Vulture Squadron Adeptus Militaris 3 Vulture Fighters Gold Cost: 250	VultureFlyer (3) <table><tr><td>Move: 60 cm</td><td>Save: 4+</td><td>CAF: +2</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Autocannon</td><td>25cm</td><td>2d 5+ (-1)</td></tr><tr><td>Hunter/Killer M. **</td><td>50cm</td><td>1d 4+ (-2)</td></tr></table> * Two one-shot missiles, Flyer Break: 2Morale: 3 Victory points: 3	Move: 60 cm	Save: 4+	CAF: +2	Weapon	Range	Shoot	Autocannon	25cm	2d 5+ (-1)	Hunter/Killer M. **	50cm	1d 4+ (-2)						
Move: 60 cm	Save: 4+	CAF: +2																	
Weapon	Range	Shoot																	
Autocannon	25cm	2d 5+ (-1)																	
Hunter/Killer M. **	50cm	1d 4+ (-2)																	
Baneblade Adeptus Militaris Baneblade Gold Cost: 225	BanebladeSuperheavy (4) <table><tr><td>Move: 10 cm</td><td>Save: 1+</td><td>CAF: +8</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></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> * Turret, Superheavy, PD (10) Break: ModelMorale: 3 Victory points: 2	Move: 10 cm	Save: 1+	CAF: +8	Weapon	Range	Shoot	Battlecannon*	75cm	2d 4+ (-2)	Lascannon	75cm	2d 5+ (-1)						
Move: 10 cm	Save: 1+	CAF: +8																	
Weapon	Range	Shoot																	
Battlecannon*	75cm	2d 4+ (-2)																	
Lascannon	75cm	2d 5+ (-1)																	
Shadowsword Adeptus Militaris Shadowsword Gold Cost: 225	ShadowswordSuperheavy (4) <table><tr><td>Move: 10 cm</td><td>Save: 1+</td><td>CAF: +6</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></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> *Penetrating +3, Superheavy, PD (6) Break: ModelMorale: 3 Victory points: 2	Move: 10 cm	Save: 1+	CAF: +6	Weapon	Range	Shoot	Volcano Cannon *	100cm	1d 3+ (-4)	Lascannon	75cm	2d 5+ (-1)						
Move: 10 cm	Save: 1+	CAF: +6																	
Weapon	Range	Shoot																	
Volcano Cannon *	100cm	1d 3+ (-4)																	
Lascannon	75cm	2d 5+ (-1)																	
Stormblade (Adeptus Militaris) Stormblade Gold Cost: 275	StormbladeSuperheavy (4) <table><tr><td>Move: 10 cm</td><td>Save: 1+</td><td>CAF: +6</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Plasma Blastgun</td><td>50cm</td><td>2d 3+ (-4)</td></tr><tr><td>Battlecannon</td><td>50cm</td><td>1d 4+ (-2)</td></tr><tr><td>Hellion Missile *</td><td>75cm</td><td>1d 3+ (-4)</td></tr><tr><td>Hunter/Killer M. **</td><td>75cm</td><td>4d 3+ (-1)</td></tr></table> * One-shot, Superheavy, PD (8) ** One-shot & Penetrating +2 Break: ModelMorale: 3 Victory points: 3	Move: 10 cm	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 M. **	75cm	4d 3+ (-1)
Move: 10 cm	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 M. **	75cm	4d 3+ (-1)																	

Stormhammer

Adeptus Militaris

Stormhammer

Gold

Cost: 225

Stormhammer

Superheavy (4)

Move: 10 cm	Save: 1+	CAF: +10
Weapon	Range	Shoot
Battlecannon*	50cm	2d 4+ (-2)
Battlecannon	75cm	2d 5+ (-1)

* Turret, Superheavy, PD (14), only 0/-1 save penalty for side / rear ahots.

Break: Model

Morale: 3

Victory points: 2

Stormsword

(Adeptus Militaris)

Stormsword

Gold

Cost: 200

Stormsword

Superheavy (4)

Move: 10 cm	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 or Chimera

Tactical infantry Platoon

10 Tactical Stands

Tactical infantry Platoon

10 Tactical Stands

Tactical infantry Platoon

10 Tactical Stands

Gold **Cost: 600**

Tactical CHQ *Infantry (1)*

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

Command, HQ

Tactical *Infantry (1)*

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

Rhino *Vehicle (3)*

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

Chimera APC *Vehicle (3)*

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

Turret, Transport 2

Break: 17 Morale: 4

Victory points: 6

Tactical CHQ *Infantry (1)*

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

Command, HQ

Militia *Infantry (1)*

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

Rhino *Vehicle (3)*

Move: 25 cm	Save: 4+	CAF: +0
-------------	----------	---------

PD (1), Transport 2

Chimera APC *Vehicle (3)*

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

Turret, Transport 2

Break: 17 Morale: 5

Victory points: 3

Support Company

Planetary Defense Force

2 Tactical CHQ Stands
Command Rhino or Chimera

Rocket Platoon

5 Rocket Stands

Rocket Platoon

5 Rocket Stands

Rapier Battery

3 Rapiers Laser Destroyers

Rapier Battery

3 Rapiers Laser Destroyers

Gold **Cost: 350**

Tactical CHQ *Infantry (1)*

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

Command, HQ

Rocket *Infantry (1)*

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

Rapier *Light artillery (1)*

Move: 10 cm	Save: -	CAF: -3
Weapon	Range	Shoot
Laser Destroyer	50cm	1d 4+ (-3)

Rhino *Vehicle (3)*

Move: 25 cm	Save: 4+	CAF: +0
-------------	----------	---------

PD (1), Transport 2

Chimera APC *Vehicle (3)*

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

Turret, Transport 2

Break: 10 Morale: 5

Victory points: 4

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

Gold **Cost: 600**

Hive Gang Boss *Infantry (1)*

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

Command, HQ, Stealth, Special

Hive Ganger *Infantry (1)*

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

Infiltrate, Stealth, Special

Break: 10 Morale: 4

Victory points: 6

Militia Company

Planetary Defense Force

2 Tactical CHQ Stands
Command Rhino or Chimera

Militia Platoon

10 Militia Stands

Militia Platoon

10 Militia Stands

Militia Platoon

10 Militia Stands

Gold **Cost: 300**

Penal Company Planetary Defense Force 2 Tactical CHQ Stands Command Rhino or Chimera Penal Platoon 5 Penal Stands Penal Platoon 5 Penal Stands Penal Platoon 5 Penal Stands Gold Cost: 450	Tactical CHQ Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Lasgun</td><td>50cm</td><td>1d 5+ (0)</td></tr></table> Command, HQ Penal Trooper Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Lasguns</td><td>50cm</td><td>1d 5+ (0)</td></tr></table> Special Rules Rhino Vehicle (3) <table><tr><td>Move: 25 cm</td><td>Save: 4+</td><td>CAF: +0</td></tr></table> PD (1), Transport 2 Chimera APC Vehicle (3) <table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: +1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Multi-Laser</td><td>25cm</td><td>1d 4+ (0)</td></tr></table> Turret, Transport 2 Break: 9 Morale: 3 Victory points: 5	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Lasgun	50cm	1d 5+ (0)	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Lasguns	50cm	1d 5+ (0)	Move: 25 cm	Save: 4+	CAF: +0	Move: 20 cm	Save: 4+	CAF: +1	Weapon	Range	Shoot	Multi-Laser	25cm	1d 4+ (0)	Ragnarok Company Planetary Defense Force Ragnarok CHQ Ragnarok Squadron 3 Ragnarok Tanks Ragnarok Squadron 3 Ragnarok Tanks Ragnarok Squadron 3 Ragnarok Tanks Gold Cost: 750	Ragnarok Vehicle (3) <table><tr><td>Move: 15 cm</td><td>Save: 3+</td><td>CAF: +3</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Battlecannon *</td><td>75cm</td><td>1d 5+ (-2)</td></tr><tr><td>Autocannon</td><td>75cm</td><td>2d 5+ (-1)</td></tr></table> * Turret, PD (4) Ragnarok CHQ Vehicle (3) Command, HQ Break: 5 Morale: 4 Victory points: 8	Move: 15 cm	Save: 3+	CAF: +3	Weapon	Range	Shoot	Battlecannon *	75cm	1d 5+ (-2)	Autocannon	75cm	2d 5+ (-1)
Move: 10 cm	Save: -	CAF: +0																																											
Weapon	Range	Shoot																																											
Lasgun	50cm	1d 5+ (0)																																											
Move: 10 cm	Save: -	CAF: +0																																											
Weapon	Range	Shoot																																											
Lasguns	50cm	1d 5+ (0)																																											
Move: 25 cm	Save: 4+	CAF: +0																																											
Move: 20 cm	Save: 4+	CAF: +1																																											
Weapon	Range	Shoot																																											
Multi-Laser	25cm	1d 4+ (0)																																											
Move: 15 cm	Save: 3+	CAF: +3																																											
Weapon	Range	Shoot																																											
Battlecannon *	75cm	1d 5+ (-2)																																											
Autocannon	75cm	2d 5+ (-1)																																											
Beastman Company Planetary Defense Force 2 Tactical CHQ Stands Command Rhino or Chimera Beastman infantry Platoon 10 Beastman Stands Beastman infantry Platoon 10 Beastman Stands Beastman infantry Platoon 10 Beastman Stands Gold Cost: 600	Tactical CHQ Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Lasgun</td><td>50cm</td><td>1d 5+ (0)</td></tr></table> Command, HQ Beastman Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +3</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Pistol / Sword</td><td>25cm</td><td>1d 5+ (0)</td></tr></table> Rhino Vehicle (3) <table><tr><td>Move: 25 cm</td><td>Save: 4+</td><td>CAF: +0</td></tr></table> PD (1), Transport 2 Chimera APC Vehicle (3) <table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: +1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Multi-Laser</td><td>25cm</td><td>1d 4+ (0)</td></tr></table> Turret, Transport 2 Break: 17 Morale: 4 Victory points: 6	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Lasgun	50cm	1d 5+ (0)	Move: 10 cm	Save: -	CAF: +3	Weapon	Range	Shoot	Pistol / Sword	25cm	1d 5+ (0)	Move: 25 cm	Save: 4+	CAF: +0	Move: 20 cm	Save: 4+	CAF: +1	Weapon	Range	Shoot	Multi-Laser	25cm	1d 4+ (0)	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 Gold Cost: 300	Sabre Tank-Hunter Vehicle (3) <table><tr><td>Move: 25 cm</td><td>Save: 4+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Autocannon</td><td>75cm</td><td>1d 5+ (-2)</td></tr></table> Turret Sabre Tank-Hunter CHQ Vehicle (3) Command, HQ Break: 5 Morale: 5 Victory points: 3	Move: 25 cm	Save: 4+	CAF: +0	Weapon	Range	Shoot	Autocannon	75cm	1d 5+ (-2)			
Move: 10 cm	Save: -	CAF: +0																																											
Weapon	Range	Shoot																																											
Lasgun	50cm	1d 5+ (0)																																											
Move: 10 cm	Save: -	CAF: +3																																											
Weapon	Range	Shoot																																											
Pistol / Sword	25cm	1d 5+ (0)																																											
Move: 25 cm	Save: 4+	CAF: +0																																											
Move: 20 cm	Save: 4+	CAF: +1																																											
Weapon	Range	Shoot																																											
Multi-Laser	25cm	1d 4+ (0)																																											
Move: 25 cm	Save: 4+	CAF: +0																																											
Weapon	Range	Shoot																																											
Autocannon	75cm	1d 5+ (-2)																																											

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

Gold

Cost: 600

Rough Rider CHQ

Cavalry (2)

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

Command, HQ, Independent

Rough Rider

Cavalry (2)

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

Independent

Break: 16

Morale: 5

Victory points: 6

Earthshaker Company

Planetary Defense Force

2 Tactical CHQ Stands

Command Rhino or Chimera

Earth Shaker Battery

3 Earthshakers

Earth Shaker Battery

3 Earthshakers

Earth Shaker Battery

3 Earthshakers

Gold

Cost: 450

Tactical CHQ

Infantry (1)

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

Command, HQ

Earthshaker

Heavy Artillery (3)

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

ROF 2

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Break: 6

Morale: 5

Victory points: 5

Light Artillery

Planetary Defense Force

2 Tactical CHQ Stands

Command Rhino or Chimera

Infantry Gun Battery

4 Infantry Guns

Infantry Gun Battery

4 Infantry Guns

Thudd Gun Battery

3 Thudd Guns

Gold

Cost: 250

Tactical CHQ

Infantry (1)

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

Command, HQ

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Infantry Gun

Light artillery (1)

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

Thudd Gun

Light artillery (1)

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

Break: 7

Morale: 5

Victory points: 3

Cyborg Berzerkers

(Planetary Defense Force)

5 Cyborg Berzerker Stands



Gold

Cost: 150

Cyborg Berzerker

Infantry (1)

Move: 10 cm	Save: 6+	CAF: +4
Weapon	Range	Shoot
CC Weapons	-	-

Fearless, Attached to a Penal Company

Break: 5

Morale: 1

Victory points: 2

Forward Observer Team

(Planetary Defense Force)

2 Forward Observer Stands
Command Rhino or Chimera



Gold

Cost: 100

Forward Observer

Infantry (1)

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

HQ, Stealth, Forward Observer

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Break: 2

Morale: -

Victory points: 1

Inquisitor

Planetary Defense Force

Inquisitor Stand
Command Rhino or Chimera



Gold

Cost: 100

Inquisitor

Infantry (1)

Move: 10 cm	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 check.

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Break: Stand

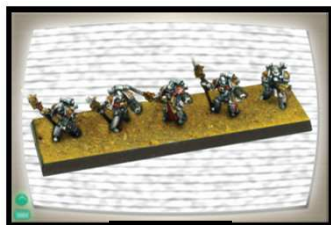
Morale: -

Victory points: 1

Grey Knight Detachment

Planetary Defense Force

4 Grey Knight Stands



Gold

Cost: 400

Grey Knight

Infantry (1)

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

Deamon hunter, Elite, 4+ Psychic save, Teleport

Break: 2

Morale: 1

Victory points: 4

Ordo-Malleus Inquisitor

(Planetary Defense Force)

Ordo - Malleus Inquisitor Stand
Command Rhino or Chimera



Gold

Cost: 150

Ordo - Malleus Inquisitor

Infantry (1)

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

Command, Elite, HQ, Fearless, 4+ Psychic save, Physical Psychic attack

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Break: Stand

Morale: -

Victory points: 2

Sanctioned Psyker

Planetary Defense Force

Sanctioned Psyker Stand
Command Rhino or Chimera



Gold

Cost: 75

Sanctioned Psyker

Infantry (1)

Move: 10 cm	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 -2TSM.

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Break: stand

Morale: -

Victory points: 1

Battalion Command

(Planetary Defense Force)

Major Stand
5 Tactical Stands
3 Chimera



Gold

Cost: 150

Major

Infantry (1)

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

Command, Elite, HQ, CHQ, May change one IG or PDF order within 25cm when activated

Tactical

Infantry (1)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Break: Major

Morale: 3

Victory points: 2

Commissar

Planetary Defense Force

Commissar Stand
Command Rhino or Chimera



Gold

Cost: 50

Commissar

Infantry (1)

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

Command, Elite, HQ, Bypass chain of command

Rhino

Vehicle (3)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Break: Stand

Morale: -

Victory points: 1

Regimental Command

(Planetary Defense Force)

Colonel Stand
5 Tactical Stands
3 Chimera



Gold

Cost: 200

Colonel

Infantry (1)

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

Command, Elite, HQ, Inspirational, CHQ, May change one IG or PDF order within 25cm when activated

Tactical

Infantry (1)

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

Chimera APC

Vehicle (3)

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

Turret, Transport 2

Break: Colonel

Morale: 2

Victory points: 2

Baneblade

Planetary Defense Force

Baneblade



Gold
medium

Cost: 225

Baneblade *Superheavy (4)*

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

* Turret, Superheavy, PD (10)

Break: Model Morale: 4

Victory points: 2

Shadowsword

Planetary Defense Force

Shadowsword



Gold
medium

Cost: 225

Shadowsword *Superheavy (4)*

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

*Penetrating +3, Superheavy, PD (6)

Break: Model Morale: 4

Victory points: 2

Stormhammer

Planetary Defense Force

Stormhammer



Gold
medium

Cost: 250

Stormhammer *Superheavy (4)*

Move: 10 cm	Save: 1+	CAF: +10
Weapon	Range	Shoot
Battlecannon*	50cm	2d 4+ (-2)
Battlecannon	75cm	2d 5+ (-1)

* Turret, Superheavy, PD (14), only 0/-1 save penalty for side / rear shots.

Break: Model Morale: 4

Victory points: 3

Assault Platoon

Planetary Defense Force

5 Assault Stands

Gold
medium

Cost: 100

Assault *Infantry (1)*

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

Jump Packs

Break: 3 Morale: 5

Victory points: 1

Beastmen Platoon

Planetary Defense Force

10 Beastman Stands

Gold
medium

Cost: 200

Beastman *Infantry (1)*

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

Break: 5 Morale: 4

Victory points: 2

Heavy Platoon Planetary Defense Force 5 Heavy Stands Gold  Cost: 200	Heavy Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Heavy Weapons</td><td>75cm</td><td>2d 5+ (-1)</td></tr></table> Break: 3 Morale: 5 Victory points: 2	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Heavy Weapons	75cm	2d 5+ (-1)									
Move: 10 cm	Save: -	CAF: +0																	
Weapon	Range	Shoot																	
Heavy Weapons	75cm	2d 5+ (-1)																	
Hive Gang Squad Planetary Defense Force 5 Hive Ganger Stands Gold  Cost: 150	Hive Ganger Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Various</td><td>25cm</td><td>1d 5+ (0)</td></tr></table> Infiltrate, Stealth, Special Break: 3 Morale: 4 Victory points: 2	Move: 10 cm	Save: -	CAF: +1	Weapon	Range	Shoot	Various	25cm	1d 5+ (0)									
Move: 10 cm	Save: -	CAF: +1																	
Weapon	Range	Shoot																	
Various	25cm	1d 5+ (0)																	
Human Bomb Platoon Planetary Defense Force 5 Human Bomb Stands Gold  Cost: 100	Human Bomb Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Bomb Harness</td><td>-</td><td>6BP 4+ (0)</td></tr></table> Special, may detonate (6BP 4+ (0) in the First Fire segment, Attached to a Penal Company Break: 5 Morale: - Victory points: 0	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Bomb Harness	-	6BP 4+ (0)									
Move: 10 cm	Save: -	CAF: +0																	
Weapon	Range	Shoot																	
Bomb Harness	-	6BP 4+ (0)																	
Militia Platoon Planetary Defense Force 10 Militia Stands Gold  Cost: 100	Militia Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: -1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Autoweapons</td><td>35cm</td><td>1d 5+ (0)</td></tr></table> Break: 5 Morale: 5 Victory points: 1	Move: 10 cm	Save: -	CAF: -1	Weapon	Range	Shoot	Autoweapons	35cm	1d 5+ (0)									
Move: 10 cm	Save: -	CAF: -1																	
Weapon	Range	Shoot																	
Autoweapons	35cm	1d 5+ (0)																	
Penal Platoon Planetary Defense Force 5 Penal Stands Gold  Cost: 150	Penal Trooper Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Lasguns</td><td>50cm</td><td>1d 5+ (0)</td></tr></table> Special Rules Break: 3 Morale: 3 Victory points: 2	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Lasguns	50cm	1d 5+ (0)									
Move: 10 cm	Save: -	CAF: +0																	
Weapon	Range	Shoot																	
Lasguns	50cm	1d 5+ (0)																	
Recon Platoon Planetary Defense Force 5 Tactical Stands 5 Recon Vehicles Gold  Cost: 200	Tactical Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Lasgun</td><td>50cm</td><td>1d 5+ (0)</td></tr></table> Recon Vehicle Vehicle (3) <table><tr><td>Move: 30 cm</td><td>Save: 6+</td><td>CAF: +1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Heavy Bolter</td><td>25cm</td><td>1d 5+ (0)</td></tr></table> Transport 1 Break: 5 Morale: 5 Victory points: 2	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Lasgun	50cm	1d 5+ (0)	Move: 30 cm	Save: 6+	CAF: +1	Weapon	Range	Shoot	Heavy Bolter	25cm	1d 5+ (0)
Move: 10 cm	Save: -	CAF: +0																	
Weapon	Range	Shoot																	
Lasgun	50cm	1d 5+ (0)																	
Move: 30 cm	Save: 6+	CAF: +1																	
Weapon	Range	Shoot																	
Heavy Bolter	25cm	1d 5+ (0)																	
Rocket Platoon Planetary Defense Force 5 Rocket Stands Gold  Cost: 100	Rocket Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: -1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Rockets</td><td>35cm</td><td>1d 4+ (-1)</td></tr></table> Break: 3 Morale: 5 Victory points: 1	Move: 10 cm	Save: -	CAF: -1	Weapon	Range	Shoot	Rockets	35cm	1d 4+ (-1)									
Move: 10 cm	Save: -	CAF: -1																	
Weapon	Range	Shoot																	
Rockets	35cm	1d 4+ (-1)																	
Tactical Platoon Planetary Defense Force 10 Tactical Stands Gold  Cost: 200	Tactical Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Lasgun</td><td>50cm</td><td>1d 5+ (0)</td></tr></table> Break: 5 Morale: 4 Victory points: 2	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Lasgun	50cm	1d 5+ (0)									
Move: 10 cm	Save: -	CAF: +0																	
Weapon	Range	Shoot																	
Lasgun	50cm	1d 5+ (0)																	

Warrior Band Planetary Defense Force 10 Warrior Stands Gold  Cost: 100	Warrior Infantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Native weapons</td><td>25cm</td><td>1d 6+ (0)</td></tr></table> Break: 5Morale: 5 Victory points: 1	Move: 10 cm	Save: -	CAF: +1	Weapon	Range	Shoot	Native weapons	25cm	1d 6+ (0)			
Move: 10 cm	Save: -	CAF: +1											
Weapon	Range	Shoot											
Native weapons	25cm	1d 6+ (0)											
Rough Rider Squad Planetary Defense Force 10 Rough Rider Stands Gold  Cost: 200	Rough Rider Cavalry (2) <table><tr><td>Move: 20 cm</td><td>Save: -</td><td>CAF: +3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Hunting Lance</td><td>25cm</td><td>1d 6+ (0)</td></tr></table> Independent Break: 5Morale: 5 Victory points: 2	Move: 20 cm	Save: -	CAF: +3	Weapon	Range	Shoot	Hunting Lance	25cm	1d 6+ (0)			
Move: 20 cm	Save: -	CAF: +3											
Weapon	Range	Shoot											
Hunting Lance	25cm	1d 6+ (0)											
Imperial Bike Squad Planetary Defense Force 5 Imperial bike Stands Gold  Cost: 125	Imperial Bike Cavalry (2) <table><tr><td>Move: 30 cm</td><td>Save: -</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>-</td><td>-</td><td>-</td></tr></table> Independent, PD (1) Break: 3Morale: 5 Victory points: 1	Move: 30 cm	Save: -	CAF: +2	Weapon	Range	Shoot	-	-	-			
Move: 30 cm	Save: -	CAF: +2											
Weapon	Range	Shoot											
-	-	-											
Robot Squad Planetary Defense Force 4 Robots Gold  Cost: 100	Robot Walker (2) <table><tr><td>Move: 10 cm</td><td>Save: 4+</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Lascannon</td><td>75cm</td><td>1d 5+ (-1)</td></tr></table> Inorganic, Robotic, Quickdraw Break: 4Morale: - Victory points: 1	Move: 10 cm	Save: 4+	CAF: +2	Weapon	Range	Shoot	Lascannon	75cm	1d 5+ (-1)			
Move: 10 cm	Save: 4+	CAF: +2											
Weapon	Range	Shoot											
Lascannon	75cm	1d 5+ (-1)											
Sentinel Squad Planetary Defense Force 5 Sentinels Gold  Cost: 150	Sentinel Walker (2) <table><tr><td>Move: 25 cm</td><td>Save: 6+</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Autocannon</td><td>50cm</td><td>1d 4+ (0)</td></tr></table> Break: 3Morale: 5 Victory points: 2	Move: 25 cm	Save: 6+	CAF: +2	Weapon	Range	Shoot	Autocannon	50cm	1d 4+ (0)			
Move: 25 cm	Save: 6+	CAF: +2											
Weapon	Range	Shoot											
Autocannon	50cm	1d 4+ (0)											
Artillery Tractor Squadron Planetary Defense Force 3 Artillery Tractors Gold  Cost: 25	Artillery Tractor Vehicle (3) <table><tr><td>Move: 20 cm</td><td>Save: 5+</td><td>CAF: +0</td></tr></table> PD (1), Tow Break: 2Morale: 5 Victory points: 1	Move: 20 cm	Save: 5+	CAF: +0									
Move: 20 cm	Save: 5+	CAF: +0											
Leman Russ Squadron Planetary Defense Force 3 Leman Russ Tanks Gold  Cost: 250	Leman Russ Vehicle (3) <table><tr><td>Move: 20 cm</td><td>Save: 3+</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Battlecannon *</td><td>75cm</td><td>1d 5+ (-2)</td></tr><tr><td>Lascannon</td><td>75cm</td><td>1d 5+ (-1)</td></tr></table> * Turret, PD (1) Break: 2Morale: 5 Victory points: 3	Move: 20 cm	Save: 3+	CAF: +2	Weapon	Range	Shoot	Battlecannon *	75cm	1d 5+ (-2)	Lascannon	75cm	1d 5+ (-1)
Move: 20 cm	Save: 3+	CAF: +2											
Weapon	Range	Shoot											
Battlecannon *	75cm	1d 5+ (-2)											
Lascannon	75cm	1d 5+ (-1)											
Ragnarok Squadron Planetary Defense Force 3 Ragnarok Tanks Gold  Cost: 300	Ragnarok Vehicle (3) <table><tr><td>Move: 15 cm</td><td>Save: 3+</td><td>CAF: +3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Battlecannon *</td><td>75cm</td><td>1d 5+ (-2)</td></tr><tr><td>Autocannon</td><td>75cm</td><td>2d 5+ (-1)</td></tr></table> * Turret, PD (4) Break: 2Morale: 4 Victory points: 3	Move: 15 cm	Save: 3+	CAF: +3	Weapon	Range	Shoot	Battlecannon *	75cm	1d 5+ (-2)	Autocannon	75cm	2d 5+ (-1)
Move: 15 cm	Save: 3+	CAF: +3											
Weapon	Range	Shoot											
Battlecannon *	75cm	1d 5+ (-2)											
Autocannon	75cm	2d 5+ (-1)											

Sabre Tank-Hunter Squadron (Planetary Defense Force) 3 Sabre Tank-Hunters Gold  Cost: 100	Sabre Tank-Hunter Vehicle (3) <table><tr><td>Move: 25 cm</td><td>Save: 4+</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+ (-2)</td></tr></table> Turret Break: 2 Morale: 5 Victory points: 1	Move: 25 cm	Save: 4+	CAF: +0	Weapon	Range	Shoot	Autocannon	75cm	1d 5+ (-2)
Move: 25 cm	Save: 4+	CAF: +0								
Weapon	Range	Shoot								
Autocannon	75cm	1d 5+ (-2)								
Salamander Squadron Planetary Defense Force 3 Salamander Gold  Cost: 100	Salamander Vehicle (3) <table><tr><td>Move: 20 cm</td><td>Save: 5+</td><td>CAF: +1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Fire Thrower</td><td>LT</td><td>- 5+ (0)</td></tr></table> Break: 2 Morale: 5 Victory points: 1	Move: 20 cm	Save: 5+	CAF: +1	Weapon	Range	Shoot	Fire Thrower	LT	- 5+ (0)
Move: 20 cm	Save: 5+	CAF: +1								
Weapon	Range	Shoot								
Fire Thrower	LT	- 5+ (0)								
Vindicator Squadron Planetary Defense Force 3 Vindicators Gold  Cost: 150	Vindicator Vehicle (3) <table><tr><td>Move: 20 cm</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> Ignores cover Break: 2 Morale: 5 Victory points: 2	Move: 20 cm	Save: 2+	CAF: +0	Weapon	Range	Shoot	Thunderer	50cm	1d 4+ (-3)
Move: 20 cm	Save: 2+	CAF: +0								
Weapon	Range	Shoot								
Thunderer	50cm	1d 4+ (-3)								
Zulu Anti-Aircraft Battery Planetary Defense Force 5 Zulu Anti-Aircraft Guns Gold  Cost: 100	Zulu AA Gun Vehicle (3) <table><tr><td>Move: -</td><td>Save: -</td><td>CAF: -3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Autocannon</td><td>75cm</td><td>1d 5+ (-2)</td></tr></table> Quickdraw, Anti-Aircraft Break: 3 Morale: 5 Victory points: 1	Move: -	Save: -	CAF: -3	Weapon	Range	Shoot	Autocannon	75cm	1d 5+ (-2)
Move: -	Save: -	CAF: -3								
Weapon	Range	Shoot								
Autocannon	75cm	1d 5+ (-2)								

Infantry Gun Battery Planetary Defense Force 4 Infantry Guns Gold  Cost: 50	Infantry Gun Light artillery (1) <table><tr><td>Move: 5 cm</td><td>Save: -</td><td>CAF: -3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Autocannon</td><td>75cm</td><td>1d 4+ (0)</td></tr></table> Break: 2 Morale: 5 Victory points: 1	Move: 5 cm	Save: -	CAF: -3	Weapon	Range	Shoot	Autocannon	75cm	1d 4+ (0)
Move: 5 cm	Save: -	CAF: -3								
Weapon	Range	Shoot								
Autocannon	75cm	1d 4+ (0)								
Mole Mortar Battery Planetary Defense Force 3 Mole Mortars Gold  Cost: 100	Mole Mortar Light artillery (1) <table><tr><td>Move: 5 cm</td><td>Save: -</td><td>CAF: -3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Mole Mortar</td><td>150cm</td><td>1BP @ # (0)</td></tr></table> Ignores cover, Ignores shields, Traps titans or Praetorians on a roll of 6 on a D6 (it can't move unless it is on Charge orders and cancels all ranged attacks). Break: 2 Morale: 5 Victory points: 1	Move: 5 cm	Save: -	CAF: -3	Weapon	Range	Shoot	Mole Mortar	150cm	1BP @ # (0)
Move: 5 cm	Save: -	CAF: -3								
Weapon	Range	Shoot								
Mole Mortar	150cm	1BP @ # (0)								
Rapier Battery Planetary Defense Force 3 Rapiers Laser Destroyers Gold  Cost: 75	Rapier Light artillery (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: -3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Laser Destroyer</td><td>50cm</td><td>1d 4+ (-3)</td></tr></table> Break: 2 Morale: 5 Victory points: 1	Move: 10 cm	Save: -	CAF: -3	Weapon	Range	Shoot	Laser Destroyer	50cm	1d 4+ (-3)
Move: 10 cm	Save: -	CAF: -3								
Weapon	Range	Shoot								
Laser Destroyer	50cm	1d 4+ (-3)								
Tarantula Support Battery Planetary Defense Force 5 Tarantulas Gold  Cost: 150	Tarantula Light artillery (1) <table><tr><td>Move: 5 cm</td><td>Save: -</td><td>CAF: -3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Lascannon</td><td>75cm</td><td>1d 5+ (-2)</td></tr></table> Inorganic, Robotic, Quickdraw, RoF2 Break: 3 Morale: - Victory points: 2	Move: 5 cm	Save: -	CAF: -3	Weapon	Range	Shoot	Lascannon	75cm	1d 5+ (-2)
Move: 5 cm	Save: -	CAF: -3								
Weapon	Range	Shoot								
Lascannon	75cm	1d 5+ (-2)								

Thudd Gun Battery Planetary Defense Force 3 Thudd Guns Gold Cost: 100	Thudd Gun Light artillery (1) <table><tr><td>Move: 5 cm</td><td>Save: -</td><td>CAF: -3</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Thudd Gun</td><td>75cm</td><td>2BP @ # (0)</td></tr></table> Break: 2 Morale: 5 Victory points: 1	Move: 5 cm	Save: -	CAF: -3	Weapon	Range	Shoot	Thudd Gun	75cm	2BP @ # (0)
Move: 5 cm	Save: -	CAF: -3								
Weapon	Range	Shoot								
Thudd Gun	75cm	2BP @ # (0)								
Basilisk Battery Planetary Defense Force 3 Basiliks Gold Cost: 200	Basilisk Heavy artillery (3) ROF 2 <table><tr><td>Move: 15 cm</td><td>Save: 5+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Earthshaker cannon</td><td>150cm</td><td>2SB @ # (-2)</td></tr></table> Break: 2 Morale: 5 Victory points: 2	Move: 15 cm	Save: 5+	CAF: +0	Weapon	Range	Shoot	Earthshaker cannon	150cm	2SB @ # (-2)
Move: 15 cm	Save: 5+	CAF: +0								
Weapon	Range	Shoot								
Earthshaker cannon	150cm	2SB @ # (-2)								
Earthshaker Battery Planetary Defense Force 3 Earthshaker Gold Cost: 150	Earthshaker Heavy Artillery (3) ROF 2 <table><tr><td>Move: -</td><td>Save: -</td><td>CAF: -3</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Earthshaker cannon</td><td>150cm</td><td>2SB @ # (-2)</td></tr></table> Break: 2 Morale: 5 Victory points: 2	Move: -	Save: -	CAF: -3	Weapon	Range	Shoot	Earthshaker cannon	150cm	2SB @ # (-2)
Move: -	Save: -	CAF: -3								
Weapon	Range	Shoot								
Earthshaker cannon	150cm	2SB @ # (-2)								
Manticore Battery Planetary Defense Force 3 Manticores Gold Cost: 200	Manticore Heavy artillery (3) ROF 1/2, May fire independently (barrage template must be in contact) <table><tr><td>Move: 15 cm</td><td>Save: 5+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Rockets</td><td>200cm</td><td>6SB @ # (0)</td></tr></table> Break: 2 Morale: 5 Victory points: 2	Move: 15 cm	Save: 5+	CAF: +0	Weapon	Range	Shoot	Rockets	200cm	6SB @ # (0)
Move: 15 cm	Save: 5+	CAF: +0								
Weapon	Range	Shoot								
Rockets	200cm	6SB @ # (0)								

Whirlwind Battery Planetary Defense Force 3 Whirlwinds Gold Cost: 150	Whirlwind Heavy artillery (3) <table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Multi-Launcher</td><td>150cm</td><td>2BP @ # (0)</td></tr></table> Break: 2 Morale: 5 Victory points: 2	Move: 20 cm	Save: 4+	CAF: +0	Weapon	Range	Shoot	Multi-Launcher	150cm	2BP @ # (0)			
Move: 20 cm	Save: 4+	CAF: +0											
Weapon	Range	Shoot											
Multi-Launcher	150cm	2BP @ # (0)											
Thunderbolt Squadron Planetary Defense Force 3 Thunderbolt Fighters Gold Cost: 250	Thunderbolt Fighter Flyer (3) Flyer <table><tr><td>Move: 100 cm</td><td>Save: 4+</td><td>CAF: +4</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Autocannon</td><td>25cm</td><td>3d 5+ (-1)</td></tr><tr><td>Rockets</td><td>25cm</td><td>4BP 5+ (-1)</td></tr></table> Break: 2 Morale: 4 Victory points: 3	Move: 100 cm	Save: 4+	CAF: +4	Weapon	Range	Shoot	Autocannon	25cm	3d 5+ (-1)	Rockets	25cm	4BP 5+ (-1)
Move: 100 cm	Save: 4+	CAF: +4											
Weapon	Range	Shoot											
Autocannon	25cm	3d 5+ (-1)											
Rockets	25cm	4BP 5+ (-1)											