

FIRE RAPTOR SQUADRON

VEHICLE(2)

DETACHMENT 1-3

TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Fire Raptor	25"	3+	+0	-	1

Weapons: • Avenger bolt cannon • Tempest Rockets,
• Gravis autocannon batteries OR Quad heavy bolter batteries OR Lascannon batteries

Weapons	Range	Dice	To Hit	AP	Traits
Avenger bolt cannon	16"	5	5+	-1	Arc (Front), Light AT, Skyfire, Rapid Fire
Tempest rockets	35"	1	2+	-2	Arc (Front), Skyfire
Gravis autocannon batteries	16"	3	5+	-1	Light AT, Skyfire
Quad heavy bolter batteries	12"	4	5+	0	Light, Point Defence, Skyfire
Lascannon batteries	22"	2	4+	-1	Anti-tank, Skyfire

Special Rules

Flyer, Hover, Jink (5+)



STORM EAGLE SQUADRON

VEHICLE(2)

DETACHMENT 1-3

TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Storm Eagle	25"	3+	+0	-	1

Weapons: • Storm Eagle heavy Bolter • Vengeance Launcher
• Wing Mounted lascannon

Weapons	Range	Dice	To Hit	AP	Traits
Storm Eagle heavy bolter	12"	3	5+	0	Arc (Front), Light, Point Defence, Skyfire
Vengeance launcher	25"	2	4+	-1	Arc (Front), Light AT
Wing Mounted lascannon	22"	2	4+	-1	Anti-tank, Arc (Front), Skyfire

Special Rules

Assault Transport (5), Flyer, Hover, Jink (5+)



THUNDERHAWK GUNSHIP

VEHICLE(2)

DETACHMENT 1-3

TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Thunderhawk Gunship	25"	2+	+0	-	2

Weapons: • Turbo-laser destructor • Thunderhawk Heavy Bolters
• Thunderhawk lascannon • Hellstrike Missiles

Weapons	Range	Dice	To Hit	AP	Traits
Turbo-laser destructor	40"	2	4+	-3	Accurate, Arc (Front)
Thunderhawk heavy bolters	12"	3	5+	0	Arc (Front), Light, Point Defence, Skyfire
Thunderhawk lascannon	22"	2	4+	-1	Anti-tank, Arc (Front), Skyfire
Hellstrike missiles	30"	2	4+	-1	Arc (Front), Armourbane

Special Rules

Flyer, Hover, Jink (5+), Large Assault Transport (8)



XIPHON INTERCEPTOR SQUADRON

VEHICLE(2)

DETACHMENT 1-4

TACTICAL STRENGTH: 0



Name	Move	Save	CAF	Morale	Wounds
Xiphon Interceptor	30"	3+	+0	-	1

Weapons: • Xiphon lascannon array • Xiphon rotary missile launcher

Weapons	Range	Dice	To Hit	AP	Traits
Xiphon lascannon array	22"	2	4+	-1	Accurate, Anti-tank, Arc (Front), Skyfire
Xiphon rotary missile launcher	24"	2	4+	-1	Arc (Front), Skyfire, Tracking


Special Rules

Flyer, Interceptor, Jink (5+)



DEREDEO DREADNAUGHT SQUADRON

WALKER(1)DETACHMENT 4-8TACTICAL STRENGTH: 3



Name	Move	Save	CAF	Morale	Wounds
Deredeo Dreadnought	5"	4+	+2	3+	1

Weapons:

Aiolos missile launcher


Sarcophagus Mounted weapons

Hellfire plasma cannonade OR Anvilus autocannon battery

Weapons	Range	Dice	To Hit	AP	Traits
Hellfire plasma cannonade	14"	2	4+	-2	Light AT
Anvilus autocannon battery	16"	2	5+	-1	Accurate, Light AT
Aiolos missile launcher	25"	1	4+	-2	Anti-tank, Skyfire
Sarcophagus Mounted weapons	8"	1	6+	0	Light, Point Defence


Special Rules

Armoured, Invulnerable Save (5+), Tracking Array



TARANTULA BATTERY

INFANTRY(1)DETACHMENT 4-8TACTICAL STRENGTH: 5



Name	Move	Save	CAF	Morale	Wounds
Legio Tarantula	-	5+	-3	-	1


Weapons:

Tarantula lascannon battery OR Hyperios air-defence missile launcher

Weapons	Range	Dice	To Hit	AP	Traits
Tarantula lascannon battery	22"	2	5+	-1	Anti-tank
Hyperios air-defence missile launcher	25"	1	4+	-1	Skyfire, Tracking


Special Rules

Automated Sentry



PREDATOR SQUADRON

VEHICLE(2)DETACHMENT 3-9TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Legion Predator	9"	3+	+2	3+	1

Weapons:


Predator cannon OR Predator lascannon

Sponson Mounted heavy bolters OR Sponson Mounted lascannon

Weapons	Range	Dice	To Hit	AP	Traits
Predator cannon	18"	2	5+	-1	Light AT
Predator lascannon	22"	1	4+	-1	Anti-tank, Accurate
Sponson Mounted heavy bolters	12"	2	5+	0	Arc (Front), Light, Point Defence
Sponson Mounted lascannon	22"	1	4+	-1	Anti-tank, Arc (Front)


Special Rules

None



SICARAN SQUADRON

VEHICLE(2)DETACHMENT 2-6TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Legion Sicaran	10"	3+	+2	3+	1

Weapons:

Twin-linked accelerator autocannon OR Omega plasma array


Sponson Mounted heavy bolters OR Sponson Mounted lascannon

Hull Mounted heavy bolter

Weapons	Range	Dice	To Hit	AP	Traits
Twin-linked accelerator autocannon	16"	3	5+	-1	Tracking
Omega plasma array	12"	1	4+	-2	Accurate
Hull Mounted heavy bolter	12"	2	5+	0	Arc (Front), Light, Point Defence
Sponson Mounted heavy bolters	12"	2	5+	0	Arc (Front), Light, Point Defence
Sponson Mounted lascannon	22"	1	4+	-1	Anti-tank, Arc (Front)

Special Rules

None



TACTICAL DETACHMENT



INFANTRY(1)

DETACHMENT 4-12

TACTICAL STRENGTH: 5

Name	Move	Save	CAF	Morale	Wounds
Tactical Legionaries	5"	5+	+2	3+	1
Assault Marines	7"	5+	+3	3+	1
Legion Terminators	5"	4+	+4	3+	1

Weapons: • Legion bolters OR Missile launchers OR Plasma guns (Tactical Legionaries)
• Legion bolt pistols (Assault Marines)
• Legion combi-bolters (Legion Terminators)

Weapons	Range	Dice	To Hit	AP	Traits
Legion bolters	8"	1	5+	0	Assault, Light
Missile launchers	20"	2	4+	0	Light, Ignores Cover
	20"	1	4+	-1	Anti-tank
Plasma guns	10"	1	4+	-1	Light AT
Legion bolt pistols	6"	1	5+	0	Light
Legion combi-bolters	8"	1	5+	0	Accurate, Assault, Light

Special Rules
(Tactical Legionaries): None.
(Assault Marines): Jump Packs, Independent
(Legion Terminators): Bulky, Deep Strike, Implacable, Invulnerable Save (6+), Steadfast

KRATOS SQUADRON



VEHICLE(2)

DETACHMENT 2-6

TACTICAL STRENGTH: 2

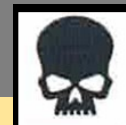
Name	Move	Save	CAF	Morale	Wounds
Legion Kratos	8"	2+	+3	3+	2

Weapons: • Kratos battlecannon OR Melta blastgun • Co-axial autocannon
• 2x Kratos autocannon OR 2x Kratos lascannon OR 2x Hull Mounted heavy bolters
• Sponson Mounted heavy bolters OR Sponson Mounted lascannon

Weapons	Range	Dice	To Hit	AP	Traits
Kratos battlecannon	10"	1	4+	-4	Anti-tank, Armourbane
	20"	2	4+	-1	None
Melta blastgun	8"	1	4+	-4	Anti-tank, Armourbane, Bunker Buster
Co-axial autocannon	16"	2	5+	-1	Co-axial, Light AT
Hull Mounted heavy bolters	12"	2	5+	0	Arc (Front), Light, Point Defence
Kratos autocannon	16"	2	5+	-1	Accurate, Arc (Front), Light AT
Kratos lascannon	22"	1	4+	-1	Accurate, Arc (Front), Anti-tank
Sponson Mounted heavy bolters	12"	2	5+	0	Arc (Front), Light, Point Defence
Sponson Mounted lascannon	22"	1	4+	-1	Anti-tank, Arc (Front)

Special Rules
None

LEGION COMMAND



INFANTRY(1)

DETACHMENT 1

TACTICAL STRENGTH: 5

Name	Move	Save	CAF	Morale	Wounds
Command Squad	5"	4+	+4	2+	1

Weapons: • Legion combi-bolters

Weapons	Range	Dice	To Hit	AP	Traits
Legion combi-bolters	8"	1	5+	0	Accurate, Assault, Light

Special Rules
Commander, Inspire (8"), Invulnerable Save (6+), Master Tactician, Medicae

RHINO DETACHMENT



VEHICLE(2)

DETACHMENT 1-8*

TACTICAL STRENGTH: 2

Name	Move	Save	CAF	Morale	Wounds
Rhino Transport	9"	4+	+0	3+	1

Weapons: • Pintle Mounted twin-linked bolters OR havoc launcher OR multi-melta

Weapons	Range	Dice	To Hit	AP	Traits
Pintle Mounted twin-linked bolters	8"	1	5+	0	Arc (Front), Assault, Light, Point Defence
Pintle Mounted havoc launcher	15"	1	4+	0	Arc (Front), Light AT, Point Defence
Pintle Mounted multi-melta	6"	1	5+	-3	Anti-Tank, Arc (Front)

Special Rules
Transport (2)

DREADNAUGHT TALON

WALKER(1)

DETACHMENT 4-10

TACTICAL STRENGTH: 3



Name	Move	Save	CAF	Morale	Wounds
Contemptor Dreadnaught	5"	4+	+5	3+	1

Weapons: • Kheres assault cannon OR Twin-linked lascannon
• In-built twin-linked bolter

Weapons	Range	Dice	To Hit	AP	Traits
Kheres assault cannon	10"	1	5+	-1	Light AT, Rapid Fire
Twin-linked lascannon	22"	1	4+	-1	Accurate, Anti-tank
In-built twin-linked bolter	8"	1	5+	0	Assault, Light, Point Defence

Special Rules

Armoured, Invulnerable Save (6+)



LEVIATHAN SIEGE DREADNAUGHT

WALKER(1)

DETACHMENT 4-8

TACTICAL STRENGTH: 3



Name	Move	Save	CAF	Morale	Wounds
Leviathan Dreadnought	5"	4+	+5	3+	1

Weapons: • Leviathan storm cannon OR Cyclonic Melta lance
• Twin-linked volkite caliver • Leviathan Siege Claw

Weapons	Range	Dice	To Hit	AP	Traits
Leviathan storm cannon	10"	2	5+	-1	Light AT, Rapid Fire
Cyclonic melta lance	6"	1	4+	-3	Anti-tank, Demolisher
Twin-linked volkite caliver	12"	1	4+	0	Accurate, Deflagrate, Light
Leviathan siege claw	-	0	-	-4	Rend, Wrecker (2)

Special Rules

Armoured, Invulnerable Save (5+)



RAPIER BATTERY

INFANTRY(1)

DETACHMENT 2-8

TACTICAL STRENGTH: 5



Name	Move	Save	CAF	Morale	Wound
Legion Rapier	4"	5+	+1	3+	1

Weapons: • Laser destroyer array OR Quad launcher

Weapons	Range	Dice	To Hit	AP	Traits
Laser destroyer array	15"	2	4+	-2	Anti-tank
Quad launcher	6"-30"	2	4+	-1	Barrage, Light
	16"	1	4+	-1	Demolisher, Light AT

Special Rules

Bulky



ASSAULT DETACHMENT

INFANTRY(1)

DETACHMENT 4-8

TACTICAL STRENGTH: 5



Name	Move	Save	CAF	Morale	Wounds
Assault Marines	7"	5+	+3	3+	1

Weapons: • Legion bolt pistols

Weapons	Range	Dice	To Hit	AP	Traits
Legion bolt pistols	6"	1	5+	0	Light

Special Rules

Jump Packs



MISSILE LAUNCHER SUPPORT

INFANTRY(1)

DETACHMENT 4-8

TACTICAL STRENGTH: 5



Name	Move	Save	CAF	Morale	Wounds
Support Legionaries	5"	5+	+1	3+	1

Weapons: • Missile launchers

Weapons	Range	Dice	To Hit	AP	Traits
Missile launchers	20"	2	4+	0	Light, Ignores Cover
	20"	1	4+	-1	Anti-tank

Special Rules

None



PLASMA GUN SUPPORT

INFANTRY(1)

DETACHMENT 4-8

TACTICAL STRENGTH: 5



Name	Move	Save	CAF	Morale	Wounds
Support Legionaries	5"	5+	+2	3+	1

Weapons: • Plasma Guns

Weapons	Range	Dice	To Hit	AP	Traits
Plasma guns	10"	1	4+	-1	Light AT

Special Rules

None



TERMINATORS

INFANTRY(1)

DETACHMENT 4-8

TACTICAL STRENGTH: 5 (6)



Name	Move	Save	CAF	Morale	Wounds
Legion Terminators	5"	4+	+4	3+	1

Weapons: • Legion combi-bolters

Weapons	Range	Dice	To Hit	AP	Traits
Legion combi-bolters	8"	1	5+	0	Accurate, Assault, Light

Special Rules

Bulky, Deep Strike, Implacable, Invulnerable Save (6+), Steadfast



DEATHSTORM DROP POD BATTERY

VEHICLE(2)

DETACHMENT 2-6

TACTICAL STRENGTH: 2



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

Weapons: • Deathstorm missile launcher

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

Special Rules

Drop Pod



LEGION SPARTAN DETACHMENT

VEHICLE(2)

DETACHMENT 1-8*

TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Spartan	8"	2+	+2	3+	2

Weapons: • Sponson Mount quad lascannon OR Sponson Mount laser destroyers
• Hull Mounted heavy bolters OR Hull Mounted lascannon
• (Optional) Pintle Mounted multi-melta

Weapons	Range	Dice	To Hit	AP	Traits
Sponson Mount quad lascannon	22"	2	4+	-1	Accurate, Anti-tank, Arc (Front)
Sponson Mount laser destroyers	15"	2	4+	-2	Accurate, Anti-tank, Arc (Front)
Hull Mounted heavy bolters	12"	2	5+	0	Arc (Front), Light, Point Defence
Hull Mounted lascannon	22"	1	4+	-1	Arc (Front), Anti-tank
Pintle Mounted multi-melta	6"	1	5+	-3	Arc (Front), Anti-tank

Special Rules

Assault transport (5)



LEGION DROP POD DETACHMENT

VEHICLE(2)

DETACHMENT 1-8*

TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Drop Pod	-	4+	-3	-	1
Palisade Drop Pod	-	4+	-8	-	1

Weapons: (Drop Pod) • Turret Mount twin-linked bolters
(Palisade) • None

Weapons	Range	Dice	To Hit	AP	Traits
Turret Mount twin-linked bolters	8"	1	5+	0	Assault, Light, Point Defence

Special Rules

(Drop Pod) Drop Pod, Transport (2)
(Palisade) Drop Pod, Sheild Generator (5+)



LEGION LAND RAIDER DETACHMENT

VEHICLE(2)

DETACHMENT 1-8*

TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Land Raider	9"	2+	+2	3+	1

Weapons: • Sponson Mount twin lascannon
• (Optional) Pintle Mounted multi-melta

Weapons	Range	Dice	To Hit	AP	Traits
Sponson Mount twin lascannon	22"	1	4+	-1	Accurate, Anti-tank, Arc (Front)
Pintle Mounted multi-melta	6"	1	5+	-3	Arc (Front), Anti-tank

Special Rules

Forward Deployment, Assault transport (2)



DREADNOUGHT DROP POD DETACHMENT

VEHICLE(2)

DETACHMENT 1-8*

TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Dreadnought Drop Pod	-	4+	-8	-	1
Palisade Drop Pod	-	4+	-8	-	1

Weapons: • None

Weapons	Range	Dice	To Hit	AP	Traits
-					

Special Rules

(Dreadnought Drop Pod) Drop Pod, Large Transport (2)
(Palisade Drop Pod) Drop Pod, Sheild Generator (5+)



LEGION OUTRIDER SQUADRON

CAVALRY(1)

DETACHMENT 2-6

TACTICAL STRENGTH: 3



Name	Move	Save	CAF	Morale	Wounds
Outrider	10"	5+	+2	3+	1

Weapons: • Twin-linked bolters
• Twin plasma guns

Weapons	Range	Dice	To Hit	AP	Traits
Twin-linked bolters	8"	1	5+	0	Assault, Light, Point Defence
Twin plasma gun	10"	1	4+	-1	Light AT

Special Rules

Jink (6+)



LEGION LAND SPEEDER SQUADRON

CAVALRY(1)

DETACHMENT 2-6

TACTICAL STRENGTH: 3



Name	Move	Save	CAF	Morale	Wounds
Land Speeder	10"	4+	+1	3+	1

Weapons: • Plasma Cannon OR Multi-melta
• Heavy bolter OR Nose Mounted heavy flamer

Weapons	Range	Dice	To Hit	AP	Traits
Plasma cannon	12"	1	4+	-1	Light AT
Heavy bolter	12"	2	5+	0	Light, Point Defence
Multi-melta	6"	1	4+	-3	Anti-tank
Nose Mounted heavy flamer	6"	1	4+	0	Arc (Front), Light, Ignores cover

Special Rules

Jink (6+), Skimmer



LEGION SCIMITAR JETBIKE SQUADRON

CAVALRY(1)

DETACHMENT 3-9

TACTICAL STRENGTH: 3



Name	Move	Save	CAF	Morale	Wounds
Scimitar Jetbike	10"	5+	+2	3+	1

Weapons: • Scimitar heavy bolter

Weapons	Range	Dice	To Hit	AP	Traits
Scimitar heavy bolter	12"	2	5+	0	Light, Point Defence

Special Rules

Jink (6+), Skimmer



LEGION JAVELIN SQUADRON

CAVALRY(1)

DETACHMENT 2-6

TACTICAL STRENGTH: 3



Name	Move	Save	CAF	Morale	Wounds
Javelin	10"	4+	+1	3+	1

Weapons: • Nose Mounted heavy flamer
• Sponson mounted lascannon OR Cyclone missile launcher

Weapons	Range	Dice	To Hit	AP	Traits
Nose Mounted heavy flamer	6"	1	4+	0	Arc (Front), Light, Ignores cover
Sponson Mounted lascannon	22"	1	4+	-1	Anti-tank, Arc (Front)
Cyclone missile launcher	20"	2	4+	0	Arc (Front), Light, Ignores cover

Special Rules

Jink (6+), Skimmer



LEGATE COMMANDER DETACHMENT

INFANTRY(1)

DETACHMENT 1

TACTICAL STRENGTH: 5



Name	Move	Save	CAF	Morale	Wounds
Auxilia Commander	5"	6+	+3	2+	1

Weapons: • Archaeotech pistols • Volkite chargers

Weapons	Range	Dice	To Hit	AP	Traits
Archaeotech pistols	6"	1	5+	-1	Accurate, Light
Volkite chargers	8"	1	5+	0	Deflagrate, Light

Special Rules

Commander, Inspire (8"), Invulnerable Save (6+), Master Tactician, Solar Auxilia HQ (10")



TACTICAL COMMAND DETACHMENT

INFANTRY(1)

DETACHMENT 1

TACTICAL STRENGTH: 5



Name	Move	Save	CAF	Morale	Wounds
Tactical Command	5"	6+	+1	3+	1

Weapons: • Auxilia lasrifles

Weapons	Range	Dice	To Hit	AP	Traits
Auxilia lasrifles	10"	1	5+	0	Light

Special Rules

Commander, Inspire (8"), Solar Auxilia HQ (6")



LASRIFLE TERCIO

INFANTRY(1)

DETACHMENT 4-16

TACTICAL STRENGTH: 5 (7)



Name	Move	Save	CAF	Morale	Wounds
Auxiliaries	5"	6+	+0	4+	1
Veletarii	5"	6+	+1	4+	1
Charonite Ogryns	5"	6+	+3	4+	1

Weapons: • Auxilia lasrifles OR Flamers (Auxiliaries)
• Auxilia laspistols • Power Axes (Veletarii)
• Charonite claws (Charonite Ogryns)

Weapons	Range	Dice	To Hit	AP	Traits
Auxilia lasrifles	10"	1	5+	0	Light
Flamers	6"	1	4+	0	Ignores Cover, Light
Auxilia laspistols	6"	1	5+	0	Light
Power axes	-	0	-	0	Rend
Charonite claws	-	0	-	0	Rend

Special Rules

(Auxiliaries): Chain of Command, Line

(Veletarii): Independent, Line

(Charonite Ogryns): Furious Charge, Independent



VELETARIS STORM SECTION

INFANTRY(1)

DETACHMENT 4-8

TACTICAL STRENGTH: 5 (6)



Name	Move	Save	CAF	Morale	Wounds
Veletarii	5"	6+	+1	4+	1

Weapons: • Auxilia laspistols • Power Axes

Weapons	Range	Dice	To Hit	AP	Traits
Auxilia laspistols	6"	1	5+	0	Light
Power axes	-	0	-	0	Rend

Special Rules

Steadfast



OGRYN CHARONITE SECTION

INFANTRY(1)

DETACHMENT 4-8

TACTICAL STRENGTH: 5



Name	Move	Save	CAF	Morale	Wounds
Charonite Ogryns	5"	6+	+3	4+	1

Weapons: • Charonite claws (Charonite Ogryns)

Weapons	Range	Dice	To Hit	AP	Traits
Charonite claws	-	0	-	0	Rend

Special Rules

Furious Charge



TARANTULA BATTERY

INFANTRY(1)

DETACHMENT 4-8

TACTICAL STRENGTH: 5



Name	Move	Save	CAF	Morale	Wounds
Legio Tarantula	-	5+	-3	-	1

Weapons: • Tarantula lascannon battery OR Hyperios air-defence missile launcher

Weapons	Range	Dice	To Hit	AP	Traits
Tarantula lascannon battery	22"	2	5+	-1	Anti-tank
Hyperios air-defence missile launcher	25"	1	4+	-1	Skyfire, Tracking

Special Rules

Automated Sentry



AETHON HEAVY SENTINEL PATROL

WALKER(1)

DETACHMENT 2-8

TACTICAL STRENGTH: 3



Name	Move	Save	CAF	Morale	Wounds
Aethon Heavy Sentinel	7"	4+	+0	4+	1

Weapons: • Multi-laser • Sentinel missile launcher

Weapons	Range	Dice	To Hit	AP	Traits
Multi-laser	14"	2	5+	0	Light AT
Sentinel missile launcher	20"	2	4+	0	Light, Ignore Cover
	20"	1	4+	-1	Anti-Tank

Special Rules

Forward Deployment



AUXILIA RAPIER BATTERY

INFANTRY(1)

DETACHMENT 3-9

TACTICAL STRENGTH: 5



Name	Move	Save	CAF	Morale	Wounds
Auxilia Rapier	4"	6+	+0	4+	1

Weapons: • Laser destroyer array OR Mole Mortar OR Quad launcher

Weapons	Range	Dice	To Hit	AP	Traits
Laser destroyer array	15"	2	4+	-2	Anti-tank
Mole Mortar	20"	1	4+	-1	Burrowing
Quad launcher	16"	1	4+	-1	Demolisher, Light AT
	6"-30"	2	4+	-1	Barrage, Light

Special Rules

Bulky, Chain of Command



LEMAN RUSS STRIKE SQUADRON

VEHICLE(2)

DETACHMENT 4-10

TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Leman Russ Tank	8"	2+	+2	4+	1

Weapons: • Leman Russ battlecannon OR Vanquisher battlecannon
• Hull Mounted heavy bolter OR Hull Mounted lascannon

Weapons	Range	Dice	To Hit	AP	Traits
Leman Russ battlecannon	25"	1	4+	-1	None
Vanquisher battlecannon	32"	1	4+	-2	Anti-Tank, Armourbane
Hull Mounted heavy bolter	12"	2	5+	0	Arc (Front), Light, Point Defence
Hull Mounted lascannon	22"	1	4+	-1	Anti-tank, Arc (Front)

Special Rules

Chain of Command, Explorator Adaption



MALCADOR STRIKE SQUADRON

VEHICLE(2)

DETACHMENT 2-6

TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Malcador Tank	9"	3+	+2	4+	2

Weapons: • Malcador battlecannon OR Malcador lascannon turret OR Malcador Vanquisher cannon
• Hull Mounted autocannon OR Hull Mounted demolisher cannon OR Hull Mounted heavy bolter OR Hull Mounted lascannon
• Malcador autocannon sponsons OR Malcador heavy bolter sponsons OR Malcador lascannon sponsons

Weapons	Range	Dice	To Hit	AP	Traits
Malcador battlecannon	25"	1	4+	-1	Arc (Front)
Malcador lascannon turret	22"	2	4+	-1	Anti-tank, Arc (Front)
Malcador Vanquisher battlecannon	32"	1	4+	-2	Anti-tank, Arc (Front), Armourbane
Hull Mounted autocannon	16"	2	5+	-1	Arc (Front), Light AT
Hull Mounted demolisher cannon	12"	1	4+	-3	Arc (Front), Demolisher, Ignores Cover
Hull Mounted heavy bolter	12"	2	5+	0	Arc (Front), Light, Point Defence
Hull Mounted lascannon	22"	1	4+	-1	Anti-tank, Arc (Front)
Malcador autocannon sponsons	16"	2	5+	-1	Light AT
Malcador heavy bolter sponsons	12"	2	5+	0	Light, Point Defence
Malcador lascannon sponsons	22"	1	4+	-1	Anti-tank

Special Rules: Chain of Command, Explorator Adaption



SUPER-HEAVY TANK SQUADRON

SUPER-HEAVY VEHICLE(3)

DETACHMENT 1-6

TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Auxilia Super-Heavy Tank	7"	2+	+4	4+	2

Weapons: • Baneblade cannon OR Hellhammer cannon • Co-axial autocannon
• Hull Mounted heavy bolter turret • Hull Mounted demolisher cannon
• Lascannon Sponson turrets • Baneblade autocannon sponsons OR Baneblade heavy bolter sponsons OR Baneblade heavy flamer sponsons

Weapons	Range	Dice	To Hit	AP	Traits
Baneblade cannon	25"	1	4+	-3	None
Hellhammer cannon	14"	1	4+	-3	Demolisher, Ignores Cover
Co-axial autocannon	16"	2	5+	-1	Co-axial, Light AT
Hull Mounted demolisher cannon	12"	1	4+	-3	Arc (Front), Demolisher, Ignores Cover
Hull Mounted heavy bolter turret	12"	2	5+	0	Arc (Front), Light, Point Defence
Lascannon sponson turrets	22"	2	4+	-1	Anti-tank
Baneblade autocannon sponsons	16"	2	5+	-1	Light AT, Point Defence
Baneblade heavy bolter sponsons	12"	4	5+	0	Light, Point Défense
Baneblade heavy flamer sponsons	6"	2	4+	0	Light, Ignores Cover, Point Défense

Special Rules: Chain of Command, Explorator Adaption



AUXILIA ARVUS LIGHTER TRANSPORT

VEHICLE(2)

DETACHMENT 1-8*

TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Arvus Lighter	25"	4+	+0	-	1

Weapons Range Dice To Hit AP Traits
None

Special Rules

Flyer, Hover, Jink (6+), Transport (2)



THUNDERBOLT SQUADRON

VEHICLE(2)

DETACHMENT 1-4

TACTICAL STRENGTH: 0



Name	Move	Save	CAF	Morale	Wounds
Thunderbolt Fighter	25"	4+	+0	-	1

Weapons: • Quad autocannon OR Avenger bolt cannon
• Thunderbolt twin-linked lascannon
• Hellstrike missiles OR Skystrike missiles OR Wing bombs

Weapons	Range	Dice	To Hit	AP	Traits
Quad autocannon	16"	4	5+	-1	Arc (Front), Light AT, Skyfire
Avenger bolt cannon	16"	5	5+	-1	Arc (Front), Light AT, Skyfire, Rapid Fire
Thunderbolt twin-linked lascannon	22"	2	4+	-1	Anti-tank, Arc (Front), Skyfire
Hellstrike missiles	30"	2	4+	-1	Arc (Front), Armourbane
Skystrike missiles	30"	2	4+	-1	Anti-tank, Arc (Front), Skyfire, Tracking
Wing bombs	-	2	4+	-2	Arc (Rear), Bombing Run

Special Rules

Flyer, Interceptor, Jink (5+)



AVENGER STRIKE FIGHTER SQUADRON

VEHICLE(2)

DETACHMENT 1-4

TACTICAL STRENGTH: 0



Name	Move	Save	CAF	Morale	Wounds
Avenger Strike Fighter	28"	4+	+0	-	1

Weapons: • Avenger bolt cannon • Heavy Stubber tail-gun
• Avenger autocannon OR Avenger lascannon
• Hellstrike missiles OR Skystrike missiles OR Wing bombs

Weapons	Range	Dice	To Hit	AP	Traits
Avenger bolt cannon	16"	5	5+	-1	Arc (Front), Light AT, Skyfire, Rapid Fire
Avenger autocannon	16"	4	5+	-1	Arc (Front), Light AT, Skyfire
Avenger lascannon	22"	2	4+	-1	Anti-tank, Arc (Front), Skyfire
Heavy stubber tail gun	14"	2	6+	0	Arc (Rear), Light AT, Point Defence, Skyfire
Hellstrike missiles	30"	2	4+	-1	Arc (Front), Armourbane
Skystrike missiles	30"	2	4+	-1	Anti-tank, Arc (Front), Skyfire, Tracking
Wing bombs	-	2	4+	-2	Arc (Rear), Bombing Run

Special Rules

Flyer, Interceptor, Jink (5+)



LIGHTNING FIGHTER SQUADRON

VEHICLE(2)

DETACHMENT 1-4

TACTICAL STRENGTH: 0



Name	Move	Save	CAF	Morale	Wounds
Lightning Fighter	30"	4+	+0	-	1

Weapons: • Lightning twin lascannon OR Lightning twin multi-laser
• Any two of Hellstrike missiles OR Skystrike missiles OR Phosphex bomb clusters

Weapons	Range	Dice	To Hit	AP	Traits
Lightning twin lascannon	22"	2	4+	-1	Anti-Tank, Arc (Front), Skyfire
Lightning twin multi-laser	14"	4	5+	0	Arc (Front), Light AT, Skyfire
Hellstrike missiles	30"	2	4+	-1	Arc (Front), Armourbane
Skystrike missiles	30"	2	4+	-1	Anti-tank, Arc (Front), Skyfire, Tracking
Phosphex bomb clusters	-	2	4+	-1	Arc (Rear), Bombing Run, Light AT, Ignore Cover

Special Rules

Flyer, Interceptor, Jink (5+)



MARAUDER BOMBER SQUADRON

VEHICLE(2)

DETACHMENT 1-4

TACTICAL STRENGTH: 0



Name	Move	Save	CAF	Morale	Wounds
Marauder Bomber	24"	3+	+0	-	1

Weapons: • Nose Mounted lascannon • Marauder heavy bolter turrets
• Marauder bomb bay
• Any two of Hellstrike missiles OR Skystrike missiles OR Wing bombs

Weapons	Range	Dice	To Hit	AP	Traits
Nose Mounted lascannon	22"	2	4+	-1	Anti-Tank, Arc (Front), Skyfire
Marauder heavy bolter turrets	12"	3	6+	0	Arc (Rear), Light AT, Point Defence, Skyfire
Marauder bomb bay	-	3	4+	-2	Arc (Rear), Bombing Run
Hellstrike missiles	30"	2	4+	-1	Arc (Front), Armourbane
Skystrike missiles	30"	2	4+	-1	Anti-tank, Arc (Front), Skyfire, Tracking
Wing bombs	-	2	4+	-2	Arc (Rear), Bombing Run

Special Rules

Flyer, Jink (5+)



MARAUDER COLOSSUS SQUADRON

VEHICLE(2)

DETACHMENT 1-4

TACTICAL STRENGTH: 0



Name	Move	Save	CAF	Morale	Wounds
Marauder Colossus	22"	3+	+0	-	1

Weapons: • Nose Mounted heavy bolter • Rear Mounted heavy bolter
• Colossus bomb
• Any two of Hellstrike missiles OR Skystrike missiles OR Wing bombs

Weapons	Range	Dice	To Hit	AP	Traits
Nose Mounted heavy bolter	12"	3	6+	0	Arc (Front), Light AT, Point Defence, Skyfire
Rear Mounted heavy bolter	12"	3	6+	0	Arc (Rear), Light AT, Point Defence, Skyfire
Colossus bomb	-	6	3+	-4	Arc (Rear), Bombing Run, Bunker Buster, Limited (1)
Hellstrike missiles	30"	2	4+	-1	Arc (Front), Armourbane
Skystrike missiles	30"	2	4+	-1	Anti-tank, Arc (Front), Skyfire, Tracking
Wing bombs	-	2	4+	-2	Arc (Rear), Bombing Run

Special Rules

Flyer, Jink (5+)



MARAUDER DESTROYER SQUADRON

VEHICLE(2)

DETACHMENT 1-4

TACTICAL STRENGTH: 0



Name	Move	Save	CAF	Morale	Wounds
Marauder Destroyer	24"	3+	+0	-	1

Weapons: • Nose Mounted Autocannon Array • Marauder heavy bolter turrets
• Marauder assault cannon • Destroyer bomb bay
• Any two of Hellstrike missiles OR Skystrike missiles OR Wing bombs

Weapons	Range	Dice	To Hit	AP	Traits
Nose Mounted autocannon array	16"	6	5+	-1	Arc (Front), Light AT, Skyfire
Marauder assault cannon	12"	3	5+	-1	Arc (Rear), Light AT, Rapid Fire, Skyfire
Destroyer bomb bay	-	2	4+	-2	Arc (Rear), Bombing Run
Hellstrike missiles	30"	2	4+	-1	Arc (Front), Armourbane
Skystrike missiles	30"	2	4+	-1	Anti-tank, Arc (Front), Skyfire, Tracking
Wing bombs	-	2	4+	-2	Arc (Rear), Bombing Run

Special Rules

Flyer, Jink (5+)



MARAUDER PATHFINDER SQUADRON

VEHICLE(2)

DETACHMENT 1-4

TACTICAL STRENGTH: 0



Name	Move	Save	CAF	Morale	Wounds
Marauder Pathfinder	22"	3+	+0	-	1

Weapons: • Nose Mounted heavy bolter • Rear Mounted heavy bolter
• Any two of Hellstrike missiles OR Skystrike missiles OR Wing bombs

Weapons	Range	Dice	To Hit	AP	Traits
Nose Mounted heavy bolter	12"	3	6+	0	Arc (Front), Light AT, Point Defence, Skyfire
Rear Mounted heavy bolter	12"	3	6+	0	Arc (Rear), Light AT, Point Defence, Skyfire
Hellstrike missiles	30"	2	4+	-1	Arc (Front), Armourbane
Skystrike missiles	30"	2	4+	-1	Anti-tank, Arc (Front), Skyfire, Tracking
Wing bombs	-	2	4+	-2	Arc (Rear), Bombing Run

Special Rules

Auger Array, Flyer, Jink (5+)



AUXILIA CYCLOPS BATTERY

VEHICLE(2)

DETACHMENT 2-6

TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Cyclops	9"	5+	-8	-	1

Weapons: • Demolition charge or Incineration charge.

Weapons	Range	Dice	To Hit	AP	Traits
Demolition charge	-	1	3+	-1	Blast (3"), Demolisher
Incineration charge	-	1	3+	-1	Blast (3"), Ignores Cover, Light AT

Special Rules

Compact, Remote Controlled Detonation



AUXILIA DRACOSAN DETACHMENT

VEHICLE(2)

DETACHMENT 1-8*

TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Dracosan	8"	2+	+2	4+	1

Weapons: • Hull Mounted twin lascannon OR Hull Mounted demolisher cannon

Weapons	Range	Dice	To Hit	AP	Traits
Hull Mounted twin lascannon	22"	1	4+	-1	Accurate, Anti-tank, Arc (Front)
Hull Mounted demolisher cannon	12"	1	4+	-3	Arc (Front), Demolisher, Ignores Cover

Special Rules

Explorator Adaption, Transport (4) / Transport (2) when equipped with Hull Mounted demolisher cannon



AUXILIA VALDOR SQUADRON

VEHICLE(2)

DETACHMENT 1-3

TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Valdor	8"	3+	+1	4+	2

Weapons: • Neutron Beam laser
• Malcador autocannon sponsons OR Malcador lascannon sponsons

Weapons	Range	Dice	To Hit	AP	Traits
Neutron Beam laser	22"	1	4+	-3	Arc (Front), Shock Pulse
Malcador autocannon sponsons	16"	2	5+	-1	Light AT
Malcador lascannon sponsons	22"	1	4+	-1	Anti-tank

Special Rules: Chain of Command, Explorator Adaption



MALCADOR INFERNUS SQUADRON

VEHICLE(2)

DETACHMENT 1-3

TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Malcador Infernus	8"	3+	+1	4+	2

Weapons: • Malcador inferno gun
• Malcador autocannon sponsons OR Malcador lascannon sponsons

Weapons	Range	Dice	To Hit	AP	Traits
Malcador inferno gun	T	-	4+	-1	Arc (Front), Firestorm, Light AT
Malcador autocannon sponsons	16"	2	5+	-1	Light AT
Malcador lascannon sponsons	22"	1	4+	-1	Anti-tank

Special Rules: Chain of Command, Explorator Adaption



AUXILIA STORMHAMMER SQUADRON

SUPER-HEAVY VEHICLE(3)

DETACHMENT 1-3

TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Stormhammer	6"	2+	+2	4+	2

Weapons: • Stormhammer cannon
• Dual Battlecannon
• Hull Mounted lascannon
• Stormhammer multi-laser sponsons OR Stormhammer lascannon sponsons
• Co-axial multi-laser

Weapons	Range	Dice	To Hit	AP	Traits
Stormhammer cannon	28"	2	4+	-2	Arc (Front), Shred
Dual battlecannon	25"	2	4+	-1	Arc (Front)
Co-axial multi-laser	14"	2	4+	-0	Arc (Front), Co-axial, Light AT
Hull Mounted lascannon	22"	1	4+	-1	Arc (Front), Anti-tank
Stormhammer multi-laser sponsons	14"	5	4+	-0	Light AT, Point Defence
Stormhammer lascannon sponsons	22"	4	4+	-1	Anti-tank

Special Rules: Chain of Command, Explorator Adaption



AUXILIA MEDUSA BATTERY

VEHICLE(2)

DETACHMENT 4-12

TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Medusa	6"	3+	+0	4+	1

Weapons: • Medusa siege gun

Weapons	Range	Dice	To Hit	AP	Traits
Medusa siege gun	12"	1	4+	-3	Arc (Front), Demolisher, Barrage

Special Rules: Chain of Command, Explorator Adaption



AUXILIA BASILISK BATTERY

VEHICLE(2)

DETACHMENT 4-12

TACTICAL STRENGTH: 2



Name	Move	Save	CAF	Morale	Wounds
Basilisk	6"	3+	+0	4+	1

Weapons: • Earthshaker cannon

Weapons	Range	Dice	To Hit	AP	Traits
Earthshaker cannon	8-90"	1	4+	-2	Arc (Front), Barrage

Special Rules: Chain of Command, Explorator Adaption



QUESTORIS KNIGHT BANNER

KNIGHT(4)

DETACHMENT 1-3

TACTICAL STRENGTH: 1



Name	Move	Save	CAF	Morale	Wounds
Questoris Knight	8"	3+	+8	2+	3

Weapons: • Any two of Thermal cannon OR Questoris-avenger gatling cannon OR Rapid-fire battlecannon OR Thunderstrike gauntlet OR Reaper chainsword
• Heavy stubber or Meltagun • Rocket pods (Optional)

Weapons	Range	Dice	To Hit	AP	Traits
Thermal cannon	12"	2	4+	-3	Anti-tank, Arc (Front), Demolisher
	6"	1	3+	-4	Anti-tank, Arc (Front), Demolisher, Engine Killer (1)
Questoris-avenger gatling cannon	16"	5	5+	-2	Arc (Front), Light AT, Rapid Fire
Rapid-fire battlecannon	28"	2	4+	-2	Arc (Front), Rapid Fire
Heavy stubber	14"	1	5+	0	Arc (Front), Light, Point Defence
Meltagun	6"	1	4+	-3	Arc (Front), Anti-tank
Thunderstrike gauntlet	-	0	-	-2	Rend, Wrecker (1)
Reaper chainsword	-	0	-	0	Rend
Rocket pods	16"	2	4+	-1	Arc (Front), Barrage

Special Rules: Independent, Ion Shields (4+), Nimble.

MECHANICUM QUESTORIS KNIGHT BANNER

KNIGHT(4)

DETACHMENT 1-3

TACTICAL STRENGTH: 1



Name	Move	Save	CAF	Morale	Wounds
Mechanicum Questoris Knight	8"	3+	+8	2+	3

Weapons: (Knight Magaera) • Lightning cannon • Hekaton siege claw • Phased plasma-fusil
(Knight Styrix) • Volkite chieorovile • Hekaton siege claw • Graviton gun

Weapons	Range	Dice	To Hit	AP	Traits
Lightning cannon	22"	2	5+	-2	Arc (Front), Blast (3")
Phased plasma-fusil	10"	1	4+	-2	Arc (Front), Light AT
Volkite chieorovile	12"	3	4+	-2	Arc (Front), Deflagrate, Light AT, Shieldbane
Graviton gun	6"	1	-	-1	Arc (Front), Graviton Pulse
Hekaton siege claw	-	0	-	-5	Rend, Wrecker (3)

Special Rules: Blessed Auto-simulacra, Independent, Ionic Flare Shield, Ion Shields (4+), Nimble

QUESTORIS KNIGHT ARMIGER TALON

KNIGHT(4)

DETACHMENT 3

TACTICAL STRENGTH: 1



Name	Move	Save	CAF	Morale	Wounds
Knight Armiger	8"	3+	+6	2+	2

Weapons: (Armiger Warglaive) • Thermal spear • Reaper chain-cleaver
(Armiger Helverin) • Armiger autocannon

Weapons	Range	Dice	To Hit	AP	Traits
Thermal spear	8"	1	3+	-3	Arc (Front), Demolisher, Engine Killer (1)
Reaper chain-cleaver	-	0	-	0	Rend
Armiger autocannon	16"	2	5+	-1	Arc (Front), Light AT

Special Rules
Ion Shields (5+), Nimble

MECHANICUM KNIGHT MOIRAX TALON

KNIGHT(4)

DETACHMENT 3

TACTICAL STRENGTH: 1



Name	Move	Save	CAF	Morale	Wounds
Knight Moirax	8"	3+	+6	2+	2

Weapons: (Moirax A) • Armiger lightning locks
(Moirax B) • Volkite veuglaire • Gyges siege claw

Weapons	Range	Dice	To Hit	AP	Traits
Armiger lightning locks	12"	2	5+	-2	Arc (Front), Light AT
Volkite veuglaire	14"	2	4+	-1	Arc (Front), Deflagrate, Light AT
Gyges siege claw	-	0	-	-4	Rend, Wrecker (2)

Special Rules
Ionic Flare Shield, Ion Shield (5+), Nimble

CERASTUS KNIGHT BANNER

KNIGHT(4)

DETACHMENT 1-3

TACTICAL STRENGTH: 1



Name	Move	Save	CAF	Morale	Wounds
Cerastus Knight	9"	3+	+11	2+	3

Weapons: (Knight Castigator) • Castigator pattern bolt cannon • Tempest warblade
(Knight Acheron) • Acheron pattern flame cannon • Reaper chainfist
• In-built twin-linked heavy bolters

Weapons	Range	Dice	To Hit	AP	Traits
Castigator pattern bolt cannon	14"	4	5+	-2	Arc (Front), Light AT, Rapid Fire
Shieldbane					
Tempest warblade	-	0	-	0	Rend
Acheron pattern flame cannon	8"	3	4+	-2	Arc (Front), Light AT, Ignores Cover
Reaper chainfist	-	0	-	0	Rend
In-built twin-linked heavy bolters	12"	2	5+	0	Arc (Front), Light, Point Defence

Special Rules

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

CERASTUS KNIGHT BANNER

KNIGHT(4)

DETACHMENT 1-3

TACTICAL STRENGTH: 1



Name	Move	Save	CAF	Morale	Wounds
Cerastus Knight Lancer	9"	3+	+11	2+	3

Weapons: • Shock lance • Ion gauntlet shield

Weapons	Range	Dice	To Hit	AP	Traits
Shock lance	-	0	-	0	Reach, Rend
Ion gauntlet shield	6"	2	5+	-2	Arc (Front)

Special Rules

Furious Charge, Independent, Ion Shields (3+), Nimble

CERASTUS KNIGHT BANNER

KNIGHT(4)

DETACHMENT 1-3

TACTICAL STRENGTH: 1



Name	Move	Save	CAF	Morale	Wounds
Cerastus Knight Atrapos	9"	3+	+11	2+	3

Weapons: • Graviton singularity cannon • Atrapos lascutter

Weapons	Range	Dice	To Hit	AP	Traits
Graviton singularity cannon	16"	2	3+	-3	Arc (Front), Armourbane, Collapsing Singularity
Atrapos lascutter	6"	1	2+	-4	Arc (Front), Engine Killer (1), Rend, Wrecker (3)

Special Rules

Furious Charge, Independent, Ion Shields (3+), Macro-extinction Targetting Protocols, Nimble

ACASTUS KNIGHT BANNER

KNIGHT(4)

DETACHMENT 1-2

TACTICAL STRENGTH: 1



Name	Move	Save	CAF	Morale	Wounds
Acastus Knight	6"	2+	+7	2+	3

Weapons: (Porphyron) • 2x Twin magna lascannon • Acastus autocannon OR Acastus lascannon
(Asterius) • Ironstorm missile pod OR Helios defence missiles
• 2x Conversion beam cannon
• Volkite culverin • Karacnos mortar battery

Weapons	Range	Dice	To Hit	AP	Traits
Twin magna lascannon	25"	2	4+	-3	Accurate, Anti-tank, Arc (Front)
Acastus autocannon	16"	3	5+	-1	Arc (Front), Light AT
Acastus lascannon	22"	1	4+	-1	Anti-tank, Arc (Front)
Ironstorm missile pod	25"	3	4+	-1	Arc (Front), Light AT
Helios defence missiles	25"	2	4+	-2	Anti-tank, Arc (Front), Skyfire, Tracking
Conversion beam cannon	6"	1	4+	-2	Arc (Front)
	6"-18"	1	3+	-3	Arc (Front), Demolisher
	18"-35"	2	3+	-4	Arc (Front), Demolisher
Volkite culverin	14"	2	4+	-1	Arc (Front), Deflagrate, Light
Karacnos mortar battery	30"	2	4+	-1	Arc (Front), Barrage, Ignores Cover

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

WARHOUND HUNTING PACK

TITAN(5)

DETACHMENT 1-3

TACTICAL STRENGTH: 0



Name	Move	Save	CAF	Morale	Wounds
Warhound Scout Titan	7"	2+	+10	-	4
Weapons	Range	Dice	To Hit	AP	Traits
Inferno gun	T	0	4+	-2	Arc (Front), Firestorm, Light AT, Shieldbane
Vulcan mega-bolter	22"	10	5+	-1	Arc (Front), Light AT, Rapid Fire, Shieldbane
Turbo-laser destructor	40"	2	4+	-3	Accurate, Arc (Front)
Plasma blastgun	20"	2	3+	-3	Arc (Front)
Graviton eradicator	30"	2	-	-2	Arc (Front), Demolisher, Graviton Pulse
Conversion beam dissolutor	6"	2	4+	-2	Arc (Front)
	6"-18"	2	3+	-3	Arc (Front), Demolisher
	18"-35"	2	2+	-4	Arc (Front), Demolisher
Ursus claw	6"	1	4+	SP	Impale
Natrix shock lance	6"	1	2+	-1	Bypass, Shock Pulse
Volkite Eradicator	16"	3	4+	-2	Arc (Front), Light AT, Beam, Deflagrate, Shieldbane
Warhound Shudder Missiles	35"	2	4+	-1	Arc (Front), Barrage, Quake
Warhound Swarmer Missiles	35"	8	5+	-1	Arc (Front), Light AT, Rapid Fire, Shieldbane
Incisor Pattern melta lance	14"	1	4+	-3	Arc (Front), Accurate, Anti-tank, Demolisher
	6"	1	3+	-3	Arc (Front), Accurate, Anti-tank, Demolisher, Engine Killer (2)

Special Rules: Agile, Void Shields (2)

DIRE WOLF HEAVY SCOUT TITAN

TITAN(5)

DETACHMENT 1

TACTICAL STRENGTH: 0



Name	Move	Save	CAF	Morale	Wounds
Dire Wolf Titan	7"	2+	+10	-	4
Weapons	Range	Dice	To Hit	AP	Traits
Ardex mega-bolters	12"	9	5+	-1	Light AT, Point Defence, Rapid Fire, Shieldbane
Conversion beam dissipator	6"	2	4+	-2	Arc (Front), Accurate
	6"-18"	3	3+	-3	Arc (Front), Accurate, Demolisher
	18"-35"	3	3+	-4	Arc (Front), Accurate, Demolisher
Neutron laser	38"	1	4+	-3	Arc (Front), Shock Pulse
Volcano cannon	70"	1	3+	-4	Arc (Front), Engine Killer (2)

Special Rules: Agile, Infiltrate, Void Shields (2)

REAYER BATTLE TITAN

TITAN(5)

DETACHMENT 1

TACTICAL STRENGTH: 0



Name	Move	Save	CAF	Morale	Wounds
Reayer Battle Titan	6"	2+	+12	-	5
Weapons	Range	Dice	To Hit	AP	Traits
Reayer laser blaster	40"	3	4+	-3	Arc (Front)
Reayer gatling blaster	35"	4	4+	-2	Arc (Front)
Reayer volcano cannon	60"	1	2+	-4	Arc (Front), Engine Killer (3)
Reayer melta cannon	8"	2	3+	-4	Anti-tank, Arc (Front), Demolisher, Engine Killer (4)
	14"	2	4+	-3	Anti-tank, Arc (Front), Demolisher
Reayer power fist	-	-	-	-4	Engine Killer (1), Rend, Wrecker (4)
Reayer chainfist	-	-	-	-4	Engine Killer (2), Rend, Wrecker (3)
Reayer Apocalypse missile launcher	8"-100"	5	4+	-1	Heavy Barrage
Reayer Vulkan mega-bolter	22"	9	5+	-1	Light AT, Rapid Fire, Shieldbane
Reayer Titan warp missile	8"-75"	SP	2+	-3	Arc (Front), Engine Killer (3), Limited (1), Warp
Reayer turbo-laser destructor	40"	2	4+	-3	Accurate
Reayer volkite eradicator	16"	3	4+	-2	Beam, Deflagrate, Light AT, Shieldbane
Reayer graviton eradicator	30"	2	-	-2	Demolisher, Graviton Pulse
Reayer conversion beam dissolutor	6"	2	4+	-2	None
	6"-18"	2	3+	-3	Demolisher
	18"-35"	2	3+	-4	Demolisher

Special Rules: Void Shields (4)

WARBRINGER NEMESIS TITAN

TITAN(5)

DETACHMENT 1

TACTICAL STRENGTH: 0



Name	Move	Save	CAF	Morale	Wounds
Warbringer Nemesis Titan	5"	2+	+12	-	5
Weapons	Range	Dice	To Hit	AP	Traits
Anvilus pattern defence batteries	20"	5	5+	-1	Point Defence, Skyfire
Ardex-defensor mauler bolt	8"	5	5+	-2	Light AT, Point Defence
cannon turrets					
Belicosa volcano cannon	70"	1	2+	-5	Arc (Front), Engine Killer (4)
Mori quake cannon	80"	1	3+	-2	Arc (Front), Blast (5"), Quake
Reayer laser blaster	40"	3	4+	-3	Arc (Front)
Reayer gatling blaster	35"	4	4+	-2	Arc (Front)
Reayer volcano cannon	60"	1	2+	-4	Arc (Front), Engine Killer (3)
Reayer melta cannon	8"	2	3+	-4	Anti-tank, Arc (Front), Demolisher, Engine Killer (4)
	14"	2	4+	-3	Anti-tank, Arc (Front), Demolisher

Special Rules
Void Shields (6)

WARLORD BATTLE TITAN



TITAN(5)

DETACHMENT 1

TACTICAL STRENGTH: 0

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

WARLORD-SINISTER BATTLE TITAN



TITAN(5)

DETACHMENT 1

TACTICAL STRENGTH: 0

Name	Move	Save	CAF	Morale	Wounds
Warlord-Sinister Battle Titan	5"	2+	+14	-	6
Weapons	Range	Dice	To Hit	AP	Traits
Sinistramanus Tenebrae	40"	3	4+	-4	Arc (Front), Heavy Beam, Psi
Death pulse	7"	D3+1	4+	-1	Psi, Saturation Fire
Antipathic tempest	20"	1	4+	-1	Blast (5"), Quake, Ignores Cover, Psi
Arioch power claw	18"	8	5+	-1	Arc (Front), Light AT, Rapid Fire, Shieldbane
	-	-	-	-4	Engine Killer (1), Rend, Wrecker (5)
Apocalypse missile launchers	8"-100"	10	4+	-1	Arc (Front), Heavy Barrage
Paired gatling blasters	35"	8	4+	-2	Arc (Front)
Paired turbo-laser destructors	40"	4	4+	-3	Accurate, Arc (Front)
Vulcan mega-bolter array	22"	20	5+	-1	Arc (Front), Light AT, Rapid Fire, Shieldbane
Paired laser blasters	40"	6	4+	-3	Arc (Front)
Ardex-defensor mauler bolt cannon	8"	5	5+	-2	Light AT, Point Defence
Ardex-defensor lascannon turrets	16"	2	5+	-1	Anti-tank, Arc (Rear), Point Defence
Special Rules: Void Shields (6), Dread Aura (8"), Loyalist, Necrotechica					

WARMASTER HEAVY BATTLE TITAN



TITAN(5)

DETACHMENT 1

TACTICAL STRENGTH: 0

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

WARMASTER ICONOCLAST TITAN



TITAN(5)

DETACHMENT 1

TACTICAL STRENGTH: 0

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





