

BARAN SIEGEMASTERS

"We've been 'claiming' this damned planet for the Imperium all of my life, and all of my father and grandfathers lives before that. I just wish someone would get round to telling those damned Orks to get off our damned land!"

Anon

The following army list allows you to field an Imperial Guard army that is based on a Siege regiment of the type typified by the Baran Siegemasters. It can also be used as a 'stand in' army list for other Imperial Guard Siege regiments, other kinds of static defence regiment, as well as being an excellent army list to use to represent the planetary defence forces fielded by Imperial Governors all across the Imperium.

Siege regiment formations come in two types: companies and support formations. Each company you include in the army allows you to field any two support formations, plus one set of Fortified Positions (see 4.2). Although you can only take support formations if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together.

In addition companies may be given up to three company upgrades. A company can only take each type of upgrade once. Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. Support formations may not be given company upgrades.

Up to a quarter of the points available to the army may be spent on Imperial Navy aircraft formations. Titan Legion formations may not be used as part of a Siege Regiment army (Titans are not used in a static defence role except under extraordinary circumstances).



FO 1.2.1 Commissars

A Baran Siegemasters army may include 2D6 Commissar characters. The Commissars do not cost any points. If the dice roll exceeds the number of Commissar units that a player has available then any excess are lost.

Roll to see how many Commissar units a player may add to their army at the start of the battle before either side sets up. If the army includes a Supreme Commander then the first Commissar must be attached to the Supreme Commander's formation. Any further Commissars may be attached to any other formations. You may not include more than one Commissar per formation. If you have more Commissars than formations then any excess are lost.

FO 1.2.1 Fortified Positions

A Siege Regiment army is allowed to purchase one set of fortified positions for its troops to occupy for each Regimental HQ or Infantry company included in the army.

Fortified positions must be set up after Objectives, but before Spacecraft and Garrisons are deployed. They may be set up anywhere a vehicle may deploy in the Siegemasters half of the table. You may split up a set of fortified positions as desired, as long as the rules for formation coherence are adhered to. For example, you could split up trenches into several lines, as long as there are 5cm 'links' between the different parts of the position. Fortified positions count as having a move of zero, and may 'garrison' (eg, they can be set up in positions that garrison units can be set up in). It goes without saying that they may not be transported, and any players that were considering transporting them onto the table should be deeply ashamed of themselves!

Once set up fortified positions may be used by any unit, not just the units they were purchased for. They may be captured and used by enemy units too.

FO 1.2.1 Regimental HQs

When playing Grand Tournament games, a Siegemaster army must include a Regimental HQ. The enemy count as having achieved the 'Break Their Spirit' victory condition by destroying this formation or by destroying the most expensive formation in the army (see 6.1.7 in the Epic: Armageddon rulebook).

BARAN SIEGEMASTERS ARMY LIST

Baran Siegemaster armies have a Strategy Rating of 1. Baran Siegemaster formations and Imperial Navy aircraft formations have an Initiative rating of 2+.

SIEGE REGIMENT COMPANIES

COMPANY TYPE	UNITS	COST
1 Siegemaster Regimental HQ	One Supreme Command unit, plus nine Siege Infantry units	150 points
Siegemaster Infantry Company	Imperial Guard Command unit plus nine Siege Infantry units	125 points

SIEGE REGIMENT SUPPORT FORMATIONS

(Three may be taken per Siegemaster Regimental HQ or Infantry Company)

UPGRADE	UNITS	COST
Siege Infantry Platoon	Six Siege Infantry units	75 points
Rapier Platoon	Three Rapiers	75 points
Thudd Gun Platoon	Three Thudd guns	75 points
Hellhound Squadron	Three Hellhounds	150 points
Griffon Battery	Three Griffons	100 points
Snipers	Two Snipers	50 points

SIEGE REGIMENT SUPPORT FORMATION

(Two may be taken per Siegemaster Regimental HQ or Infantry Company)

FORMATION	UNITS	COST
Siege Regiment	Nine Götterdämmerung Howitzers, plus nine Bruennhilde transporters or nine gun emplacements	450 points
Artillery Company	Bruennhilde transporters or nine gun emplacements	
Rough Rider Platoon	Six Rough Rider units	150 points
Light Tank Platoon	Six Siegfried light tanks	150 points
Heavy Tank Platoon	Six Ragnarok heavy tanks	300 points
Siege Regiment Artillery Battery	Three Götterdämmerung Howitzers, plus three Bruennhilde transporters or three gun emplacements	150 points
Siege Regiment AA Battery	Three Blitzen AA guns, plus three Bruennhilde transporters or three gun emplacements	125 points
Super-Heavy Tank Platoon	One Baneblade or Shadowsword	200 points
Bombard Battery	Three Bombards	250 points
0-1 Deathstrike Missile Battery	Two Deathstrike missile launchers	200 points
0-1 Sapper Platoon	Eight Sapper units. The units may be split up and added to one or more Infantry Companies in the army, or fielded as a single formation in their own right.	250 points

SIEGE REGIMENT FORTIFIED POSITIONS

(One may be taken per Siegemaster Regimental HQ or Infantry company)

Fortified Positions	Up to 500mm of trenches and 500mm of razor wire, plus up to 6 gun emplacements or bunkers.	100 points
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IMPERIAL NAVY AIRCRAFT

(Up to a quarter of the armies points may be spent on Aircraft)

FORMATION	POINTS COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

WARLORD SNAGGA SNAGGA'S FERAL ORK HORDE

"Some says we'z Feral, nom adz they calls uz. I just say we'z always marching, konkering we iz..."

Warlord Snagga Snagga

Feral Orks are known from across the galaxy, for the most part forming small tribes and causing an occasional nuisance to colonies nearby. What set Snagga-snagga's horde apart were two things – the size of his horde, and the size of the things in his horde!

When the Eldar of Biel-tan invaded Baran and began to scour it clean of Orks, many tribes fled, their warlords slain by the Eldar, or else panicked by their sudden defeat. Ork battled Ork as tribes lost their stamping grounds and tried to steal them from their neighbours. In the midst of this, Snagga-snagga proved his might and united the tribes into a great Feral Waaagh! that, for a while at least, gave both the Eldar and the Baran Siegemasters a good run for their money.

Where most Feral Orks fear technology, Snagga-snagga always saw it as another way to impress his boyz, prove his might and beat his rivals. Because of this Snagga-snagga was soon attended by many ambitious boilerboyz, delighted at last to serve a warlord who wouldn't cast them out of the tribe for their 'tinkering'. Two of the most ambitious, Wurzbag and Dumboz, became great rivals vying for his attention, and to prove their worth each built for him the greatest construction they could muster. What emerged were Bigga & Bigga, the first of the Steam Gargants.

Not to be outdone, the Pigboks quickly produced their own engine of destruction with which to wow Snagga-snagga. Convinced that tekology never quite works, and trusting the good old worth of flesh and blood, the Pigboks raised



FO 1.2.1 Special Rules

Every Ork army must include a Supreme Command character called a Warlord. The Warlord character is free, you don't have to pay any points for it. The Warlord will join the formation with the most units in the army. War Engines count their starting Damage Capacity towards the formation size. If there is a tie you may choose which warband the warlord will join.

Orkeosaurus that are part of a warband may only transport units from their own formation.

Feral Ork armies are allowed to field a Trappa formation. This formation represents Ork Wildboyz using their skills to scout ahead of the main army. Because of this all units in the formation count as being Scouts.

the colossal Squiggoths, grown large from fungus raised in soil, unbeknownst to the Orks, once tended to by the Eldar Exodites and still possessing much of their mystical vitality.

So it was that as Snagga-snagga set out to prove himself Warlord of Baran, he took with him an army quite unlike any seen before.

FO 1.2.2 How To Use The Army List

Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The most common type of Ork formations is the Warband. The different type of warband you may choose are shown on the army list below.

The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a big formation, and a formation with three times the normal number of units is called a 'uge formation.

Cost: Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a 'uge formation. If the formation only has one cost then it may not be increased in size.

Extra Units: An Ork formation may include any of the extra units listed in the 'Extras' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a 'uge formation.

WARLORD SNAGGA-SNAGGA'S FERAL ORK HORDE

Ork armies have a strategy rating of 3. All Ork units have an initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action or the size of the warband when rallying (see the Waaargh and Mobbing Up special rules in the forces section).

TYPE	CORE UNITS	COST PER FORMATION			EXTRAS
		NORMAL	BIG	UGE	
Warband	Two Nobz and six Ork Boyz and two Grotz	200	350	500	Any number of the following for +25 points each: Boyz (+ an optional free Grot per Boy unit taken), two Wildboyz (note you get two Wildboyz units for 25 points), Squig Catapult, Boarboyz Up to one Nob for +35 points Any number of Squigoths for +50 points each Up to one Wyrdboy character for +50 points Up to one Orkeosaurus for +150 points
Wildboyz	Two Nobz, Six Wildboyz	150	250	350	Any number of the following for +25 points each: two Wildboyz (note you get two Wildboyz units for 25 points), Squig Catapult, Boarboyz Up to one Nob for +35 points Any number of Squigoths for +50 points each Up to one Wyrdboy character for +50 points Up to one Orkeosaurus for +150 points
Boarboyz Horde	Five Boarboyz	100	175	250	Any number of the following for +25 points each: Boarboyz Up to one Wyrdboy character for +50 points
Trappas	Six Wildboyz	150	n/a	n/a	Up to one Nob for +35 points Note: All units in a Trappa formation count as having the Scout ability
0-1 Madboyz Horde	Six Madboyz	100	n/a	n/a	Up to six extra Madboyz for +15 points each. Up to three Wyrdboy character for +50 points
Junka Brigade	Six Junkatrukks and six Ork boyz	150	250	350	Any number of the following for +25 points each: Junkatruk and one Ork Boy unit Up to one Junkatruk and one Ork Nob for +35 points Up to one Wyrdboy character for +50 points
0-1 Steam Gargant	One Steam Gargant	200	350	500	None



COLLECTOR'S MODELS

This section of the Swordwind supplement provides details for the older 'classic' Citadel Miniatures produced for earlier versions of the Epic rules. Games Workshop has been making Epic scale Eldar models since the late 1980's, and many of the earlier versions are now prized collectors pieces. The following rules and guidelines explain how you can use these models with the current rules, rather than just leaving to gather dust on a shelf!

Eldar Schools of Design

Many of the classic Eldar models are simply different designs for Eldar vehicles that are still in the current range of models. For example, there have been two designs of Epic Falcon, both of which are different to the Falcon model made for Warhammer 40,000. In Imperial or Space Marine armies, different designs tend to represent different 'marks' of the same vehicle, and usually the later marks will have been improved, upgraded or changed in some way or another.

The Eldar, on the other hand, don't really produce vehicles that have a modified function. Instead the different vehicles represent different aesthetic designs for a vehicle, all of which perform on the battlefield more or less identically. To put this another way, although the appearance changes, the characteristics and weaponry for the vehicle stays the same.

Aesthetic considerations like this are an extremely important aspect (no pun intended!) of Eldar culture. Decades can be spent discussing the different styles of design for a vehicle, Titan or Spaceship. At any one time, on any one Craftworld, one style of design (generally referred to as a 'school' of design) will dominate. However, on another Craftworld a different school of design may hold sway, while on any one

Craftworld the school of design that dominates will change and evolve over time. Sometimes an old school will be revived, or several competing schools of design may compete to prove that their aesthetic vision is the greater.

The effect of this in game terms is to mean that any and all of the classic models may be used to represent units from Eldar army lists that bear the same name. There is no need to modify or change the unit's characteristics, as although the school of design may be different for the two models, the function and therefore the game characteristics will be the same.

In the past, this practise has led to Imperial scholars giving different names to Eldar vehicles when in fact they were simply from a different school of design. Here is a list of classic models that were wrongly identified in earlier Epic rulebooks:

Classic Name	Correct Name
Death Stalker	Fire Prism
Doom Weaver	Night Spinner
Tempest	Scorpion
Warp Hunter	Cobra

Classic Eldar Unit Datasheets

Several classic Eldar models are not included in the Biel-Tann army list. In tournament games you may use these models by 'counting them as' a unit that is included in the army list; the chart below includes our own recommendations as to what each model should count as. In non-tournament games you may instead use the unit characteristics listed below for the units.

Eldar Titan Weapon List

Some classic Eldar Titan models are armed with weapons that are not covered by the entry in the Biel-Tann army list. You can either count these weapons as Eldar Titan Pulsars, or in non-tournament scenario games you may use the following weapon characteristics instead.

Weapon	Range	Firepower
Fusion Lance or Heat Lance	60cm	MW 2 + Titan Killer (5 -1 per 15cm range to target)
Titan D-Cannon	45cm	D3+1BPs Ignore Cover, Macro-weapon, Titan Killer (D6)
Tremor Cannon	75cm	MW3+ Disrupt, Pulse



Name	Counts As	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Bright Stallion	Fire Prism	AV	30cm	5 +	4 +	5 +	Stallion Laser Hooves	45cm (base)	MW4+, Pulse Extra Attacks (+1)	Reinforced Armour
Fire Gale	Firestorm	AV	15cm	5 +	5 +	4 +	Fire Lance	30cm	MW4+, Titan Killer (3-1 per 15cm range to target)	Reinforced Armour
Towering Destroyer	Revenant	AV	15cm	5 +	4 +	4 +	Destroyer Laser Destroyer Cannon Assault Weapons	45cm 30cm (15cm)	AT4+, Pulse AP4+, Pulse Assault Weapon, Extra Attacks (+1) or Small Arms, Extra Attacks (+1)	Reinforced Armour
Exarch stand	Swooping Hawks w/ Exarch	INF	30cm	5 +	4 +	4 +	Exarch Weapons	(15cm)	Assault Weapon, Extra Attacks (+2) OR Small Arms, Extra Attacks (+2)	Jump Packs
Harlequins	Howling Banshees	INF	15cm	5 +	4 +	4 +	Harlequin Weapons	(15cm)	Assault Wpn, 1st Strike, Extra Attacks (+1) OR Small Arms, MW, Extra Attacks (+1)	
Lascannon Heavy Weapon Platform	Heavy Weapon Platform	INF	15cm	None	6 +	5 +	Bright Lance	30cm	AT5+, Lance	
Vibro-Cannon Support Weapon Platform	Support Weapon Platform	INF	15cm	None	6 +	5 +	Vibro-cannon	30cm	AP4+, Disrupt	
Wall of Lock stand	Farseer	INF	15cm	4 +	4 +	5 +	Witch Blades	(base)	M W, Extra Attacks (+1)	Inv/Save



REFERENCE SHEETS

This section of the Epic rules includes reference sheets for each or the armies covered in the rulebook, plus a playsheet that groups all of the game tables together into one place. Although not really a substitute for the full rules or datasheets, experienced players will be able to get by with just the reference sheets ninety-nine percent of the time. Should you find a discrepancy between the reference sheet and the rules, then the rules always take precedence. The following abbreviations are use on the reference sheets:

AC	- Aircraft	SC	- Spacecraft	FxF	- Fixed Forward Arc	Slw	- Slow-firing
AV	- Armoured Vehicle	CC	- Close Combat	FwA	- Forward Fire Arc	TK	- Titan Killer
CH	- Character	FF	- Firefight	RFA	- Rear Fire Arc	DC	- Damage Capacity
INF	- Infantry	BP	- Barrage Points	Ind	- Indirect Fire	Crit	- Critical Damage
IV	- Light Vehicle	+1A	- +1 Extra Attack	MW	- Macro-weapon	Sh	- Shields

FERALORKS REFERENCE SHEET

STRATEGY RATING 3 INITIATIVE 3+

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Nobz	INF	15cm	4+	3+	5+	Shootas 2 x Big Shootas	15cm 30cm	Small Arms AP6+, AT6+ Assault Wpn, +1A	Leader
Boyz	INF	15cm	6+	4+	6+	Big Choppas Shootas Choppas	base contact 15cm base contact	Small Arms Assault Weapon AP6+, AT6+	
Grotz	INF	15cm	none	6+	6+	Big Shootas	15cm	No BM if killed	
Madboyz	INF	15cm	6+	4+	6+	Shootas	15cm	Small Arms	Fearless
Wrydboy	CH	n/a	n/a	n/a	n/a	Choppas	base contact	Assault Weapon	
Wilyboyz	INF	15cm	6+	4+	n/a	Fist Of Gork	45cm	MW5+ / AA5+	Character
Boarboyz	INF	25cm	6+	4+	6+	Choppas	(base contact)	Assault Weapon	
						Shootas	15cm	Small Arms	Mounted, Infiltrators
						Choppas	(base contact)	Assault Weapon	
Squig Katapult	INF	10cm	none	6+	5+	Squig Katapult	45cm	1BP	Disrupt
Junkatrukk	IV	25cm	5+	5+	6+	Big Shoota	30cm	AP6+/AT6+	Transport (1+ 1 Grot)
Squiggoths	IV	20cm	4+	4+	5+	2 x Twin Big Shoota Teeth & Horns	30cm (base contact)	AP5+/AT6+ Assault Weapon, MW	Reinforced Arm our Thick Rear Arm our
						Big Gun	45cm	AP5+/AT5+	Transport (4+ 2 Grotz)
Orkoseaurus	WE	15cm	4+	4+	5+	4 x Big Shoota Goring Tusks	30cm (base contact)	AP5+/AT6+ Assault Wpn, MW +D3A OR	DC6, Reinforced Arm our Thick Rear Arm our
								Assault Wpn, TK(D3), +1A	Transport (12+ 6 Grotz)
								AP5+/AT5+	Critical Hit Effect See Datasheet
Stream Gargant	WE	15cm	4+	4+	4+	2 x Big Gun 0-2 x Scopeagus 0-2 Mega-choppa Fist Of Gork	45cm 60cm (base contact) 45cm	2BP, MW Assault Wpn, MW, +1A, TK(D3) MW5+ / AA5+	Reinforced Arm our, Fearless, Walker DC4, Critical Hit Effect See Datasheet

IMPERIAL GUARD REFERENCE SHEET

STRATEGY RATING 2 INITIATIVE 2+

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Supreme Commander	INF	15-cm	5+	4+	5+	Lasgun Power Weapons Autocannon	15cm base contact 45cm	Small Arms Assault Wpn, MW, +IA AP5+/AT6+	Supreme Commander
Commander	INF	15cm	6+	5+	5+	Lasgun Chainsword Autocannon	15cm base contact 45cm	Small Arms Assault weapons AP5+/AT6+	Commander
Commissar	CH	n/a	n/a	n/a	n/a	Power weapons	base contact	Assault Wpn, MW, +IA	Leader, Fearless, Inspiring
Siege Infantry	INF	15cm	none	6+	5+	Lasguns Heavy Stubber	15cm 30cm	Small Arms AP6+	
Sappers	INF	15cm	6+	5+	5+	Heavy Flamer Melta Bombs	15cm base contact	AP4+, Ignore Cover Assault Wpn, MW, +IA	
Stormtroopers	INF	15cm	5+	5+	4+	Hellguns Plasma guns	15cm 15cm	Small Arms AP5+/AT5+	Scout
Snipers	INF	15cm	none	6+	5+	Sniper Rifles	30cm	AP5	Sniper, Scouts
Rough Riders	INF	20cm	6+	4+	6+	Laspistol Chainswords Power Lance	15cm base contact base contact	Small arms Assault weapon Assault Wpn, First Strike, +IA	Mounted, Scouts Infiltrators
Rapier	INF	10cm	none	n/a	5+	Rapier Laser Destroyer	45cm	AT4+/AP6+	Indirect Fire= see datasheet
Thudd Gun	INF	10cm	none	n/a	5+	Thudd Gun	45cm	AP4+/AT6+	
Gottterdammerung	IV	0cm	none	n/a	6+	Howitzer	90cm	1BP, Indirect	
Blitzen	IV	0cm	none	n/a	6+	Blitzen Cannon	60cm	AP6+/AT5+/AA5+	
Bruennhilde	IV	15cm	6+	n/a	6+	Heavy Stubber	30cm	AP6+	Transport (1)
Siegfried	AV	30cm	5+	6+	5+	Multilaser	30cm	AP5/AT6+	Scout
Ragnarok	AV	15cm	4+	6+	4+	Ragnarok Battlecannon 2 x Heavy Stubber	60cm 30cm	AP4+/AT4+	Reinforced Armour Walker
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, Ignore Cover AP5+	
Griiffon	AV	30cm	6+	6+	5+	Heavy Mortar Heavy Bolter	30cm 30cm	1BP, Indirect Fire AP5+	
Bombard	AV	20cm	6+	6+	5+	Siege Mortar Heavy Bolter	45cm 30cm	2BP, Ignore Cover, Slow, Indirect AP5+	
Deathstrike	AV	20cm	6+	6+	5+	Deathstrike Missile Heavy Bolter	Unlimited 30cm	MW2+, One Shot, TK (D6) AP5+	No line of fire required
Baneblade	WE	15cm	4+	6+	4+	Battle Cannon Autocannon	75cm 45cm	AP4+/AT4+ AP5+/AT6+	Reinforced Armour DC3, Critical= See datasheet
						Demolisher Cannon Heavy Bolter	30cm 30cm	AP3+/AT4+, Ignore Cover, B&F AP5+	
						2 x Lascannon	45cm	AT5+	
Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon 2 x Heavy Bolter	90cm 30cm	MW2+, Titan Killer (D3) AP5+	Reinforced Armour DC3, Critical= See datasheet

Fortified Positions

	Infantry	Vehicle	War Engine
Terrain			
Trench	4+ Cover Save	Dangerous	No Effect
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect
Bunker	3+ Cover Save	Dangerous	Impassable
Razor Wire	Dangerous	No Effect	No Effect

B I E L - T A N R E F E R E N C E S H E E T

STRATEGY RATING 4

AVATARS, ASPECT WARRIORS AND TITANS HAVE INITIATIVE 1+ ALL OTHER UNITS 2+

NAM E	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Avatar Fearless DC3	WE	15cm	3+	2+	4+	Walling Doom	30cm	MW5+	Com m ander, Inspiring,
Fauser Save,	INF	15cm	4+	4+	5+	Court of the Young King Shuriken Pistols	base contact 15cm	Assault Weapon, +1A, MW Small Arms	Invulnerable Save, Walker, Critical H It- See Datasheet Com m ander, Invulnerable
Guardians	INF	15cm	none	6+	4+	W itch Blades Shuriken Catapults	base contact 15cm	Assault Weapon, +1A, MW Small Arms	Farsight
Heavy Weapons	INF	15cm	none	6+	5+	Scatter Laser	30cm	AP5+/AT5+	
Support Platforms	INF	15cm	none	6+	6+	D -Cannon	30cm	MW5+	
Rangers	INF	15cm	5+	6+	5+	Shuriken Pistols Long Rifles	15cm 30cm	Small Arms AP5+	Scouts, Snipers
Jetbikes	INF	35cm	4+	6+	4+	Shuriken Catapults	15cm	Small Arms	Skin m er, M ounted
Vyper Jetbikes	IV	35cm	4+	6+	5+	Scatter Laser	30cm	AP5+/AT5+	Skin m er
War Walker	IV	20cm	6+	5+	5+	Scatter Laser Bright Lance	30cm 30cm	AP5+/AT5+ AT5+, Lance	Walker, Scout, Reinforced Arm our
Exarch	CH	n/a	n/a	n/a	n/a	Exarch Close Combat Weapon OR Exarch Ranged Weapon	base contact 15cm	Assault Weapon, +1A Small Arms, +1A	Inspiring, see datasheet for weapon allocation
Autarch Save,	CH	n/a	n/a	n/a	n/a	Autarch Close Combat Weapon	base contact	Assault Weapon, +1A, MW	Inspiring, Invulnerable
Dire Avengers	INF	15cm	5+	5+	4+	Autarch Ranged Weapon	15cm	Small Arms +1A	Suprem e Com m ander
Fire Dragons	INF	15cm	5+	5+	4+	Shuriken Catapults	15cm	Small Arms +1A	
Dark Reapers	INF	15cm	5+	6+	3+	Fusion Guns AND	15cm (15m)	MW5+ Small Arms, MW	
Striking Scorpions	INF	15cm	4+	4+	5+	Reaper Missile Launcher	45cm	2 x AP5+	
Howling Banshees	INF	15cm	5+	3+	5+	Shuriken Pistols Mandiblasters	15cm	Small Arms Assault Weapon +1A	
Shining Spears	INF	35cm	4+	4+	5+	Shuriken Pistols Banshee Mask	15cm	Small Arms Assault Weapon, First Scribe	
Swooping Hawks	INF	35cm	5+	5+	4+	Power Lances	base contact	Assault Weapon, Lance	Skin m er, M ounted
War Spiders Infiltrators,	INF	15cm	4+	5+	4+	Laablasters	15cm	Small Arms	Scouts, Jim p Packs, Teleport
Warthguard	INF	15cm	4+	4+	4+	Death Spinner	15cm	Small Arms	Souts, Jim p Packs,
									First Strike
									Fearless, Reinforced Arm our
Warthlord	AV	15cm	4+	3+	4+	Wraithcannon AND	15cm 15cm	2 x MW5+ Small Arms, +1A, MW	
Wave Serpent Skin m er,	AV	35cm	5+	6+	4+	Power Fists Bright Lance	base contact 30cm	Assault Weapon, MW, +1A AT5+, Lance	Fearless, Reinforced Arm our Walker
									Reinforced Arm our;
									Transport (see datasheet)
Falcon	AV	35cm	5+	6+	4+	Twin Shuriken Cannon	30cm	AP4+	Skin m er, Transport (see datasheet)
Fire Prism	AV	35cm	5+	6+	5+	Falcon Pulse Laser Scatter Laser	45cm 30cm	AP4+, Pulse AP5+/AT5+	Skin m er, Transport (see datasheet)
Night Spinner	AV	35cm	5+	6+	5+	Prism Cannon	75cm	AP4+/AT4+/AA5+, Lance	Skin m er
Firestorm	AV	35cm	5+	6+	4+	Night Spinner	45cm	1BP, Disrupt, Indirect	Skin m er
Scorpion	WE	25cm	5+	6+	5+	Firestorm Battery	45cm	AP5+/AT5+/AA4+, Pulse	Skin m er
									Skin m er, DC3, Critical H It (see datasheet)
									Reinforced Arm our
Cobra	WE	25cm	5+	6+	5+	Scorpion Twin Pulse Shuriken Cannon	60cm 30cm	MW2+, Pulse AP5+	Skin m er, DC3, Critical H It (see datasheet)
									Reinforced Arm our
									Skin m er, DC3, Critical H It (see datasheet)
Storm Serpent	WE	25cm	5+	6+	4+	2BP, Ignore Cover, TK (D3+1), PxF AP5+ AP5+/AT6+/AA6+	30cm 30cm 45cm		Reinforced Arm our
									Reinforced Arm our
									Skin m er, DC3, Critical H It (see datasheet)
									Reinforced Arm our
									Wraithgate (see datasheet)
Voidspinner	WE	25cm	5+	6+	5+	Storm Serpent Pulse Lasers Scatter Lasers	45cm 30cm	AT3+, Pulse AP5+/AT5+	Skin m er, DC3, Critical H It (see datasheet)
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