Imperial Army

Army book

## Keywords

The **[REGIMENT]** keyword appears on all statsheets in this army book as a placeholder for the Specific name of the Regiment the player has chosen for the Army. When a regiment is chosen for your Army replace this Keyword with the name of the regiment.

The **OFFICER** keyword appears on some of the statsheets in this army book and denotes that a unit has an officer rank as described in the Command Structure rule.

The **ENLISTED** keyword appears on some of the statsheets in this army book and denotes that a unit is formed of non commissioned soldiers, this keyword is used to target units for some stratagems and unit specific Special Rules.

## Faction Special Rules

#### Command Net

Across the army is a digital radio command channel through which units communicate with each other and with their commanders. All units with the VEHICLE or BATTLESUIT keyword and any units equipped with a Command Radio have access to this system.

If an OFFICER is equipped with or is attached to a unit that is equipped with a Command Radio then when they issue an Order they can issue that Order to any unit that has access to the Command Net anywhere on the board. Secondary requirements such as line of sight to the unit receiving orders or the an enemy unit targeted by the orders still apply.

#### Command Structure

The Imperial Army is a strictly hierarchical force with no latitude for localized or non hiarachical command, as such only OFFICERs of a higher rank may issue orders to lower OFFICERs. All OFFICERs can issue orders to ENLISTED units. The following list is in order of highest to lowest ranked OFFICER.

* General
* Colonel
* Captain
* Lieutenant

#### Orders

OFFICER units can issue the following orders to INFANTRY units of a lower rank within 6” of the unit issuing the orders. Orders are issued at the beginning of the Shooting Phase and the same order cannot be given to the same unit more than once in a turn.

If the Unit issuing the orders has access to the Command Net then its can also issue orders to units other than INFANTRY.

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| --- | --- |
| **ORDER** | **EFFECT** |
| **No Backwards Step!** | Re-roll failed Leadership tests and choose the lowest result for this unit until the start of your next shooting phase. |
| **Destroy My Target!** | Re-roll wound rolls against a single selected target until the end of the current shooting phase.  *Requires the ordering unit to have line of sight to the selected target.* |
| **Move! Move! Move!** | The ordered unit must immediately make a normal and maneuver move as if it was the Movement Phase, instead of shooting this phase.  *This order cannot be issued to units in the Defend Stance.* |
| **Fix Bayonets!** | Until the start of your next shooting phase all Bayonets belonging to the ordered unit change there type to “Melee 2” |
| **Fire at will!** | The ordered units Automatic type weapons increase 1 shot this phase. Eg. a lase rifle becomes Automatic 2 and an automatic lase rifle becomes Automatic 4 |
| **Hold, Damn you!** | While in the Defense stance the ordered unit also gains an ignore wounds save of 5+ until the start of your next shooting phase. |
| **Capture that Point!** | The ordered unit immediately changes stance to Defense. |
| **Charge!** | The ordered unit immediately changes stance to Assault. |
| **Incoming, Take Cover!** | The ordered unit gains a +2 to their normal save against indirect fire and -4 or higher AP attacks until the start of your next shooting phase. However the ordered unit cannot charge or fight in CQB this turn. |
| **Fire and Maneuver!** | After the ordered unit has concluded their shooting phase they can immediately make a maneuver move with that cannot be below a value of 4”. |

## **Forming your Army**

### Regiments

There are many thousands of Imperial Army Regiments spread throughout the galaxy, each with their own character and quirks. To form your own Regiment please choose a name for your regiment and replace all instances of the [REGIMENT] keyword in your army with your chosen name then choose **two traits** from the lists below. You may only choose 1 trait from each list.

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| **Maneuver** | **Destroy** | **Control** | **Discipline** |
| **Physical Conditioning**  When an INFANTRY unit makes a maneuver move you can re-roll the maneuver roll. | **Firing Line**  Re-roll hit rolls of 1 in the shooting phase for ‘Automatic’ weapons if the unit didn’t move in their last movement phase. | **Tactical Repositioning**  When an INFANTRY unit makes a tactical retreat move they can fire their ranged weapons with no penalty from retreating. | **Regimental Honor**  Each time a leadership test is taken, halve the number of models that flee. (rounded up) |
| **Mobile Infantry**  INFANTRY models that disembark a transport can immediately make a Maneuver move. | **Marksmen**  If an INFANTRY model only fires a single shot from their weapon in the shooting phase a hit roll of 6 their weapons AP to increase by -1 | **Combat Mechanics**  At the start of your turn roll a D6 for each VEHICLE and BATTLESUIT model in your army that has lost wounds, on a 2-5 that model regains 1 wound on a 6 the unit regains D3 wounds. | **Mutual Respect**  INFANTRY units within 6” of an OFFICER gain +1 Leadership |
| **Agile**  INFANTRY models gain +1 to their move stat. | **Anti-Air Experts**  All ‘Automatic’ weapons mounted on a VEHICLE or weapons with a bonus to hitting AIRCRAFT or FLY units gain a +1 to hit against AIRCRAFT and FLY units. | **Exceptional Spotters**  if an enemy unit is targeted by an ‘Indirect’ weapon that is using a SPOTTERS Line of Sight, then every subsequent unit that targets that enemy unit with ‘indirect’ weapons this phase gains a +1 to hit | **Safety in Numbers**  INFANTRY units that are within 6” of another INFANTRY unit gain +1 to their Leadership Stat. |
| **Sprinters**  INFANTRY models gain +1 to their charge and maneuver rolls. | **Expert Gunners**  you can re-roll the dice to determine the number of shots a weapon equipped to a VEHICLE model gets. | **Booming Voice**  OFFICERS gain 6” to the range of their orders when not benefiting from a Command Radio | **Disciplined Shooters**  When an INFANTRY model shoots an ‘Automatic’ weapon, add 6” to the range when determining whether the weapon will fire additional shots. |
| **Cautious Advance**  models can move up to 2” and still be considered to have not moved. | **Pyromaniacs**  all ranged weapons that automatically hit their target gain a +1 to wound. | **Explosive Reactive Armour**  VEHICLE models gain a 4+ ignore wounds to the damage from the first ranged weapon with a strength of 6+ that hits the model this turn. | **No Fear**  INFANTRY units, except Conscript units, cannot have their Leadership stat modified lower than -1 of their original value. |
| **Bounding Charge**  When any INFANTRY models make a Charge, roll 3D6 and discard one of the dice. | **Expert Armorers**  All weapons with a range of 20” or more add 6” to their range. | **Carapace Armour**  any INFANTRY model with a save of 5+ improves its armour stat to 4+ | **Fury of the Last Man**  If an INFANTRY unit that originally had 6+ models is reduced to 1 model, that model gains +2 attacks and +1 Strength for the rest of the game. |
| **Tuned Engines**  VEHICLE and BATTLESUIT models gain a +2” to their move stat. | **Reckless Gunners**  Any weapon with a minimum range is considered to have half that minimum range when selecting targets. | **Redundant Systems**  any unit with a Damage Table can count itself as having double its remaining wounds when determining what stats to use. | **Nerves of Steel**  Units that are charged gain +1 to hit when they Fire Defensively. Units in the Normal stance can also Fire Defensively when charged. |

### Army Organization Charts

In addition to the Army Organization Charts detailed in the main rule book the Imperial Army can form their army with the following special Army Organization Charts.

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| --- | --- | --- | --- | --- | --- |
| **Armoured Company** | | Strategic Cost: -3 | | | |
| **Special Rules:** | * This AOC can only contain VEHICLE units * “M6A3 ‘Viking’ MBT Squadron” units take up a Core slot while in this AOC. * “Harpy AAA Battery” units take up a Specialist slot while in this AOC. | Command  1-2 | Core  1-3 | Specialist  0-2 | Vanguard  0-2 |
| **Supreme Command Bonus:** | * +3 Strategic Points * Add +2” to the move stat of all damage chart brackets of VEHICLE models in this AOC. | Fire Support  0-3 | Transport  0 | Super Heavy  0-1 | Aircraft  0 |

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| --- | --- | --- | --- | --- | --- |
| **Jungle Fighters Company** | | Strategic Cost: -3 | | | |
| **Special Rules:** | * “Tunnel Rats” units take up a Core slot while in this AOC. * You cannot take any unit in a Fire Support slot that has the VEHICLE keyword. | Command  2-3 | Core  3-8 | Specialist  0-3 | Vanguard  0-3 |
| **Supreme Command Bonus:** | * +3 Strategic Points * All ranged attacks against INFANTRY units in this AOC must be resolved at -1 to hit while the targeted unit is within any terrain feature. | Fire Support  0-1 | Transport  0 | Super Heavy  0 | Aircraft  0 |

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| --- | --- | --- | --- | --- | --- |
| 1. **Urban Warfare Company** | | 1. Strategic Cost: -4 | | | |
| 1. **Special Rules:** | * “Scout Sniper Squad” and “Fire Support Section” units take up a Core slot while in this AOC. | 1. Command 2. 2-3 | 1. Core 2. 3-6 | 1. Specialist 2. 0-3 | 1. Vanguard 2. 0-1 |
| **Supreme Command Bonus:** | * +2 Strategic Points * Add +1 to the Normal Save of all units within Cover, Heavy Cover, or Defensible terrain features. | 1. Fire Support 2. 0-2 | 1. Transport 2. 0-4 | 1. Super Heavy 2. 0 | 1. Aircraft 2. 0-2 |

## Psychic Powers

Before the game you must assign Psychic Powers to all units with access to such abilities. The same Psychic Power cannot be used more than once per phase except the two universal powers listed in the main Rule Book. There are two standard ways of choosing Psychic Powers for a unit the first is simply to choose them from the school that that unit can draw from, the second is to roll a D6 for each Psychic Power slot and choose the Psychic Power with the same number from the school that the unit can draw from. Players should discuss which method they wish to use and both use the same method.

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| --- | --- | --- | --- |
| **School:** | **Sanctioned Psychana** | | |
| **D6 /**  **Power Number** | | **Psychic Power** | **Incarnating Number** |
| **1** | | **Void Lightning**  If Incarnated choose a visible unit within 18” of the Incarnator, That unit takes D3 Deadly Wounds. Any unit within 6” of the targeted unit takes 1 Deadly Wound.  If incarnated with a Psychic roll of 11+, every unit 6” of the targeted unit takes an additional 1 Deadly Wound.  Backlash, Incarnator suffers D3 deadly wounds and every unit within 6” of the Incarnator takes 1 Deadly Wound. | **7** |
| **2** | | **Void Shroud**  If Incarnated select a visible unit within 18” of the Incarnator, any ranged attacks targeted towards the unit must be resolved at -1 to hit until the start of your next Psychic Phase.  If incarnated with a Psychic roll of 11+, every unit within 6” of the targeted unit also gains the benefit of the Psychic Power.  Backlash, Incarnator suffers -1 to hit for any ranged weapons and a -1 to Incarnate further psychic powers until the start of your next Psychic Phase. | **6** |
| **3** | | **Golden Lance**  If Incarnated select a visible unit within 24” of the Incarnator, draw a line between the Incarnator and any model from the targeted unit. All models that the line directly crosses take 1 Deadly Wound.  If incarnated with a Psychic roll of 11+, every unit with models touched by the line take an additional Deadly Wound.  Backlash, The Winner of the mind war can draw the line instead of the Incarnator, the line still starts at the incarnator. | **6** |
| **4** | | **Will of the Empire**  If Incarnated select a visible unit within 24” of the Incarnator, Each model in that unit gains a +2 to its Leadership stat until the start of your next Psychic Phase.  If incarnated with a Psychic roll of 11+, Each model in the targeted unit gains an additional +1 to its Leadership stat.  Backlash, Incarnator suffers -2 to their Leadership stat until the start of your next Psychic Phase. | **5** |
| **5** | | **Shatter**  If Incarnated select a visible unit within 18” of the Incarnator, Roll a D6 for every model in the unit. On a 4+ the unit takes a Deadly Wound to a Maximum of 6.  If incarnated with a Psychic roll of 11+, the maximum Deadly Wounds suffered increases by +4.  Backlash, Incarnator suffers D3 Deadly Wounds. | **7** |
| **6** | | **Blinding Light**  If Incarnated select a visible unit within 24” of the Incarnator, that unit suffers a -1 to hit with all of their ranged attacks until the start of your next Psychic Phase.  If incarnated with a Psychic roll of 11+, The unit also suffers -1 to hit with all of their CQB attacks.  Backlash, Incarnator suffers -1 to hit for any ranged weapons and a -1 to Incarnate further psychic powers. | **6** |

## Supreme Commander

When forming your army you must select a single CHARACTER model from your [REGIMENT] to lead your army, this model must then be given a Commander Trait from the following list. You may also include a Sub Commander in your army for 1 Strategic Point this must be a CHARACTER model from your [REGIMENT] and they also gain a Commander Trait.

No commander Trait can be given to more than 1 model per army and no army can have more than 2 models with Commander Traits.

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| --- | --- |
| **Commander Traits** | **Commander Traits** |
| **Tactical Genius**  Your Supreme Commander always fights first in CQB.  Your Supreme Commander’s unit may also fire defensively when a [REGIMENT] INFANTRY unit within 6” is charged, regardless of what stance your Supreme Commanders unit is in. | **Investigative Mind**  After deployment you may select 1 enemy unit and for the rest of the game [REGIMENT] units within 6” of your Supreme Commander can re-roll failed wound rolls against that unit. |
| **Shining Countenance**  Add 3” to the range of your Supreme Commanders non psychic abilities.  [REGIMENT] units that are affected by your Supreme Commander’s non psychic abilities also receive +1 Leadership | **Survivor**  Your Supreme Commander ignores wounds on a 5+ and ignores Deadly Wounds on a 6+ |
| **Strategic Master**  While your Supreme Commander is on the board you receive 1 extra Strategic Point per turn.  Also while your Supreme Commander is on the board, roll a D6 every time you spend a Strategic Point and on a 6+ you gain 1 Strategic Point | **Tenacious**  When your Supreme Commander makes a maneuver move it is always considered to be a minimum of 3”.  When your Supreme Commander charges they can re-roll one of the dice. |
| **Clear Communicator**  Your Supreme Commander may issue one additional Order per turn.  Also the range of your Supreme Commanders orders when they are not connected to the Command Net increases by +6” | **Honorable Duelist**  Your Supreme Commander can re-roll all hit rolls in CQB when your Supreme Commander is the only unit within CQB range of an enemy CHARACTER.  If your Supreme Commander is also within CQB range of any other enemy unit then your Supreme Commander can re-roll wounds and add 1 to all Melee weapon damage against the enemy CHARACTER. |
| **Terrifying Disciplinarian**  [REGIMENT] units within 6” of your Supreme Commander can re-roll any failed Leadership tests.  If your Supreme Commander is a Political Officer then any unit affected by the ‘No Retreat, No Surrender!’ rule automatically pass their Leadership tests after 1 model is removed. | **Latent Psychic**  Your Supreme Commander may enter one mind war per psychic phase as if they were PSYCHIC unit.  Once per turn when your Supreme Commander is targeted by an attack you may choose to incarnate Psychic Shield as a reaction. Roll a D6 and add half the strength of the incoming attack to the result to incarnate.  If your Supreme Commander is already a PSYCHIC unit this Trait has no effect. |
| **Crack Shot**  Add +1 to your Supreme Commanders Ballistic Skill stat.  Also if your Supreme Commander does not move before shooting they can re-roll rolls of 1 to hit with ranged weapons. | **Cautious**  After deployment if your Supreme Commander is on the board you can redeploy your Supreme Commander’s unit to a different location.  After deployment you can select 1 friendly INFANTRY or BATTLESUIT unit to make a normal move before the first turn. |

## Unique Wargear

The Imperial Army has many unique and experimental items within its armories either wielded by heroes, the worthy or sadly most common those Officers who bought their commissions with extravagant wealth.

Your Army may include 1 item of Unique Wargear for free, this wargear may only be equipped by CHARACTER models. You may also pay 1 Strategic Point for an extra item or 3 Strategic Points for 2 extra Items.

Your army can never include more than 3 items of Unique Wargear and a single model or unit can only carry 1 item per battle.

**Teeth of the Devourer**

Model with a Chain Sword only and replaces the model’s Chain Sword.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Special Rules |
| Teeth of the Devourer | - | - | - | - | - | When the wielder fights, choose one of the profiles below for each attack. |
| Slash | Melee | Melee 2 | +3 | -2 | 3 |  |
| Stab | Melee | Melee 1 | +4 | -2 | 3 |  |

**Sarkov’s Tactical Treaties**

While the model that wields this item is on the board your army gains +1 Strategic Point at the start of your Strategic Phase.

**Sir Henry Clarke’s Engraved Stud Pistol**

Model with a Stud Pistol only and replaces the model’s Stud Pistol.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Special Rules |
| Sir Henry Clarke’s Engraved Stud Pistol | 12” | Pistol 2 | 5 | -2 | 2 | The weapon has a +1 to wound models within 6” |

**Xenotech Saber**

Model with a Powered Sword only and replaces the model’s Powered Sword.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Special Rules |
| Xenotech Saber | - | - | - | - | - | When the wielder fights, choose one of the profiles below for each attack. |
| Slash | Melee | Melee 3 | +2 | -3 | 1 |  |
| Stab | Melee | Melee 1 | +3 | -5 | 2 |  |

**Fist of the Empire**

Model with a Powered Fist only and replaces the model’s Powered Fist.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Special Rules |
| Fist of the Empire | - | - | - | - | - | When the wielder fights, choose one of the profiles below for each attack. |
| Punch | Melee | Melee 1 | X3 | -3 | 3 |  |
| Crush | Melee | Melee 1 | X4 | -5 | D3+2 | Attacks with this profile are made at -1 to hit. |

**X-12 Viridian Lase Pistol**

Model with a Lase Pistol only and replaces the model’s Lase Pistol.

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| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Special Rules |
| X-12 Viridian Lase Pistol | 12” | Pistol 1 | 4 | -2 | 1 | When this weapon successfully damages its target, draw a line from the firing model through the targeted model up to the weapons max range. If this line crosses the base or hull of a model roll a D6 for that model, on a 4+ the model revives 1 Deadly Wound. |

**Malthusian Autodoc**

The Model wielding this wargear regains D3 lost wounds in the Strategic Phase and gains a 4+ Invulnerable Save.

**Order of the Hero of the Empire**

The Model wielding this wargear gains +1 toughness and +1 attack

**Shoulders of Atlas**

The Model wielding this wargear gains +1 strength and a 4+ save.

**Star of Megathora**

Model with a Plasma Pistol only and replaces the model’s Plasma Pistol.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Special Rules |
| **Star of Megathora** | - | - | - | - | - | When the wielder shoots, choose one of the profiles below. |
| Standard | 12” | Pistol 2 | 7 | -3 | 1 |  |
| Overcharged | 12” | Pistol 1 | 10 | -3 | 3 | On an unmodified hit roll of 1 the wielder takes 2 deadly wound after the shot is resolved. |

**Banner of the 1st Sanctarian Lancers**

The Model wielding this wargear gains the following ability:

**For the Fallen!**

All IMPERIAL ARMY units within 12” of this model Ignore Wounds, including Deadly Wounds on a 6+

## Strategic Gambits

Strategic Gambits are special one shot maneuvers, heroic actions, or abilities. They are purchased with Strategic Points and can be played at various times before and during the game as stated in their description. Each Strategic Gambit can only be used once per turn unless otherwise stated in its rules.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  | | --- | --- | | **Strategic Re-roll** | **1SP** | | Any Phase | | | Use after any of the following rolls are made, you can immediately re-roll that roll. If the roll includes multiple dice (eg. a charge roll) then all dice must be re-rolled.  This Gambit can be used multiple times per phase but for each subsequent use in a phase the cost increases by 1SP. | | | * maneuver move * Incarnation * Amount of shots * To hit | * Armour Save * To wound * Charge * Leadership Test | | |  |  | | --- | --- | | **Consolidate Units** | **1SP** | | Strategic Phase | | | Select 2 [REGIMENT] INFANTRY units that are within 2” of each other and have suffered 50% or more destroyed models. Those units are now considered to be one unit for the rest of the game. When this unit is destroyed it will award kill points equal to the number of units that have been consolidated into it. | | |
| |  |  | | --- | --- | | **Reactive Fire** | **1SP** | | Movement Phase | | | Immediately after an enemy unit is placed on the board for the first time this game, select a [REGIMENT] INFANTRY unit that is within 12” of the enemy unit. Your selected unit can immediately shoot at the enemy unit with a -1 to hit. | | |
| |  |  | | --- | --- | | **Flanking Advance** | **3SP** | | During Deployment | | | Select up to 3 [REGIMENT] units, with no more than 1 unit having the BATTLESUIT or VEHICLE keywords, place these units in your reserves.  During your first Reinforcement Phase you can deploy these units within 9” of the edges of the board except the edge of or within the opponents deployment zone. The units are considered to have moved their full move for the purposes of other rules. This Gambit can only be used once per game. | | |
| |  |  | | --- | --- | | **Recon, move up!** | **1SP** | | Movement Phase | | | Select a [REGIMENT] BATTLESUIT unit that is on the board and is able to move, that unit can make a maneuver move this turn even if it is not in the maneuver stance. In addition you must roll 2D6 for the maneuver move. | | |
| |  |  | | --- | --- | | **Saturation Bombardment** | **2SP** | | During Deployment | | | After both sides have deployed all their forces you may use this Gambit.  For every enemy unit on the board roll a D6 on a 6 that unit suffers a Deadly Wound. Any units with 20+ models or any single model that has 20+ wounds Suffer D3 Deadly Wounds instead. This Gambit can only be used once per game. | | | |  |  | | --- | --- | | **Human Wave** | **2SP** | | Reinforcement Phase | | | Select a [REGIMENT] INFANTRY unit that has been totally destroyed during the game, that unit can re-deploy at full strength within your deployment zone and no more than 9” from the board edge.  This Gambit can be used twice in a phase if one of the units re-deployed was a CONSCRIPT PLATOON unit. | | |
| |  |  | | --- | --- | | **Battlefield Expedient Repair** | **1SP** | | Strategic Phase | | | Select one [REGIMENT], VEHICLE or BATTLESUIT model that is on the board, that unit can immediately heal D3 lost wounds up to its maximum wounds. This model cannot move in any way this turn including charging or the use of any other Gambit. | | | |  |  | | --- | --- | | **Tactical Deployment** | **2SP** | | Reinforcement Phase | | | Select a unit from your reserves that is either a [REGIMENT] INFANTRY unit that has no models with more than 1 wound, or a [REGIMENT] AIRCRAFT unit. You can deploy that unit anywhere on the board that is more than 12” away from any enemy unit, this unit counts as having moved this turn. | | |
| |  |  | | --- | --- | | **Strategic Redeployment** | **1SP** | | Strategic Phase | | | Select one [REGIMENT] unit on the board that is not in CQB and immediately move them up to 6” in any direction. This unit does not count as having moved after making this move. | | | |  |  | | --- | --- | | **Psychic Chorus** | **1SP** | | Psychic Phase | | | Select 2 [REGIMENT] PSYCHIC units that are within 6” of each other. Until the end of the phase each unit may conduct a Psychic Operation and attempt to Incarnate Psychic Powers without penalty. Both units also gain a +2 to there incarnation rolls until the end of the phase and can choose to Incarnate an additional Psychic Power instead of shooting in the shooting phase. | | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  | | --- | --- | | **Artillery, My Grid Reference!** | **3SP** | | Shooting Phase | | | Select up to 3 [REGIMENT], MORTAR TEAM, M541 MOBILE HOWITZER, GORGON MLRS, OR CENTAUR MOBILE MORTAR models that are within 6” of each other. For the rest of the phase these models can re-roll wound rolls for ‘indirect’ weapons if they all target the same enemy unit. | | | |  |  | | --- | --- | | **Killing Zone** | **3SP** | | Shooting Phase | | | Select an enemy unit that is directly between 2 or more [REGIMENT] units, you can re-roll all hit and wound rolls against that unit until the end of the phase. | | |
| |  |  | | --- | --- | | **Suppressing Fire** | **1SP** | | Shooting Phase | | | Select 1 [REGIMENT] INFANTRY unit that has models that are armed with either an **Automatic Lase Rifle**, **Heavy Lase Auto Rifle**, or a **Heavy Stud Gun**. Select an enemy INFANTRY unit within range and fire all of these weapons at the enemy unit. Until the end of the turn the targeted unit cannot move, fire defensively, or charge. | | | |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | **Canister Shot** | | | | | | **2SP** | | Shooting Phase or charge phase | | | | | | | | Select a [REGIMENT], M6A3 ‘VIKING’ MBT SQUADRON or TANK COMMANDER M6A3 MBT unit that is within 12” of an enemy INFANTRY unit, when your unit fires their **105mm Low Velocity Cannon** weapons resolve the shots with the following profile. | | | | | | | | **Range** | **Type** | **S** | **AP** | **D** | **Special Rules** | | | 12” | Heavy 3D6 | 4 | -1 | 1 | Explosive. This Weapon automatically hits its target. | | |
| |  |  | | --- | --- | | **Follow My Tracer** | **1SP** | | Shooting Phase | | | Select 1 [REGIMENT] INFANTRY unit that has models that are armed with either an **Automatic Lase Rifle**, **Heavy Lase Auto Rifle**, or a **Heavy Stud Gun**. Select an enemy unit within range and fire all of these weapons at the enemy unit. Until the end of the phase all units within 6” of the selected friendly unit gain a +1 to hit the selected enemy unit. | | | |  |  | | --- | --- | | **Shield of Flesh** | **1SP** | | Shooting Phase | | | When a [REGIMENT] INFANTRY unit is targeted by an enemy unit you may select 1 CONSCRIPT PLATOON unit that is within 6” of the targeted unit and blocks line of sight to it, until the end of the phase all shots targeting that unit that also draw line of sight through the CONSCRIPT PLATOON unit must instead target the CONSCRIPT PLATOON unit. | | |
| |  |  | | --- | --- | | **Priority Targets** | **2SP** | | Shooting Phase | | | Select 1 [REGIMENT] SCOUT SNIPER SQUAD unit, when this unit fires at an enemy INFANTRY unit you may select which models are hit instead of your opponent. | | | |  |  | | --- | --- | | **Grenade Storm** | **1SP** | | Charge Phase | | | When a [REGIMENT] INFANTRY unit is selected to Fire Defensively upto half of the unit that is equipped with grenades may throw them instead of firing any other weapon. | | |
| |  |  | | --- | --- | | **Hellfire** | **1SP** | | Shooting Phase | | | Select 1 [REGIMENT] CTV-5 ‘FIREFLY’ TERROR SQUAD unit, when firing weapons that automatically hit from this unit against an enemy unit in a terrain feature you can re-roll wound rolls and increase the weapons AP by -1 | | | |  |  | | --- | --- | | **Bayonet Charge** | **2SP** | | Charge Phase | | | When a [REGIMENT] INFANTRY unit equipped with Bayonets is selected to charge and ends its charge phase within CQB range of an enemy unit. Your unit can re-roll hit and wound rolls in the next CQB phase. | | |
| |  |  | | --- | --- | | **Terror Weapons** | **2SP** | | Shooting Phase | | | Select 1 enemy unit, until the end of the turn any models from this unit that are destroyed by ‘indirect’ or automatically hitting weapons are counted twice in the attrition phase. | | | |  |  | | --- | --- | | **Unquestioning Obedience** | **1SP** | | Attrition Phase | | | When a [REGIMENT] INFANTRY unit takes a Leadership Test, halve the number of casualties the unit has taken this turn for the purposes of this test. | | |
| |  |  | | --- | --- | | **Volley Fire** | **1SP** | | Shooting Phase | | | Select a single [REGIMENT] INFANTRY unit if that unit targets an enemy unit of 20+ models add 2 to the hit roll for all of their shooting attacks until the end of the phase. | | | |  |  | | --- | --- | | **Fire On My Location!** | **3SP** | | Attrition Phase | | | When the last model of a [REGIMENT] INFANTRY that is connected to The Command Net is killed, All units within 6” of the model roll a D6 and on a 4+ take D3 Deadly Wounds with the ‘explosive’ weapon rule. | | |

## Statsheets

#### Command

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| **Command** | **35 Pts** | | | | | | | **Company Colonel** | | | | | | | | | | | | | |
| A company Colonel is a Character armed with a Lase Pistol, Frag Grenades, and a Power Field | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Company Colonel | | | | | - | | 6” | 3+ | | 3+ | | 2 | | 2 | | 4 | 3 | 8 | 5+/5++ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | | |
| Lase Pistol | | | | - | 12” | | Pistol 1 | | | 3 | | 0 | | 1 | |  | | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | | 3 | | -1 | | 1 | | Explosive | | | | | |
| **Powered Sword** | | | | 6 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -2 | | 1 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -4 | | 1 | |  | | | | | |
| **Chain Sword** | | | | 4 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -1 | | 2 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -1 | | 2 | |  | | | | | |
| **Powered Fist** | | | | 15 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Punch | | | | - | Melee | | Melee 1 | | | X2 | | -3 | | D3 | |  | | | | | |
| Crush | | | | - | Melee | | Melee 1 | | | X3 | | -5 | | 3 | | Attacks with this profile are made at -1 to hit. | | | | | |
| **Plasma Pistol** | | | | 7 | - | | - | | | - | | - | | - | | When the wielder shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 12” | | Pistol 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 12” | | Pistol 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Stud Rifle | | | | 7 | 24” | | Automatic 1 | | | 5 | | -2 | | 2 | |  | | | | | |
| Stud Pistol | | | | 1 | 12” | | Pistol 1 | | | 5 | | -2 | | 1 | |  | | | | | |
| **OPTIONS** | | * This Model may take either a Chain Sword, Powered Sword, or a Powered Fist * This model may replace its Lase Pistol with a Stud Pistol, Stud Rifle, or a Plasma Pistol. | | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Power Field:** This Item grants this model a 5+ invulnerable save.  **Company Command:** This model can Issue Orders to any lower ranked unit and can issue two orders in each game round.  **Command Cadre:** If this model is your armies Supreme Commander, you can Include a single Command Squad without it taking up a slot in your detachment. This model may also choose to Attach or detach itself to a Command Squad from your army, either during deployment or at the start of any phase. When this model is attached it looses its CHARACTER Keyword and regains it when it is detached.  **Unique Unit:** Only 1 of this unit may be included in each AOC. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Character, Infantry, Officer, Colonel, Company Colonel** | | | | | | | | | | | | | | | | | | |

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| **Command** | **70 Pts** | | | | | | | **Command Squad** | | | | | | | | | | | | | |
| This Unit contains 1 First Lieutenant and 4 Command Staff   * Each Command Staff is armed with a Lase Rifle, Lase Pistol and Frag Grenades * One Command Staff is equipped with a Command Radio * One Command Staff is equipped with The Company Standard * The First Lieutenant is armed with a Lase Rifle, Lase Pistol and Frag Grenades | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| 4 | Command Staff | | | | | - | | 6” | 4+ | | 3+ | | 2 | | 2 | | 1 | 1 | 6 | 5+ |  |
| 1 | First Lieutenant | | | | | - | | 6” | 3+ | | 3+ | | 2 | | 2 | | 3 | 2 | 7 | 5+ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | | |
| Lase Rifle | | | | - | 24” | | Automatic 1 | | | 3 | | -1 | | 1 | |  | | | | | |
| Lase Pistol | | | | - | 12” | | Pistol 1 | | | 3 | | 0 | | 1 | |  | | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | | 3 | | -1 | | 1 | | Explosive | | | | | |
| **Powered Sword** | | | | 6 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -2 | | 1 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -4 | | 1 | |  | | | | | |
| **Chain Sword** | | | | 4 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -1 | | 2 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -1 | | 2 | |  | | | | | |
| **Powered Fist** | | | | 15 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Punch | | | | - | Melee | | Melee 1 | | | X2 | | -3 | | D3 | |  | | | | | |
| Crush | | | | - | Melee | | Melee 1 | | | X3 | | -5 | | 3 | | Attacks with this profile are made at -1 to hit. | | | | | |
| **Plasma Pistol** | | | | 7 | - | | - | | | - | | - | | - | | When the wielder shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 12” | | Pistol 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 12” | | Pistol 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Stud Pistol | | | | 1 | 12” | | Pistol 1 | | | 5 | | -2 | | 1 | |  | | | | | |
| Automatic Lase Rifle | | | | 5 | 24” | | Automatic 3 | | | 3 | | -1 | | 1 | |  | | | | | |
| Flamethrower | | | | 10 | 12” | | Assault D6 | | | 4 | | 0 | | 1 | | Explosive, this weapon automatically hits its target. | | | | | |
| **Plasma Rifle** | | | | 10 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 24” | | Assault 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 24” | | Assault 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Microwave Gun | | | | 13 | 12” | | Assault 1 | | | 8 | | -4 | | D6 | | Under half range change the Damage of this weapon to D6+2. | | | | | |
| Under-slung Grenade Launcher | | | | 2 | 18” | | - | | | - | | - | | - | | When firing select one Grenade Equipped by the model using this weapon. This weapons Type, S, AP, D, Special Rules matches the chosen grenades until the end of the phase. | | | | | |
| **OPTIONS** | | * Any Command Staff not equipped with either The Company Standard or a Command Radio can take an Automatic Lase Rifle, Flamethrower, Plasma Rifle, or a Microwave Gun instead of their Lase Rifle * Any Command Staff not equipped with either The Company Standard or a Command Radio can take a Medical Kit. **10 Pts** * Any Model Armed with a Lase Rifle can take an Under-slung Grenade Launcher * The First Lieutenant can take a Powered Sword, Powered Fist or a Chain Sword instead of their Lase Rifle * The First Lieutenant can take a Plasma Pistol or Stud Pistol instead of their Lase Pistol | | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **The Company Standard (Aura):** Units within 6” of this unit cannot loose more than 1 model to a failed Leadership test.  **Medical Kit:** During your Command Phase the model with this item can heal a single wound that has been lost on a model from this unit. If no models have lost any wounds a single model that was previously destroyed from this unit can be resurrected with one wound remaining.  **Company Command:** This model can Issue Orders to any lower ranked unit and can issue one order in each game round.  **Command Radio:** Connects this unit to the Command Net. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Infantry, Officer, Lieutenant, Command squad** | | | | | | | | | | | | | | | | | | |

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| **Command** | **201 Pts** | | | | | | | **Tank Commander M6A3 MBT** | | | | | | | | | | | | |
| This Unit contains 1 Tank Commander M6A3 MBT   * This Model is armed with a 105mm Low Velocity Cannon and a Heavy Stud Gun | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Tank Commander M6A3 MBT | | | | | - | | **10”** | 4+ | | **3+** | | 9 | | 8 | 8-16 | **3** | 8 | 2+ |  |
|  |  | | | | |  | | **6”** |  | | **4+** | |  | |  | 4-7 | **2** |  |  |  |
|  |  | | | | |  | | **2”** |  | | **5+** | |  | |  | 1-3 | **1** |  |  |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| **105mm Low Velocity Cannon** | | | | - | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | |
| Armour Penetrator | | | | - | 72” | | Heavy 1 | | | 8 | | -4 | | 8 | |  | | | | |
| High Explosive | | | | - | 72” | | Heavy D6 | | | 5 | | -2 | | 2 | | Explosive | | | | |
| 200mm Howitzer | | | | 0 | 24” | | Heavy D6 | | | 10 | | -2 | | D6 | | Explosive | | | | |
| 120mm Cannon | | | | 15 | 72” | | Heavy 1 | | | 10 | | -5 | | 10 | |  | | | | |
| Dual Autocannon | | | | -5 | 48” | | Heavy 4 | | | 6 | | -3 | | 3 | |  | | | | |
| Gatling Autocannon | | | | -10 | 36” | | Heavy 15 | | | 5 | | 0 | | 1 | |  | | | | |
| **Plasma Cannon** | | | | 5 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | |
| Standard | | | | - | 36” | | Heavy 2D3 | | | 7 | | -3 | | 1 | | Explosive. | | | | |
| Overcharged | | | | - | 36” | | Heavy 2D6 | | | 8 | | -3 | | 2 | | Explosive. On an unmodified hit roll of 1 the wielder takes 2 deadly wound after the shot is resolved. | | | | |
| Laser Destroyer | | | | 10 | 48” | | Heavy 1 | | | 9 | | -4 | | D6+3 | |  | | | | |
| Microwave Cannon | | | | 20 | 24” | | Heavy 1 | | | 9 | | -4 | | D6+2 | | Under half range change the Damage of this weapon to 8 | | | | |
| **Heavy Plasma Gun** | | | | 20 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | |
| Standard | | | | - | 24” | | Heavy D3 | | | 7 | | -3 | | 1 | | Explosive. | | | | |
| Overcharged | | | | - | 24” | | Heavy 2D3 | | | 8 | | -3 | | 2 | | Explosive. On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | |
| Heavy Stud Gun | | | | 15 | 36” | | Heavy 3 | | | 6 | | -2 | | 2 | |  | | | | |
| Heavy Flamethrower | | | | 0 | 12” | | Heavy D6+2 | | | 5 | | -1 | | 1 | | Explosive, this weapon automatically hits its target. | | | | |
| AA Machine Gun | | | | 10 | 36” | | Heavy 3 | | | 4 | | -2 | | 1 | | The weapon has a +1 to hit models with the FLY or AIRCRAFT keywords | | | | |
| Dual Stud Rifle | | | | 10 | 24” | | Automatic 2 | | | 5 | | -2 | | 2 | |  | | | | |
| Tank Plow | | | | 25 | Melee | | Melee 2 | | | +1 | | -1 | | 1 | |  | | | | |
| ATGM | | | | 15 | 48” | | Heavy 1 | | | 8 | | -4 | | 6 | | This weapon can only be fired once per battle | | | | |
| **Options** | | * This model may replace its 105mm Low Velocity Cannon with a 200mm Howitzer, 120mm Cannon, Dual Autocannons, Plasma Cannon or a Gatling Autocannon * This model may replace its Heavy Stud Gun with a Heavy Flamethrower or a Laser Destroyer * This model may take two Heavy Stud Guns, Two Heavy Flamethrowers **(30 pts)**, Two Microwave Cannons, or Two Heavy Plasma Guns * This model may take an AA machine gun or a Dual Stud Rifle. * This Model may take an ATGM. * This Model may be upgraded with Additional Armour. **2Pts/Model** * This model may take a Tank Plow | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Smoke Launchers:** Up to twice per game, instead of shooting any weapons this turn this unit may deploy defensive smoke grenades that reduce the to hit roll of all ranged attacks targeted against this unit by 1.  **Additional Armour:** If Any model in this unit takes the Additional Armour upgrade increase its armour save by 1  **Tank Plow:** Any model with a tank plow can cross Boggy and Difficult terrain without penalty to its movement.  **Gunnery Expert:** Any [REGIMENT] VEHICLE models that are within 6” of this model can re-roll wound rolls for shots against VEHICLE units.  **Company Command:** This model can Issue Orders to any lower ranked unit and can issue two order in each game round.  **Tank orders:** This model can issue a number of special orders to [REGIMENT] VEHICLE units that occupy Fire Support slots in this units Detachment.   |  |  | | --- | --- | | ORDER | EFFECT | | **Adjust your shot!** | Re-roll hit rolls against a single selected target until the end of the current shooting phase.  *Requires the ordering unit to have line of sight to the selected target.* | | **Hit that Building!** | Re-roll the roll to determine the number of shots any weapon gets for shots against a single unit that is within a terrain feature.  *Requires the ordering unit to have line of sight to the selected target.* |   **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes D3 Deadly Wound to all units within 6” of the model. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Vehicle, Tank Commander M6A3 MBT, Officer, Captain** | | | | | | | | | | | | | | | | | |

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| **Command** | **30 Pts** | | | | | | | **Political Officer** | | | | | | | | | | | | | |
| A Political Officer is a Character armed with a Stud Pistol. | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Political Officer | | | | | - | | 6” | 3+ | | 3+ | | 2 | | 2 | | 3 | 3 | 9 | 5+ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | | |
| Stud Pistol | | | | - | 12” | | Pistol 1 | | | 5 | | -2 | | 1 | |  | | | | | |
| **Powered Sword** | | | | 6 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -2 | | 1 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -4 | | 1 | |  | | | | | |
| **Chain Sword** | | | | 4 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -1 | | 2 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -1 | | 2 | |  | | | | | |
| **Powered Fist** | | | | 15 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Punch | | | | - | Melee | | Melee 1 | | | X2 | | -3 | | D3 | |  | | | | | |
| Crush | | | | - | Melee | | Melee 1 | | | X3 | | -5 | | 3 | | Attacks with this profile are made at -1 to hit. | | | | | |
| **Plasma Pistol** | | | | 6 | - | | - | | | - | | - | | - | | When the wielder shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 12” | | Pistol 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 12” | | Pistol 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| **OPTIONS** | | * This Model may take either a Chain Sword, Powered Sword, or a Powered Fist * This model may replace its Stud Pistol with a Plasma Pistol. | | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Iron Discipline:** Any friendly [REGIMENT], INFANTRY units within 6” of this unit gain a +2 to their Leadership stat.  **No Retreat, No Surrender!:** Any INFANTRY unit that fails a Leadership Test within 6” of this unit must loose 1 model and then re-roll the Leadership Test. Do not count the models lost through this ability towards any Leadership Test.  **Company Command:** This model can Issue Orders to any lower ranked unit and can issue one order in each game round.  **Steady the Line:** This model may also choose to Attach or detach itself to a INFANTRY unit from your army, either during deployment or at the start of any phase. When this model is attached it looses its CHARACTER Keyword and regains it when it is detached. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Character, Infantry, Officer, Captain, Political Officer** | | | | | | | | | | | | | | | | | | |

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| **Command** | **42 Pts** | | | | | | | **Regimental Chaplain** | | | | | | | | | | | | | |
| A Regimental Chaplain is a Character armed with a Lase Pistol. | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Regimental Chaplain | | | | | - | | 6” | 4+ | | 4+ | | 2 | | 2 | | 3 | 3 | 9 | -/4++ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | | |
| Lase Pistol | | | | - | 12” | | Pistol 1 | | | 3 | | 0 | | 1 | |  | | | | | |
| Assault Rifle | | | | 2 | 24” | | Automatic 2 | | | 3 | | -1 | | 1 | |  | | | | | |
| **Chain Sword** | | | | 4 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -1 | | 2 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -1 | | 2 | |  | | | | | |
| **OPTIONS** | | * This Model may take a Chain Sword * This model may take an Assault Rifle | | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Zeal:** This unit can re-roll failed hit rolls in the CQB phase  **Ranting Sermon:** add 1 to the attacks stat of Friendly [REGIMENT] units within 6” of this model.  **Imperial Seal:** This model has a 4+ Invulnerable save  **Company Command:** This model can Issue Orders to any lower ranked unit and can issue one order in each game round. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Character, Infantry, Officer, Lieutenant, Imperial Priest** | | | | | | | | | | | | | | | | | | |

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| **Command** | **82 Pts** | | | | | | | **Justicar** | | | | | | | | | | | | | |
| A Justicar is a Character armed with a Lase Pistol and a Psionic Staff. | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Justicar | | | | | - | | 6” | 4+ | | 4+ | | 2 | | 2 | | 3 | 1 | 9 | -/4++ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | | |
| Lase Pistol | | | | - | 12” | | Pistol 1 | | | 3 | | 0 | | 1 | |  | | | | | |
| **Psionic Staff** | | | | - | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Sweep | | | | - | Melee | | Melee 2 | | | +1 | | -1 | | 1 | |  | | | | | |
| Strike | | | | - | Melee | | Melee 1 | | | +2 | | -1 | | D3 | |  | | | | | |
| **Special Rules** | | **Battle Psychic:** When Incarnating the Psychic Strike Power add 2 to the casting roll, and add 1 to the damage.  **Psychic Overcharge:** If this model Incarnates Psychic Strike with a roll of 11+, roll a D6 for each unit within 6” of the target unit, on a 4+ units suffer D3 mortal Wounds.  **Burrowing Mind:** Enemy units within 6” of this model suffer a -2 to their Leadership stat.  **Psychic Communications:** This unit is considered to always be connected to the Command Net.  **Psychic Wall:** This unit has a 4+ invulnerable save.  **Company Command:** This model can Issue Orders to any lower ranked unit and can issue one order in each game round. | | | | | | | | | | | | | | | | | | | |
| **Psychic Powers** | | This model can Incarnate two Psychic Powers per Friendly Psychic Phase and may attempt to enter a Mind War with one Enemy Psychics in each Enemy Psychic Phase. This Model Knows the default Powers and one Power from the Sanctioned Psychana School. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Character, Infantry, Psychic, Officer, Lieutenant, Justicar** | | | | | | | | | | | | | | | | | | |

#### Core

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| **Core** | **31 Pts** | | | | | | | **Infantry Squad** | | | | | | | | | | | | | |
| This Unit contains 1 Sergeant and 4 Rifleman.   * Each Rifleman is armed with a Lase Rifle, a Bayonet, Frag and Smoke Grenades * The Sergeant is armed with a Lase Rifle, Lase Pistol, Frag and Smoke Grenades | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| 4-9 | Rifleman | | | | | 6/model | | 6” | 4+ | | 4+ | | 2 | | 2 | | 1 | 1 | 6 | 5+ |  |
| 1 | Sergeant | | | | | - | | 6” | 4+ | | 4+ | | 2 | | 2 | | 1 | 1 | 7 | 5+ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | | |
| Lase Rifle | | | | - | 24” | | Automatic 1 | | | 3 | | -1 | | 1 | |  | | | | | |
| Lase Pistol | | | | - | 12” | | Pistol 1 | | | 3 | | 0 | | 1 | |  | | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | | 3 | | -1 | | 1 | | Explosive | | | | | |
| Smoke Grenade | | | | - | 6” | | Grenade 1 | | | - | | - | | - | | See Unit Special Rules | | | | | |
| Bayonet | | | | - | Melee | | Melee 1 | | | +1 | | -1 | | 1 | |  | | | | | |
| **Powered Sword** | | | | 6 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -2 | | 1 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -4 | | 1 | |  | | | | | |
| **Chain Sword** | | | | 4 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -1 | | 2 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -1 | | 2 | |  | | | | | |
| Lase Marksmans Rifle | | | | 8 | 36” | | Automatic 1 | | | 4 | | -2 | | 1 | | Models with this Weapon Gain +1 to hit in the shooting phase. | | | | | |
| Automatic Lase Rifle | | | | 5 | 24” | | Automatic 3 | | | 3 | | -1 | | 1 | |  | | | | | |
| Flamethrower | | | | 10 | 12” | | Assault D6 | | | 4 | | 0 | | 1 | | Explosive, this weapon automatically hits its target. | | | | | |
| **Plasma Rifle** | | | | 10 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 24” | | Assault 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 24” | | Assault 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Microwave Gun | | | | 13 | 12” | | Assault 1 | | | 8 | | -4 | | D6 | | Under half range change the Damage of this weapon to D6+2. | | | | | |
| Under-slung Grenade Launcher | | | | 2 | 18” | | - | | | - | | - | | - | | When firing select one Grenade Equipped by the model using this weapon. This weapons Type, S, AP, D, Special Rules matches the chosen grenades until the end of the phase. | | | | | |
| **OPTIONS** | | * For every 4 Rifleman, 1 Rifleman can take a Lase Marksmans Rifle, Flamethrower, Plasma Rifle, or a Microwave Gun instead of their Lase Rifle. * For every 4 Rifleman, 1 rifleman can take an Automatic Lase Rifle instead of their Lase Rifle. * For every 2 Rifleman, 1 Rifleman with a Lase Rifle can take an Under-slung Grenade Launcher. * 1 Rifleman can be equipped with a Command Radio. **10 Pts** * The Sergeant can take a Powered Sword or a Chain Sword instead of their Lase Rifle. | | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Smoke Grenades:** When a model uses a Smoke Grenade in the shooting phase instead of targeting a unit instead target a point on the board within range. On a successful roll to hit, spawn a Smoke Marker at that point.  **Smoke Marker:** A smoke marker is a circular marker with a 3” diameter. This marker counts as a terrain piece with the tag OPAQUE. The smoke marker disperses at the start of your next shooting phase.  **Command Radio:** Connects this unit to the Command Net. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Infantry, Infantry squad, Enlisted** | | | | | | | | | | | | | | | | | | |

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| **Core** | **50 Pts** | | | | | | | **Conscript Platoon** | | | | | | | | | | | | | |
| This Unit contains 20 Conscripts.   * Each Conscript is armed with a Lase Rifle | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| 20-40 | Conscript | | | | | 2/model | | 6” | 5+ | | 5+ | | 2 | | 2 | | 1 | 1 | 4 | 6+ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | | |
| Lase Rifle | | | | - | 24” | | Automatic 1 | | | 3 | | -1 | | 1 | |  | | | | | |
| **Special Rules** | | **Raw Recruits:** This unit cannot receive orders unless a Political Officer is Attached to it.  **Worthless:** This unit cannot hold objectives and is not counted for any mission rules. Also this unit does not give kill points to your opponent.  When a Political Officer is attached to this unit only the Officer is counted for kill points, objective control and other mission rules.  **Disciplined Hand:** Any detachment that contains any Conscript Platoon units can include one Political Officer unit without it taking up a detachment slot. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Infantry, Conscript Platoon, Enlisted** | | | | | | | | | | | | | | | | | | |

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| **Core** | **70 Pts** | | | | | | | **Shock Troop Squad** | | | | | | | | | | | | | |
| This Unit contains 1 Sergeant and 4 Troopers.   * Each Trooper is armed with a Heavy Lase Rifle, a Bayonet, Frag and Anti-Tank Grenades * The Sergeant is armed with a Heavy Lase Rifle, Heavy Lase Pistol, Frag and Anti-Tank Grenades | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| 4-9 | Trooper | | | | | 11/model | | 6” | 4+ | | 3+ | | 2 | | 2 | | 1 | 1 | 6 | 4+ |  |
| 1 | Sergeant | | | | | - | | 6” | 3+ | | 3+ | | 2 | | 2 | | 1 | 2 | 7 | 4+ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | | |
| Heavy Lase Rifle | | | | - | 18” | | Assault 2 | | | 4 | | -2 | | 1 | |  | | | | | |
| Heavy Lase Pistol | | | | - | 8” | | Pistol 1 | | | 3 | | -2 | | 1 | |  | | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | | 3 | | -1 | | 1 | | Explosive | | | | | |
| Anti-Tank Grenade | | | | - | 6” | | Grenade 1 | | | 6 | | -3 | | D3 | |  | | | | | |
| Bayonet | | | | - | Melee | | Melee 1 | | | +1 | | -1 | | 1 | |  | | | | | |
| **Powered Sword** | | | | 6 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -2 | | 1 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -4 | | 1 | |  | | | | | |
| **Chain Sword** | | | | 4 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -1 | | 2 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -1 | | 2 | |  | | | | | |
| **Powered Fist** | | | | 15 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Punch | | | | - | Melee | | Melee 1 | | | X2 | | -3 | | D3 | |  | | | | | |
| Crush | | | | - | Melee | | Melee 1 | | | X3 | | -5 | | 3 | | Attacks with this profile are made at -1 to hit. | | | | | |
| **Plasma Pistol** | | | | 7 | - | | - | | | - | | - | | - | | When the wielder shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 12” | | Pistol 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 12” | | Pistol 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Stud Pistol | | | | 1 | 12” | | Pistol 1 | | | 5 | | -2 | | 1 | |  | | | | | |
| Heavy Lase Auto-rifle | | | | 7 | 24” | | Assault 4 | | | 5 | | -2 | | 1 | |  | | | | | |
| Flamethrower | | | | 10 | 14” | | Assault D6 | | | 4 | | 0 | | 1 | | Explosive, this weapon automatically hits its target. | | | | | |
| **Plasma Rifle** | | | | 10 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 24” | | Assault 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 24” | | Assault 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Microwave Gun | | | | 13 | 12” | | Assault 1 | | | 8 | | -4 | | D6 | | Under half range change the Damage of this weapon to D6+2. | | | | | |
| Assault Grenade Launcher | | | | 5 | 24” | | Assault 2D3 | | | 3 | | -1 | | 1 | | Explosive | | | | | |
| **OPTIONS** | | * For every 3 Troopers, 1 Trooper can take a Heavy Lase Auto-Rifle, Flamethrower, Plasma Rifle, Microwave Gun, or an Assault Grenade Launcher instead of their Heavy Lase Rifle * 1 Trooper can be equipped with a Command Radio. **10 Pts** * The Sergeant can take a Powered Sword, Powered Fist or a Chain Sword instead of their Heavy Lase Rifle * The Sergeant can take a Plasma Pistol or a Stud Pistol instead of their Heavy Lase Pistol | | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **HALO Insertion:** This unit can deploy to the battlefield via parachute insertion. Instead of setting up this unit on the battlefield during deployment you can set up this unit during any of your reinforcement phases. When you set up this unit in this manner you can set it up anywhere on the board but no closer than 9” from any enemy unit.  **Command Radio:** Connects this unit to the Command Net. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Infantry, Shock troop squad, Enlisted** | | | | | | | | | | | | | | | | | | |

#### Specialist

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| **Specialist** | **120 Pts** | | | | | | | **Scout Sniper Squad** | | | | | | | | | | | | | |
| This Unit contains 6 Scout Snipers.   * Each Scout Sniper is armed with a Sniper Rifle, Frag and Smoke Grenades * One Scout Sniper is equipped with a Command Radio | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| 6 | Scout Sniper | | | | | - | | 6” | 4+ | | 2+ | | 2 | | 2 | | 1 | 1 | 7 | 5+ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | | |
| Sniper Rifle | | | | - | 36” | | Heavy 1 | | | 4 | | -2 | | 1 | | This weapon ignores the ‘Protect the Officer’ rule. An unmodified wound roll of a 6 inflicts 1 Deadly Wound in addition to its normal damage. | | | | | |
| Anti-Material Rifle | | | | 10 | 48” | | Heavy 1 | | | 5 | | -3 | | 2 | | This weapon ignores the ‘Protect the Officer’ rule. An unmodified wound roll of a 6 inflicts 1 Deadly Wound in addition to its normal damage.  If this weapon targets a VEHICLE, MONSTER or BATTLESUIT the damage of this weapon increases to 3. | | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | | 3 | | -1 | | 1 | | Explosive | | | | | |
| Smoke Grenade | | | | - | 6” | | Grenade 1 | | | - | | - | | - | | See Unit Special Rules | | | | | |
| **OPTIONS** | | * For every 3 Scout Snipers, 1 Scout Sniper can take an Anti-Material Rifle instead of their Sniper Rifle | | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Forward Positions:** During deployment this unit can be set up anywhere on the board more than 20” away from the enemy deployment zone and any enemy unit.  **Camo Cloak:** Any ranged shot targeted at models in this unit is resolved at -1 to hit.  **Exfiltrate:** When charged, instead of Firing Defensively this unit can choose to make a normal move directly away from the charging unit. This move may not include a maneuver move and cannot end within CQB range of an enemy unit.  **Smoke Grenades:** When a model uses a Smoke Grenade in the shooting phase instead of targeting the unit targets a point on the board within range. On a successful roll to hit, spawn a Smoke Marker at that point.  **Smoke Marker:** A smoke marker is a circular marker with a 3” diameter. This marker counts as a terrain piece with the tag OPAQUE. The smoke marker disperses at the start of your next shooting phase.  **Command Radio:** Connects this unit to the Command Net. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Infantry, Scout Snipers, Enlisted** | | | | | | | | | | | | | | | | | | |

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| **Specialist** | **51 Pts** | | | | | | | **Tunnel Rats** | | | | | | | | | | | | | |
| This Unit contains 1 Sergeant and 4 Infantryman.   * Each Infantryman is armed with a Lase Carbine, a Bayonet, and Frag Grenades * The Sergeant is armed with a Lase Carbine, Lase Pistol, and Frag Grenades | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| 4-9 | Veteran | | | | | 8/model | | 6” | 4+ | | 3+ | | 2 | | 2 | | 1 | 1 | 6 | 5+ |  |
| 1 | Veteran Sergeant | | | | | - | | 6” | 4+ | | 3+ | | 2 | | 2 | | 1 | 1 | 7 | 5+ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | | |
| Lase Carbine | | | | - | 18” | | Assault 2 | | | 3 | | -1 | | 1 | |  | | | | | |
| Shotgun | | | | 0 | 12” | | Assault 2 | | | 3 | | 0 | | 1 | | Under half range add 1 to the Strength and Damage stats of this weapon. | | | | | |
| Lase Pistol | | | | - | 12” | | Pistol 1 | | | 3 | | 0 | | 1 | |  | | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | | 3 | | -1 | | 1 | | Explosive. | | | | | |
| Bayonet | | | | - | Melee | | Melee 1 | | | +1 | | -1 | | 1 | |  | | | | | |
| **Powered Sword** | | | | 6 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -2 | | 1 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -4 | | 1 | |  | | | | | |
| **Chain Sword** | | | | 4 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -1 | | 2 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -1 | | 2 | |  | | | | | |
| **Powered Fist** | | | | 15 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Punch | | | | - | Melee | | Melee 1 | | | X2 | | -3 | | D3 | |  | | | | | |
| Crush | | | | - | Melee | | Melee 1 | | | X3 | | -5 | | 3 | | Attacks with this profile are made at -1 to hit. | | | | | |
| **Plasma Pistol** | | | | 7 | - | | - | | | - | | - | | - | | When the wielder shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 12” | | Pistol 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 12” | | Pistol 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Stud Pistol | | | | 1 | 12” | | Pistol 1 | | | 5 | | -2 | | 1 | |  | | | | | |
| Flamethrower | | | | 10 | 12” | | Assault D6 | | | 4 | | 0 | | 1 | | Explosive, this weapon automatically hits its target. | | | | | |
| **Plasma Rifle** | | | | 10 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 24” | | Assault 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 24” | | Assault 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Microwave Gun | | | | 13 | 12” | | Assault 1 | | | 8 | | -4 | | D6 | | Under half range change the Damage of this weapon to D6+2. | | | | | |
| Assault Grenade Launcher | | | | 5 | 24” | | Assault 2D3 | | | 3 | | -1 | | 1 | | Explosive. | | | | | |
| Heavy Flamethrower | | | | 15 | 12” | | Heavy D6+2 | | | 5 | | -1 | | 1 | | Explosive, this weapon automatically hits its target. | | | | | |
| **OPTIONS** | | * Any Veteran can replace their Lase Carbine with a Shotgun. * 1 Veteran can replace their Lase Carbine with a Heavy Flamethrower. * Up to 3 Veterans can replace their Lase Carbine with a Flamethrower, Plasma Rifle, Microwave Gun, or an Assault Grenade Launcher * 1 Veterans can be equipped with a Command Radio. **10 Pts** * The Veteran Sergeant can take a Powered Sword, Powered Fist or a Chain Sword instead of their Lase Rifle. * The Veteran Sergeant can take a Plasma Pistol or a Stud Pistol instead of their Lase Pistol. | | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Clear Them Out!:** Enemy units in terrain that are targeted by ranged attacks from this unit do not gain the benefit of that terrain against those attacks.  **Mine Field(Strategic Operation):** When this unit is activated instead of moving or charging this turn this unit can choose to lay a mine Field. Place 3 mine tokens no more than 1” in diameter anywhere on the board within 2” of this unit.  When an INFANTRY unit other than this unit comes within 1” of one of the mine tokens it will explode dealing 1 Deadly Wound to that unit, then remove the exploded mine token.  This Operation can only be used 3 times per game.  **Command Radio:** Connects this unit to the Command Net. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Infantry, Tunnel Rats, Enlisted** | | | | | | | | | | | | | | | | | | |

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| **Specialist** | **85 Pts** | | | | | | | **Ogre Squad** | | | | | | | | | | | | | |
| This Unit contains 1 Ogre Boss and 2 Ogres.   * Each Ogre is armed with a Heavy Slug Thrower, Frag Grenades. * The Ogre is armed with a Heavy Slug Thrower, Frag Grenades. | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | | **WS** | **BS** | | **S** | | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| 2-9 | Ogre | | | | | 28/model | | 8” | | 4+ | 4+ | | 5 | | 5 | | 3 | 3 | 6 | 5+ |  |
| 1 | Ogre Boss | | | | | - | | 8” | | 4+ | 4+ | | 5 | | 5 | | 3 | 4 | 7 | 5+ |  |
| Weapon | | | | Pts | Range | | Type | | S | | | AP | | D | | Special Rules | | | | | |
| Heavy Slug Thrower (Shooting) | | | | - | 18” | | Assault 3 | | 5 | | | -1 | | 2 | |  | | | | | |
| Heavy Slug Thrower (Melee) | | | | - | Melee | | Melee 1 | | +1 | | | -1 | | 2 | |  | | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | 3 | | | -1 | | 1 | | Explosive | | | | | |
| **Ogre Mace** | | | | 8 | - | | - | | - | | | - | | - | |  | | | | | |
| Sweep | | | | - | Melee | | Melee 2 | | User | | | 0 | | 1 | |  | | | | | |
| Slam | | | | - | Melee | | Melee 1 | | +2 | | | -1 | | 3 | |  | | | | | |
| **OPTIONS** | | * Each Ogre and Ogre Boss can take Heavy Armour. **2Pts/Model** * Each Ogre and Ogre Boss can take an Ogre Shield. **10Pts/Model** * Each Ogre and Ogre Boss can replace their Heavy Slug Thrower with an Ogre Mace. | | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Inhumanly Huge:** If this unit has made a Successful charge this turn add 1 to the Attack and Strength characteristics of each model in this unit until the end of the fight phase.  **Heavy Armour:** Models equipped with Heavy Armour have a normal save of 4+  **Ogre Shield:** Models Equipped with an Ogre Shield have a 4+ invulnerable save and improve their normal save by +1 | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Infantry, Ogre Squad, Enlisted, Bodyguard** | | | | | | | | | | | | | | | | | | |

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| **Specialist** | **60 Pts** | | | | | | | **Spotters** | | | | | | | | | | | | | |
| This Unit contains 3 Spotters.   * Each Spotter is armed with a Lase Rifle, Frag Grenades, and an Artillery Radio | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| 3 | Spotter | | | | | - | | 6” | 4+ | | 4+ | | 2 | | 2 | | 1 | 1 | 6 | 5+ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | | |
| Lase Rifle | | | | - | 24” | | Automatic 1 | | | 3 | | -1 | | 1 | |  | | | | | |
| Orbital Strike | | | | - | 48” | | Heavy 2D6 | | | 9 | | -3 | | D3 | | Explosive. This weapon can only be fired once per game and cannot be used if any model in this unit has moved this turn. | | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | | 3 | | -1 | | 1 | | Explosive | | | | | |
| **Special Rules** | | **Forward Observers:** Any friendly units can use this units Line of Sight when they fire ‘Indirect’ weapons, and have an Artillery Radio.  **Artillery Radio:** Connects this unit to all units with an Artillery Radio on the board. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Infantry, Spotters, Enlisted** | | | | | | | | | | | | | | | | | | |

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| **Specialist** | **90 Pts** | | | | | | | **Sanctioned Psychic Choir** | | | | | | | | | | | | | |
| This Unit contains 3 Sanctioned Psychics and 1 Choir Master   * Each Model is armed with a Lase Pistol and a Psychic Staff | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| 3-9 | Sanctioned Psychic | | | | | 14 | | 5” | 5+ | | 5+ | | 2 | | 2 | | 1 | 1 | 5 | 6+/4++ |  |
| 1 | Choir Master | | | | | - | | 5” | 4+ | | 4+ | | 2 | | 2 | | 1 | 1 | 6 | 6+/4++ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | | |
| Lase Pistol | | | | - | 12” | | Pistol 1 | | | 3 | | 0 | | 1 | |  | | | | | |
| Psychic Staff | | | | - | Melee | | Melee 1 | | | +2 | | -1 | | D3 | |  | | | | | |
| **Special Rules** | | **Defensive Incarnator:** If this model targets a friendly unit with a Psychic Power the Incarnation Roll is resolved at a +1  **Psychic Wall:** All models in this unit have a 4+ invulnerable save.  **Harmony of the Mind:** If this unit contains 5 or more PSYCHIC models it can attempt a Psychic Operation and Incarnate Psychic Powers in the same phase without penalty.  **Psychic Communications:** This unit is considered to always be connected to the Command Net  **Psychic Melody(Psychic Operation):** When this unit is activated, instead of Incarnating any Psychic Powers, this unit can chant a psychic melody that Nullifies any Psychic Powers affecting units within 6” that have been Incarnated by hostile PSYCHIC units. | | | | | | | | | | | | | | | | | | | |
| **Psychic Powers** | | This Model can Incarnate one Psychic Power per friendly Psychic Phase and attempt to enter a Mind War with one Enemy Psychic in each Enemy Psychic Phase. This Model Knows the default Powers as well as two Powers from the Sanctioned Psychana School. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Infantry, Psychic, Sanctioned Psychic Choir, Enlisted** | | | | | | | | | | | | | | | | | | |

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| **Specialist** | **60 Pts** | | | | | | | **Cyber Mechanic** | | | | | | | | | | | | |
| This Unit contains 1 Cyber Mechanic   * This Model is armed with a Lase Pistol, Cybernetic Limbs, Mechanics Axe, and a Command Radio | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Cyber Mechanic | | | | | - | | 6” | 3+ | | 3+ | | 4 | | 4 | 3 | 3 | 7 | 4+ |  |
| 0-3 | Lobotomized Cyborgs | | | | | 25 | | 6” | 4+ | | 4+ | | 4 | | 4 | 1 | 1 | 10 | 4+ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| Lase Pistol | | | | - | 12” | | Pistol 1 | | | 3 | | 0 | | 1 | |  | | | | |
| **Cybernetic Limbs** | | | | - | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | |
| Smash | | | | - | Melee | | Melee 1 | | | +2 | | -2 | | 1 | |  | | | | |
| Crush | | | | - | Melee | | Melee 1 | | | X2 | | -3 | | 3 | | Attacks with this profile are made at -1 to hit. | | | | |
| **Mechanics Axe** | | | | - | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | |
| Chop | | | | - | Melee | | Melee 1 | | | +2 | | -3 | | 2 | |  | | | | |
| Cleave | | | | - | Melee | | Melee 2 | | | User | | -1 | | 1 | |  | | | | |
| Heavy Stud Gun | | | | 15 | 36” | | Heavy 3 | | | 6 | | -2 | | 2 | |  | | | | |
| Microwave Cannon | | | | 20 | 24” | | Heavy 1 | | | 9 | | -4 | | D6+2 | | Under half range change the Damage of this weapon to 8 | | | | |
| **Heavy Plasma Gun** | | | | 20 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | |
| Standard | | | | - | 24” | | Heavy D3 | | | 7 | | -3 | | 1 | |  | | | | |
| Overcharged | | | | - | 24” | | Heavy 2D3 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | |
| **Options** | | * This unit can include upto 3 Lobotomized Cyborgs, each armed with Cybernetic Limbs. * Upto 2 Lobotomized Cyborgs may replace their Cybernetic Limbs with a Heavy Stud Gun, Microwave Cannon or Heavy Plasma Gun | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Cyberware:** The Cyber Mechanic and Lobotomized Cyborgs in this unit can ignore wounds on a 5+  **Mechanic Cadre:** If there are any Lobotomized Cyborgs in this Unit the Cyber Mechanic looses their CHARACTER keyword and regains it if all Lobotomized Cyborgs have been destroyed.  **Override Targeting(Strategic Operation):** When this unit is activated instead of moving, or charging this turn the Cyber Mechanic may slave the targeting of their Lobotomized Cyborgs to himself. All models in this unit must fire at the same target in the shooting phase and can use the Cyber Mechanics Ballistic Skill instead of their own when they do.  **Repair Protocol:** At the end of the Movement Phase this unit can repair a single friendly IMPERIAL ARMY VEHICLE or BATTLESUIT that is within 2” of this unit. The repaired unit recovers D3 lost wounds with a minimum of 1 for each Lobotomized Cyborg equipped with Cybernetic Limbs in this unit. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Infantry, Character, Cyber Mechanic, Enlisted** | | | | | | | | | | | | | | | | | |

#### Vanguard

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| **Vanguard** | **40 Pts** | | | | | | | **Scout Walkers** | | | | | | | | | | | | |
| This Unit contains 1 Scout Walker   * This Model is armed with a Lase Autocannon | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1-3 | Scout Walker | | | | | 35 | | 9” | 4+ | | 4+ | | 5 | | 5 | 6 | 1 | 6 | 5+ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| Lase Autocannon | | | | - | 36” | | Heavy 3 | | | 6 | | -1 | | 1 | |  | | | | |
| Brush Cutter | | | | 10 | Melee | | Melee 2 | | | +1 | | -1 | | 2 | |  | | | | |
| Heavy Flamethrower | | | | 5 | 12” | | Heavy D6+2 | | | 5 | | -1 | | 1 | | Explosive, this weapon automatically hits its target. | | | | |
| Autocannon | | | | 7 | 48” | | Heavy 2 | | | 6 | | -3 | | 3 | |  | | | | |
| **Missile Launcher** | | | | 10 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | |
| Anti-Infantry | | | | - | 48” | | Heavy D6 | | | 3 | | -1 | | 1 | | Explosive. | | | | |
| Anti-Armour | | | | - | 48” | | Heavy 1 | | | 8 | | -4 | | 6 | |  | | | | |
| **Heavy Plasma Gun** | | | | 10 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | |
| Standard | | | | - | 24” | | Heavy D3 | | | 7 | | -3 | | 1 | | Explosive. | | | | |
| Overcharged | | | | - | 24” | | Heavy 2D3 | | | 8 | | -3 | | 2 | | Explosive. On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | |
| ATGM | | | | 15 | 48” | | Heavy 1 | | | 8 | | -4 | | 6 | | This weapon can only be fired once per battle | | | | |
| **Options** | | * Any model in this unit can replace its Lase Autocannon with a Heavy Flamethrower, Auto-cannon, Missile Launcher, or Heavy Plasma Gun * Any model in this unit may take a Brush Cutter. * Any Model may take an ATGM * This Unit may be upgraded with Additional Armour **+2Pts/Model** | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Smoke Launchers:** Upto twice per game, instead of shooting any weapons this turn this unit may deploy defensive smoke grenades that reduce the to hit roll of all ranged attacks targeted against this unit by 1.  **Additional Armour:** if this unit takes the Additional Armour upgrade increase its armour save by 2 and reduce its move stat by 1  **Brush Cutter:** any model with a brush cutter moves through Dense Terrain with a 2” bonus to their movement.  **Scouting Ahead:** At the end of deployment this unit can make a normal move before the first turn.  **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes 1 Deadly Wound to all units within 3” of the model, not including this unit. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Battlesuit, Scout Walkers, Enlisted** | | | | | | | | | | | | | | | | | |

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| **Vanguard** | **126 Pts** | | | | | | | **CTV-5 ‘Firefly’ Terror Squad** | | | | | | | | | | | | |
| This Unit contains 1 CTV-5 ‘Firefly’ Flame Tank   * This Model is armed with a Dragons Breath Flamethrower and a Heavy Stud Gun | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1-3 | CTV-5 ‘Firefly’ Flame Tank | | | | | 126 | | **12”** | 5+ | | **4+** | | 7 | | 7 | 6-12 | **3** | 6 | 3+ |  |
|  |  | | | | |  | | **8”** |  | | **5+** | |  | |  | 3-5 | **2** |  |  |  |
|  |  | | | | |  | | **2”** |  | | **6+** | |  | |  | 1-2 | **1** |  |  |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| Dragons Breath Flamethrower | | | | - | 18” | | Heavy 2D6 | | | 6 | | -1 | | 1 | | Explosive, this weapon automatically hits its target. | | | | |
| Chemical sprayer | | | | 0 | 18” | | Heavy 2D6 | | | 2 | | -1 | | 1 | | Explosive, this weapon automatically hits its target. This Weapon wounds INFANTRY on a 2+. | | | | |
| Heavy Stud Gun | | | | - | 36” | | Heavy 3 | | | 6 | | -2 | | 2 | |  | | | | |
| Microwave Cannon | | | | -10 | 24” | | Heavy 1 | | | 9 | | -4 | | D6+2 | | Under half range change the Damage of this weapon to 8 | | | | |
| Heavy Flamethrower | | | | 0 | 12” | | Heavy D6+2 | | | 5 | | -1 | | 1 | | Explosive, this weapon automatically hits its target. | | | | |
| AA Machine Gun | | | | 10 | 36” | | Heavy 3 | | | 4 | | -2 | | 1 | | The weapon has a +1 to hit models with the FLY or AIRCRAFT keywords | | | | |
| Dual Stud Rifle | | | | 10 | 24” | | Automatic 2 | | | 5 | | -2 | | 2 | |  | | | | |
| Tank Plow | | | | 25 | Melee | | Melee 2 | | | +1 | | -1 | | 1 | |  | | | | |
| ATGM | | | | 15 | 48” | | Heavy 1 | | | 8 | | -4 | | 6 | | This weapon can only be fired once per battle | | | | |
| **Options** | | * Any model in this unit can replace its Dragons Breath Flamethrower with a Microwave cannon or a Chemical Sprayer * Any model may replace its Heavy Stud Gun with a Microwave Cannon or a Heavy Flamethrower. * Any model may take an AA machine gun or a Dual Stud Rifle. * Any Model may take an ATGM. * Any Model may be upgraded with Additional Armour. **2Pts/Model** * Any model may take a Tank Plow | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Smoke Launchers:** Upto twice per game, instead of shooting any weapons this turn this unit may deploy defensive smoke grenades that reduce the to hit roll of all ranged attacks targeted against this unit by 1.  **Additional Armour:** If any model in this unit takes the Additional Armour upgrade increase its armour save by 1  **Tank Plow:** Any model with a tank plow can cross Boggy and Difficult terrain without penalty to its movement.  **Vehicle Squadron:** When this unit is deployed each model must be placed with 6” coherency, however during the game the unit coherency of this unit is 12”  **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -2, the model explodes and causes D3 Deadly Wound to all units within 6” of the model, not including this unit. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Vehicle, CTV-5 ‘Firefly’ Flame Tanks, Enlisted** | | | | | | | | | | | | | | | | | |

#### Fire Support

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| **Fire Support** | **24 Pts** | | | | | | | **Fire Support Section** | | | | | | | | | | | | |
| This Unit contains 3 Fire Support Teams   * Each model is armed with a Lase Rifle and Frag Grenades. | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 3 | Fire Support Team | | | | | - | | 6” | 4+ | | 4+ | | 2 | | 2 | 2 | 2 | 6 | 5+ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| Lase Rifle | | | | - | 24” | | Automatic 1 | | | 3 | | -1 | | 1 | |  | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | | 3 | | -1 | | 1 | | Explosive | | | | |
| Autocannon | | | | 17 | 48” | | Heavy 2 | | | 6 | | -3 | | 3 | |  | | | | |
| **Missile Launcher** | | | | 20 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | |
| Anti-Infantry | | | | - | 48” | | Heavy D6 | | | 3 | | -1 | | 1 | | Explosive. | | | | |
| Anti-Armour | | | | - | 48” | | Heavy 1 | | | 8 | | -4 | | 6 | |  | | | | |
| Heavy Stud Gun | | | | 15 | 36” | | Heavy 3 | | | 6 | | -2 | | 2 | |  | | | | |
| Laser Destroyer | | | | 25 | 48” | | Heavy 1 | | | 9 | | -4 | | D6+3 | |  | | | | |
| **Options** | | * Each model must take either a Heavy Stud Gun, Autocannon, Missile Launcher or a Laser Destroyer. * This unit may be equipped with a Command Radio. **10Pts** | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Command Radio:** Connects this unit to the Command Net. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Infantry, Fire Support Section, Enlisted** | | | | | | | | | | | | | | | | | |

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| **Fire Support** | **70 Pts** | | | | | | | **Mortar Section** | | | | | | | | | | | | |
| This Unit contains 3 Fire Support Teams and is equipped with an Artillery Radio   * Each model is armed with a Mortar, Lase Rifle, and Frag Grenades. | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 3 | Mortar Team | | | | | - | | 6” | 4+ | | 4+ | | 2 | | 2 | 2 | 2 | 6 | 5+ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| Lase Rifle | | | | - | 24” | | Automatic 1 | | | 3 | | -1 | | 1 | |  | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | | 3 | | -1 | | 1 | | Explosive | | | | |
| Mortar | | | | - | 12”- 48” | | Heavy D6 | | | 3 | | 0 | | 1 | | Explosive, Indirect. | | | | |
| **Options** | | * This unit may be equipped with a Command Radio. **10Pts** | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Command Radio:** Connects this unit to the Command Net.  **Artillery Radio:** Connects this unit to all units with an Artillery Radio on the board. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Infantry, Mortar Section, Enlisted** | | | | | | | | | | | | | | | | | |

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| **Fire Support** | **170 Pts** | | | | | | | **M541 Mobile Howitzer Battery** | | | | | | | | | | | | |
| This Unit contains 1 M541 Mobile Howitzer   * This Model is armed with an 180mm Howitzer, a Heavy Stud Gun, and an Artillery Radio. | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1-3 | M541 Mobile Howitzer | | | | | 170 | | **10”** | 5+ | | **4+** | | 7 | | 7 | 6-12 | **3** | 6 | 3+ |  |
|  |  | | | | |  | | **6”** |  | | **5+** | |  | |  | 3-5 | **2** |  |  |  |
|  |  | | | | |  | | **2”** |  | | **6+** | |  | |  | 1-2 | **1** |  |  |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| 180mm Howitzer | | | | - | 20”-300” | | Heavy 3D3 | | | 8 | | -3 | | 2 | | Explosive, indirect. | | | | |
| Heavy Stud Gun | | | | - | 36” | | Heavy 3 | | | 6 | | -2 | | 2 | |  | | | | |
| Heavy Flamethrower | | | | 0 | 12” | | Heavy D6+2 | | | 5 | | -1 | | 1 | | Explosive, this weapon automatically hits its target. | | | | |
| AA Machine Gun | | | | 10 | 36” | | Heavy 3 | | | 4 | | -2 | | 1 | | The weapon has a +1 to hit models with the FLY or AIRCRAFT keywords | | | | |
| Dual Stud Rifle | | | | 10 | 24” | | Automatic 2 | | | 5 | | -2 | | 2 | |  | | | | |
| Tank Plow | | | | 25 | Melee | | Melee 2 | | | +1 | | -1 | | 1 | |  | | | | |
| ATGM | | | | 15 | 48” | | Heavy 1 | | | 8 | | -4 | | 6 | | This weapon can only be fired once per battle | | | | |
| **Options** | | * Any model may replace its Heavy Stud Gun with a Heavy Flamethrower. * Any model may take an AA machine gun or a Dual Stud Rifle. * Any Model may take an ATGM. * Any Model may be upgraded with Additional Armour. **2Pts/Model** * Any model may take a Tank Plow | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Smoke Launchers:** Upto twice per game, instead of shooting any weapons this turn this unit may deploy defensive smoke grenades that reduce the to hit roll of all ranged attacks targeted against this unit by 1.  **Additional Armour:** If any model in this unit takes the Additional Armour upgrade increase its armour save by 1  **Tank Plow:** Any model with a tank plow can cross Boggy and Difficult terrain without penalty to its movement.  **Vehicle Squadron:** When this unit is deployed each model must be placed with 6” coherency, however during the game the unit coherency of this unit is 12”  **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes D3 Deadly Wound to all units within 6” of the model, not including this unit.  **Artillery Radio:** Connects this unit to all units with an Artillery Radio on the board. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Vehicle, M541 Mobile Howitzer Battery, Enlisted** | | | | | | | | | | | | | | | | | |

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| **Fire Support** | **230 Pts** | | | | | | | **Ballistic Missile Carrier** | | | | | | | | | | | | |
| This Unit contains 1 Ballistic Missile Carrier   * This Model is armed with a Sun strike SRBM and a Heavy Stud Gun, and an Artillery Radio. | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | | **Pts** | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Ballistic Missile Carrier | | | | | | - | **10”** | 5+ | | **4+** | | 7 | | 7 | 6-12 | **3** | 6 | 3+ |  |
|  |  | | | | | |  | **6”** |  | | **5+** | |  | |  | 3-5 | **2** |  |  |  |
|  |  | | | | | |  | **2”** |  | | **6+** | |  | |  | 1-2 | **1** |  |  |  |
| Weapon | | | | Pts | Range | Type | | | | S | | AP | | D | | Special Rules | | | | |
| Sun Strike SRBM | | | | - | 48”-500” | Heavy 4D6 | | | | - | | - | | - | | Explosive, indirect. This weapon can only be fired once per battle. Each hit causes 1 Deadly Wound. in addition this weapon causes D6 Deadly Wounds to every unit within 8” of the target unit. | | | | |
| Heavy Stud Gun | | | | - | 36” | Heavy 3 | | | | 6 | | -2 | | 2 | |  | | | | |
| Heavy Flamethrower | | | | 0 | 12” | Heavy D6+2 | | | | 5 | | -1 | | 1 | | Explosive, this weapon automatically hits its target. | | | | |
| AA Machine Gun | | | | 10 | 36” | Heavy 3 | | | | 4 | | -2 | | 1 | | The weapon has a +1 to hit models with the FLY or AIRCRAFT keywords | | | | |
| Dual Stud Rifle | | | | 10 | 24” | Automatic 2 | | | | 5 | | -2 | | 2 | |  | | | | |
| Tank Plow | | | | 25 | Melee | Melee 2 | | | | +1 | | -1 | | 1 | |  | | | | |
| ATGM | | | | 15 | 48” | Heavy 1 | | | | 8 | | -4 | | 6 | | This weapon can only be fired once per battle | | | | |
| **Options** | | * This model may replace its Heavy Stud Gun with a Heavy Flamethrower. * This model may take an AA machine gun or a Dual Stud Rifle. * This Model may take an ATGM. * This Model may be upgraded with Additional Armour. **2Pts/Model** * This model may take a Tank Plow | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Raise the Missile!:** Readying a Sun Strike SRBM is a laborious and lengthy process. In one of your shooting phases you can declare that you wish to ready the Sun Strike SRBM to fire, roll a D6 ,with a minimum of 3, to determine how many turns it will take to ready the weapon. After the requisite number of turns have elapsed you may fire the Sun Strike SRBM like any other weapon.  **Smoke Launchers:** Upto twice per game, instead of shooting any weapons this turn this unit may deploy defensive smoke grenades that reduce the to hit roll of all ranged attacks targeted against this unit by 1.  **Additional Armour:** If This model takes the Additional Armour upgrade increase its armour save by 1  **Tank Plow:** This model if equipped with a tank plow can cross Boggy and Difficult terrain without penalty to its movement.  **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes D3 Deadly Wound to all units within 6” of the model, not including this unit.  **Artillery Radio:** Connects this unit to all units with an Artillery Radio on the board. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Vehicle, Ballistic Missile Carrier, Enlisted** | | | | | | | | | | | | | | | | | |

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| **Fire Support** | **170 Pts** | | | | | | | **Gorgon MLRS** | | | | | | | | | | | | |
| This Unit contains 1 Gorgon MLRS   * This Model is armed with Lightning Heavy Rockets and a Heavy Stud Gun, and an Artillery Radio. | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Gorgon MLRS | | | | | - | | **10”** | 5+ | | **4+** | | 7 | | 7 | 6-12 | **3** | 6 | 3+ |  |
|  |  | | | | |  | | **6”** |  | | **5+** | |  | |  | 3-5 | **2** |  |  |  |
|  |  | | | | |  | | **2”** |  | | **6+** | |  | |  | 1-2 | **1** |  |  |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| Lightning Heavy Rockets | | | | - | 24”- 120” | | Heavy 2D6 | | | 9 | | -2 | | D3 | | Explosive, indirect. This weapon can only be fired four times per battle. | | | | |
| Storm Wind Rocket Launcher | | | | 30 | 12”- 80” | | Heavy 2D6 | | | 6 | | -1 | | 1 | | Explosive, indirect. The first time in a phase this weapon fires roll a D6 for each unit within 6” of the targeted unit, on a 4+ resolve a shooting attack from this weapon against that unit. | | | | |
| Heavy Stud Gun | | | | - | 36” | | Heavy 3 | | | 6 | | -2 | | 2 | |  | | | | |
| Heavy Flamethrower | | | | 0 | 12” | | Heavy D6+2 | | | 5 | | -1 | | 1 | | Explosive, this weapon automatically hits its target. | | | | |
| AA Machine Gun | | | | 10 | 36” | | Heavy 3 | | | 4 | | -2 | | 1 | | The weapon has a +1 to hit models with the FLY or AIRCRAFT keywords | | | | |
| Dual Stud Rifle | | | | 10 | 24” | | Automatic 2 | | | 5 | | -2 | | 2 | |  | | | | |
| Tank Plow | | | | 25 | Melee | | Melee 2 | | | +1 | | -1 | | 1 | |  | | | | |
| ATGM | | | | 15 | 48” | | Heavy 1 | | | 8 | | -4 | | 6 | | This weapon can only be fired once per battle | | | | |
| **Options** | | * This model may replace its Lightning Heavy Rockets with a Storm Wind Rocket Launcher. * This model may replace its Heavy Stud Gun with a Heavy Flamethrower. * This model may take an AA machine gun or a Dual Stud Rifle. * This Model may take an ATGM. * This Model may be upgraded with Additional Armour. **2Pts/Model** * This model may take a Tank Plow | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Inaccurate:** The Rocket launchers on this Vehicle are inherently inaccurate and do not gain any benefit from firing with a Line of Sight, as such all shots from these weapons must be resolved with a -1 to hit.  **Smoke Launchers:** Upto twice per game, instead of shooting any weapons this turn this unit may deploy defensive smoke grenades that reduce the to hit roll of all ranged attacks targeted against this unit by 1.  **Additional Armour:** If This model in this unit takes the Additional Armour upgrade increase its armour save by 1  **Tank Plow:** This model if equipped with a tank plow can cross Boggy and Difficult terrain without penalty to its movement.  **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes D3 Deadly Wound to all units within 6” of the model, not including this unit.  **Artillery Radio:** Connects this unit to all units with an Artillery Radio on the board. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Vehicle, Gorgon MLRS, Enlisted** | | | | | | | | | | | | | | | | | |

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| **Fire Support** | **140 Pts** | | | | | | | **Centaur Mobile Mortar Battery** | | | | | | | | | | | | |
| This Unit contains 1 Centaur Mobile Mortar   * This Model is armed with a Saturation Mortar Array and a Heavy Stud Gun, and an Artillery Radio. | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1-3 | Centaur Mobile Mortar | | | | | 140 | | **10”** | 5+ | | **4+** | | 7 | | 7 | 6-12 | **3** | 6 | 3+ |  |
|  |  | | | | |  | | **6”** |  | | **5+** | |  | |  | 3-5 | **2** |  |  |  |
|  |  | | | | |  | | **2”** |  | | **6+** | |  | |  | 1-2 | **1** |  |  |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| Saturation Mortar Array | | | | - | 54” | | Heavy 4D6 | | | 3 | | 0 | | 1 | | Explosive, indirect. | | | | |
| Heavy Stud Gun | | | | - | 36” | | Heavy 3 | | | 6 | | -2 | | 2 | |  | | | | |
| Heavy Flamethrower | | | | 0 | 12” | | Heavy D6+2 | | | 5 | | -1 | | 1 | | Explosive, this weapon automatically hits its target. | | | | |
| AA Machine Gun | | | | 10 | 36” | | Heavy 3 | | | 4 | | -2 | | 1 | | The weapon has a +1 to hit models with the FLY or AIRCRAFT keywords | | | | |
| Dual Stud Rifle | | | | 10 | 24” | | Automatic 2 | | | 5 | | -2 | | 2 | |  | | | | |
| Tank Plow | | | | 25 | Melee | | Melee 2 | | | +1 | | -1 | | 1 | |  | | | | |
| ATGM | | | | 15 | 48” | | Heavy 1 | | | 8 | | -4 | | 6 | | This weapon can only be fired once per battle | | | | |
| **Options** | | * Any model may replace its Heavy Stud Gun with a Heavy Flamethrower. * Any model may take an AA machine gun or a Dual Stud Rifle. * Any Model may take an ATGM. * Any Model may be upgraded with Additional Armour. **2Pts/Model** * Any model may take a Tank Plow | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Smoke Launchers:** Upto twice per game, instead of shooting any weapons this turn this unit may deploy defensive smoke grenades that reduce the to hit roll of all ranged attacks targeted against this unit by 1.  **Additional Armour:** If Any model in this unit takes the Additional Armour upgrade increase its armour save by 1  **Tank Plow:** Any model with a tank plow can cross Boggy and Difficult terrain without penalty to its movement.  **Vehicle Squadron:** When this unit is deployed each model must be placed with 6” coherency, however during the game the unit coherency of this unit is 12”  **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes D3 Deadly Wound to all units within 6” of the model, not including this unit.  **Artillery Radio:** Connects this unit to all units with an Artillery Radio on the board. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Vehicle, Centaur Mobile Mortar Battery, Enlisted** | | | | | | | | | | | | | | | | | |

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| **Fire Support** | **135 Pts** | | | | | | | **Harpy AAA Battery** | | | | | | | | | | | | |
| This Unit contains 1 Harpy   * This Model is armed with a Nemesis Autocannon Array and a Heavy Stud Gun | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1-3 | Harpy | | | | | 133 | | **10”** | 5+ | | **4+** | | 7 | | 7 | 6-12 | **3** | 6 | 3+ |  |
|  |  | | | | |  | | **6”** |  | | **5+** | |  | |  | 3-5 | **2** |  |  |  |
|  |  | | | | |  | | **2”** |  | | **6+** | |  | |  | 1-2 | **1** |  |  |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| Nemesis Autocannon Array | | | | - | 60” | | Heavy 12 | | | 6 | | -2 | | 2 | | The weapon has a +1 to hit models with the FLY or AIRCRAFT keywords | | | | |
| Heavy Stud Gun | | | | - | 36” | | Heavy 3 | | | 6 | | -2 | | 2 | |  | | | | |
| Heavy Flamethrower | | | | 0 | 12” | | Heavy D6+2 | | | 5 | | -1 | | 1 | | Explosive, this weapon automatically hits its target. | | | | |
| AA Machine Gun | | | | 10 | 36” | | Heavy 3 | | | 4 | | -2 | | 1 | | The weapon has a +1 to hit models with the FLY or AIRCRAFT keywords | | | | |
| Dual Stud Rifle | | | | 10 | 24” | | Automatic 2 | | | 5 | | -2 | | 2 | |  | | | | |
| Tank Plow | | | | 25 | Melee | | Melee 2 | | | +1 | | -1 | | 1 | |  | | | | |
| ATGM | | | | 15 | 48” | | Heavy 1 | | | 8 | | -4 | | 6 | | This weapon can only be fired once per battle | | | | |
| **Options** | | * Any model may replace its Heavy Stud Gun with a Heavy Flamethrower. * Any model may take an AA machine gun or a Dual Stud Rifle. * Any Model may take an ATGM. * Any Model may be upgraded with Additional Armour. **2Pts/Model** * Any model may take a Tank Plow | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Smoke Launchers:** Upto twice per game, instead of shooting any weapons this turn this unit may deploy defensive smoke grenades that reduce the to hit roll of all ranged attacks targeted against this unit by 1.  **Additional Armour:** If Any model in this unit takes the Additional Armour upgrade increase its armour save by 1  **Tank Plow:** Any model with a tank plow can cross Boggy and Difficult terrain without penalty to its movement.  **Vehicle Squadron:** When this unit is deployed each model must be placed with 6” coherency, however during the game the unit coherency of this unit is 12”  **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes D3 Deadly Wound to all units within 6” of the model, not including this unit. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Vehicle, Harpy AAA Battery, Enlisted** | | | | | | | | | | | | | | | | | |

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| **Fire Support** | **175 Pts** | | | | | | | **M6A3 ‘Viking’ MBT Squadron** | | | | | | | | | | | | |
| This Unit contains 1 Viking MBT   * This Model is armed with a 105mm Low Velocity Cannon and a Heavy Stud Gun | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1-3 | M6A3 ‘Viking’ MBT | | | | | 175 | | **10”** | 5+ | | **4+** | | 9 | | 8 | 8-16 | **3** | 6 | 2+ |  |
|  |  | | | | |  | | **6”** |  | | **5+** | |  | |  | 4-7 | **2** |  |  |  |
|  |  | | | | |  | | **2”** |  | | **6+** | |  | |  | 1-3 | **1** |  |  |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| **105mm Low Velocity Cannon** | | | | - | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | |
| Armour Penetrator | | | | - | 72” | | Heavy 1 | | | 8 | | -4 | | 8 | |  | | | | |
| High Explosive | | | | - | 72” | | Heavy D6 | | | 5 | | -2 | | 2 | | Explosive | | | | |
| 200mm Howitzer | | | | 0 | 24” | | Heavy D6 | | | 10 | | -2 | | D6 | | Explosive | | | | |
| 120mm Cannon | | | | 15 | 72” | | Heavy 1 | | | 10 | | -5 | | 10 | |  | | | | |
| Dual Autocannon | | | | -5 | 48” | | Heavy 4 | | | 6 | | -3 | | 3 | |  | | | | |
| Gatling Autocannon | | | | -10 | 36” | | Heavy 15 | | | 5 | | 0 | | 1 | |  | | | | |
| **Plasma Cannon** | | | | 5 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | |
| Standard | | | | - | 36” | | Heavy 2D3 | | | 7 | | -3 | | 1 | | Explosive. | | | | |
| Overcharged | | | | - | 36” | | Heavy 2D6 | | | 8 | | -3 | | 2 | | Explosive. On an unmodified hit roll of 1 the wielder takes 2 deadly wound after the shot is resolved. | | | | |
| Laser Destroyer | | | | 10 | 48” | | Heavy 1 | | | 9 | | -4 | | D6+3 | |  | | | | |
| Microwave Cannon | | | | 20 | 24” | | Heavy 1 | | | 9 | | -4 | | D6+2 | | Under half range change the Damage of this weapon to 8 | | | | |
| **Heavy Plasma Gun** | | | | 20 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | |
| Standard | | | | - | 24” | | Heavy D3 | | | 7 | | -3 | | 1 | | Explosive. | | | | |
| Overcharged | | | | - | 24” | | Heavy 2D3 | | | 8 | | -3 | | 2 | | Explosive. On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | |
| Heavy Stud Gun | | | | 15 | 36” | | Heavy 3 | | | 6 | | -2 | | 2 | |  | | | | |
| Heavy Flamethrower | | | | 15 | 12” | | Heavy D6+2 | | | 5 | | -1 | | 1 | | Explosive, this weapon automatically hits its target. | | | | |
| AA Machine Gun | | | | 10 | 36” | | Heavy 3 | | | 4 | | -2 | | 1 | | The weapon has a +1 to hit models with the FLY or AIRCRAFT keywords | | | | |
| Dual Stud Rifle | | | | 10 | 24” | | Automatic 2 | | | 5 | | -2 | | 2 | |  | | | | |
| Tank Plow | | | | 25 | Melee | | Melee 2 | | | +1 | | -1 | | 1 | |  | | | | |
| ATGM | | | | 15 | 48” | | Heavy 1 | | | 8 | | -4 | | 6 | | This weapon can only be fired once per battle | | | | |
| **Options** | | * Any model may replace its 105mm Low Velocity Cannon with a 200mm Howitzer, 120mm Cannon, Two Autocannons, or a Gatling Autocannon * Any model may replace its Heavy Stud Gun with a Heavy Flamethrower **(0Pts/Model)** or a Laser Destroyer * Any model may take two Heavy Stud Guns, Two Heavy Flamethrowers, Two Microwave Cannons, or Two Heavy Plasma Guns * Any model may take an AA machine gun or a Dual Stud Rifle. * Any Model may take an ATGM. * Any Model may be upgraded with Additional Armour. **2Pts/Model** * Any model may take a Tank Plow | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Smoke Launchers:** Upto twice per game, instead of shooting any weapons this turn this unit may deploy defensive smoke grenades that reduce the to hit roll of all ranged attacks targeted against this unit by 1.  **Additional Armour:** If Any model in this unit takes the Additional Armour upgrade increase its armour save by 1  **Tank Plow:** Any model with a tank plow can cross Boggy and Difficult terrain without penalty to its movement.  **Vehicle Squadron:** When this unit is deployed each model must be placed with 6” coherency, however during the game the unit coherency of this unit is 12”  **Tank Company:** Any detachment that contains any M6A3 ‘Viking’ MBT Squadron units can include one Tank Comander M6A3 MBT unit without it taking up a detachment slot.  **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes D3 Deadly Wound to all units within 6” of the model, not including this unit. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Vehicle, M6A3 ‘Viking’ MBT Squadron, Enlisted** | | | | | | | | | | | | | | | | | |

#### Transport

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| **Transport** | **120 Pts** | | | | | | | **Manticore IFV** | | | | | | | | | | | | |
| This Unit contains 1 Manticaore IFV   * This Model is armed with a Lase Autocannon and a Heavy Stud Gun | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Manticore IFV | | | | | - | | **12”** | 5+ | | **4+** | | 7 | | 7 | 6-12 | **3** | 6 | 3+ |  |
|  |  | | | | |  | | **8”** |  | | **5+** | |  | |  | 3-5 | **2** |  |  |  |
|  |  | | | | |  | | **2”** |  | | **6+** | |  | |  | 1-2 | **1** |  |  |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| Lase Autocannon | | | | - | 36” | | Heavy 3 | | | 6 | | -1 | | 1 | |  | | | | |
| Heavy Stud Gun | | | | - | 36” | | Heavy 3 | | | 6 | | -2 | | 2 | |  | | | | |
| Autocannon | | | | 11 | 48” | | Heavy 2 | | | 6 | | -3 | | 3 | |  | | | | |
| Dual Heavy Stud Gun | | | | 20 | 36” | | Heavy 6 | | | 6 | | -2 | | 2 | |  | | | | |
| Heavy Flamethrower | | | | 0 | 12” | | Heavy D6+2 | | | 5 | | -1 | | 1 | | Explosive, this weapon automatically hits its target. | | | | |
| AA Machine Gun | | | | 10 | 36” | | Heavy 3 | | | 4 | | -2 | | 1 | | The weapon has a +1 to hit models with the FLY or AIRCRAFT keywords | | | | |
| Dual Stud Rifle | | | | 10 | 24” | | Automatic 2 | | | 5 | | -2 | | 2 | |  | | | | |
| Tank Plow | | | | 25 | Melee | | Melee 2 | | | +1 | | -1 | | 1 | |  | | | | |
| ATGM | | | | 15 | 48” | | Heavy 1 | | | 8 | | -4 | | 6 | | This weapon can only be fired once per battle | | | | |
| **Options** | | * This model may replace its Lase Autocannon with a Heavy Flamethrower, Autocannon, or Dual Heavy Stud Gun * This model may replace its Heavy Stud Gun with a Heavy Flamethrower. * This model may take an AA machine gun or a Dual Stud Rifle. * This model may take an ATGM. * This model may be upgraded with Additional Armour. **2Pts/Model** * This model may take a Tank Plow | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Smoke Launchers:** Upto twice per game, instead of shooting any weapons this turn this unit may deploy defensive smoke grenades that reduce the to hit roll of all ranged attacks targeted against this unit by 1.  **Additional Armour:** If Any model in this unit takes the Additional Armour upgrade increase its armour save by 1  **Tank Plow:** Any model with a tank plow can cross Boggy and Difficult terrain without penalty to its movement.  **Firing Ports:** Up to 6 Models that are embarked in this TRANSPORT and armed with Lase Rifles or Lase Carbines may fire them trough the vehicles firing ports.  **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes D3 Deadly Wound to all units within 6” of the model, not including this unit. | | | | | | | | | | | | | | | | | | |
| **Transport** | | This model may transport up to 10 [REGIMENT] INFANTRY models. Each FIRE SUPPORT TEAM, MORTAR TEAM, or OGRE SQUAD model takes up the space of three other models. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Vehicle, Manticore IFV, Enlisted** | | | | | | | | | | | | | | | | | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Transport** | **95 Pts** | | | | | | | **Minotaur IFV** | | | | | | | | | | | | |
| This Unit contains 1 Minotaur IFV   * This Model is armed with Dual Autocannons | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Minotaur IFV | | | | | - | | **14”** | 5+ | | **4+** | | 6 | | 6 | 6-10 | **3** | 6 | 3+ |  |
|  |  | | | | |  | | **10”** |  | | **5+** | |  | |  | 3-5 | **2** |  |  |  |
|  |  | | | | |  | | **4”** |  | | **6+** | |  | |  | 1-2 | **1** |  |  |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| Dual Autocannon | | | | - | 48” | | Heavy 4 | | | 6 | | -3 | | 3 | |  | | | | |
| 90mm Cannon | | | | 0 | 54” | | Heavy D6 | | | 7 | | -1 | | D3 | | Explosive | | | | |
| **Dual Missile Launcher** | | | | 5 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | |
| Anti-Infantry | | | | - | 48” | | Heavy 2D6 | | | 3 | | -1 | | 1 | | Explosive. | | | | |
| Anti-Armour | | | | - | 48” | | Heavy 2 | | | 8 | | -4 | | 6 | |  | | | | |
| Rotary Machinegun | | | | -5 | 24” | | Heavy 20 | | | 4 | | -1 | | 1 | |  | | | | |
| Heavy Lase Auto-rifle | | | | 7 | 24” | | Assault 4 | | | 5 | | -2 | | 1 | |  | | | | |
| AA Machine Gun | | | | 10 | 36” | | Heavy 3 | | | 4 | | -2 | | 1 | | The weapon has a +1 to hit models with the FLY or AIRCRAFT keywords | | | | |
| Dual Stud Rifle | | | | 10 | 24” | | Automatic 2 | | | 5 | | -2 | | 2 | |  | | | | |
| **Options** | | * This model may replace its Dual Autocannons with a 90mm cannon, a Dual Missile Launcher, or a Rotary Machinegun * This model may take Two Heavy Lase Auto-Rifles. * This model may take an AA machine gun or a Dual Stud Rifle. | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes D3 Deadly Wound to all units within 6” of the model, not including this unit. | | | | | | | | | | | | | | | | | | |
| **Transport** | | This model may transport up to 6 [REGIMENT] INFANTRY models. Each FIRE SUPPORT TEAM, MORTAR TEAM, or OGRE SQUAD model takes up the space of three other models. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Vehicle, Minotaur IFV, Enlisted** | | | | | | | | | | | | | | | | | |

#### Super Heavy

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| **Super Heavy** | **420 Pts** | | | | | | **Conqueror Super Heavy Tank** | | | | | | | | | | | | |
| This Unit contains 1 Conqueror Super Heavy Tank   * This Model is armed with a 150mm Cannon, 200mm Howitzer, an Autocannon, and Dual Heavy Stud Guns | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Conqueror Super Heavy Tank | | | | - | | **8”** | 5+ | | **4+** | | 9 | | 10 | 16-30 | **6** | 6 | 2+ |  |
|  |  | | | |  | | **4”** |  | | **5+** | |  | |  | 6-15 | **4** |  |  |  |
|  |  | | | |  | | **1”** |  | | **6+** | |  | |  | 1-5 | **2** |  |  |  |
| Weapon | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| **150mm Cannon** | | | - | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | |
| Armour Penetrator | | | - | 72” | | Heavy 1 | | | 12 | | -5 | | 12 | |  | | | | |
| High Explosive | | | - | 72” | | Heavy 2D6 | | | 8 | | -3 | | 2 | | Explosive | | | | |
| 200mm Howitzer | | | - | 24” | | Heavy D6 | | | 10 | | -2 | | D6 | | Explosive | | | | |
| Autocannon | | | - | 48” | | Heavy 2 | | | 6 | | -3 | | 3 | |  | | | | |
| Laser Destroyer | | | 25 | 48” | | Heavy 1 | | | 9 | | -4 | | D6+3 | |  | | | | |
| Dual Heavy Stud Gun | | | 25 | 36” | | Heavy 6 | | | 6 | | -2 | | 2 | |  | | | | |
| Dual Heavy Flamethrower | | | 30 | 12” | | Heavy 2D6+4 | | | 5 | | -1 | | 1 | | Explosive, this weapon automatically hits its target. | | | | |
| AA Machine Gun | | | 10 | 36” | | Heavy 3 | | | 4 | | -2 | | 1 | | The weapon has a +1 to hit models with the FLY or AIRCRAFT keywords | | | | |
| Dual Stud Rifle | | | 10 | 24” | | Automatic 2 | | | 5 | | -2 | | 2 | |  | | | | |
| ATGM | | | 15 | 48” | | Heavy 1 | | | 8 | | -4 | | 6 | | This weapon can only be fired once per battle | | | | |
| **Options** | * This model may take either two or four sponsons, each sponson is armed with a Laser Destroyer and either Dual Heavy Stud Gun or Dual Heavy Flamethrower * This model may take an AA machine gun or a Dual Stud Rifle. * This Model may take an ATGM. | | | | | | | | | | | | | | | | | | |
| **Special Rules** | **Smoke Launchers:** Upto twice per game, instead of shooting any weapons this turn this unit may deploy defensive smoke grenades that reduce the to hit roll of all ranged attacks targeted against this unit by 1.  **Unstoppable Force:** This model is so big that it breaks many rules. This model is not affected by movement penalties of terrain and cannot charge in the charge phase. However in the Movement phase this model can both move through enemy units and end its movement within CQB range of enemy units. When this model comes into physical contact with any enemy unit you must pause your movement and resolve attacks equal to this models attack stat, for every successful hit inflict 2 Deadly Wounds to the enemy unit.  **Super Heavy Armour:** You can re-roll any failed saves for this model.  **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes D6 Deadly Wound to all units within 10” of the model. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | **Vehicle, Conqueror Super Heavy Tank, Enlisted** | | | | | | | | | | | | | | | | | |

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| **Super Heavy** | **490 Pts** | | | | | | **Vanquisher Super Heavy Assault Gun** | | | | | | | | | | | | |
| This Unit contains 1 Vanquisher Super Heavy Assault Gun   * This Model is armed with a Naval Class Laser and Dual Heavy Stud Guns | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Vanquisher Super Heavy Assault Gun | | | | - | | **8”** | 5+ | | **4+** | | 9 | | 10 | 16-30 | **6** | 6 | 2+ |  |
|  |  | | | |  | | **4”** |  | | **5+** | |  | |  | 6-15 | **4** |  |  |  |
|  |  | | | |  | | **1”** |  | | **6+** | |  | |  | 1-5 | **2** |  |  |  |
| Weapon | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| Naval Class Laser | | | - | 120” | | Heavy 3D3 | | | 16 | | -5 | | D6+6 | | Explosive. You can re-roll failed wound rolls for this weapon. | | | | |
| Siege Howitzer | | | -20 | 48” | | Heavy 3D6 | | | 10 | | -4 | | D3+3 | | Explosive. Units targeted by this weapon do not get any armour save benefits from Terrain. | | | | |
| Laser Destroyer | | | 25 | 48” | | Heavy 1 | | | 9 | | -4 | | D6+3 | |  | | | | |
| Dual Heavy Stud Gun | | | 25 | 36” | | Heavy 6 | | | 6 | | -2 | | 2 | |  | | | | |
| Dual Heavy Flamethrower | | | 30 | 12” | | Heavy 2D6+4 | | | 5 | | -1 | | 1 | | Explosive, this weapon automatically hits its target. | | | | |
| AA Machine Gun | | | 10 | 36” | | Heavy 3 | | | 4 | | -2 | | 1 | | The weapon has a +1 to hit models with the FLY or AIRCRAFT keywords | | | | |
| Dual Stud Rifle | | | 10 | 24” | | Automatic 2 | | | 5 | | -2 | | 2 | |  | | | | |
| ATGM | | | 15 | 48” | | Heavy 1 | | | 8 | | -4 | | 6 | | This weapon can only be fired once per battle | | | | |
| **Options** | * This model may replace its Naval Class Laser with a Siege Howitzer * This model may take either two or four sponsons, each sponson is armed with a Laser Destroyer and either Dual Heavy Stud Gun or Dual Heavy Flamethrower * This model may take an AA machine gun or a Dual Stud Rifle. * This Model may take an ATGM. | | | | | | | | | | | | | | | | | | |
| **Special Rules** | **Smoke Launchers:** Upto twice per game, instead of shooting any weapons this turn this unit may deploy defensive smoke grenades that reduce the to hit roll of all ranged attacks targeted against this unit by 1.  **Unstoppable Force:** This model is so big that it breaks many rules. This model is not affected by movement penalties of terrain and cannot charge in the charge phase. However in the Movement phase this model can both move through enemy units and end its movement within CQB range of enemy units. When this model comes into physical contact with any enemy unit you must pause your movement and resolve attacks equal to this models attack stat, for every successful hit inflict 2 Deadly Wounds to the enemy unit.  **Super Heavy Armour:** You can re-roll any failed saves for this model.  **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes D6 Deadly Wound to all units within 10” of the model. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | **Vehicle, Vanquisher Super Heavy Assault Gun, Enlisted** | | | | | | | | | | | | | | | | | |

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| **Super Heavy** | **420 Pts** | | | | | | **Subjugator Super Heavy Transport** | | | | | | | | | | | | |
| This Unit contains 1 Subjugator Super Heavy Transport   * This Model is armed with a Vulcan Stud Cannon and Two Heavy Stud Guns | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Subjugator Super Heavy Transport | | | | - | | **10”** | 5+ | | **4+** | | 9 | | 9 | 16-30 | **6** | 6 | 2+ |  |
|  |  | | | |  | | **6”** |  | | **5+** | |  | |  | 6-15 | **4** |  |  |  |
|  |  | | | |  | | **3”** |  | | **6+** | |  | |  | 1-5 | **2** |  |  |  |
| Weapon | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| Vulcan Stud Cannon | | | - | 54” | | Heavy 20 | | | 6 | | -2 | | 2 | |  | | | | |
| Neutron Cannon | | | 30 | 24” | | Heavy 2D6 | | | 12 | | -5 | | D6+2 | | Explosive. Under half range change the Damage of this weapon to 8 | | | | |
| Earthquake Cannon | | | 0 | 60” | | Heavy 2D6 | | | 7 | | -2 | | 2 | | Explosive. Any unit hit by this weapon counts the entire board as Boggy Terrain until your next Shooting Phase. | | | | |
| Laser Destroyer | | | 25 | 48” | | Heavy 1 | | | 9 | | -4 | | D6+3 | |  | | | | |
| Dual Heavy Stud Gun | | | 25 | 36” | | Heavy 6 | | | 6 | | -2 | | 2 | |  | | | | |
| Dual Heavy Flamethrower | | | 30 | 12” | | Heavy 2D6+4 | | | 5 | | -1 | | 1 | | Explosive, this weapon automatically hits its target. | | | | |
| AA Machine Gun | | | 10 | 36” | | Heavy 3 | | | 4 | | -2 | | 1 | | The weapon has a +1 to hit models with the FLY or AIRCRAFT keywords | | | | |
| Dual Stud Rifle | | | 10 | 24” | | Automatic 2 | | | 5 | | -2 | | 2 | |  | | | | |
| ATGM | | | 15 | 48” | | Heavy 1 | | | 8 | | -4 | | 6 | | This weapon can only be fired once per battle | | | | |
| **Options** | * This model may replace its Vulcan Stud Cannon with a Neutron Cannon or an Earthquake Cannon. * This model may take either two or four sponsons, each sponson is armed with a Laser Destroyer and either Dual Heavy Stud Gun or Dual Heavy Flamethrower * This model may take an AA machine gun or a Dual Stud Rifle. * This Model may take an ATGM. | | | | | | | | | | | | | | | | | | |
| **Special Rules** | **Smoke Launchers:** Upto twice per game, instead of shooting any weapons this turn this unit may deploy defensive smoke grenades that reduce the to hit roll of all ranged attacks targeted against this unit by 1.  **Unstoppable Force:** This model is so big that it breaks many rules. This model is not affected by movement penalties of terrain and cannot charge in the charge phase. However in the Movement phase this model can both move through enemy units and end its movement within CQB range of enemy units. When this model comes into physical contact with any enemy unit you must pause your movement and resolve attacks equal to this models attack stat, for every successful hit inflict 2 Deadly Wounds to the enemy unit.  **Super Heavy Armour:** You can re-roll any failed saves for this model.  **Open Topped:** upto 15 models embarked on this transport can shoot in the shooting phase.  **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes D6 Deadly Wound to all units within 10” of the model. | | | | | | | | | | | | | | | | | | |
| **Transport** | This model Can transport upto 30 [REGIMENT] INFANTRY models. Each FIRE SUPPORT TEAM, MORTAR TEAM, or OGRE SQUAD model takes up the space of three other models. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | **Vehicle, Subjugator Super Heavy Transport, Enlisted** | | | | | | | | | | | | | | | | | |

#### Aircraft

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| **Aircraft** | **190 Pts** | | | | | | **Gryphon Assault Transport Wing** | | | | | | | | | | | | |
| This Unit contains 1 Gryphon Assault Transport   * This Model is armed with a Lase Autocannon and Thunderpunch Missiles | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1-3 | Gryphon Assault Transport | | | | 190 | | **20-45”** | 6+ | | **4+** | | **7** | | 7 | 6-12 | 1 | 6 | 3+ |  |
|  |  | | | |  | | **20-30”** |  | | **5+** | | **6** | |  | 3-5 |  |  |  |  |
|  |  | | | |  | | **20”** |  | | **6+** | | **5** | |  | 1-2 |  |  |  |  |
| Weapon | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| Lase Autocannon | | | - | 36” | | Heavy 3 | | | 6 | | -1 | | 1 | |  | | | | |
| Thunderpunch Missiles | | | - | 60” | | Heavy 1 | | | 8 | | -4 | | 6 | |  | | | | |
| Laser Destroyer | | | 15 | 48” | | Heavy 1 | | | 9 | | -4 | | D6+3 | |  | | | | |
| Dual Rocket Pods | | | -5 | 36” | | Heavy 2D6 | | | 6 | | -1 | | 1 | | Explosive | | | | |
| Heavy Stud Gun | | | 15 | 36” | | Heavy 3 | | | 6 | | -2 | | 2 | |  | | | | |
| **Options** | * Any model may replace its Lase Autocannon with a Laser Destroyer * Any model may replace its Thunderpunch Missiles with Dual Rocket Pods * Any model may take two Heavy Stud Guns | | | | | | | | | | | | | | | | | | |
| **Special Rules** | **Aircraft Squadron:** When this unit is deployed each model must be placed with 6” coherency, however during the game each model acts as if it were a separate unit.  **Parachute Drop:** You may choose to disembark models from this transport at any point during its movement, however each model must be disembarked 1” further through the move than the last, unless this model is hovering. Models disembarked in this way cannot be placed on the board closer than 6” from enemy units or out of coherency with the rest of their unit. Any models that cannot be set up due to being out of coherency or within 6” of an enemy unit are considered destroyed by the enemy.  **Jink:** Ranged shots against this model must subtract 1 to hit.  **Hovering:** Before this model moves each turn you declare that it is hovering. If it is hovering its minimum move stat becomes its move stat, it looses the Jink special rule and the AIRCRAFT keyword but gains the FLY keyword and +1 to hit with its ranged weapons. This unit may stop hovering at the start of its next movement phase.  **Crash:** If this model is destroyed you must draw a line directly forward of the model that is half the length of its last move. All units within 3” of that line suffer D3 Deadly Wounds. | | | | | | | | | | | | | | | | | | |
| **Transport** | This model Can transport upto 10 [REGIMENT] INFANTRY models. Each FIRE SUPPORT TEAM, MORTAR TEAM, or OGRE SQUAD model takes up the space of three other models. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | **Aircraft, Gryphon Assault Transport Wing, Enlisted** | | | | | | | | | | | | | | | | | |

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| **Aircraft** | **280 Pts** | | | | | | **Banshee Interceptor** | | | | | | | | | | | |
| This Unit contains 1 Banshee Interceptor   * This Model is armed with two Dual Autocannons and two Laser Destroyers | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | **Pts** | | **M** | **WS** | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Banshee Interceptor | | | | - | | **20”-60”** | 6+ | **4+** | | **6** | | 7 | 6-12 | 1 | 6 | 3+ |  |
|  |  | | | |  | | **20”-40”** |  | **5+** | | **5** | |  | 3-5 |  |  |  |  |
|  |  | | | |  | | **20”-30”** |  | **6+** | | **4** | |  | 1-2 |  |  |  |  |
| Weapon | | | Pts | Range | | Type | | S | | AP | | D | | Special Rules | | | | |
| Dual Autocannon | | | - | 48” | | Heavy 4 | | 6 | | -3 | | 3 | |  | | | | |
| Laser Destroyer | | | - | 48” | | Heavy 1 | | 9 | | -4 | | D6+3 | |  | | | | |
| Hellfire Missiles | | | 40 | 72” | | Heavy 2 | | 8 | | -4 | | D3+3 | | The weapon has a +1 to hit models with the FLY or AIRCRAFT keywords. | | | | |
| **Options** | * Any model may take Hellfire Missiles | | | | | | | | | | | | | | | | | |
| **Special Rules** | **Jink:** Ranged shots against this model must subtract 1 to hit.  **Crash:** If this model is destroyed you must draw a line directly forward of the model that is half the length of its last move. All units within 3” of that line suffer D3 Deadly Wounds. | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | **Aircraft, Banshee Interceptor, Enlisted** | | | | | | | | | | | | | | | | |

## Reference

Ranged Weapons

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| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Special Rules |
| **105mm Low Velocity Cannon** | - | - | - | - | - | When the wielder Shoots, choose one of the profiles below. |
| Armour Penetrator | 72” | Heavy 1 | 8 | -4 | 6 |  |
| High Explosive | 72” | Heavy D6 | 5 | -2 | 2 | Explosive |
| 120mm Cannon | 72” | Heavy 1 | 10 | -5 | 10 |  |
| **150mm Cannon** | - | - | - | - | - | When the wielder Shoots, choose one of the profiles below. |
| Armour Penetrator | 72” | Heavy 1 | 12 | -5 | 12 |  |
| High Explosive | 72” | Heavy 2D6 | 8 | -3 | 2 | Explosive |
| 180mm Howitzer | 20”-300” | Heavy 3D3 | 8 | -3 | 2 | Explosive, indirect. |
| 200mm Howitzer | 24” | Heavy D6 | 10 | -2 | D6 | Explosive |
| 90mm Cannon | 54” | Heavy D6 | 7 | -1 | D3 | Explosive |
| AA Machine Gun | 36” | Heavy 3 | 4 | -2 | 1 | The weapon has a +1 to hit models with the FLY or AIRCRAFT keywords |
| Anti-Material Rifle | 48” | Heavy 1 | 5 | -3 | 2 | This weapon ignores the ‘Protect the Officer’ rule. An unmodified wound roll of a 6 inflicts 1 Deadly Wound in addition to its normal damage. If this weapon targets a VEHICLE, MONSTER or BATTLESUIT the damage of this weapon increases to 3. |
| Anti-Tank Grenade | 6” | Grenade 1 | 6 | -3 | D3 |  |
| Assault Grenade Launcher | 24” | Assault 2D3 | 3 | -1 | 1 | Explosive. |
| Assault Rifle | 24” | Automatic 2 | 3 | -1 | 1 |  |
| ATGM | 48” | Heavy 1 | 8 | -4 | 6 | This weapon can only be fired once per battle |
| Autocannon | 48” | Heavy 2 | 6 | -3 | 3 |  |
| Automatic Lase Rifle | 24” | Automatic 3 | 3 | -1 | 1 |  |
| Chemical sprayer | 18” | Heavy 2D6 | 2 | -1 | 1 | Explosive, this weapon automatically hits its target. This Weapon wounds INFANTRY on a 2+. |
| Dragons Breath Flamethrower | 18” | Heavy 2D6 | 6 | -1 | 1 | Explosive, this weapon automatically hits its target. |
| Dual Autocannon | 48” | Heavy 4 | 6 | -3 | 3 |  |
| Dual Heavy Flamethrower | 12” | Heavy 2D6+4 | 5 | -1 | 1 | Explosive, this weapon automatically hits its target. |
| Dual Heavy Stud Gun | 36” | Heavy 6 | 6 | -2 | 2 |  |
| **Dual Missile Launcher** | - | - | - | - | - | When the wielder Shoots, choose one of the profiles below. |
| Anti-Infantry | 48” | Heavy 2D6 | 3 | -1 | 1 | Explosive. |
| Anti-Armour | 48” | Heavy 2 | 8 | -4 | 6 |  |
| Dual Rocket Pods | 36” | Heavy 2D6 | 6 | -1 | 1 | Explosive |
| Dual Stud Rifle | 24” | Automatic 2 | 5 | -2 | 2 |  |
| Earthquake Cannon | 60” | Heavy 2D6 | 7 | -2 | 2 | Explosive. Any unit hit by this weapon counts the entire board as Boggy Terrain until your next Shooting Phase. |
| Flamethrower | 12” | Assault D6 | 4 | 0 | 1 | Explosive, this weapon automatically hits its target. |
| Frag Grenade | 6” | Grenade D3 | 3 | -1 | 1 | Explosive |
| Gatling Autocannon | 36” | Heavy 15 | 5 | 0 | 1 |  |
| Heavy Flamethrower | 12” | Heavy D6+2 | 5 | -1 | 1 | Explosive, this weapon automatically hits its target. |
| Heavy Lase Auto-rifle | 24” | Assault 4 | 5 | -2 | 1 |  |
| Heavy Lase Pistol | 8” | Pistol 1 | 3 | -2 | 1 |  |
| Heavy Lase Rifle | 18” | Assault 2 | 4 | -2 | 1 |  |
| **Heavy Plasma Gun** | - | - | - | - | - | When the wielder Shoots, choose one of the profiles below. |
| Standard | 24” | Heavy D3 | 7 | -3 | 1 | Explosive. |
| Overcharged | 24” | Heavy 2D3 | 8 | -3 | 2 | Explosive. On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. |
| Heavy Slug Thrower (Shooting) | 18” | Assault 3 | 5 | -1 | 2 |  |
| Heavy Stud Gun | 36” | Heavy 3 | 6 | -2 | 2 |  |
| Hellfire Missiles | 72” | Heavy 2 | 8 | -4 | D3+3 | The weapon has a +1 to hit models with the FLY or AIRCRAFT keywords. |
| Lase Autocannon | 36” | Heavy 3 | 6 | -1 | 1 |  |
| Lase Carbine | 18” | Assault 2 | 3 | -1 | 1 |  |
| Lase Marksmans Rifle | 36” | Automatic 1 | 4 | -2 | 1 | Models with this Weapon Gain +1 to hit in the shooting phase. |
| Lase Pistol | 12” | Pistol 1 | 3 | 0 | 1 |  |
| Lase Rifle | 24” | Automatic 1 | 3 | -1 | 1 |  |
| Laser Destroyer | 48” | Heavy 1 | 9 | -4 | D6+3 |  |
| Lightning Heavy Rockets | 24”- 120” | Heavy 2D6 | 9 | -2 | D3 | Explosive, indirect. This weapon can only be fired four times per battle. |
| Microwave Cannon | 24” | Heavy 1 | 9 | -4 | D6+2 | Under half range change the Damage of this weapon to 8 |
| Microwave Gun | 12” | Assault 1 | 8 | -4 | D6 | Under half range change the Damage of this weapon to D6+2. |
| **Missile Launcher** | - | - | - | - | - | When the wielder Shoots, choose one of the profiles below. |
| Anti-Infantry | 48” | Heavy D6 | 3 | -1 | 1 | Explosive. |
| Anti-Armour | 48” | Heavy 1 | 8 | -4 | 6 |  |
| Mortar | 12”- 48” | Heavy D6 | 3 | 0 | 1 | Explosive, Indirect. |
| Naval Class Laser | 120” | Heavy 3D3 | 16 | -5 | D6+6 | Explosive. You can re-roll failed wound rolls for this weapon. |
| Nemesis Autocannon Array | 60” | Heavy 12 | 6 | -2 | 2 | The weapon has a +1 to hit models with the FLY or AIRCRAFT keywords |
| Neutron Cannon | 24” | Heavy 2D6 | 12 | -5 | D6+2 | Explosive. Under half range change the Damage of this weapon to 8 |
| Orbital Strike | 48” | Heavy 2D6 | 9 | -3 | D3 | Explosive. This weapon can only be fired once per game and cannot be used if any model in this unit has moved this turn. |
| **Plasma Cannon** | - | - | - | - | - | When the wielder Shoots, choose one of the profiles below. |
| Standard | 36” | Heavy 2D3 | 7 | -3 | 1 | Explosive. |
| Overcharged | 36” | Heavy 2D6 | 8 | -3 | 2 | Explosive. On an unmodified hit roll of 1 the wielder takes 2 deadly wound after the shot is resolved. |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Special Rules |
| **Plasma Pistol** | - | - | - | - | - | When the wielder shoots, choose one of the profiles below. |
| Standard | 12” | Pistol 1 | 7 | -3 | 1 |  |
| Overcharged | 12” | Pistol 1 | 8 | -3 | 2 | On an unmodified hit 0.  1roll of 1 the wielder takes 1 deadly wound after the shot is resolved. |
| **Plasma Rifle** | - | - | - | - | - | When the wielder Shoots, choose one of the profiles below. |
| Standard | 24” | Assault 1 | 7 | -3 | 1 |  |
| Overcharged | 24” | Assault 1 | 8 | -3 | 2 | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. |
| Rotary Machinegun | 24” | Heavy 20 | 4 | -1 | 1 |  |
| Saturation Mortar Array | 54” | Heavy 4D6 | 3 | 0 | 1 | Explosive, indirect. |
| Shotgun | 12” | Assault 2 | 3 | 0 | 1 | Under half range add 1 to the Strength and Damage stats of this weapon. |
| Siege Howitzer | 48” | Heavy 3D6 | 10 | -4 | D3+3 | Explosive. Units targeted by this weapon do not get any armour save benefits from Terrain. |
| Sir Henry Clarke’s Engraved Stud Pistol | 12” | Pistol 2 | 5 | -2 | 2 | The weapon has a +1 to wound models within 6” |
| Smoke Grenade | 6” | Grenade 1 | - | - | - | See Unit Special Rules |
| Sniper Rifle | 36” | Heavy 1 | 4 | -2 | 1 | This weapon ignores the ‘Protect the Officer’ rule. An unmodified wound roll of a 6 inflicts 1 Deadly Wound in addition to its normal damage. |
| **Star of Megathora** | - | - | - | - | - | When the wielder shoots, choose one of the profiles below. |
| Standard | 12” | Pistol 2 | 7 | -3 | 1 |  |
| Overcharged | 12” | Pistol 1 | 10 | -3 | 3 | On an unmodified hit roll of 1 the wielder takes 2 deadly wound after the shot is resolved. |
| Storm Wind Rocket Launcher | 12”- 80” | Heavy 2D6 | 6 | -1 | 1 | Explosive, indirect. The first time in a phase this weapon fires roll a D6 for each unit within 6” of the targeted unit, on a 4+ resolve a shooting attack from this weapon against that unit. |
| Stud Pistol | 12” | Pistol 1 | 5 | -2 | 1 |  |
| Stud Rifle | 24” | Automatic 1 | 5 | -2 | 2 |  |
| Sun Strike SRBM | 48”-500” | Heavy 4D6 | - | - | - | Explosive, indirect. This weapon can only be fired once per battle. Each hit causes 1 Deadly Wound. in addition this weapon causes D6 Deadly Wounds to every unit within 8” of the target unit. |
| Thunderpunch Missiles | 60” | Heavy 1 | 8 | -4 | 6 |  |
| Under-slung Grenade Launcher | 18” | - | - | - | - | When firing select one Grenade Equipped by the model using this weapon. This weapons Type, S, AP, D, Special Rules matches the chosen grenades until the end of the phase. |
| Vulcan Stud Cannon | 54” | Heavy 20 | 6 | -2 | 2 |  |
| X-12 Viridian Lase Pistol | 12” | Pistol 1 | 4 | -2 | 1 | When this weapon successfully damages its target, draw a line from the firing model through the targeted model up to the weapons max range. If this line crosses the base or hull of a model roll a D6 for that model, on a 4+ the model revives 1 Deadly Wound. |

CQB Weapons

| Weapon | Range | Type | S | AP | D | Special Rules |
| --- | --- | --- | --- | --- | --- | --- |
| Bayonet | Melee | Melee 1 | 1 | -1 | 1 |  |
| Brush Cutter | Melee | Melee 2 | 1 | -1 | 2 |  |
| **Chain Sword** | - | - | - | - | - | When the wielder fights, choose one of the profiles below for each attack. |
| Slash | Melee | Melee 2 | 1 | -1 | 2 |  |
| Stab | Melee | Melee 1 | 2 | -1 | 2 |  |
| **Cybernetic Limbs** | - | - | - | - | - | When the wielder fights, choose one of the profiles below for each attack. |
| Smash | Melee | Melee 1 | 2 | -2 | 1 |  |
| Crush | Melee | Melee 1 | X2 | -3 | 3 | Attacks with this profile are made at -1 to hit. |
| **Fist of the Empire** | - | - | - | - | - | When the wielder fights, choose one of the profiles below for each attack. |
| Punch | Melee | Melee 1 | X3 | -3 | 3 |  |
| Crush | Melee | Melee 1 | X4 | -5 | D3+2 | Attacks with this profile are made at -1 to hit. |
| Heavy Slug Thrower (Melee) | Melee | Melee 1 | 1 | -1 | 2 |  |
| **Mechanics Axe** | - | - | - | - | - | When the wielder fights, choose one of the profiles below for each attack. |
| Chop | Melee | Melee 1 | 2 | -3 | 2 |  |
| Cleave | Melee | Melee 2 | User | -1 | 1 |  |
| **Ogre Mace** | - | - | - | - | - |  |
| Sweep | Melee | Melee 2 | User | 0 | 1 |  |
| Slam | Melee | Melee 1 | 2 | -1 | 3 |  |
| **Powered Fist** | - | - | - | - | - | When the wielder fights, choose one of the profiles below for each attack. |
| Punch | Melee | Melee 1 | X2 | -3 | D3 |  |
| Crush | Melee | Melee 1 | X3 | -5 | 3 | Attacks with this profile are made at -1 to hit. |
| **Powered Sword** | - | - | - | - | - | When the wielder fights, choose one of the profiles below for each attack. |
| Slash | Melee | Melee 2 | 1 | -2 | 1 |  |
| Stab | Melee | Melee 1 | 2 | -4 | 1 |  |
| **Psionic Staff** | - | - | - | - | - | When the wielder fights, choose one of the profiles below for each attack. |
| Sweep | Melee | Melee 2 | 1 | -1 | 1 |  |
| Strike | Melee | Melee 1 | 2 | -1 | D3 |  |
| Psychic Staff | Melee | Melee 1 | 2 | -1 | D3 |  |
| Tank Plow | Melee | Melee 2 | 1 | -1 | 1 |  |

| Weapon | Range | Type | S | AP | D | Special Rules |
| --- | --- | --- | --- | --- | --- | --- |
| **Teeth of the Devourer** | - | - | - | - | - | When the wielder fights, choose one of the profiles below for each attack. |
| Slash | Melee | Melee 2 | 3 | -2 | 3 |  |
| Stab | Melee | Melee 1 | 4 | -2 | 3 |  |
| **Xenotech Saber** | - | - | - | - | - | When the wielder fights, choose one of the profiles below for each attack. |
| Slash | Melee | Melee 3 | 2 | -3 | 1 |  |
| Stab | Melee | Melee 1 | 3 | -5 | 2 |  |