














1850 Pts - Raven Guard - S.I. Adam Enter the Shadows, if you dare!

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
: Combined Arms Detachment (Primary Detachment) (51  , 1696 pts)													
Librarian	1		5	4	4/5	5	2	4/1	2/3	10	2+	145	
	(CAA:SM, pg. 131); Chapter Tactics (Raven Guard); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Axe; Increase Mastery Level (x1); The Armour of Shadows; And They Shall Know No Fear; Independent Character; Psyker (Mastery Level 2); Stealth; Strike from the Shadows; Winged Deliverance; Space Marine Bike; Warlord ; Biomancy ; Daemonology ; Malefic Powers ; Daemonology ; Sanctic Powers ; Divination ; Pyromancy ; Telekinesis ; Telepathy												
<i>The Armour of Shadows</i>	1	The Armour of Shadows confers a 2+ Armour Save. A model equipped with the Armour of Shadows has the Stealth rule, or the Shrouded special rule if it did not Move, Run or Charge in its previous turn. (See Kauyon - The Rules, pg. 52).										[35]	
<i>Space Marine Bike</i>	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]	
	Twin-Linked Boltgun (x1)												
Vanguard Veteran Squad	7		4	4	4/5	4	1	4/1	2	9	3+/3(i)	326	
	(CAA:SM, pg. 142); Chapter Tactics (Raven Guard); Jump Units ; Frag Grenades; Krak Grenades; Chainsword (x2); Jump Packs; Storm Shield (x3); Grav-pistol (x2); Plasma Pistol (x1); Power Fist (x1); Lightning Claw (x2); Power Axe (x1); Power Sword (x1); Power Fist (x1); And They Shall Know No Fear; Bulky; Combat Squads; Deep Strike; Heroic Intervention; Strike from the Shadows; Winged Deliverance												
Veteran Sergeant	1		4	4	4/6	4	1	4	2	9	3+/3(i)	[47]	
	Chapter Tactics (Raven Guard); Jump Units (Character); Frag Grenades; Krak Grenades; Jump Pack; Relic Blade; Storm Shield (x1); And They Shall Know No Fear; Bulky; Combat Squads; Deep Strike; Heroic Intervention; Strike from the Shadows; Winged Deliverance												
Ironclad Dreadnoughts	1	Grp:  WS: 4 BS: 4 St: 6 In: 4 At: 4 FA: 13 SA: 13 RA: 10 HP: 3 Save: -											195
	(CAA:SM, pg. 146); Drop Pod												
Ironclad Dreadnought	1	Grp: WS: 4 BS: 4 St: 6/10 In: 4 At: 4 FA: 13 SA: 13 RA: 10 HP: 3 Save: -											[145]
	Chapter Tactics (Raven Guard); Vehicle (Walker); Extra Armour; Searchlight; Smoke Launchers; Meltagun; Power Fist; Seismic Hammer; Heavy Flamer; Hammer of Wrath; Move Through Cover; Strike from the Shadows; Winged Deliverance												
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -											[50]
	(CAA:SM, pg. 158); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Deathwind Missile Launcher; Drop Pod Assault; Immobile; Inertial Guidance System												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	155	
	(CAA:SM, pg. 135); Chapter Tactics (Raven Guard); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x9); Boltgun (x8); Plasma Cannon; And They Shall Know No Fear; Combat Squads; Strike from the Shadows; Winged Deliverance												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]	
	Chapter Tactics (Raven Guard); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Strike from the Shadows; Winged Deliverance												
Scout Squad	8		4	4	4	4	1	4	1	8	4+	99	
	(CAA:SM, pg. 136); Chapter Tactics (Raven Guard); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x8); Boltgun (x8); And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout; Strike from the Shadows; Winged Deliverance												
Sergeant	1		4	4	4	4	1	4	1	8	4+	[11]	
	Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Scout Squad	7		4	4	4	4	1	4	1	8	4+	150
	(CAA:SM, pg. 136); Chapter Tactics (Raven Guard); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x7); Camo Cloaks; Sniper Rifle (x6); Missile Launcher; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout; Strike from the Shadows; Winged Deliverance											
Veteran Sergeant	1		4	4	4	4	1	4	2	9	4+	[38]
	Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Camo Cloaks; Nihilus; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout; Upgrade to Veteran Sergeant											
Nihilus	1	36" Range; S X; AP 3; Heavy 1, Sniper, Armourbane, Shadow-shot. (See Kauyon - The Rules, pg. 52).										[15]
Bike Squad	5		4	4	4	5	1	4	1	8	3+	231
	(CAA:SM, pg. 152); Chapter Tactics (Raven Guard); Bikes ; Frag Grenades; Krak Grenades; Space Marine Bike; Bolt Pistol (x5); Attack Bike; Twin-Linked Boltgun (x5); Plasma gun (x2); And They Shall Know No Fear; Combat Squads; Hammer of Wrath; Jink; Mounted Assault; Relentless; Strike from the Shadows; Very Bulky; Winged Deliverance											
Attack Bike	1		4	4	4	5	2	4	2	8	3+	[50]
	Chapter Tactics (Raven Guard); Bikes ; Frag Grenades; Krak Grenades; Space Marine Bike; Bolt Pistol; Multi-melta; Twin-Linked Boltgun (x1); And They Shall Know No Fear; Combat Squads; Hammer of Wrath; Jink; Relentless; Strike from the Shadows; Very Bulky; Winged Deliverance											
Biker Sergeant	1		4	4	4/6	5	1	4	2	9	3+	[46]
	Chapter Tactics (Raven Guard); Bikes (Character); Frag Grenades; Krak Grenades; Space Marine Bike; Power Maul; Twin-Linked Boltgun (x1); Combat Squads; Hammer of Wrath; Jink; Relentless; Strike from the Shadows; Very Bulky; Winged Deliverance; Upgrade to Veteran Sergeant											
Whirlwinds	1	Grp: 	BS: 4 FA: 13 SA: 11 RA: 10 HP: 3 Save: -									65
	(CAA:SM, pg. 164)											
Whirlwind	1	Grp: 	BS: 4 FA: 13 SA: 11 RA: 10 HP: 3 Save: -									[65]
	Vehicle (Tank); Searchlight; Smoke Launchers; Whirlwind Multiple Missile Launcher											
Thunderfire Cannons	1	Grp: 	To: 7 Wo: 2 Save: 3+									100
	(CAA:SM, pg. 162)											
Thunderfire Cannon	1		-	-	-	7	2	-	-	-	3+	[100]
	Artillery ; Thunderfire Cannon											
Techmarine Gunner	1		4	5	4/8	4	2	4/1	2/3	9	2+	[0]
	Chapter Tactics (Raven Guard); Artillery ; Frag Grenades; Krak Grenades; Servo-Harness; Bolt Pistol; And They Shall Know No Fear; Blessing of the Omnissiah; Bolster Defenses; Strike from the Shadows; Winged Deliverance											
Wall of Martyrs Firestorm Redoubt	1											230
	(Stronghold Assault, pg. 27); Medium Building (Armour Value 14, Transport Capacity 20, HP 4); Fully Automated; Primary Target; Very Wide Fire Point; Magos Machine Spirit											
Gun Emplacement	1		-	-	-	7	2	-	-	-	3+	[0]
	Quad Icarus Lascannon											
Gun Emplacement	1		-	-	-	7	2	-	-	-	3+	[0]
	Quad Icarus Lascannon											
Combined Arms Detachment (Primary Detachment)	1	Grp: Detachment										0
: Officio Assassinorum Detachment (1  , 150 pts)												
Vindicare Assassin (Elite) [OA]	1		8	8	4	4	3	7	4/5	10	-4(i)	150
	(Officio Assassinorum *updated in WD 65); (Mont'ka - The Rules, pg. 57); Infantry (Character); Blind Grenades; Spy Mask; Close Combat Weapon; Exitus Pistol; Exitus Rifle; Deadshot; Fearless; Independent Operative; Infiltrate; Lightning Reflexes; Move Through Cover; No Escape; Stealth											
Officio Assassinorum Detachment [OA]	1	Grp: Detachment										0
	(Mont'ka - The Rules, pg. 56)											
Total Cost:											1846	

Option Footnotes

Fortification Upgrades	
Magos Machine Spirit	This building's automated fire is resolved using BS3. (See Stronghold Assault, pg. 19).

Warlord Traits	
1 - Vanish into the Gloom	When you Warlord's unit is chosen as the target of a shooting attack, it can immediately Vanish into the Gloom, moving up to D6". Models from your Warlord's unit that are in cover at the end of this move receive +1 to their cover saving throws against that shooting attack. The firing unit cannot choose a different target, even if your Warlord's unit is now out of range or line of sight. Your Warlord's unit can only Vanish into the Gloom once per turn and cannot do so at all if Falling Back or charging. (See Kauyon - The Rules, pg. 51.)
2 - Concentrated Attack	At the start of your Charge phase, pick an enemy unit within your Warlord's line of sight. Until the end of the phase, Raven Guard units can re-roll charge rolls against that unit. (See Kauyon - The Rules, pg. 51.)
3 - Master of Shadows	Once per game, as long as your Warlord is on the battlefield, you can declare in your Movement phase that Night Fighting rules are in effect until the start of your next turn. (See Kauyon - The Rules, pg. 51.)
4 - Silent Stalker	Enemy units wishing to fire Overwatch at your Warlord or his unit must first pass a Leadership test, If your Warlord charged through difficult terrain, subtract 2 from the enemy unit's Leadership when they take this test. (See Kauyon - The Rules, pg. 51.)
5 - Exit Strategy	When rolling for Variable Game Length, you can add or subtract 1 from the result if your Warlord is on the battlefield. (See Kauyon - The Rules, pg. 51.)
6 - Swift and Deadly	Once per battle, your Warlord and any unit he has joined can charge even if they Ran in the preceding Shooting phase. (See Kauyon - The Rules, pg. 51.)
Warlord	See WH40k, pg. 124.
Relics	
The Armour of Shadows	The Armour of Shadows confers a 2+ Armour Save. A model equipped with the Armour of Shadows has the Stealth rule, or the Shrouded special rule if it did not Move, Run or Charge in its previous turn. (See Kauyon - The Rules, pg. 52).
Psychic Powers	
Biomancy	0 - Smite, 1 - Iron Arm, 2 - Enfeeble, 3 - Life Leech, 4 - Warp Speed, 5 - Endurance, 6 - Haemorrhage (see Warhammer 40,000: The Rules, pg. 192).
Daemonology: Malefic Powers	0 - Summoning, 1 - Cursed Earth, 2 - Dark Flame, 3 - Infernal Gaze, 4 - Sacrifice, 5 - Incursion, 6 - Possession (see Warhammer 40,000: The Rules, pg. 195).
Daemonology: Sanctic Powers	0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame, 6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194).
Divination	0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Perfect Timing, 4 - Precognition, 5 - Misfortune, 6 - Scurrier's Gaze (see Warhammer 40,000: The Rules, pg. 193).
Pyromancy	0 - Flame Breath, 1 - Fiery Form, 2 - Fire Shield, 3 - Spontaneous Combustion, 4 - Sunburst, 5 - Inferno, 6 - Molten Beam (see Warhammer 40,000: The Rules, pg. 196).
Telekinesis	0 - Assail, 1 - Crush, 2 - Ojurament Mechanicum, 3 - Shockwave, 4 - Levitation, 5 - Telekine Dome, 6 - Psychic Maelstrom (see Warhammer 40,000: The Rules, pg. 197).
Telepathy	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).
Special Rules	
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Blessing of the Omnissiah	Blessing of the Omnissiah
Bolster Defenses	Bolster Defenses
Bulky	Bulky (see WH40k, pg. 159).
Chapter Tactics (Raven Guard)	Chapter Tactics (Raven Guard) (see CAA:SM, pg. 189-190).
Combat Squads	Combat Squads
Convergent Targeting	Whilst this unit includes three Thunderfire Cannons, all Techmarine Gunners in the unit have +1 Ballistic Skill.
Deadshot	All successful To Hit rolls made by a Vindicare Assassin, excluding Snap Shots, are Precision Shots. Wounds from Precision Shots are allocated against a model (or models) of your choice in the target unit, as long as it is in range and line of sight of the firer, rather than following the normal rules for Wound allocation. A character that has a Precision Shot Wound allocated to it can still make a Look Out, Sir roll. Note that Snap Shots and shots from weapons that scatter, or do not roll To Hit, can never be Precision Shots. (see Officio Assassinorum or Mont'ka - The Rules, pg. 57).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Drop Pod Assault	Drop Pods and unit embarked upon them must be held in Deep Strike Reserve. At the beginning of your first turn, half of your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally. Once a Drop Pod lands, all passengers must disembark and no models can embark for the rest of the game.
Fearless	Fearless (see WH40k, pg. 163).

Fully Automated	Emplaced weapons on a Firestorm Redoubt can only fire using the automated fire rule; models occupying a Firestorm Redoubt cannot use the manual fire rule to fire any of its emplaced weapons. (See Stronghold Assault, pg. 26).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Heroic Intervention	A unit with this special rule can re-roll one or both dice when determining its charge range. Furthermore, a unit with this special rule ignores the penalty for disordered charges. (See CAA:SM, pg. 142).
Immobile	A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilized result that cannot be repaired in any way. This does not cause it to lose a Hull Point.
Independent Character	Independent Character (see WH40k, pg. 166).
Independent Operative	A model with this special rule can never be joined by another character. If a model with this special rule is your army's Warlord, it never has a Warlord trait. (See Officio Assassinorum or Mont'ka - The Rules, pg. 64).
Inertial Guidance System	If a Drop Pod scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If the Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap.
Infiltrate	Infiltrate (see WH40k, pg. 167).
Jink	Jink (see WH40k, pg. 167).
Lightning Reflexes	A model with this special rule has a 4+ invulnerable save. In addition, they do not suffer the penalty to their Initiative for charging enemies through difficult terrain (See Officio Assassinorum or Mont'ka - The Rules, pg. 64).
Mounted Assault	If a unit with this special rule is chosen as part of a Detachment that contains at least one independent character with the Space Marines Faction equipped with a Space Marine Bike, the unit's Battlefield Role changes to Troops. (See CAA: SM, pg. 152).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
No Escape	Enemy characters suffer a -2 penalty to their Look Out, Sir tests against any Wounds inflicted by a model with this special rule. (See Officio Assassinorum or Mont'ka - The Rules, pg. 64).
Primary Target	Emplaced weapons on a Firestorm Redoubt that have the Skyfire special rule must fire at the nearest enemy Flyer or Flying Monstrous Creature unit within range and line of sight. If no enemy unit of either of these types is within range or line of sight, that emplaced weapon must instead fire at the nearest enemy unit within range and line of sight. (See Stronghold Assault, pg. 26).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Scout	Scout (see WH40k, pg. 171).
Stealth	Stealth (see WH40k, pg. 172).
Strike from the Shadows	Non-vehicle Raven Guard models that do not begin the game in a Transport vehicle have the Shrouded special rule until the start of the second game turn. When rolling to see whether the Night Fighting missions special rule is in effect during game turn 1, you may add 1 to the result if your army contains at least one Raven Guard unit. (See CAA:SM, pg. 190).
Suppressive Bombardment	Whilst this unit includes three Whirlwinds, each model's Whirlwind multiple missile launcher has the Pinning and Shred special rules (regardless of which missile type it fires).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Very Wide Fire Point	Up to six occupying models can fire out of this building's fire point. (See Stronghold Assault, pg. 26).
Winged Deliverance	Raven guard units with the Jump unit type may use their jump packs in both the Movement and assault phases of the same turn. Furthermore, when they make Hammer of Wrath attacks, Raven Guard models can re-roll failed To Wound rolls. (See CAA:SM, pg. 190).
Upgrades	
Increase Mastery Level	
Terrain Type	
Medium Building (Armour Value 14, Transport Capacity 20, HP 4)	Medium Building (Armour Value 14, Transport Capacity 20, HP 4) (See WH40K, pg. 110)
Unit Type	
Artillery	See WH40K rulebook, pgs. 44-49.
Bikes	See WH40K rulebook, pgs. 44-49.
Bikes (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Jump Units	See WH40K rulebook, pgs. 44-49.
Jump Units (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Tank)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.

Vehicle (Walker)	See WH40K rulebook, pgs. 44-49.
Wargear	
Blind Grenades	See WH40K, pg. 180.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Camo Cloaks	A model wearing a camo cloak has +1 cover save. If it does not already have a cover save, it gains a 6+ cover save. (See CAA:SM, pg. 194).
Chainsword	S User; AP -; Melee.
Close Combat Weapon	S User; AP -; Melee.
Deathwind Missile Launcher	Range: 12"; S5; AP-; Heavy 1, Large Blast
Exitus Pistol	12" Range; S X; AP 2; Pistol, Sniper, Exitus Ammo (see Officio Assasinorum or Mont'ka - The Rules, pg. 65).
Exitus Rifle	72" Range; S X; AP 2; Heavy 1, Sniper, Exitus Ammo (see Officio Assasinorum or Mont'ka - The Rules, pg. 65).
Extra Armour	Extra Armour (see WH40k, pg. 98).
Force Axe	S +1; AP 2; Melee, Force, Unwieldy.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Grav-pistol	12" Range; S *; AP 2; Pistol, Concussive, Graviton (see WH40K, pg. 177).
Heavy Flamer	Template; S 5; AP 4; Assault 1.
Icarus Lascannon	Range 96"; S 9; AP 2; Heavy 2, Interceptor, Skyfire, Twin-linked.
Jump Pack	Models equipped with jump packs gain the Jump unit type as described in WH40K: The Rules. (See CAA: SM, pg. 195).
Jump Packs	Models equipped with jump packs gain the Jump unit type as described in WH40K: The Rules. (See CAA: SM, pg. 195).
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Lightning Claw	S User; AP 3; Melee, Shred, Specialist Weapon.
Meltagun	Range 12"; S 8; AP 1; Assault 1, Melta.
Missile Launcher	Frag: Range 48"; S 4; AP 6; Heavy 1, Blast. Krak: Range 48"; S 8; AP 3; Heavy 1.
Multi-melta	Range 24"; S 8; AP 1; Heavy 1, Melta.
Plasma Cannon	Range 36"; S 7; AP 2; Heavy 1, Blast, Gets Hot!
Plasma gun	Range 24"; S 7; AP 2; Rapid Fire, Gets Hot!
Plasma Pistol	Range 12"; S 7; AP 2; Pistol, Gets Hot!
Power Axe	S +1; AP 2; Melee, Unwieldy.
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Power Maul	S +2; AP 4; Melee, Concussive.
Power Sword	S User; AP 3; Melee.
Psychic Hood	Psychic Hood (see WH40k, pg. 26).
Quad Icarus Lascannon	96" Range; S 9; AP 2; Heavy 2, Interceptor, Skyfire, Twin-linked.
Relic Blade	S 6; AP 3; Melee, Two-handed.
Searchlight	(see WH40k, pg. 98).
Seismic Hammer	S x2; AP 1; Melee, Concussive, Specialist Weapon, Unwieldy.
Servo-Harness	A servo-harness gives the bearer two servo-arms, a plasma cutter and a flamer. In the Shooting phase, the bearer can fire both harness-mounted weapons, or one harenss mounted weapon and another weapon. (See CAA:SM, pg. 195). Two Servo-Arms: S x2; AP 1; Melee, Unwieldy, Specialist Weapon. Plasma Cutter: 12" Range; S 7; AP 2; Assault 1, Gets Hot, Twin-linked. Flamer: Template; S 4 : AP 5; Assault 1.
Smoke Launchers	(see WH40k, pg. 98).
Sniper Rifle	Range 36"; S X; AP 6; Heavy 1, Sniper.
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Spy Mask	All successful To Hit rolls made by a Vindicare Assassin, excluding Snap Shots, have the Ignores Cover special rule (see Officio Assasinorum or Mont'ka - The Rules, pg. 65).
Storm Shield	Storm Shield
Thunderfire Cannon	Surface Detonation: 60" Range; S 6; AP 5; Heavy 4, Barrage, Blast. Airburst: 60" Range; S 5; AP 6; Heavy 4, Barrage, Blast, Ignores Cover. Subterranean Blast: 60" Range; S 4; AP -; Heavy 4, Barrage, Blast, Strikedown.
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked
Whirlwind Multiple Missile Launcher	Vengeance Missiles: Range: 12 - 48"; S5; AP4; Ordnance 1, Barrage, Large Blast. Incendiary Missiles: Range: 12 - 48"; S4; AP5; Ordnance 1, Barrage, Large Blast, Ignores Cover.

Roster Design Information

Army Special Rules:

Combat Squads (CAA:SM, pg. 188)

Validation Report

a-0. Army Selection: Battle-forged; c-1. File Version: 1.51 For Bug Reports/www.ab40k.org; a-1. Scenario: Normal Mission

Roster satisfies all enforced validation rules

Roster Statistics

% HQ: 7.9

% Knight: 0

% Elite: 28.2

% Troops: 34.4

% Fast: 0








% Heavy: 8.9

% Fortification: 12.5

% Wargear: 2.7

Model Count: 49

Files version: 1.51

Group	Min	Max	Used
	-	-	1
	-	-	2
	-	-	4
	-	-	0
	-	-	2
	0	1	0
	0	1	1