

ATTILAN REGIMENTS

The Attilans are among the most renowned Rough Riders of the Imperial Guard.

Attila itself is savage and barely civilized world, its most primitive inhabitants existing as nomadic horsemen divided into clans. These fierce clans supply many recruits to the Imperial Guard, forming elite specialist units of cavalry scouts for the armies of the Imperium.

The most important component of Attilan culture is the horse. The horses of Attila are malicious, compact and resistant animals, from which their riders in emergency situations can draw off small quantities of blood to enable themselves to operate behind enemy lines for long periods.

Each clansman carries proudly long scars on his cheeks, which he gets from his coming of age ritual. To create the most impressive scars, ash is commonly rubbed into the fresh wounds. Normally Attilans wear their hair long and open. Attilans are infamous for never bathing or cleaning their clothing. They believe that washing is an insult to the spirits of water. This superstition could not be defeated even by the priests of the Adeptus Ministorum. This peculiar trait has led to the Attilans being the butt of many jokes by their fellow guardsmen. A well-known proverb has it that the smell of an Attilan is just as powerful a weapon as his war lance.

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SPECIAL RULE: COMMISSARS

Attilan armies are allowed one Commissar for each 500 points available to the army list. The first Commissar must be attached to the Supreme commander's Company (If there is one present). Subsequent Commissars may be attached to any formation in any order. No formation may have more than one Commissar. Titans and Imperial Navy Aircraft are not allowed to carry Commissars.

GRAND TOURNAMENT SCENARIO SPECIAL RULE: SUPPLY TRAIN

Attilan war hosts do not set up supply bases or maintain long supply chains, what they cannot carry is not worth having! Supplies that cannot be carried on horseback accompany the army in a luggage train made up of trucks and Trojan support vehicles. When the Attilan host engages the enemy this luggage train remains at the rear, however if threatened by flanking enemy it will move to evade attackers.

To represent this if the Blitz objective is not controlled or contested by the opposing player it may be moved by the Attilan player along the table edge up to 60cms in the end phase. Note that there is no limit to the overall distance the luggage train can move, it could even end up on the other side of the table after several turns!

Attilan Regiment Army List

Attilan regiments have a Strategy Rating of 2. All units in the army have an initiative rating of 2+, except Titans which have an initiative rating of 1+.

Attilan Dragoon units may be either Heavy Dragoons or Light Dragoons.

Core Companies

FORMATION	UNITS	COST
Attilan Retinue	12 Attilan Warrior units, 1 Attilan Horse Lord unit. (May add six Attilan Warrior units) (May add two Attilan Dragoon units)	400 points (+150 points) (+50 points)
Attilan Tribe	12 Attilan Warrior units, 1 Attilan Chief unit. (May add six Attilan Warrior units) (May add two Attilan Dragoon units)	300 points (+150 points) (+50 points)

Support Formations

Two Support Formation may be selected for each Company in your army list.

FORMATION	UNITS	COST
Attilan Dragoons	Six Attilan Dragoon units	200 points
Attilan Scouts	Six Attilan Rough Rider units	150 points
Salamander Scout Platoon	Three Salamander Scout Vehicles (May add 2 Leman Russ Conquerors) (May add a Salamander Command Vehicle)	100 points (+100 points) (+25 points)
Mechanized Platoon	Ten Infantry units, plus five Chimeras. (May add 2 Leman Russ Conquerors) (May add a Hydra) (May add a Salamander Command Vehicle)	300 points (+100 points) (+50 points) (+25 points)
Vulture Squadron	Four Vultures	300 points
Valkyrie Squadron	Four Valkyries (May add eight Storm Trooper units)	250 points 100 points
0-1 Orbital Support	One Imperial Navy Lunar Class Cruiser OR One Emperor class Battleship	150 points 300 points
Light Artillery Platoon	6 Griffon Mortar Carriers (May add a Hydra) (May add a Salamander Command Vehicle)	200 points (+50 points) (+25 points)
Tank Platoon	6 Leman Russ Conquerors (May add 2 Leman Russ Conquerors) (May add a Hydra) (May add a Salamander Command Vehicle)	350 points (+100 points) (+50 points) (+25 points)
Self Propelled Flak Battery	Three Hydras	150 points

Allies

Up to one third of your army list may be Allies.

FORMATION	UNITS	COST
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points
Marauder Destroyer	One Marauder Destroyer	175 points
Warhound Titan	One Warhound Titan	275 points
Warhound Pack	Two Warhound Titans	500 points

Attilan Horse Lord

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ATTILAN HORSE LORD

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	20cm	4+	3+	6+

Weapon	Range	Firepower	Notes
Power Lances	Base Contact	Assault Weapons	<i>First Strike, Extra Attacks (+1)</i>
Power Weapons	Base Contact	Assault Weapons	<i>Macro-Weapon</i>

Notes: *Supreme Commander, Mounted, Walker, Infiltrator.*

Attilan Chief

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ATTILAN CHIEF

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	20cm	5+	4+	6+

Weapon	Range	Firepower	Notes
Power Lances	Base Contact	Assault Weapons	<i>First Strike, Extra Attacks (+1)</i>

Notes: *Commander, Walker, Mounted, Infiltrator.*

Attilan Commissar

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ATTILAN COMMISSAR

Type	Speed	Armour Save	Close Combat	Firefight
Character	—	—	—	—

Weapon	Range	Firepower	Notes
Power Weapons	Base Contact	Assault Weapons	<i>Macro-Weapon, Extra Attacks (+1)</i>

Notes: *Leader, Inspiring, Fearless.*

Attilan Warriors

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ATTILAN WARRIORS

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	20cm	6+	4+	6+

Weapon	Range	Firepower	Notes
Power Lances	Base Contact	Assault Weapons	<i>First Strike, Extra Attacks (+1)</i>

Notes: *Mounted, Infiltrator.*

Attilan Light Dragoons

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ATTILAN LIGHT DRAGOONS

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	20cm	5+	5+	5+

Weapon	Range	Firepower	Notes
Herding Rifles	30cm	AP5+	<i>Disrupt</i>

Notes: *Scout, Walker, Mounted, Infiltrator.*

Attilan Heavy Dragoons

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ATTILAN HEAVY DRAGOONS

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	20cm	6+	6+	6+

Weapon	Range	Firepower	Notes
Lascannon	45cm	AT5+	

Notes: *Scout, Mounted, Infiltrator.*

Salamander Scout Vehicle

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SALAMANDER SCOUT VEHICLE

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	35cm	6+	6+	5+

Weapon	Range	Firepower	Notes
Autocannon	45cm	AP5+/AT6+	
Heavy Bolter	30cm	AP5+	

Notes: Scout

Salamander Command Vehicle

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SLAMANDER COMMAND VEHICLE

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	35cm	6+	6+	5+

Weapon	Range	Firepower	Notes
Heavy Bolter	30cm	AP5+	
Heavy Flamer	15cm (15cm)	AP4+ and (Small Arms)	Ignores Cover Ignores Cover

Notes: Commander, Leader, Scout

Attilan Rough Riders

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ATTILAN ROUGH RIDERS

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	20cm	6+	4+	6+

Weapon	Range	Firepower	Notes
Power Lances	Base Contact	Assault Weapons	Extra Attacks (+1), First Strike

Notes: Scout, Mounted, Infiltrator.

Marauder Destroyer

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MARAUDER DESTROYER

Type	Speed	Armour Save	Close Combat	Firefight
War Engine	Bomber	5+	n/a	n/a

Weapon	Range	Firepower	Notes
3x Twin Autocannons	30cm	AP4+ / AT5+	<i>Fixed Forwards Arc</i>
Twin Heavy Bolters	15cm	AA5+	-
Twin Assault Cannons	15cm	AA4+	<i>Rear Arc</i>
2x Underwing Rockets	30cm	AT4+	<i>Fixed Forwards Arc</i>

Damage Capacity 2, Critical Hit Effect: The bomber's engines are seriously damaged, the pilot loses control and the aircraft is destroyed.