

Name	Type	Speed	Arm	CC	FF	Weapons	Range	FirePower	Notes
Supreme Commander	INF	15cm	6+	4	5	Power Weapon Rogue Pysker Autocannon	Base Contact (15cm) 45cm	Assault Weapons EA (+1), MW Small Arms EA (+1), MW AP5+ / AT6+	Supreme Commander
Commander	INF	15cm	6+	5	5	Power Weapon Rogue Pysker Autocannon	Base Contact (15cm) 45cm	Assault Weapons EA (+1), MW Small Arms EA (+1), MW AP5+ / AT6+	Commander
Enforcer	CH					Power Weapon	Base Contact	Assault Weapons EA (+1), MW	Leader, Inspiring, Fearless
Alpha Legion Lord	CH					Power Weapon	Base Contact	Assault Weapons EA (+1), MW	Leader, INV +6, Commander
Alpha Legion Space Marine	INF	15cm	4+	4	4	Bolters Autocannon	(15cm) 45cm	Small Arms AP5+ / AT6+	
Alpha Legion Rhino	AV	30cm	5+	6	6	Bolters	(15cm)	Small Arms	May Transport 2 INF Stands. No pack or mounts
Varksian Infantry	INF	15cm	none	6	5	Autocannon	45cm	AP5+ / AT6+	One unit in every 2 has an Autocannon
Varksian Fire Support Squad	INF	15cm	none	6	4	2x Autocannon	45cm	AP5+ / AT6+	
Disciples of Xaphan	Inf	15cm	none	6	5	Autocannon Meltagun	45cm (15cm)	AP5+ / AT6+ MW	Scouts
Orygns Berserkers	INF	15cm	3+	3		Large Implements	Base Contact	Assault Weapons EA (+1), MW	Fearless
Leman Russ	AV	20cm	4+	6	3	Battle Cannon LasCannon 2x Heavy Bolter	75CM 45cm 30cm	AP4+ / AT4+ AT5 AP5+	RA
Leman Russ Tank Destroyer	AV	20cm	4+	6	6	Laser Destroyer	75cm	AT3+, MW	RA
Leman Russ Demolisher	AV	20cm	4+	6	3	Demolisher Cannon LasCannon 2x Plasma Cannon	30cm 45cm 30cm	AP3+ / AT4+ IC AT5 AP4+ / AT4+ Slow	RA
Leman Russ Vanquisher	AV	20cm	4+	6	3	Vanquisher Cannon LasCannon 2x Heavy Bolter	30cm 45cm 30cm	AP4+ / AT2+ AT5 AP5+	RA
Malcador Tank	AV	15cm	4+	6	5	Battle Cannon 2x LasCannon Heavy Bolter	75cm 45cm 30cm	AP4+ / AT4+ AT5+ AP5+	RA
Malcador Defender Tank	AV	15cm	4+	6	3	3x Twin Heavy Boter Demolisher Cannon	30cm 30cm	AP4+ AP3+ / AT4+ IC	RA
Malcador Annihilator Tank	AV	15cm	4+	6	5	Twin LasCannon 2x LasCannon Demolisher Cannon	45cm 45cm 30cm	AT4+ AT5+ AP3+ / AT4+ IC	RA

Valdor Tank Hunter	AV	15cm	4+	6	5 Nuetron Laser Projector LasCannon	60cm 45cm	MW3+, Disrupt AT5+	RA
Minotaur Artillery Tank	AV	15cm	4+	6	6 Minotaur Earthshaker Cannon	120cm	2BP, ID	RA, Thick Rear Armor
Salamander Commander Vehicle	LV	35cm	6+	6	5 Heavy Bolter Heavy Flamer	30cm 15cm	AP5 AP5, IC	Commander, Leader, Scout
Chimera	AV	30cm	5+	6	5 Multi-Laser Heavy Bolter	30cm 30cm	AP5+ / AT6+ AP5+	May Transport 2 INF Stands. No pack or mounts
Sentinal	LV	35cm	6+	6	5 Multi-Laser	30cm	AP5+ / AT6+	Scout
Hydra	AV	30cm	6+	6	5 2x Twin Hydra Autocannon Heavy Bolter	45cm 30cm	AP4+ /AT5+ /AA5+ AP5+	
Hellhounds	AV	30cm	4+	6	3 Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, IC AP5+	
Griffon	AV	30cm	4+	6	3 Heavy Mortor Heavy Bolter	30cm 30cm	1BP, Indirect Fire AP5+	
Death Strike Laucher	AV	20cm	6+	6	5 Death Strike Missile Heavy Bolter	unlimited 30cm	MW2+ Indirect, Slow, TK(D6) AP5+	
Basilisk	AV	20cm	5+	6	5 Earthshaker Cannon Heavy Bolter	120cm 30cm	1BP, Indirect or AP4/AT4 Direct AP5+	
Bombard	AV	20cm	6+	6	5 Siege Mortor Heavy Bolter	45cm 30cm	BP2 IC, Indirect Fire AP5+	
<div> <div> SPECIAL RULE: <i>ENFORCERS</i> <p><i>Fanatically loyal to the Arch Heretic Cardinal Xaphan, the Enforcer Cadre act as political officers to the armies of Vraks, encouraging the men with inspiring rhetoric between combats, and lethal 'persuasion' during battle.</i></p> <p>Vraksian armies are allowed one Enforcer for each 500 points available to the army list. The first Enforcer must be attached to the Supreme commander's Company (If there is one present). Subsequent Enforcers may be attached to any formation in any order. No formation may have more than one Enforcer. Aircraft may not carry Enforcers, and the Alpha Legion will not tolerate Enforcers joining their formations either!</p> </div> </div>								

Manticores	AV	20cm	6+	6	5 Rocket Laucher Heavy Bolter	150cm 30cm	2BP, Disrupt, Indirect, Slow AP5+
------------	----	------	----	---	----------------------------------	---------------	--------------------------------------

Aircraft

HellBlade	Fighter		6+		2x Reaper Autocannon	15cm	AP4+ / AT6+ / AA5+	Fixed FWD
-----------	---------	--	----	--	----------------------	------	--------------------	-----------

Helltalon	Fighter	5+				Twin Lascannon	30cm	AT4+ / AA4+	Fixed FWD
	Bomber					Havoc Launcher	45cm	AP4+/AT6	Fixed FWD
						Bombs	15cm	2BP, IC	Fixed FWD
Hell Bringer	WE	5+				Reaper Autocannon	30cm	AP4+/ AT6+/ AA5+	Fixed FWD
	Bomber					Reaper Autocannon	15cm	AP4+/ AT6+/ AA5+	Fixed Right
						Reaper Autocannon	15cm	AP4+/ AT6+/ AA5+	Fixed Left
						Bombs	15cm	6BP, IC	Fixed forward
Titans									
Vraks Warhound	WE	30cm	5+	4	4	Vulcan Megabolter	45cm	4x AP3+ / AT5+	DC3, 2 Void Shields, RA, Fearless, Walker
						Inferno Gun	30cm	BP3 IC	
Vraks Reaver	WE	20cm	4+	3	3	Gatling Blaster	60cm	4x AP4+ / AT4+	DC6, 4 Void Shields, RA, Fearless, Walker
						Laser Blaster	60cm	6x AP5+ / AT3+	
						Apoc Missile Launcher	60cm	BP3	
Vraks Warlord	WE	15cm	4+	2	2	Quake Cannon	90cm	BP3 MW	DC8, 6 Void Shields, RA, Fearless, Walker
						Laser Blaster	60cm	6x AP5+ / AT3+	
						2x Vulcan Mega Bolter	45cm	4x AP3+ / AT5+	

SPECIAL RULE

Imperial Void Shields³

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).