

## IG v0.3

| unit type | Unit                          | Move | Save | Invl | CAF | Weapon   | Range          | Att         | To Hit      | TSM            | Sup Pts | Co Pts | Notes  |
|-----------|-------------------------------|------|------|------|-----|--|----------------|-------------|-------------|----------------|---------|--------|--|
| inf       | Commissar                     | 10   | 0    |      | 4   | Bolt Pistol  |                |             |             |                | n/a     | 50     | command, elite, hq, pd1, ignore chain of command, make way men                           |
| -         | Commissar Upgrade             |      |      |      |     |  |                |             |             |                | n/a     | n/a    | command, elite, hq, ignore chain of command. Points taken into account in unit values.   |
| -         | Company HQ Upgrade            |      |      |      |     |  |                |             |             |                | n/a     | n/a    | command, hq, orders. Points taken into account in core unit values.                      |
| inf       | Engineer                      | 10   | 6    |      | 1   | Servitor Heavy Weapons   | 35             | 2           | 5           | -2             | 40      | n/a    | hq, mechanic   |
| -         | Infantry Company Advisors     |      |      |      |     |  |                |             |             |                | n/a     | 35     | change orders 25cm, forward observer, psychic defence 4+                                 |
| inf       | Infantry Company HQ           | 10   | 0    |      | 0   | Lasguns Heavy Weapon   | 25<br>50       | 1<br>1      | 5<br>5      | 0<br>-1        | n/a     | 25     | command, hq, orders  |
| inf       | Ministorum Priest             | 10   | 0    |      | 3   | Lasistol   |                |             |             |                | 100     | n/a    | hq, pd1, confessor, make way men   |
| inf       | Primaris Psyker               | 10   | 0    |      | 0   | Lasistol   |                |             |             |                | 25      | n/a    | hq, pd1, psyker  |
| -         | Section HQ Upgrade            |      |      |      |     |  |                |             |             |                | +10     | +10    | hq, orders. Points costs for SHQ need to be added to formation totals where appropriate. |
| inf       | Bullgryns                     | 10   | 5    | 6    | 7   | Grenadier Gauntlets  | 10             | 1           | 5           | 0              | 30      | n/a    | bulky  |
| inf       | Conscripts                    | 10   | 0    |      | 0   | Lasguns  | 25             | 1           | 6           | 0              | 5       | 5      |  |
| inf       | Infantry Squad                | 10   | 0    |      | 0   | Lasguns  | 25             | 1           | 5           | 0              | 10      | 10     |  |
| inf       |                               |      |      |      |     | Heavy Weapon   | 50             | 0.5         | 5           | -1             |         |        |  |
| inf       | Infantry Anti-Tank Squad      | 10   | 0    |      | 0   | Anti-Tank Heavy Weapons<br>Flakk Missiles                        | 50<br>50       | 2<br>1      | 5<br>6      | -1<br>-1       | 15      | 15     | OR<br>AA   |
| inf       | Infantry Fire Support Squad   | 10   | 0    |      | 0   | Fire Support Heavy Weapons                                       | 50             | 2           | 4           | 0              | 10      | 10     |  |
| inf       | Infantry Mortar Squad         | 10   | 0    |      | 0   | Mortars  | 50             |             |             | 0              | 10      | 5      | bp1  |
| inf       | Ogryns                        | 10   | 6    |      | 6   | Ripper Guns  | 10             | 1           | 4           | 0              | 20      | n/a    | bulky  |
| inf       | Ratling Snipers               | 10   | 0    |      | -1  | Sniper Rifles  | 35             | 1           | 5           | 0              | 70      | n/a    | infiltrate, sniper, stealth, special   |
| inf       | Tempestus Scions              | 10   | 6    |      | 0   | Hot-Shot Lasguns<br>Hot-Shot Volley Gun                          | 20<br>25       | 1<br>1      | 5<br>4      | -1<br>-1       | 35      | 30     | elite, independent, infiltrate   |
| inf       | Veteran Infantry              | 10   | 0    |      | 0   | Special Weapons<br>Heavy Weapon                                  | 10<br>50       | 2<br>0.5    | 5<br>5      | -1<br>-1       | 25      | 25     | independent, infiltrate  |
| inf       | Wyrdvane Psykers              | 10   | 0    |      | 0   | Lasipistols  | 10             | 1           | 6           | 0              | 25      | n/a    | psyker   |
| cav       | Rough Riders                  | 20   | 0    |      | 3   | Lasipistols  | 10             | 1           | 6           | 0              | 25      | 20     | independent  |
| wal       | Armoured Sentinel             | 20   | 5    |      | 2   | Lascannon  | 50             | 1           | 5           | -1             | 30      | 25     |  |
| wal       | Drop Sentinel                 | 25   | 6    |      | 2   | Multi-Melta  | 25             | 1           | 5           | -3             | 30      | 25     | independent  |
| wal       | Scout Sentinel                | 25   | 6    |      | 2   | Multi-Laser  | 35             | 1           | 4           | 0              | 45      | 40     | infiltrate, independent  |
| wal       | Sentinel Power Lifter         | 20   | 6    |      | 3   | Power Lifter   |                |             |             |                | 25      | n/a    | Munitorum Support  |
| veh       | Atlas Recovery Vehicle        | 15   | 3    |      | 0   | Heavy Bolter   | 35             | 1           | 5           | 0              | 55      | 50     | pd1, tow, assist repair  |
| veh       | Centaur Artillery Tractor     | 30   | 6    |      | 0   | Heavy Stubber  | 35             | 1           | 6           | 0              | 30      | 30     | pd1, tow la  |
| veh       | Centaur Light Assault Carrier | 30   | 5    |      | 0   | Heavy Stubber  | 35             | 1           | 6           | 0              | 35      | 30     | open top vehicle, pd1, transport1  |
| veh       | Chimera                       | 25   | 4    |      | 1   | Multi-Laser<br>Heavy Bolter                                      | 35<br>35       | 1<br>1      | 4<br>5      | 0<br>0         | 50      | 45     | ifv, pd1, transport2, turret   |
| veh       | Destroyer Tank Hunter         | 20   | 3    |      | 0   | Heavy Laser Destroyer Array                                      | 60             | 1           | 4           | -3             | 35      | 30     |  |
| veh       | Hades Breaching Drill         | 5    | 4    |      | 2   | Melta-cutter Drill   | 20             |             |             |                | 20      | 20     | transport2, tunneller  |
| veh       | Hellhound                     | 30   | 4    |      | 0   | Inferno Cannon<br>Heavy Bolter                                   | 25<br>35       | 2<br>1      | 3<br>5      | 0<br>0         | 40      | 35     | ignore cover, pd5, turret  |
| veh       | Devil Dog                     | 30   | 4    |      | 0   | Melta Cannon<br>Multi-Melta                                      | 25<br>25       | 1<br>1      | 3<br>5      | -3<br>-3       | 35      | 35     | turret   |
| veh       | Banewolf                      | 30   | 4    |      | 0   | Chem Cannon<br>Heavy Flamer                                      | 10<br>10       | 2<br>1      | 3<br>4      | -1<br>0        | 40      | 35     | ignore cover, pd4, turret<br>ignore cover  |
| veh       | Hydra                         | 20   | 4    |      | 0   | Hydra Autocannons  | 70             | 2           | 4           | -1             | 65      | 60     | AA, pd1, turret  |
| veh       | Leman Russ Annihilator        | 15   | 3    |      | 2   | TL Lascannons<br>Lascannon                                       | 50<br>50       | 1<br>1      | 5<br>5      | -2<br>-1       | 45      | 40     | turret   |
| veh       | Leman Russ Battle Tank        | 15   | 3    |      | 2   | Battle Cannon<br>Lascannon<br>Sponson Heavy Bolters              | 70<br>50<br>35 | 1<br>1<br>2 | 5<br>5<br>5 | -2<br>-1<br>0  | 55      | 50     | pd2, turret  |
| veh       | Leman Russ Conqueror          | 15   | 3    |      | 2   | Conqueror Battle Cannon<br>3 Heavy Flamers                       | 50<br>10       | 1<br>3      | 4<br>4      | -1<br>0        | 55      | 50     | pd6, turret<br>ignore cover  |
| veh       | Leman Russ Demolisher         | 15   | 3    |      | 3   | Demolisher Siege Cannon<br>Heavy Flamer<br>Sponson Multi-Meltas  | 25<br>10<br>25 | 1<br>1<br>2 | 4<br>4<br>5 | -3<br>0<br>-3  | 65      | 55     | ignore cover, pd2, turret<br>ignore cover  |
| veh       | Leman Russ Eradicator         | 15   | 3    |      | 2   | Eradicator Nova Cannon<br>3 Heavy Flamers                        | 35<br>10       | 1<br>3      | 4<br>4      | -1<br>0        | 55      | 50     | ignore cover, pd6, turret<br>ignore cover  |
| veh       | Leman Russ Executioner        | 15   | 3    |      | 2   | Executioner Plasma Cannon<br>Lascannon<br>Sponson Plasma Cannons | 35<br>50<br>35 | 1<br>1<br>2 | 4<br>5<br>5 | -2<br>-1<br>-2 | 55      | 45     | turret   |
| veh       | Leman Russ Exterminator       | 15   | 3    |      | 2   | TL Autocannons<br>3 Heavy Bolters                                | 50<br>35       | 1<br>3      | 5<br>5      | -1<br>0        | 50      | 45     | pd4, turret  |
| veh       | Leman Russ Punisher           | 15   | 3    |      | 3   | Punisher Cannon<br>3 Heavy Bolters                               | 25<br>35       | 4<br>3      | 4<br>5      | 0<br>0         | 65      | 55     | pd7, turret  |
| veh       | Leman Russ Vanquisher         | 15   | 3    |      | 2   | Vanquisher Battle Cannon<br>Lascannon                            | 70<br>50       | 1<br>1      | 5<br>5      | -2<br>-1       | 55      | 50     | pen1, turret   |

| unit type | Unit                         | Move | Save | Invl | CAF | Weapon   | Range                      | Att              | To Hit           | TSM                       | Sup Pts | Co Pts | Notes  |
|-----------|------------------------------|------|------|------|-----|--|----------------------------|------------------|------------------|---------------------------|---------|--------|--|
| veh       | Malcador                     | 10   | 3    |      | 2   | Battle Cannon<br>Sponson Lascannons<br>Heavy Bolter  | 70<br>50<br>35             | 1<br>2<br>1      | 5<br>5<br>5      | -2<br>-1<br>0             | 50      | 45     | pd1  |
| veh       | Malcador Annihilator         | 10   | 3    |      | 2   | TL Lascannons<br>Sponson Lascannons<br>Demolisher Siege Cannon                             | 50<br>50<br>25             | 1<br>2<br>1      | 5<br>5<br>4      | -2<br>-1<br>-3            | 50      | 45     | ignore cover   |
| veh       | Malcador Defender            | 10   | 3    |      | 3   | 3 Heavy Bolters<br>Sponson Heavy Bolters<br>Demolisher Siege Cannon                        | 35<br>35<br>25             | 3<br>2<br>1      | 5<br>5<br>4      | 0<br>0<br>-3              | 60      | 55     | pd6<br>ignore cover  |
| veh       | Malcador Infernus            | 10   | 3    |      | 3   | Inferno Gun<br>Sponson Heavy Bolters   |                            |                  | 4<br>5           | 0<br>0                    | 80      | 75     | flamer template, ignore cover, pd8                                   |
| veh       | Salamander Command Vehicle   | 25   | 5    |      | 1   | Heavy Flamer<br>Heavy Bolter   | 10<br>35                   | 1<br>1           | 4<br>5           | 0<br>0                    | n/a     | 55     | command, hq, orders, ignore cover, pd3                               |
| veh       | Salamander Scout Vehicle     | 30   | 5    |      | 1   | Autocannon<br>Heavy Bolter   | 50<br>35                   | 1<br>1           | 5<br>5           | 0<br>0                    | 55      | 50     | independent, infiltrate, pd2   |
| veh       | Tauros                       | 30   | 6    |      | 0   | Heavy Flamer   | 10                         | 1                | 4                | 0                         | 40      | 35     | ignore cover, independent, infiltrate, pd2                           |
| veh       | Tauros Venator               | 30   | 6    |      | 0   | TL Lascannons  | 50                         | 1                | 5                | -2                        | 40      | 35     | independent, infiltrate  |
| veh       | Taurox                       | 30   | 4    |      | 1   | TL Autocannons   | 50                         | 1                | 5                | -1                        | 50      | 45     | pd1, transport2  |
| veh       | Taurox Prime                 | 30   | 4    |      | 1   | Taurox Battle Cannon<br>TL Autocannons   | 50<br>50                   | 1<br>1           | 5<br>5           | -2<br>-1                  | 65      | 55     | pd1, transport2, turret  |
| veh       | Thunderer Siege Tank         | 15   | 3    |      | 1   | Demolisher Siege Cannon  | 25                         | 1                | 4                | -3                        | 35      | 30     | ignore cover   |
| veh       | Trojan                       | 25   | 5    |      | 0   | Heavy Bolter   | 35                         | 1                | 5                | 0                         | 40      | 35     | pd1, transport1, tow ha, Munitorum Support                           |
| veh       | Valdor Tank Hunter           | 10   | 3    |      | 1   | Neutron Laser Projector  | 70                         | 1                | 3                | -3                        | 65      | 60     | pen2   |
| la        | Cyclops Demolition Vehicle   | 5    | 5    | spec |     | Cyclops Demolition Charge  | cc                         | 1                | 4                | -3                        | 10      | n/a    | damages buildings, ignore cover, independent, single shot            |
| la        | Heavy Mortar                 | 0    | 0    | -3   |     | Heavy Mortar   | 10-50                      |                  | -1               | 5                         | 5       |        | bp2, damages buildings, immobile                                     |
| la        | Rapier                       | 5    | 0    | -3   |     | Laser Destroyer Array  | 35                         | 1                | 4                | -3                        | 10      | 10     |  |
| la        | Sabre Weapon Platform        | 0    | 0    | -3   |     | TL Lascannons  | 50                         | 1                | 5                | -2                        | 10      | 10     | AA, immobile   |
| la        | Tarantula Sentry Gun         | 0    | 0    | -3   |     | TL Lascannons  | 50                         | 1                | 5                | -2                        | 20      | 20     | AI, inorganic, robot, immobile                                       |
| la        | Thudd Gun                    | 0    | 0    | -3   |     | Heavy Quad Launcher  | 60                         |                  |                  | 0                         | 5       | 5      | bp1, damages buildings, immobile                                     |
| ha        | Basilisk                     | 15   | 5    | 0    |     | Earthshaker Cannon   | 240                        |                  |                  | -2                        | 70      | 65     | bp2, damages buildings, pd1  |
| ha        | Bombard                      | 10   | 5    | 0    |     | Heavy Siege Mortar   | 25-240                     |                  |                  | -2                        | 115     | 105    | bp2, destroys buildings, ignore cover, pd1                           |
| ha        | Deathstrike Missile Launcher | 20   | 5    | 0    |     | Deathstrike Missile Launcher   |                            |                  |                  |                           | 20      | 15     | pd1, special   |
| ha        | Earthshaker Platform         | 0    | 0    | -3   |     | Earthshaker Cannon   | 240                        |                  |                  | -2                        | 45      | 40     | bp2, damages buildings, immobile                                     |
| ha        | Griffon                      | 25   | 5    | 0    |     | Heavy Mortar   | 10-50                      |                  |                  | -1                        | 25      | 25     | bp2, damages buildings, pd1  |
| ha        | Hydra Platform               | 0    | 0    | -3   |     | Hydra Autocannons  | 70                         | 2                | 4                | -1                        | 45      | 40     | AA, immobile   |
| ha        | Manticore                    | 25   | 5    | 0    |     | Storm Eagle Rockets<br>Sky Eagle Rockets   | 120<br>120                 |                  |                  | 0<br>-2                   | 70      | 65     | bp6, damages buildings, rof0.5, special OR<br>AA rof0.5              |
| ha        | Manticore Platform           | 0    | 0    | -3   |     | Storm Eagle Rockets<br>Sky Eagle Rockets   | 120<br>120                 |                  |                  | 0<br>-2                   | 45      | 40     | bp6, damages buildings, immobile, rof0.5, special OR<br>AA rof0.5    |
| ha        | Medusa                       | 25   | 5    | 0    |     | Medusa Siege Cannon  | 35                         | 1                | 4                | -3                        | 40      | 35     | damages buildings, -6tsm vs structures, pd1                          |
| ha        | Medusa Platform              | 0    | 0    | -3   |     | Medusa Siege Cannon  | 35                         | 1                | 4                | -3                        | 10      | 10     | damages buildings, -6tsm vs structures, immobile                     |
| ha        | Minotaur                     | 10   | 3    | 0    |     | Double Earthshaker Cannon  | 35-240                     |                  |                  | -2                        | 95      | 85     | all around armour, bp3, damages buildings                            |
| ha        | Wyvern                       | 20   | 5    | 0    |     | Stormshard Mortars   | 50                         |                  |                  | 0                         | 30      | 25     | bp2, ignore cover  |
|           | Light Off-Table Barrage      |      |      |      |     | Light Barrage  |                            |                  |                  | -1                        |         |        | bp6, damages buildings, 1vp  |
|           | Heavy Off-Table Barrage      |      |      |      |     | Heavy Barrage  |                            |                  |                  | -2                        |         |        | bp10, damages buildings, 2vp   |
| fir       | Avenger Strike Fighter       | 110  | 5    |      | 4   | Avenger Bolt Cannon<br>TL Lascannons<br>Heavy Stubber<br>Hellstrike Missiles               | 35<br>50<br>35<br>70       | 4<br>1<br>1<br>2 | 5<br>5<br>6<br>4 | -1<br>-2<br>0<br>-2       | 220     | n/a    | flier<br>rear firing<br>single shot                                  |
| fir       | Lightning                    | 120  | 5    |      | 6   | Long Barrelled Autocannon<br>TL Lascannons   | 70<br>50                   | 1<br>1           | 5<br>5           | 0<br>-2                   | 275     | n/a    | flier<br>single shot   |
| fir       | Lightning Voss               | 120  | 5    |      | 4   | TL Lascannons<br>Hellstrike Missiles   | 50<br>70                   | 1<br>2           | 5<br>4           | -2<br>-2                  | 225     | n/a    | flier<br>single shot   |
| fir       | Marauder                     | 90   | 2    |      | 2   | TL Lascannons<br>TL Heavy Bolters<br>TL Heavy Bolters<br>Bombs                             | 50<br>35<br>35<br>10       | 1<br>1<br>1      | 5<br>4<br>4      | -2<br>0<br>0<br>-2        | 170     | n/a    | flier<br>rear firing<br>8bp, damages buildings                       |
| fir       | Marauder Destroyer           | 90   | 2    |      | 2   | 3 TL Autocannons<br>TL Heavy Bolters<br>TL Assault Cannons<br>Hellstrike Missiles<br>Bombs | 50<br>35<br>25<br>70<br>10 | 3<br>1<br>1<br>2 | 5<br>4<br>4<br>4 | -1<br>0<br>-1<br>-2<br>-2 | 170     | n/a    | flier<br>rear firing<br>single shot<br>6bp, damages buildings        |
| fir       | Thunderbolt                  | 110  | 4    |      | 4   | 2 TL Autocannons<br>TL Lascannons<br>Hellstrike Missiles                                   | 50<br>50<br>70             | 2<br>1<br>2      | 5<br>5<br>4      | -1<br>-2<br>-2            | 220     | n/a    | flier<br>single shot   |
| fir       | Valkyrie                     | 55   | 5    |      | 0   | Multi-Laser<br>Sponson Heavy Bolters<br>Multiple Rocket Pods                               | 35<br>35<br>25             | 1<br>2           | 4<br>5<br>0      | 0<br>0<br>0               | 80      | 75     | flier, transport2(non-bulky) or drop sentinel(1)<br>bp1, direct only |
| fir       | Valkyrie Sky Talon           | 55   | 5    |      | 0   | Multi-Laser  | 35                         | 1                | 4                | 0                         | 135     | 125    | flier, transport drop sentinel(2) or tauros/venator(1)               |
| fir       | Vendetta                     | 55   | 5    |      | 0   | 3 TL Lascannons  | 50                         | 3                | 5                | -2                        | 90      | 80     | flier, transport1  |
| fir       | Vulture                      | 55   | 5    |      | 2   | Heavy Bolter<br>TL Multi-Lasers<br>Hellstrike Missiles                                     | 35<br>35<br>70             | 1<br>1<br>2      | 5<br>4<br>4      | 0<br>-1<br>-2             | 95      | n/a    | flier<br>single shot   |

| unit type | Unit                 | Move | Save | Invl | CAF | Weapon                             | Range | Att | To Hit | TSM | Sup Pts | Co Pts | Notes  |
|-----------|----------------------|------|------|------|-----|------------------------------------|-------|-----|--------|-----|---------|--------|--|
| sh        | Baneblade            | 10   | 1    |      | 8   | Baneblade Mega Cannon              | 70    | 2   | 4      | -3  | 190     | 170    | turret, pd8  |
|           |                      |      |      |      |     | Sponson Lascannons                 | 50    | 2   | 5      | -1  |         |        | ignore cover   |
|           |                      |      |      |      |     | Demolisher Siege Cannon            | 25    | 1   | 4      | -3  |         |        |  |
|           |                      |      |      |      |     | 3 TL Heavy Bolters                 | 35    | 3   | 4      | 0   |         |        |  |
| sh        | Banehammer           | 10   | 1    |      | 7   | Tremor Cannon                      | 50    |     |        | -1  | 160     | 145    | ignore cover, bp6, damages buildings, special, transport5, ifv2, pd6 |
|           |                      |      |      |      |     | Sponson Lascannons                 | 50    | 2   | 5      | -1  |         |        |  |
|           |                      |      |      |      |     | 3 TL Heavy Bolters                 | 35    | 3   | 4      | 0   |         |        |  |
| sh        | Banesword            | 10   | 1    |      | 7   | Banesword Quake Cannon             | 100   |     |        | -3  | 225     | 205    | bp8, destroys buildings, pd8   |
|           |                      |      |      |      |     | Sponson Lascannons                 | 50    | 2   | 5      | -1  |         |        |  |
|           |                      |      |      |      |     | TL Heavy Bolters                   | 35    | 1   | 4      | 0   |         |        |  |
|           |                      |      |      |      |     | 2 TL Heavy Flamers                 | 10    | 2   | 3      | 0   |         |        |  |
| sh        | Crassus Transport    | 20   | 2    |      | 4   | 4 Heavy Bolters                    | 35    | 4   | 5      | 0   | 105     | 95     | transport7, pd4  |
| sh        | Dominus Bombard      | 15   | 2    |      | 4   | Dominus Triple Bombard             | 10-60 |     |        | -2  | 145     | 130    | bp8, destroys buildings, pd2   |
| sh        | Doomhammer           | 10   | 1    |      | 7   | 2 Heavy Bolters                    | 35    | 2   | 5      | 0   | 165     | 150    | pen1, transport5, ifv2, pd6  |
|           |                      |      |      |      |     | Magma Cannon                       | 50    | 1   | 3      | -4  |         |        |  |
|           |                      |      |      |      |     | Sponson Lascannons                 | 50    | 2   | 5      | -1  |         |        |  |
|           |                      |      |      |      |     | 3 TL Heavy Bolters                 | 35    | 3   | 4      | 0   |         |        |  |
| sh        | Gorgon               | 10   | 1    |      | 4   | Gorgon Mortars                     | 50    |     |        | 0   | 100     | 90     | bp1, single shot, pd2, transport10, special                          |
|           |                      |      |      |      |     | 2 TL Heavy Stubbers                | 35    | 2   | 6      | 0   |         |        |  |
| sh        | Hellhammer           | 10   | 1    |      | 8   | Hellhammer Cannon                  | 35    | 2   | 4      | -3  | 210     | 190    | ignore cover, turret, destroy building, pd8                          |
|           |                      |      |      |      |     | Sponson Lascannons                 | 50    | 2   | 5      | -1  |         |        |  |
|           |                      |      |      |      |     | Demolisher Siege Cannon            | 25    | 1   | 4      | -3  |         |        |  |
|           |                      |      |      |      |     | 3 TL Heavy Bolters                 | 35    | 3   | 4      | 0   |         |        |  |
| sh        | Macharius            | 10   | 2    |      | 6   | Macharius Battle Cannon            | 70    | 2   | 5      | -2  | 120     | 105    | pd4, turret  |
|           |                      |      |      |      |     | TL Heavy Stubbers                  | 35    | 1   | 6      | 0   |         |        |  |
|           |                      |      |      |      |     | Sponson Heavy Bolters              | 35    | 2   | 5      | 0   |         |        |  |
| sh        | Macharius Omega      | 10   | 2    |      | 5   | Omega Plasma Blastgun              | 70    | 2   | 3      | -4  | 190     | 170    | pen2, pd4  |
|           |                      |      |      |      |     | TL Heavy Stubbers                  | 35    | 1   | 6      | 0   |         |        |  |
|           |                      |      |      |      |     | Sponson Heavy Bolters              | 35    | 2   | 5      | 0   |         |        |  |
| sh        | Macharius Vanquisher | 10   | 2    |      | 5   | Macharius Vanquisher Battle Cannon | 70    | 1   | 5      | -3  | 110     | 100    | pen1, pd4, turret  |
|           |                      |      |      |      |     | TL Heavy Stubbers                  | 35    | 1   | 6      | 0   |         |        |  |
|           |                      |      |      |      |     | Sponson Heavy Bolters              | 35    | 2   | 5      | 0   |         |        |  |
| sh        | Macharius Vulcan     | 10   | 2    |      | 6   | Vulcan Mega-Bolter                 | 70    | 8   | 4      | 0   | 150     | 135    | pd8, turret  |
|           |                      |      |      |      |     | TL Heavy Stubbers                  | 35    | 1   | 6      | 0   |         |        |  |
|           |                      |      |      |      |     | Sponson Heavy Bolters              | 35    | 2   | 5      | 0   |         |        |  |
| sh        | Praetor Launcher     | 15   | 2    |      | 4   | Foehammer Missiles                 | 120   |     |        | -2  | 235     | 210    | bp6, damages buildings, ignore cover, pd2, OR AA                     |
|           |                      |      |      |      |     | Pilum Warheads                     | 120   | 2   | 4      | -3  |         |        |  |
|           |                      |      |      |      |     | 2 Heavy Bolters                    | 35    | 2   | 5      | 0   |         |        |  |
| sh        | Shadowsword          | 10   | 1    |      | 6   | Shadowsword Volcano Cannon         | 120   | 1   | 3      | -4  | 215     | 195    | pen3, pd4  |
|           |                      |      |      |      |     | Lascannons                         | 50    | 2   | 5      | -1  |         |        |  |
|           |                      |      |      |      |     | 2 TL Heavy Bolters                 | 35    | 2   | 4      | 0   |         |        |  |
| sh        | Stormblade           | 10   | 1    |      | 6   | Plasma Blastgun                    | 100   | 2   | 3      | -4  | 250     | 225    | pen2, pd4  |
|           |                      |      |      |      |     | Sponson Lascannons                 | 50    | 2   | 5      | -1  |         |        |  |
|           |                      |      |      |      |     | 2 TL Heavy Bolters                 | 35    | 2   | 4      | 0   |         |        |  |
| sh        | Stormhammer          | 10   | 1    |      | 10  | 2 TL Battlecannons                 | 70    | 4   | 4      | -2  | 235     | 210    | pd10, turret   |
|           |                      |      |      |      |     | 5 TL Heavy Bolters                 | 35    | 5   | 4      | 0   |         |        |  |
|           |                      |      |      |      |     | 2 Sponson Lascannons               | 50    | 4   | 5      | -1  |         |        |  |
| sh        | Stormlord            | 10   | 1    |      | 10  | Vulcan Mega-Bolter                 | 70    | 8   | 4      | 0   | 215     | 195    | transport8, ifv4, pd12   |
|           |                      |      |      |      |     | Sponson Lascannons                 | 50    | 2   | 5      | -1  |         |        |  |
|           |                      |      |      |      |     | TL Heavy Bolters                   | 35    | 1   | 4      | 0   |         |        |  |
|           |                      |      |      |      |     | 2 TL Heavy Flamers                 | 10    | 2   | 3      | 0   |         |        |  |
| sh        | Stormsword           | 10   | 1    |      | 7   | Hellhammer Cannon                  | 35    | 1   | 3      | -4  | 175     | 155    | ignore cover, turret, destroys buildings, pd4                        |
|           |                      |      |      |      |     | Sponson Lascannons                 | 50    | 2   | 5      | -1  |         |        |  |
|           |                      |      |      |      |     | 2 TL Heavy Bolters                 | 35    | 2   | 4      | 0   |         |        |  |
| pra       | Capitol Imperialis   | 10   | 1    |      | 12  | Behemoth Cannon                    | 50    |     |        | -1  |         |        | turret, 4bp, 3templates, vs6, transport 2co, pd8                     |
| pra       | Imperial Dropship    | 10   | 1    |      | 8   | Plasma Guns                        | 25    | 6   | 5      | -2  |         |        | vs2, transport lots, pd16  |
|           |                      |      |      |      |     | Battle Cannon                      | 50    | 3   | 4      | -2  |         |        |  |
|           |                      |      |      |      |     | Dropship Hellstrike Missiles       | 70    | 4   | 5      | -1  |         |        |  |
| pra       | Leviathan            | 10   | 1    |      | 12  | Lascannons                         | 50    | 2   | 4      | -2  |         |        | turret, vs4, pd12, transport 1co                                     |
|           |                      |      |      |      |     | Lascannons                         | 50    | 6   | 5      | -1  |         |        |  |
|           |                      |      |      |      |     | Battle Cannon                      | 70    | 1   | 5      | -2  |         |        |  |
|           |                      |      |      |      |     | Doomsday Cannon                    | 200   |     |        | -3  |         |        |  |

| Type | Formation Name               | Contents  | Notes   |
|------|------------------------------|---|---|
| Core | Armoured Recon Company       | 1 of the following:<br>3 of the following squadrons in any combination:                             | Armoured Sentinel + CHQ Upgrade (50) or Salamander Command Vehicle (55)<br>Drop Sentinel, Sentinel or Scout Vehicle   |
| Core | Artillery Company            | 1 of the following:<br>1 Commissar<br>3 of the following batteries in any combination:              | Salamander Command Vehicle (55) or Infantry Company HQ (25). Command Transport options for Infantry CHQ: Centaur LAC (50) or Chimera (65)<br>Command Transport options: Centaur LAC (50) or Chimera (65)<br>Basilisk, Bombard, Earthshaker Platform, Griffon, Manticore, Manticore Platform or Wyvern |
| Core | Assault Tank Company         | 1 Salamander Command Vehicle<br>3 Hellhound squadrons   |   |
| Core | Cavalry Company              | 1 Rough Rider with CHQ Upgrade<br>1 Rough Rider with Commissar Upgrade<br>3 Rough Rider Platoons    | 45 points.<br>70 points.  |
| Core | Infantry Company             | 1 Infantry Company HQ stand.<br>1 Commissar<br>3 of the following platoons in any combination:      | 25 points. Command Transport Options: Chimera (65), Taurox(65), Valkyrie(85) or Vendetta(100)<br>50 points. Command Transport Options: Chimera (65), Taurox(65), Valkyrie(85) or Vendetta(100)<br>Conscripts, Infantry or Veteran Infantry  |
| Core | Leman Russ Tank Company      | 1 Leman Russ Variant with CHQ Upgrade chosen from the following:<br>3 Leman Russ squadrons          | Annihilator(55), Battle Tank(80), Conqueror(75), Demolisher(90), Eradicator(75), Executioner(80), Exterminator(70), Punisher(85) or Vanquisher(80)  |
| Core | Light Artillery Company      | 1 of the following:<br>1 Commissar<br>3 of the following batteries or squadrons in any combination: | Salamander Command Vehicle (55) or Infantry Company HQ (25). Command Transport options for Infantry CHQ: Centaur LAC (50) or Chimera (65)<br>Command Transport options: Centaur LAC (50) or Chimera (65)<br>Heavy Mortar, Rapier, Sabre Weapon Platform, Tarantula or Thudd Gun                       |
| Core | Militarum Tempestus Company  | 1 Tempestus Scions with CHQ Upgrade<br>1 Commissar<br>3 Militarum Tempestus Platoons                | 50 points. Command Transport Options: Centaur LAC (55), Chimera (70), Taurox Prime (85), Valkyrie (95) or Vendetta (110)<br>50 points. Command Transport Options: Centaur LAC (55), Chimera (70), Taurox Prime (85), Valkyrie (95) or Vendetta (110)  |
| Core | Macharius Heavy Tank Company | 1 Macharius Variant with CHQ Upgrade chosen from the following:<br>2-4 Macharius squadrons          | Macharius(150), Macharius Omega(255), Macharius Vanquisher(140) or Macharius Vulcan(190)  |
| Core | Malcador Tank Company        | 1 Malcador Variant with CHQ Upgrade chosen from the following:<br>3 Malcador squadrons              | Malcador(70), Malclador Annihilator(75), Malcador Defender(80) or Malcador Infernus(115)  |
| Core | Minotaur Artillery Company   | 1 Salamander Command Vehicle<br>3 Minotaur Batteries  | 55 points.  |
| Core | Siege Gun Company            | 1 of the following:<br>3 of the following squadrons in any combination:                             | Salamander Command Vehicle (55) or Infantry Company HQ (25). Command Transport options for Infantry CHQ: Centaur LAC (50) or Chimera (65)<br>Medusa, Medusa Platform, Leman Russ (Demolishers only) or Thunderer Siege Tank   |
| Core | Superheavy Artillery Company | 1 Dominus Bombard or Praetor Launcher with CHQ Upgrade<br>2-4 Superheavy Artillery Squadrons        | Dominus Bombard(195) or Praetor Launcher (255)  |
| Core | Superheavy Tank Company      | 1 Superheavy Tank with CHQ Upgrade chosen from the following:<br>2-4 Superheavy Tank Squadrons      | Baneblade(240), Banehammer(195), Banesword(305), Hellhammer(275), Shadowsword(290), Stormblade(345), Stormhammer(300), Stormlord(230) or Stormsword(225)  |

| Type  | Formation Name                 | Contents   | Notes   |
|---|--------------------------------|--|---|
| Support   | Conscript Platoon              | 4-10 Conscripts  | No Section HQ. Transport Options: Gorgon  |
| Support   | Infantry Platoon               | 1 Infantry Stand+SHQ, 4-10 Infantry Stands, 0-6 Infantry Support Stands*         | Transport Options: Chimera, Crassus, Gorgon, Taurox, Valkyrie or Vendetta. *Infantry Support stands are: Infantry Anti-Tank, Infantry Fire Support or Infantry Mortar in any combination. |
| Support   | Militarum Tempestus Platoon    | 4-10 Tempestus Scions + 1 SHQ upgrade  | Transport Options: Centaur LAC, Chimera, Crassus, Gorgon, Taurox Prime, Valkyrie or Vendetta  |
| Support   | Ogryn Platoon                  | 3-6 Ogryns or Bullgryns in any combination +1 SHQ upgrade                        | Bulky.Transport Options: Chimera, Crassus, Gorgon, Taurox   |
| Support   | Ratling Sniper Platoon         | 2-6 Ratling Snipers  | No Section HQ. Transport Options: Centaur LAC or Chimera  |
| Support   | Veteran Infantry Platoon       | 4-10 Veteran Infantry +1 SHQ upgrade   | Transport Options: Centaur LAC, Chimera, Crassus, Hades, Gorgon, Taurox, Valkyrie or Vendetta   |
| Support   | Wyrdvane Psychic Choir         | 3-6 Wyrdvane Psykers +1 SHQ upgrade  | Transport Options: Chimera  |
| Support   | Rough Rider Platoon            | 5-10 Rough Riders +1 SHQ upgrade   |   |
| Support   | Drop Sentinel Squadron         | 3-6 Drop Sentinels +1 SHQ upgrade  | Section HQ. Transport Options: Valkyrie or Valkyrie Sky Talon   |
| Support   | Sentinel Squadron              | 3-6 Sentinels (+1 SHQ Upgrade) chosen from the following:                        | Armoured Sentinel, Scout Sentinel. Section HQ   |
| Support   | Sentinel Power-Lifter Squadron | 3-6 Sentinel Power Lifters +1 SHQ upgrade  |   |
| Support   | Atlas Recovery Squadron        | 2-4 Atlas Recovery Vehicles +1 SHQ upgrade                                       |   |
| Support   | Destroyer Tank Hunter Squadron | 2-4 Destroyer Tank Hunters + 1 SHQ upgrade                                       |   |
| Support   | Hellhound Squadron             | 3-6 Hellhounds, Devil Dogs or Banewolfs in any combination +1 SHQ upgrade        |   |
| Support   | Hydra Battery                  | 2-4 Hydras + 1 SHQ upgrade   |   |
| Support   | Leman Russ Squadron            | 3-6 Leman Russ Tanks (+ 1 SHQ) in any combination chosen from the following:     | Annihilator, Battle Tank, Conqueror, Demolisher, Eradicator, Executioner, Exterminator, Punisher or Vanquisher  |
| Support   | Malcador Squadron              | 3-6 Malcador Tanks (+1SHQ) in any combination chosen from the following:         | Malcador, Annihilator, Defender or Infernus   |
| Support   | Scout Vehicle Squadron         | 3-6 of the following +1 SHQ upgrade in any combination:                          | Salamander Scout, Tauros or Tauros Venator  |
| Support   | Thunderer Siege Tank Squadron  | 3-6 Thunderer Siege Tanks +1 SHQ upgrade   |   |
| Support   | Trojan Support Squadron        | 2-4 Trojans + 1 SHQ upgrade  |   |
| Support   | Valdor Tank Hunter Squadron    | 2-4 Valdor Tank Hunters +1 SHQ upgrade   |   |
| Support   | Demolition Platoon             | 1 Veteran Infantry+SHQ, 2-4 Cyclops Demolition Vehicles and 0-4 Veteran Infantry | Transport Options: Chimera  |
| Support   | Heavy Mortar Battery           | 3-5 Heavy Mortars  | Transport Options: Centaur AT   |
| Support   | Rapier Squadron                | 3-5 Rapiers  |   |
| Support   | Sabre Weapon Platform Battery  | 3-5 Sabre Weapon Platforms   | Transport Options: Centaur AT   |
| Support   | Tarantula Squadron             | 3-5 Tarantula Sentry Guns  | No Section HQ. Transport Options: Centaur AT  |
| Support   | Thudd Gun Battery              | 3-5 Thudd Guns   | Transport Options: Centaur AT   |
| Support   | Basilisk Battery               | 3-5 Basilisks  |   |
| Support   | Bombard Battery                | 3-5 Bombards   |   |
| Support   | Deathstrike Battery            | 2-4 Deathstrike Missile Launchers  | Missiles extra. Work in progress  |
| Support   | Earthshaker Platform Battery   | 3-5 Earthshaker Platforms  | Transport Options: Trojan   |
| Support   | Griffon Battery                | 3-5 Griffons   |   |
| Support   | Hydra Platform Battery         | 2-4 Hydra Platforms  | Transport Options: Trojan   |
| Support   | Manticore Battery              | 2-4 Manticores   |   |
| Support   | Manticore Platform Battery     | 2-4 Manticore Platforms  | Transport Options: Trojan   |
| Support   | Medusa Squadron                | 3-5 Medusas  |   |
| Support   | Medusa Platform Squadron       | 3-5 Medusa Platforms   | Transport Options: Trojan   |
| Support   | Minotaur Battery               | 2-4 Minotaurs  |   |
| Support   | Wyvern Battery                 | 3-5 Wyverns  |   |
| Support   | Avenger Strike Squadron        | 2-4 Avenger Strike Fighters  |   |
| Support   | Lightning Strike Squadron      | 2-4 Lightnings or Lightning Voss in any combination                              |   |
| Support   | Marauder Squadron              | 1-3 Marauders or Marauder Destroyers in any combination                          |   |
| Support   | Thunderbolt Squadron           | 2-4 Thunderbolts   |   |
| Support   | Vulture Gunship Squadron       | 2-4 Vultures   |   |
| Support   | Superheavy Tank Squadron       | 1 Superheavy Tank chosen from the following:                                     | Baneblade, Banehammer, Banesword, Hellhammer, Shadowsword, Stormblade, Stormhammer, Stormlord or Stormsword   |
| Support   | Superheavy Artillery Squadron  | 1 Dominus Bombard or Praetor Launcher  |   |
| Support   | Macharius Squadron             | 1-3 Macharius Variants in any combination chosen from the following:             | Macharius, Macharius Omega, Macharius Vanquisher or Macharius Vulcan  |
| Type  | Formation Name                 | Contents   | Notes   |
| Special   | Commissariat Leman Russ        | 1 Leman Russ Variant + Commissar Upgrade   | Annihilator(100), Battle Tank(135), Conqueror(130), Demolisher(155), Eradicator(130), Executioner(130), Exterminator(120), Punisher(150) or Vanquisher(135)                               |
| Special   | Commissariat Macharius         | 1 Macharius Variant + Commissar Upgrade  | Macharius(275), Macharius Omega(435), Macharius Vanquisher(255) or Macharius Vulcan(340)  |
| Special   | Commissariat Malcador          | 1 Malcador Variant + Commissar Upgrade   | Malcador(120), Malcador Annihilator(125), Malcador Defender(140) or Malcador Infernus(190)  |
| Special   | Commissariat Superheavy Tank   | 1 Superheavy Tank + Commissar Upgrade  | Baneblade(435), Banehammer(360), Banesword(525), Hellhammer(485), Shadowsword(500), Stormblade(585), Stormhammer(545), Stormlord(430) or Stormsword(405)                                  |
| Special   | Capitol Imperialis             | 1 Capitol Imperialis   | Work in progress  |
| Special   | Engineer                       | 1 Engineer   | Transport Options: Centaur LAC, Chimera or Trojan   |
| Special   | Imperial Dropship              | 1 Imperial Dropship  | Work in progress  |
| Special   | Infantry Company Advisors      | 1 Infantry Company Advisors Upgrade  | Upgrade for Infantry CHQ  |
| Special   | Leviathan                      | 1 Leviathan  | Work in progress  |
| Special   | Ministorum Priest              | 1 Ministorum Priest  |   |
| Special   | Primaris Psyker                | 1 Primaris Psyker  | Transport Options: Chimera  |
| Notes: This list has variable formation sizes so uses a modified version of the points formula, replacing the formation building section of the formula with an adjustment based on morale. It may not be directly compatible with lists that use the full formula.   |                                |  |   |
| Units have two points values, one for when a unit is used to build a support formation, and one for use when it is used to build a core formation.  |                                |  |   |
| Special Rules: Assist Repair A mechanic roll made by a model within 6cm of one or more units with this rule gain +1 to the repair roll.   |                                |  |   |
| Bulky The unit takes up two transport spaces rather than one when being transported.  |                                |  |   |
| Infantry Fighting Vehicle One embarked unit may fire from the vehicle (per IFV) the vehicle has), counting as having the transports orders or their orders, whichever incurs the higher shooting penalty. In addition they may fire at PD(+1).  |                                |  |   |
| Make Way, Men! A unit with this special rule takes up 0 slots in a transport.   |                                |  |   |
| Munitorum Support A vehicle that fires while in contact with a sentinel powerlifter and a trojan may either waive the rof penalty for slow firing, or receive +1 to hit for one of it's weapons.  |                                |  |   |
| If the firing vehicle, sentinel or trojan is destroyed while in contact then the two remaining vehicles take a hit at 0 tsm in addition to other hits suffered.   |                                |  |   |
| Changelog   |                                |  |   |
| 0.3 Added Commissariat Tank Specials. Made formation sizes more flexible and updated points values. Rounded individual units to 5 points. Changed Munitorum Support to cause hits when any vehicle is destroyed. Reduced Assist repair to 6cm. Formatting.  |                                |  |   |
| 0.2 Updated points for squadrons and company points. Changed Avenger SF Move to 110 from 90 and updated points. Fixed +10pt error in RR points. Added transport options to CHQ's. Reduced Sal CV MV by 5 to 25cm and adjusted points. Added Destroys Buildings to dominus. Changed drop sentinel sqadron from 4 to 3, and added Valkyrie as transport option. Added AI to tarantula sentry gun. Removed minimum range from open sights capable artillery. Updated order of infantry units to be alphabetical. Minor formatting. Added description of new special rules below. |                                |  |   |