

Mobile Forces of Catachan

Strategy Rating 2+

Initiative 2+

Any number of Core Formations may be taken

Name	Core Formations Units	Upgrades	Points
Infantry Company	12 Imperial Guard Infantry Units, 1 Imperial Guard Commander	All	250 Pts
Airborne Infantry Company	8 Imperial Guard Infantry Units, 1 Imperial Guard Commander and 5 Valkyries	All	375 Pts
Super Heavy Airborne Infantry Company	7 Imperial Guard Infantry Units, 1 Imperial Guard Commander and 1 Albatross Super Heavy Assault Carrier	All	350 Pts
Super Heavy Airborne Ogryn Company	6 Ogryns, 1 Imperial Guard Commander and 2 Albatross Super Heavy Assault Carrier	All	450 Pts
Light Artillery Company	9 Griffons	All	400 Pts

Up to two Support Formations may be taken per Core Formation

Name	Support Formations Units	Upgrades	Points
0-1 Veteran Platoon	8 Veterans	Add 4 Valkyries for 150 Pts	200 Pts
Airborne Storm Trooper Platoon	8 Stormtroopers and 4 Valkyries		350 Pts
0-1 Deathstrikes	2 Deathstrikes		200 Pts
Hellhound Company	6 Hellhounds		275 Pts
Hydra Flak Battery	3 Hydra		150 Pts
Salamander Scout Platoon	3 Salamander	Add a Salamander Command Vehicle for +25 Pts	100 Pts
Sentinels	4 Sentinels	Upgrade up to two Support Sentinels at +25Pts each. Add two Valkyrie Sky Talons for +50 Pts	100 Pts
Vulture Punisher Platoon	4 Vulture Punisher	Upgrade any number of Vulture Punishers to Vultures or Vulture Tornado for +25 Pts each	200 Pts

Up to a third of the army may be spent on Imperial Navy

Name	Imperial Navy Units	Points
Thunderbolt Flight	2 Thunderbolts	150 Pts
Marauder Bombers	2 Marauders	250 Pts
0-1 Spacecraft	1 Lunar Class Cruiser OR	150 Pts
	1 Emperor Class Battleship	200 Pts

Name	Upgrades Units	Points
Fire Support Platoon	Add four Support Squad units	+100 Pts
Flak	Add one Hydra	+50 Pts
Griffon Battery*	Add three Griffons	+50 Pts
Hellhound Squadron	Add three Hellhounds	+100 Pts
Infantry Platoon	Add six Imperial Guard Infantry units	+100 Pts
Mortar Battery	Add two Mortar Teams	+50 Pts
Ogryns	Add two Ogryns	+50 Pts
Snipers	Add up to two Snipers	+25 Pts each
Supreme Commander	Replace an Imperial Guard Commander with an Imperial Guard Supreme Commander	+100 Pts
Super Heavy Transport	Add one Albatross Super Heavy Assault Carrier	+150 Pts
Valkyrie Transport	Add one Valkyrie up to the number required to transport the formation	+35 Pts each
Vendetta Upgrade	Up to two Valkyries may be exchanged for Vendettas	+0 Pts
Vulture Escort	Add one Vulture OR one Vulture Tornado	+75 Pts

* = May not be taken by the Light Artillery Company

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Commissar	CH	-	-	-	-	Power Weapon	(bc)	Assault Weapons, MW, EA+1	Fearless, Leader, Inspiring
Fire Support Squad	INF	15cm	-	6+	5+	2x Autocannon	45cm	AP5+/AT6+	
Imperial Guard Infantry	INF	15cm	-	6+	5+	Autocannon	45cm	AP5+/AT6+	One unit in every two has an Autocannon.
Imperial Guard Commander	INF	15cm	6+	5+	5+	Autocannon	45cm	AP5+/AT6+	Commander
Imperial Guard Supreme Commander	INF	15cm	5+	4+	5+	Autocannon Power Weapon	45cm (bc)	AP5+/AT6+ Assault Weapons, MW, EA+1	Supreme Commander
Mortar Team	INF	15cm	-	6+	6+	Mortar	30cm	1BP, Indirect Fire	
Ogryns	INF	15cm	3+	4+	5+	Ripper Guns Ogryn Combat Weapons	(15cm) (bc)	Small Arms Assault Weapons, EA+1, MW	Counts as two units each for the purposes of being transported.
Sniper	INF	15cm	-	6+	5+	Sniper Rifles	30cm	AP5+	Scouts, Sniper
Stormtroopers	INF	15cm	5+	5+	4+	Plasma Blastguns	15cm	AP5+/AT5+	Scouts
Veterans	INF	15cm	6+	5+	5+	Sniper Rifles Demolition Charges	30cm 15cm	AP5+, Sniper AP5+/AT5+, Lance, One-Shot	Scouts, Teleport
Sentinel	LV	20cm	6+	6+	5+	Multilaser	30cm	AP5+/AT6+	Scout, Walker
Support Sentinel	LV	20cm	6+	6+	5+	Multi-Melta	15cm	MW5+	Scout, Walker
Deathstrike	AV	20cm	6+	6+	5+	Deathstrike Missile Heavy Bolter	unlimited 30cm	MW2+, TK(D6), Indirect Fire, One-Shot AP5+	
Griffon	AV	30cm	6+	6+	5+	Heavy Mortar Heavy Bolter	30cm 30cm	1BP, Indirect Fire AP5+	
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, Ignore Cover AP5+	
Hydra	AV	30cm	6+	6+	5+	2x Twin Hydra Autocannon Heavy Bolter	45cm 30cm	AP4+/AT5+/AA4+ AP5+	
Salamander Command	AV	30cm	6+	6+	5+	Heavy Flamer and Heavy Bolter	15cm (15cm) 30cm	AP4+, Ignore Cover Small Arms, Ignore Cover AP5+	Scout, Leader, Commander
Salamander Scout	AV	30cm	6+	6+	5+	Autocannon Heavy Bolter	45cm 30cm	AP5+/AT6+ AP5+	Scout
Valkyrie	AV	35cm	5+	6+	5+	Multilaser 2x Heavy Bolters 2x Rocket Pods	30cm 30cm 30cm	AP5+/AT6+ AP5+ 1BP, Disrupt, One-Shot	Scout, Skimmer, Transport. May transport two Infantry units
Valkyrie Sky Talon	AV	35cm	5+	6+	5+	Heavy Bolter 2x Rocket Pods	30cm 30cm	AP5+ 1BP, Disrupt, One-Shot	Scout, Skimmer, Transport. May transport two Sentinels
Vendetta	AV	35cm	5+	6+	5+	3x Twin Lascannon 2x Heavy Bolters	45cm 30cm	AT4+ AP5+	Scout, Skimmer, Transport. May transport two Infantry units
Vulture	AV	35cm	5+	6+	5+	Heavy Bolters 2x Autocannons 2x Hellfire	30cm 45cm 120cm	AP5+ AP5+/AT6+ AT2+, One-Shot	Scout, Skimmer
Vulture Tornado	AV	35cm	5+	6+	5+	2x Twin-Multi-Melta and 1x Heavy Bolters	15cm (15cm) 30cm	MW4+ Small Arms, MW AP5+	Scout, Skimmer
Vulture Punisher	AV	35cm	5+	6+	4+	Heavy Bolter 2x Punisher Gatling	30cm 45cm	AP5+ AP3+	Scout, Skimmer
Albatross Super Heavy Assault Carrier	WE	30cm	5+	6+	5+	2x Twin Lascannon 2x Heavy Bolters 2x Rocket Pods	45cm 30cm 30cm	AT4+ AP5+ 1BP, Disrupt, One-Shot	Skimmer, DC 3, Reinforced Armour, Transport. May transport eight Infantry units. Critical Hit Effect: The engine of the Albatross is destroyed and the VTOL crashes into the ground, destroying all transported units.