

CADIAN SHOCK TROOPS ARMY LIST v1.55

Cadian Shock Troops Armies have a Strategy Rating of 2. All formations have an Initiative of 2+, except for:

- Reaver and Warlord Titans formations which have an Initiative of 1+
- Whiteshield Companies which have an Initiative of 3+

CADIAN SHOCK TROOPS COMPANIES		
FORMATION	UNITS	COST
0-1 Cadian Regimental HQ	One Imperial Guard Supreme Commander unit, seven Kasrkin units, and a Leviathan Mobile Command Center	550 points
Kasrkin Infantry Company	One Imperial Guard Commander unit, seven Kasrkin units	175 points
Cadian Infantry Company	One Imperial Guard Commander unit, twelve Infantry units	250 points
0-1 Whiteshield Company	One Imperial Guard Commander unit, twelve Infantry units	200 points

CADIAN SHOCK TROOPS COMPANY UPGRADES		
<i>(Up to three company upgrades may be taken once per company.)</i>		
UPGRADE	UNITS	COST
Fire Support Platoon	Add four Support Squad units	100 points
Infantry Platoon	Add six Infantry units	100 points
Kasrkin Platoon	Add four Kasrkin units	100 points
Sanctioned Psykers	Add up to two Battle Psyker units	25 points each
Sabre Platforms	Add three Sabre Platforms	50 points
Snipers	Add up to two Snipers	25 points each
Assault Transport	Add up to two Stormlords	150 points each

CADIAN SHOCK TROOPS SUPPORT FORMATIONS		
<i>(Any two support formations may be fielded per each company.)</i>		
UPGRADE	UNITS	COST
Artillery Battery	Three Basilisks, Bombards, or Manticores	250 points
Flak Battery	Three Hydras	150 points
Griffon Platoon	Six Griffons	200 points
Hellhound Platoon	Six Hellhounds	250 points
Mechanized Kasrkin	One IG Commander unit, seven Kasrkin units and four Valkyries <u>or</u>	300 points
	One IG Commander unit, seven Kasrkin units and four Chimeras	250 points
Sentinel Squadron	Six Cadian Sentinels	125 points
Super-heavy Tank Platoon	One Baneblade, Shadowsword or Stormsword	200 points
Tank Platoon	Six Leman Russ or Leman Russ Demolisher	400 points
Vulture Squadron	Four Vultures	300 points
0-1 Deathstrike Battery	Two Deathstrikes	200 points

IMPERIAL ALLY FORMATIONS		
<i>(Up to a third of the points available may be spent on these formations.)</i>		
IMPERIAL NAVY AIRCRAFT		
FORMATION	UNITS	COST
Marauder Colossus	One Marauder Colossus	250 points
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points
ADEPTUS MECHANICUS		
FORMATION	UNITS	COST
0-1 Ordinatus	One Ordinatus Cadia	550 points
Reaver	One Reaver Class Titan	650 points
Warlord	One Warlord Class Titan	825 points

SPECIAL RULES

Dedicated War Engines

Leviathans and Stormlords may only transport units from their own formation. I.e. the rules for War Engine transports do not apply to them when using the Cadian Shock Troops army list.

Commissars

An Imperial Guard army may include one Commissar character per 500 points, or part thereof, in the army. The Commissars do not cost any points.

Commissar units may be added to the army at the start of the battle before either side sets up. If the army includes a Supreme Commander then the first Commissar must be attached to the Supreme Commander's formation. Any further Commissars may be attached to any other formations.

You may not include more than one Commissar per formation. You may not add a Commissar to an Imperial Ally formation. If you have more Commissars than formations any excess is lost.

Imperial Void Shields

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 regroup 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).

IMPERIAL GUARD FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Commissar	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Fearless, Inspiring, Leader</i>
Battle Psykers	INF	15cm	-	6+	4+	Psychic Powers	(15cm)	Small Arms, MW	<i>Invulnerable Save</i>
Commander	INF	15cm	6+	5+	5+	Autocannon	45cm	AP5+/AT6+	<i>Commander</i>
Infantry	INF	15cm	-	6+	5+	Autocannon	45cm	AP5+/AT6+	<i>One unit in every two has an Autocannon</i>
Kasrkin	INF	15cm	5+	5+	4+	Plasma Guns	15cm	AP5+/AT5+	-
Sabre Platform	INF	10cm	-	6+	5+	Twin Flak Autocannon	30cm	AP4+/AT5+/AA5+	<i>Mounted</i>
Snipers	INF	15cm	-	6+	5+	Sniper Rifles	30cm	AP5+	<i>Scout, Sniper.</i>
Support Squad	INF	15cm	-	6+	4+	2x Autocannon	45cm	AP5+/AT6+	
Supreme Commander	INF	15cm	5+	4+	5+	Autocannon	45cm	AP5+/AT6+	<i>Supreme Commander</i>
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Cadian Sentinel	LV	20cm	5+	6+	5+	Autocannon	45cm	AP5+/AT6+	<i>Walker</i>
Basilisk	AV	20cm	5+	6+	5+	Earthshaker	120cm	AP4+/AT4+	
							or 120cm	1BP, Ind	
						Heavy Bolter	30cm	AP5+	
Bombard	AV	20cm	6+	6+	5+	Siege Mortar	45cm	2BP, IC, Ind, Slw	
						Heavy Bolter	30cm	AP5+	
Chimera	AV	30cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	<i>Transport. May transport two infantry units without Jump Packs or Mounted.</i>
						Heavy Bolter	30cm	AP5+	
Deathstrike	AV	20cm	6+	6+	5+	Deathstrike Missile	Unlimited	MW2+, Ind, SS, TK(D6)	
						Heavy Bolter	30cm	AP5+	
Griffon	AV	30cm	6+	6+	5+	Heavy Mortar	30cm	1BP, Ind	
						Heavy Bolter	30cm	AP5+	
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon	30cm	AP3+, IC	
						Heavy Bolter	30cm	AP5+	
Hydra	AV	30cm	6+	6+	5+	2x Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
						Heavy Bolter	30cm	AP5+	
Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon	75cm	AP4+/AT4+	<i>Reinforced Armour</i>
						Lascannon	45cm	AT5+	
						2x Heavy Bolter	30cm	AP5+	
Leman Russ Demolisher	AV	20cm	4+	6+	3+	Demolisher	30cm	AP3+/AT4+, IC	<i>Reinforced Armour</i>
						Lascannon	45cm	AT5+	
						2x Plasma Cannon	30cm	AP4+/AT4+, Slw	
Manticore	AV	20cm	6+	6+	5+	Rocket Launcher	150cm	2BP, D, Ind, Slw	
						Heavy Bolter	30cm	AP5+	
Valkyrie	AV	35cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	<i>Scout, Skimmer, Transport. May transport two infantry units without Jump Packs or Mounted.</i>
						2x Heavy Bolter	30cm	AP5+	
						2x Rocket Pod	30cm	1BP, D, SS	
Vulture	AV	35cm	5+	6+	5+	Heavy Bolter	30cm	AP5+	<i>Scout, Skimmer</i>
						Twin Autocannon	45cm	AP4+/AT5+	
						2xHellstrike Missiles	120cm	AT2+, SS	
Baneblade	WE	15cm	4+	6+	4+	Baneblade Battle Cannon	75cm	AP3+/AT3+	<i>DC 3, Reinforced Armour.</i>
						Autocannon	45cm	AP5+/AT6+	<i>Critical Hit Effect: Destroyed. All units within 5cm of the</i>
						Demolisher	30cm	AP3+/AT4+, Fx, IC	<i>model suffer a hit on a roll of 6+.</i>
						2x Lascannon	45cm	AT5+	
						3x Twin Heavy Bolters	30cm	AP4+	

Leviathan Mobile Command Center	WE	15cm	4+	5+	4+	Doomsday Cannon Battlecannon 3x Twin Lascannon 3x Twin Lascannon	90cm 75cm 45cm 45cm	3BP, MW, FxF AP4+/AT4+ AT4+, Left Arc AT4+, Right Arc	DC 4, 2 Void shields, Fearless, Reinforced Armour, Thick Rear Armour. Transport (16 infantry units). Up to six units may Fire and FF from the fighting platform. Critical Hit Effect: 1 st hit immobilizes, subsequent critical hits do 1 extra point of damage.
Ordinatus Cadia	WE	10cm	5+	6+	4+	Behemoth Blaster 2x Lascannon 2x Heavy Bolter	75cm 45cm 30cm	6x MW3+, FxF AT5+ AP5+/AA6+	DC4, 4 Void Shields, Reinforced Armour, Inspiring. Critical Hit Effect: Destroyed, units within 15cm are hit on a 4+. All friendly formations within LOS takes a BM.
Reaver Class Titan	WE	20cm	4+	3+	3+	2x Turbo-Laser Destructor Rocket Launcher	60cm 60cm	4x AP5+/AT3+, FwA 3BP, FwA	DC 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage
Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon 2x Heavy Bolter	90cm 30cm	MW2+, FxF, TK(D3) AP5+	DC 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.
Stormlord	WE	15cm	4+	6+	3+	Vulcan Mega-bolter 3x Twin Heavy Bolters 2x Heavy Flamers	45cm 30cm 30cm 15cm	4x AP3+/AT5+, FxF AP4+ AP4+, IC Small arms, IC	DC 3, Reinforced Armour. Transport (8 infantry units). 4 units may Fire and FF from the fighting platform. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.
Stormsword	WE	15cm	4+	6+	4+	Siege Cannon 2x Twin Heavy Bolters Heavy Bolter 2x Heavy Flamers	45cm 30cm 30cm 15cm 15cm	3BP, D, IC, FxF AP4+ AP5+ AP4+, IC Small arms, IC	DC 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.
Warlord Class Titan	WE	15cm	4+	2+	3+	Volcano Cannon Gatlin Blaster 2x Turbo Destructor	90cm 60cm 60cm	MW2+. FwA, TK(D3) 4x AP4+/AT4+, FwA 4x AP5+/AT3+, FxF	DC 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.
Marauder Bomber	AC	Bomber	4+	n/a	n/a	Twin Lascannon Bomb Racks 2x Twin Heavy Bolter	45cm 15cm 15cm	AT4+/AA4+, FxF 3BP, FxF AA5+	
Marauder Colossus	AC/WE	Bomber	4+	n/a	n/a	Twin Heavy Bolter turret Colossus Bomb	15cm 15cm	AP4+/AA5+ 3BP, MW	DC 2 Critical Hit Effect: Destroyed
Thunderbolt Fighter	AC	Fighter-Bomber	6+	n/a	n/a	Multilaser Underwing Rockets Storm Bolters	30cm 30cm 15cm	AP5+/AT6+/AA5+, FxF AT4+, FxF AP4+/AA5+, FxF	