

IMPERIAL FISTS ARMY LIST V1.3 – APPROVED

Notes

- Imperial Fists armies have a strategy rating of 5, All Imperial Fists and Titan Legions formations have an initiative rating of 1+. Static defence platforms have an initiative rating of 2+. The 'And they shall Know no fear' rule applies to all Imperial Fists formations
- Imperial Fists formations may replace their 'plus transport' with 2 bunkers and 50cmx2.5cm of either trenches or minefields for free

IMPERIAL FISTS DETACHMENTS			
DETACHMENT	UNITS	UPGRADES ALLOWED	POINTS COST
Centurion	Four Centurion units of either type	Land Raider, Vindicator,	300 points
Scout	Four Scout units plus transport	Commander, Sniper, Razorback	150 points
Devastator	Four Devastator units plus transport	Commander, Razorback, Dreadnought, Hunter, Land Raider, Vindicator, Achilles, Support Battery	250 points
Land Raider	Four Land Raiders (may choose either Land Raiders or Land Raider Crusaders, in any combination)	Commander, Achilles, Vindicator, Hunter	325 points
Land Speeder	Five Land Speeders	Commander, Typhoon/Tornado	200 points
Predators	Four Predators (may choose either Annihilators or Destroyers or a combination of the two)	Commander, Vindicator, Hunter	250 points
Tactical	Six Tactical units plus transport	Commander, Dreadnought, Razorback, Hunter, Vindicator, Land Raider, Achilles, Support Battery	275 points
Terminator	Four Terminator units	Commander, Land Raiders, Dreadnought, Vindicator	325 points
Thunderfire Battery	Four Thunderfire Cannons	Techmarine, Dreadnoughts	250 points
Whirlwind Battery	Four Whirlwinds	Commander, Hunter, Whirlwind	300 points
Vindicator	Four Vindicators	Commander, Vindicator, Hunter	225 points
Bastion	One Bastion	Techmarine, Support Battery, Tarantulas	200 points
Relic Fellblade	One Fellblade	None	325 points

IMPERIAL FISTS UPGRADES		
Each Allowed upgrade may be taken once per formation		
UPGRADE	UNITS	COST
Commander	Add one Space Marine Commander character to a unit in the formation. The commander may be a Captain, Librarian or Chaplain. One Space Marine Commander in the army may be a Supreme Commander	50 points (+50 points if Supreme Commander)
Techmarine	Add one Techmarine character to a unit in the formation	25 points
Dreadnought	Add one or two Dreadnoughts of either type	50 points each
Hunter	Add one Hunter	75 points
Land Raiders	Add up to four Land Raiders or Land Raider Crusaders	75 points each
	OR	125 points for two
Achilles	Replace up to 2 Land Raiders with up to 2 Land Raider Achilles	25 points each
Whirlwind	2 Whirlwinds	125 points
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation. For every 2 Razorbacks purchased, remove 1 Rhino.	25 points per Razorback
Typhoon/Tornado	Replace any number of Land Speeders with 1 Land Speeder Tornado or Typhoon each	10 points per Typhoon 0 points per Tornado
Support Battery	Add up to four thudd guns or rapiers in any combination	25 points each
Tarantula	Add up to four tarantulas, each with an emplacement	25 points each
Sniper	All scout units in the formation gain the sniper ability	50 points
Vindicator	One vindicator OR	50 points
	Two Vindicators	75 points

AIRCRAFT	
FORMATION	COST
2 Storm Talons	200 points
One Thunderhawk Saturation Bomber	250 points

TITAN LEGIONS	
FORMATION	COST
One Reaver Class Titan	650 points
One Deathstrike pattern Warlord Class Titan	825 points

STATIC DEFENCES	
FORMATION	COST
4 Tarantula Platforms and 4 emplacements	100 points
3 Hyperios Platforms	125 points
Two bunkers plus 50cm x 2.5cm trenches or minefield	50 points

Formation constraints

- Up to 1/3 of the total points available to the army may be spent on Titan Legions, Aircraft and Static Defences.
- One set of Tarantula platforms and one set of Hyperios platforms may be purchased for every scout formation in the army.
- Thudd guns and Rapiers added to a formation count towards the number of transport slots for the purpose of calculating how many rhinos a formation is entitled to

Fortifications

- Fortified positions must be set up after objectives, but before spacecraft and garrisons are deployed. The fortified positions may be set up anywhere a vehicle may deploy in the Imperial Fists half of the table. Or alternatively they may 'garrison' as if they were a formation of units according to the rules found on page 125 of the main rulebook. You may split up a set of fortified positions as desired, as long as the rules for formation coherency are adhered to. For example, you could split up trenches into several lines, as long as there are 5cm 'links' between the different parts of the position. These fortified positions count as having a move of zero. Fortified positions may not be transported.
- Some formations in the army may come with a set of fortified positions; in this case the fortifications are set up at the same time as the formation they belong to and must be deployed within coherency. However once deployment is over these fortifications are terrain and are no longer a part of the formation.
- Once fortified positions are set up they may be used by any unit, not just the units they were purchased for. They may be captured and used by enemy units.
- Bunkers do not block LOS (they are mostly underground). If a unit in a bunker has at least one model covered by a barrage all units inside are potentially hit.
- Minefields and trenches must be a minimum of 2.5cm wide