

# Cadian Shock Troops Armylist

Cadian Shock Troops Armies have a strategy rating of 2, and are allowed 1 Commissar per 500pts available. All formations have an initiative rating of 2+, except for:

- Whiteshield Companies which have an initiative rating of 3+
- Titan Legion Allies which have an initiative rating of 1+

## Core Companies

You may select any number of Core Companies

FORMATION	CORE UNITS	COST
<b>0-1</b> Cadian Regimental Headquarters Company	One Imperial Guard Supreme Commander unit, eight Kasrkin units, and a Leviathan Mobile Command Centre	500 points
Kasrkin Infantry Company	One Imperial Guard Commander unit, eight Kasrkin units.	250 points
Cadian Infantry Company	One Imperial Guard Commander unit, twelve Imperial Guard units	250 points
<b>0-1 per Cadian Infantry Company</b> Cadian Whiteshield Company	One Imperial Guard Commander unit, twelve Imperial Guard units	200 points

## Support Formations

You may select 0-2 Support Formations for every Core Company chosen.

UPGRADE	UNITS	COST
Hellhound Platoon	Six Hellhounds	250 points
Griffon Platoon	Six Griffons	200 points
Tank Platoon	Six Leman Russ Tanks or six Leman Russ Demolisher Tanks	400 points
Artillery Platoon	Three Basilisks, Manticores, or Bombards.	250 points
Sentinel Platoon	Four Cadian Sentinels	100 points
Storm Trooper Platoon	Eight Storm Trooper units and 4 Valkyries	350 points
Super-Heavy Tank Platoon	One Baneblade, Stormblade or Shadowsword	200 points
<b>0-1</b> Deathstrike Battery	Two Deathstrike Missile Launchers	200 points
Flak Battery	Three Hydras	150 points

## Core Company Upgrades

You may add 0-3 Upgrade choices to each Core Company Formation.

UPGRADE	UNITS	COST
Fire Support Platoon	Four Fire Support units	100 points
Infantry Platoon	Six Imperial Guard units	100 points
Kasrkin Platoon	Four Kasrikin units	100 points
Snipers	One or two sniper units	25 points each
Battle Psykers	Two Battle Psyker units	50 points
Sabre Platforms	Three Sabre Platforms	100 points

## Fortifications

You may take 0-1 Fortified Position for each Core Company Formation chosen.

FORTIFICATION	UNITS	COST
Fortified Position	50cm of trenches, and six gun emplacements.	100 points

## Allies

Up to 33% of your army may be composed of Allied Formations.

### IMPERIAL NAVY

UNITS	COST
Two Thunderbolt Fighters	150 points
One Marauder Heavy Bomber	150 points

### ADEPTUS MECHANICUS

UNITS	COST
One Reaver Titan	650 points
One Warlord Titan	850 points
<b>0-1</b> Ordinatus Cadia	550 points

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Kasrkin	Infantry	15cm	5+	5+	4+	Plasmaguns	15cm	AP5+ / AT5+	
Sabre Platform	Infantry	10cm	-	6+	5+	Twin Flak Autocannon	30cm	AP4+ / AT5+ / AA5+	<i>Mounted</i>
Battle Psykers	Infantry	15cm	-	4+	4+	Psychic Powers	(15cm)	<i>Small Arms, Macro Weapons</i>	<i>Inv Save</i>
Cadian Sentinel	LV	20cm	5+	6+	5+	Autocannon	45cm	AP5+/AT6+	<i>Walker</i>
Stormblade	WE	15cm	4+	6+	5+	Plasma Blastgun 2x Lascannon 2x Twin Heavy Bolter Heavy Bolter	45cm 45cm 30cm 30cm	2x MW2+, <i>slow firing</i> AT5+ AP4+ AP5+	<i>Reinforced Armour</i> <i>DC3</i> <i>Critical: Destroyed, units</i> <i>within 5cm take a hit on a 6.</i>
Leviathan	WE	15cm	4+	6+	3+	Doomsday Cannon Battlecannon 3x Twin Lascannon 3x Twin Lascannon	120cm 75cm 45cm 45cm	3BP, <i>Macro Weapon</i> AP4+ / AT4+ AT4+, <i>Left Arc</i> AT4+, <i>Right Arc</i>	<i>Reinforced Armour</i> <i>2 Void Shields. DC 4.</i> <i>Transport (16 Infantry units)</i> <i>Critical: 1st hit immobilises,</i> <i>subsequent critical hits do 1</i> <i>extra point of damage.</i>
Ordinatus Cadia	WE	15cm	5+	6+	4+	2x Plasma Destructor 2x Lascannon 2x Heavy Bolter	75cm 45cm 30cm	4x MW2+, <i>slow firing, Fixed Fwd</i> AT5+ AP5+ / AA6+	<i>Reinforced Armour, DC4,</i> <i>4 Void Shields, Inspiring.</i> <i>Critical: Destroyed, units</i> <i>within 15cm are hit on a 4+.</i> <i>All friendly formations</i> <i>within LOS take a BM.</i>