

# Cadian Shock Troops Army List v1.2

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

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

## Core Companies

You may select any number of Core Companies

FORMATION	CORE UNITS	COST
0-1 Cadian Regimental Headquarters	One Imperial Guard Supreme Commander unit, seven Kaskin units, and a Leviathan Mobile Command Center	600 points
Kaskin Infantry Company	One Imperial Guard Commander unit, seven Kaskin units.	225 points
Cadian Infantry Company	One Imperial Guard Commander unit, twelve Imperial Guard units	250 points
0-1 per Cadian Infantry Company Cadian Whiteshield Company	One Imperial Guard Commander unit, twelve Imperial Guard units	200 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
Kaskin Platoon	Four Kaskin units	100 points
Snipers	One or two sniper units	25 points each
Sanctioned Psykers	One or two Battle Psyker units	25 points each
Sabre Platforms	Three Sabre Platforms	100 points
Assault Transport	One or two Stormlords	200 points each

## 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 Battery	Three Basilisks, Manticores, or Bombards.	250 points
Sentinel Platoon	Four Sentinels or four Cadian Sentinels	100 points
Storm Trooper Platoon	Eight Storm Trooper units and 4 Valkyries	350 points
Super-Heavy Tank Platoon	One Baneblade, Stormsword or Shadowsword	200 points
Armored Fist Platoon	Ten IG infantry units and five Chimaeras	300 Points
(0-1) Deathstrike Battery	Two Deathstrike Missile Launchers	200 points
Flak Battery	Three Hydras	150 points

## Fortifications

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

FORTIFICATION	UNITS	COST
Fortified Position	Up to 50cm of trenches, and up to 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
One Marauder Colossus	300 points

### ADEPTUS MECHANICUS

UNITS	COST
One Reaver Titan	650 points
One Warlord Titan	850 points
(0-1) Ordinatus Cadia	550 points

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Kasrkin	Infantry	15cm	5+	5+	4+	Plasma Guns	15cm	AP5+/AT5+	Elite
Sabre Platform	Infantry	10cm	-	6+	5+	Twin Flak Autocannon	30cm	AP4+/AT5+/AA5+	Mounted
Battle Psykers	Infantry	15cm	-	4+	4+	Psychic Powers	(15cm )	Small Arms, Macro-weapons	Invulnerable Save
Cadian Sentinel	LV	20cm	5+	6+	5+	Autocannon	45cm	AP5+/AT6+	Walker
Stormsword	WE	15cm	4+	6+	4+	Siege Cannon 2x Twin Heavy Bolters Heavy Bolter	45cm 30cm 30cm	3BP, Disrup, IC, Fixed fwd AP4+ AP5+	DC 3, Reinforced Armour. Critical: Destroyed, units within 5cm take a hit on a 6.
Stormlord	WE	15cm	4+	6+	3+	2x Heavy Flanners Vulcan Mega-bolter Twin Heavy Bolter 2x Lascannon 2x Twin Heavy Flamer	15cm 45cm 30cm 45cm 15cm	AP4+, Ignore Cover 4x AP3+/AT5+, Fixed fwd AP4+ AT5+ AP3+, Ignore Cover	DC 3, Reinforced Armour, Transport(8 Infantry units). 4 units may Fire and FF from the fighting platform. Critical: Destroyed, units within 5cm take a hit on a 6.
Leviathan Mobile Command Center	WE	15cm	4+	6+	3+	Doomsday Cannon Battlecannon 3x Twin Lascannon 3x Twin Lascannon	120cm 75cm 45cm 45cm	3BP, Macro-weapon, Fixed fwd AP4+/AT4+ AT4+, Left Arc AT4+, Right Arc	DC 4, 2 Void Shields, Reinforced Armour, Fearless, Transport(6 Infantry units). 6 units may Fire and FF from the fighting platform. Critical: 1st hit immobilises, subsequent critical hits do 1 extra point of damage.
Ordinatus Cadia	WE	15cm	5+	6+	4+	2x Plasma Destructor 2x Lascannon 2x Heavy Bolter	75cm 45cm 30cm	4x MW2+, Slow firing, Fixed fwd AT5+ AP5+/AA6+	DC 4, 4 Void Shields, Reinforced Armour, Inspiring. Critical: Destroyed, units within 15cm are hit on a 4+. All friendly formations within LOS take a BM.
Marauder Colossus	AC/WE B	5+	-	-	-	Twin Heavy Bolter turret Twin Heavy Bolters Colossus Bomb	15cm 15cm 15cm	AP4+/AA5+, Forward Arc AA5+, Rear Arc 3BP, IC, Fixed fwd, Slow Firing AND MW2+, TK(d3), Fixed fwd, Slow Firing	DC 2. Critical: Destroyed. Note: The Colossus Bomb's MW attack must target the unit closest to the center of the Barrage attack.

### Special Rule: Elite

*Some units are veterans of many engagements and have come to possess great courage and unyielding defiance. When beaten back by the enemy, they will re-group faster, and be ready to fight again sooner, than their less experienced compatriots.*

Any Formation which contains a unit with the Elite special ability receives a +1 bonus to the dice roll when attempting to rally

### Leviathans & Stormlords

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