



Hell-Forged Karazon	AV	20cm	4+	6+	6+	Karazon Hell Battery 2 x Warp Lightning Blaster	6cm 45cm	1 BP, Ignore Cover AP5+/AT5+, Ignore Cover	Fearless, Invulnerable save	
Defiler	AV	20cm	4+	4+	3+	Battle Cannon Reaper Autocannon Twin Heavy Flamer Battle Claws	75cm 30cm 15cm (bc)	AP6+/AT4+ AP6+/AT6+ AP5+ (w)MW, EA+1 Ignore Cover	Fearless, invulnerable save, Walker, Infiltrator,	
Mechanic Forgefiend	AV	20cm	4+	6+	4+	0-1 [2 x Hides Autocannon]	30cm	AP6+/AT5+	Fearless, invulnerable save, Walker	
Mechanic Maulerfiend	AV	20cm	4+	4+	5+	0-1 Twin-linked Entropy Cannon Magna Cannon Maulerfiend Fists	30cm and (15cm) (15cm)/(bc) (bc)	MW4+ and (small arms, MH) (small arm)(w) (w)	MW,TK(1) EA+1	Fearless, invulnerable save, Walker, Infiltrator
Decimator	AV	20cm	4+	4+	4+	<i>You may choose two from the following:</i> 1-2 [Decimator Siege Claw, and Half-flamer] 0-1 Sionis Lance 0-1 Soulharner Perard 0-2 Butcher Cannons 0-1 Decimator C-Beam Cannon	(bc) 15cm and (15cm) 30cm 15cm 45cm 60cm	(w)MW, EA+1 AP3+ Ignore Cover and (small arms) Ignore Cover 2 x AP3+ 1BP AP6+/AT6+ AP6+/AT4+	Ignore Cover, Indirect fire Disrupt Lance	Fearless, Reinforced Armour, Walker <i>*You must equip all units in the formation identically. Double butcher cannons 25p</i>
Mechanic Hellbore	WE	0cm	4+	5+	5+	4 x Volkite Sentinel 2 x Rift Blasters 2 x Pakar fuel	30cm 30cm 30cm	AP6+ AP5+/AT6+ MW5+	Disrupt	DC4, Transport War Engines, may transport up to 20 infantry units Protonium, Tantal Fuel, Scaphone 2.0cm each may transport LV taking up 3.0cm each, may transport up to 4 AV and any units they carry taking up 3.0cm each. (Not War Dept). Tundras. Cost: Destroyed
Squadleader	WE	20cm	4+	4+	4+	Harvest Cannon Phlegon Bombardment Iron Claw Warp Sword	45cm 30cm (bc) (bc)	AP6+/AT5+ AP6+/AT5+ OR 1BP, ind (w)MW (w)EA+1		DC2, Fearless, Reinforced Armour, Walker, Teleport, Infiltrator
<b>Name</b>	<b>Type</b>	<b>Speed</b>	<b>Armour</b>	<b>CC</b>	<b>FF</b>	<b>Weapons</b>	<b>Range</b>	<b>Firepower</b>	<b>Notes</b>	
Deathblade	WE	20cm	4+	3+	4+	Deathblade missile pods <i>(This may choose two from the following)</i> 0-2 Thunder Gauntlet 0-1 Twin Linked Riflcannon 0-1 Warped Plasma Cannon 0-1 Dead Recker Launcher	30cm (bc) 60cm 45cm 45cm	AP6+/AT4+(AAA+) (w)MW,EA+1 TK(1) 2 x AP3+ /AT3+ FwA MW4+ TK(1) FwA 2 BP, Disrupt, FwA		DC2, Reinforced armour, Thick rear armour, walker Fearless, Infiltrator <i>Cost Effect: Destroyed, make a roll for all units within 10cm, on a roll of 6 they are destroyed</i>
Despoiler	WE	20cm	4+	4+	4+	Thunder Gauntlet Heavy Stubber Rapid Fire Battlecannon	(bc) 30cm 75cm	(w)MW,EA+1, AP5+ 2 x AP4+ /AT4+	Titan Killer (1) FwA	DC2, Reinforced Armour, Thick rear armour, Knight Shield walker, Fearless
Descrator	WE	20cm	4+	4+	4+	Thunder Gauntlet Heavy Stubber Laser Destructor	(bc) 30cm 60cm	(w)MW, EA+1, Titan Killer(1) AP5+ MW4+ FwA	Titan Killer(1) Ignore Cover	<i>Cost Effect: Destroyed</i> DC2, Reinforced Armour, Thick rear armour, Knight Shield walker, Fearless
Rampager	WE	30cm	4+	3+	5+	Thunder Gauntlet Heavy Stubber Reaper Chainsword	(bc) 30cm (bc)	(w)MW,EA+1, Titan Killer AP5+ (w)MW,EA+1	Titan Killer (1)	<i>Cost Effect: Destroyed</i> DC2, Reinforced Armour, Thick rear armour, Knight Shield Walker, Fearless Rampage: When taking an assault add 10cm to the assault move
Tyrant	WE	15cm	4+	6+	5+	2 x Heavy Stubber Shield Breaker Missiles 2x Twin Siegebreaker Cannon Tyrant Thundercoil Harpoon 0-1 Tyrant Vulcan Lance 0-1 Tyrant Twin Plasma Destructor	30cm 120cm 45cm (15cm) 90cm 45cm	AP6+ 2 x AT2+, Single Shot, FwF AP3+/AT3+, FwA (small arms)EA+2, Lance MW3+, Titan Killer (D2), FwF 2x MW3+, FwA, Q&E 4 x MW3+, slow firing, FwA	FwA	DC3, Reinforced Armour, Thick rear armour, Knight Shield walker, Fearless
Corrupted Acanus	WE	15cm	4+	6+	5+	2 x Twin-linked C-Beam Cannon Corrupted Karazon Mortar Battery 2 x Volkite Culverins	60cm 60cm 45cm	MW3+, TK(D2), FwF 1BP, Ignore Cover, Disrupt AP6+/AT6+, Disrupt, FwA		DC4, Reinforced Armour, Thick rear armour, Knight Shield, Walker, Fearless  <i>Cost Effect: Takes an additional Hit</i>