



THE SECOND REPUBLIC



SPECIAL RULES

SPECIAL ABILITIES

Advanced Deployment: A unit with this special rule must be kept in reserves. When the unit becomes available from reserves, place one model from the unit anywhere on the battlefield but not on Impassable Terrain or within 12” from an enemy unit. Then place all other models from the unit completely within 6” from the first model. No models may be placed on Impassable Terrain, and they must be deployed in squad coherency. The squad is then can act normally, as if it would just arrive from reserve normally. If the unit has taken a dedicated transport, then it may not use this special rule but gains the Outflank special rule instead.

Blessing of the Omnissiah: In each of your Shooting phases, instead of shooting, a Combat Engineeer may choose to repair a single friendly vehicle that he or any of his servo-arm equipped Servodrones are in base contact with or embarked upon. To repair a vehicle, roll a D6 and add the following modifier where applicable:

- Each Servodrone with a servo-arm in his unit: +1

If the result is 5 or more, you may restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately

Bolster Defences: Combat Engineeers can increase the effectiveness of cover, reinforcing crumbling walls and re-welding badly damaged spars. After deployment, but before Scout redeployments and Infiltrate deployments, nominate a single ruin in your deployment zone. The ruin’s cover save is increased by one for the duration of the game (usually to a 3+). Each ruin can only be bolstered once

Command Skills: During deployment, roll a D6 for each model in your army with this special rule and apply the rolled result from the table below. The unit benefits from the bonus as long as the model is alive and it will immediately lose it when the model is removed as a casualty.

D6	Result
1	Incompetent: The officer and his unit gain no bonuses.
2	Defensive: The officer and his unit gain the Stealth special rule.
3	Headstrong: The officer and his unit gain the Stubborn special rule.
4	March Leader: The officer and his unit add +3” to their rolls to determine how far they can run.
5	Assault Specialist: The officer and his unit gain the Furious Charge special rule.
6	Firing Drill: The officer and his unit may re-roll any to-hit rolls of ‘1’ with their ranged attacks.

Combat Squads: A ten-man unit with this special rule can break down into two five-man units (heavy weapon teams count as two men in this case), called combat squads. You must decide which units are splitting into combat squads, and which models go into each combat squad, immediately before deployment. A unit split into combat squads therefore is now two separate units for all game purposes including calculating the total number of units in the army, and the number of units you can place in reserve. Then proceed with deployment as normal. Note that two combat squads split from the same unit can embark in the same transport vehicle, providing its transport capacity allows. Once you have decided whether or not to split a unit into combat squads, it must remain that way for the entire battle. It cannot split up or join back together later on in the battle, nor can you use a redeployment to split up a unit or join it back together.

Leadership: Friendly models from this codex within 12” of the Senior Commander must use his Leadership for all morale, pinning and regroup tests. In addition, if your army includes a model with this special rule then you must nominate that model as the army’s Warlord. You can roll a Warlord Trait for him from the table in the rulebook, or you can roll a Warlord Trait from the following table:

D6	Result
1	Terror Doctrine: During deployment, choose D3 friendly units in your army: the chosen units gain the Fear special rule for the rest of the battle.
2	Psi Loathing: The Warlord gains the Adamantium Will and Hatred (Psykers) special rules. Friendly psykers may not join the Warlord’s unit.
3	Charmed: As long as the Warlord is alive, you can re-roll a single dice per turn, or force your opponent to re-roll a single roll per turn.
4	Heroic Persona: The Warlord gains +1 Weapon Skill, +1 Initiative and the Eternal Warrior special rule.
5	Strike Master: The Warlod gains the Split Fire special rule.
6	Armoured Gauntlet: Friendly non-Flyer vehicles within 12” of the Warlord may ignore Crew Shaken results on 4+ and Crew Stunned results on 6+.

COMBAT DOCTRINES

Light Infantry: All models in a unit with this combat doctrine gain the Infiltrate, Scouts and Move Through Cover special rules.

Shock Troops: All models in a unit with this combat doctrine gain the Counter-Attack special rule and may fire Overwatch with their normal Ballistic Skill value. In addition, any models in the unit may replace their autorifles with shotguns for no additional cost.

Tank Hunters: All models in a unit with this combat doctrine gain the Tank Hunters special rule and automatically pass any Morale tests caused by Tank Shocks.

Xeno Hunters: All models in a unit with this combat doctrine gain the Preferred Enemy (Xenos) special rule. The term 'Xeno' covers all units from the following codices: Dark Eldar, Eldar, Necron, Ork, Tyrannid, Tau.

ALLIES

Battle Brothers:

- None

Allies of Convenience:

- Dark Eldar
- Tau Empire

Desperate Allies:

- Chaos Space Marines
- Imperial Guard
- Necrons

Come the Apocalypse:

- Black Templars
- Blood Angels
- Chaos Daemons
- Dark Angels
- Eldar
- Grey Knights
- Orks
- Sisters of Battle
- Space Marines
- Space Wolves
- Tyranids

WARGEAR

WEAPONS

Auto-Weapons: Auto-weapons fire solid rounds in bursts of high-velocity shots. The lowly autopistols and autorifles are far from the most powerful weaponry in the arsenal of the Second Republic but they are cheap, reliable and versatile weapons. The heavier autocannon are much stronger, its high-calibre rounds can tear apart nearly any target – and the more powerful, multi-barrelled rotary autocannon can do even more damage.

Weapon	Range	Strength	AP	Type
Autopistol	12''	3	-	Pistol
Autorifle	30''	3	-	Rapid Fire
Sniper Autorifle	36''	X	6	Salvo 1/2, Sniper
Autocannon	48''	7	4	Heavy 2
Rotary Autocannon	36''	8	4	Heavy 4

Bombs: Bombs are simple, unguided explosives dropped from aircraft to destroy ground targets. Depending on their actual payload, bombs can fulfil a variety of roles, from purging enemy light infantry from fortified positions to destroying heavily armoured tanks with a single hit.

Weapon	Range	Strength	AP	Type
Conflagration Bomb	Bomb	4	5	Heavy 1, Barrage, Bomb, Ignore Cover Saves, Large Blast, One Use Only
Melta Bomb	Bomb	6	1	Heavy 1, Armourbane, Barrage, Blast, Bomb, One Use Only
Plasma Bomb	Bomb	8	2	Heavy 1, Barrage, Blast, Bomb, One Use Only
Tactical Bomb	Bomb	6	4	Heavy 1, Barrage, Bomb, Large Blast, One Use Only

Flame Weapons: Flame weapons spew out gouts of volatile promethium that instantly ignites and immolates those caught in the superheated conflagration.

Weapon	Range	Strength	AP	Type
Flamer	Template	4	5	Assault 1
Heavy Flamer	Template	5	4	Assault 1
Flame Cannon	Template	6	3	Heavy 1, Torrent

Heavy Cannons: Heavy cannons are massive, heavy-bore guns capable to shatter even the strongest targets.

Weapon	Range	Strength	AP	Type
Macro-Cannon	72''	7	4	Heavy 2, Large Blast
Battle Cannon	72''	8	3	Ordnance 1, Large Blast
Groundpounder Cannon	12''-120''	9	2	Ordnance 1, Barrage, Large Blast
Tankbuster Cannon	72''	8	1	Heavy 1, Armourbane
Fortsplitter Cannon	48''	10	1	Heavy 1, Armourbane, Blast

Lascannon: The massive power cells required to fire a mighty lascannon is an indication of the destructive power of the weapon. The focused energy blast unleashed by this anti-tank weapon can cut through even the thickest armour.

Weapon	Range	Strength	AP	Type
Lascannon	48''	9	2	Heavy 1

Launchers and Explosives: These weapons fire self-propelled projectiles (or they are the projectiles themselves!) that carry a specialized warhead. Most launchers are highly versatile weapons as they could switch between different kinds of ammunition, so they could be effective against a wide variety of targets.

Weapon	Range	Strength	AP	Type
Demolition Charge	6"	8	2	Assault 1, Large Blast, One Use Only
Auxiliary Grenade Launcher	18"	5	5	Heavy 1, Barrage, Blast
Automatic Grenade Launcher				
Frag	24"	3	6	Assault 2, Blast
Krak	24"	6	4	Assault 2
Mortar	6"-48"	4	6	Heavy 1, Barrage, Blast
Rocket Launcher	24"	8	3	Assault 1
Multiple Rocket Pods	24"	4	6	Heavy 1, Large Blast
Missile Launcher				
Frag	48"	4	6	Heavy 1, Blast
Krak	48"	8	3	Heavy 1
Flakk	48"	7	4	Heavy 1, Skyfire
Deathknell Missile Launcher	36"-360"	8	4	Heavy 6, Barrage, Blast, Limited Ammunition

Limited Ammunition: Once the Deathknell Missile Launcher has fired six times it has run out of ammunition. It cannot be re-loaded and hence cannot be fired again during the same game.

Melee Weapons: While few in type, the melee weapons of the Second Republic may vary wildly in shape and purpose, from the humble short sword through the brutal eviscerator to the arcane, psychic-reactive force staff.

Weapon	Range	Strength	AP	Type
Sword	-	User	-	Melee
Power Bayonet	-	User	3	Melee, Two-Handed
Power Sword	-	User	3	Melee
Omnissiah Power Axe	-	+1	2	Melee, Master-Crafted, Unwieldy
Eviscerator	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy
Force Staff	-	+2	4	Melee, Concussive

Melta Weapons: Melta weapons are short-ranged but lethal anti-armour weapons that fire a superheated stream of pure destruction. Even the thickest armour vaporises under the sub-atomic blast.

Weapon	Range	Strength	AP	Type
Melta Pistol	6"	8	1	Pistol, Melta
Melta Gun	12"	8	1	Assault 1, Melta
Multi-Melta	24"	8	1	Heavy 1, Melta
Melta Cannon	24"	8	1	Heavy 1, Blast, Melta

Plasma Weapons: Plasma weapons fire pulses of searing energy that are extremely effective against heavy infantry and light vehicles. The plasma weapons of the Second Republic have a lowered power setting, sacrificing strength to avoid catastrophic overheating.

Weapon	Range	Strength	AP	Type
Plasma Pistol	12"	6	2	Pistol
Plasma Gun	24"	6	2	Rapid Fire
Plasma Cannon	36"	6	2	Heavy 1, Blast
Plasma Destroyer	36"	7	2	Heavy 3, Blast

Stub Weapons and Shotguns: The stub weapons of the Second Republic are advanced solid-projectile weapons, firing high-powered, armour-piercing rounds with a high rate of fire. The shower of bullets what the heavier stub weapons generate is often enough to breach even the heaviest armour.

Weapon	Range	Strength	AP	Type
Shotgun	12"	3	-	Assault 2
Ripper Gun	12"	5	-	Assault 3
Manstopper Stub Gun	24"	4	6	Rapid Fire, Pinning
Manstopper Stub Carbine	18"	4	6	Assault 2
Assault Stubber	36"	4	6	Salvo 3/4, Twin-Linked
Heavy Autostubber	36"	5	5	Heavy 3, Rending
Air-Defence Autostubbers	48"	6	6	Heavy 6, Rending, Skyfire, Twin-Linked

GRENADES

Blind Grenades: Blind grenades are a sophisticated type of smoke grenade that release a cloud of smoke, infra-red baffler and broad spectrum electromagnetic radiation. It is almost impossible to see through blind-smoke with normal eyesight, and even artificial sight aids like infra-red vision, scanners and targeters are of little use. Blind grenades are defensive grenades. See the Warhammer 40,000 Rulebook for rules.

Frag Grenades: Frag grenades are explosive devices that are hurled at the enemy prior to an assault. The storm of shrapnel from the exploding frag grenades drives opponents further into cover for a few precious moments while the attackers close in. Frag grenades are assault grenades. See the Warhammer 40,000 Rulebook for rules.

Melta Bombs: Melta bombs use the same technology as meltaguns, only in the package of an anti-material bomb. Melta bombs are bulky devices, with a sophisticated detonation mechanism, and are therefore only carried by specialist troops. See the Warhammer 40,000 Rulebook for rules of using melta bombs.

ARMOURS

Carapace Armour: Carapace armour is made up multi-layered plates of duralloy moulded to fit the bearer. A model with carapace armour has an armour save of 4+.

Power Armour: made from thick ceramite plates and electronically motivated fibre bundles, power armour is amongst the best protective armour in the Second Republic. A model with power armour has an armour save of 3+.

OTHER EQUIPMENT

Medikit: Medikits contain all the necessary drugs and equipment a field-medec requires to treat battle wounds and injuries. Whilst the model with the medi-pack is still alive, all models in his unit have the Feel No Pain universal special rule.

Proximity Scanner: The proximity scanner is a handheld detection array, used to spot enemy infiltrators and strike units arriving to the battlefield via unique forms of deployment. No enemy units may be deployed within 4D6" of the model equipped with a proximity scanner. Roll for each enemy unit separately. This special rule works against units deploying with the following special rules: Infiltrate, Scouts, Deep Strike, Outflank and units arriving from Reserves.

Psychic Hood: The psychic hood is a special counter-psyker device that allows the Battle Psi to defend his allies from enemy witchcraft. See the Warhammer 40,000 Rulebook for rules of using the psychic hood.

Refractor Shield: This is an all-enclosing energy field that partially refracts energy around the bearer, protecting him from otherwise fatal damage. A refractor field grants the bearer a 5+ invulnerable save.

Servo-arm: Servo-arms are capable of lifting incredible loads or crushing those that get too close. A servo-arm grants a model an additional close combat attack that strikes at Initiative 1 with Strength 8 and AP 2.

Vox-Link: A vox-link is a sophisticated and reliable communications array that is connected to the tactical command network via sub-spectrum transmitters and a series of signal decoders. A unit containing a vox-link may always opt to use the Leadership value of another vox-link equipped unit for any morale, pinning or regroup tests.

VEHICLE EQUIPMENT

Decoy Launchers: The flyer may use its decoy launchers once per battle, during any time of the enemy's Shooting phase. Once activated, no enemy units may benefit from the Skyfire special rule against the given flier for the duration of that Shooting phase.

Dozer Blades: See the Warhammer 40,000 Rulebook for the rules of dozer blades.

Extra Armour: See the Warhammer 40,000 Rulebook for the rules of extra armour.

Hunter-Killer Missile: See the Warhammer 40,000 Rulebook for the rules of Hunter-Killer missile.

Mirage Field: A vehicle with mirage field gains the Stealth special rule.

Searchlight: See the Warhammer 40,000 Rulebook for the rules of searchlight.

Smoke Launchers: See the Warhammer 40,000 Rulebook for the rules of smoke launchers.

Targeting Subsystems: A vehicle with targeting subsystem has the Power of the Machine Spirit special rule.

Veteran Crew: A vehicle with this upgrade increases its Ballistic Skill to 4. In addition the vehicle gains a single re-roll for the battle. This re-roll can be used on any D6 roll which relates to the tank's action: this could be crossing dangerous terrain, rolling to hit with a weapon or rolling to wound or armour penetration. Note it is only a single dice, so the re-roll would allow one miss with the heavy autostubber to be re-rolled, not all misses. It cannot be used on the Scatter dice, but can be used on a dice roll for the distance scattered. It cannot be used on rolls made by the enemy, such as Morale tests against Tank Shock or armour saves.

SECOND REPUBLIC ARMY LIST

HQ

Command Squad

Battle Psi

Combat Engineer

Elites

Grenadier Squad

Commando Squad

Veteran Squad

Ogryn Squad

Cobalt Multi-Role Fighter

Hailstorm Strike Bomber

Troops

Infantry Squad

Dedicated Transports

Wyvern Assault Carrier

Sudden Transport Demitrack

Fast Attack

Drop Squad

Outrider Squad

Hammer Attack Vehicle Squadron

Marauder Assault Demitrack

Harpy Light Gunship

Heavy Support

Liberator Battle Tank

Catapult Artillery

Rampage Air-Defence Tank

Dragon Attack Gunship

Broadsword Heavy Support Gunship

Fortifications

Battlefield Preparations

Firebase

HQ

COMMAND SQUAD 75 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Senior Officer	4	4	3	3	2	3	3	10	4+	Infantry (Character)
Sergeant	3	3	3	3	1	3	2	9	4+	Infantry (Character)
Trooper	3	3	3	3	1	3	1	8	4+	Infantry
Heavy Weapon Team	3	3	3	3	2	3	2	8	4+	Infantry

Composition:

- 1 Senior Officer
- 1 Sergeant
- 3 Troopers

Wargear:

- Carapace armour
- Autorifle
- Autopistol
- Sword
- Frag and blind grenades

Special Rules:

- Combat Squads
- Command Skills (Senior Officer only)
- Leadership (Senior Officer only)

Transport:

- The Command Squad may take a Wyvern or a Sudden as a dedicated transport.

OPTIONS:

- May include up to five additional Troopers *6 points per model*
- The Senior Officer and/or the Sergeant may exchange his autorifle, autopistol and/or sword for:
 - Shotgun *free*
 - Power sword *5 points*
 - Plasma pistol or melta pistol *10 points*
 - Eviscerator (Senior Officer only) *20 points*
- The Senior Officer and/or the Sergeant may take any of the following:
 - Melta bombs *5 points*
 - Auxiliary Grenade Launcher *8 points*
 - Power armour (Senior Officer only) *10 points*
 - Proximity scanner *10 points*
 - Refractor shield (Senior Officer only) *15 points*
- For every five models in the squad, up to two Troopers may replace their autorifles with:
 - Assault stubber, flamer, sniper autorifle or automatic grenade launcher *5 points per model*
 - Melta gun or rocket launcher *10 points per model*
 - Plasma gun *15 points per model*
- Two Troopers may be replaced with a Heavy Weapon Team armed with one of the following:
 - Mortar *5 points*
 - Heavy autostubber or autocannon *10 points*
 - Missile launcher (with frag, krak and flakk missiles) *15 points*
 - Lascannon or plasma cannon *20 points*
- Instead of taking a Heavy Weapon Team, one Trooper may exchange his autorifle for:
 - Heavy flamer *20 points*
- One other Troopers may take:
 - Vox-link *5 points*
- One other Troopers may take:
 - Medikit *20 points*
- The unit may be upgraded with any of the following combat doctrines:
 - Light Infantry *30 points*
 - Shock Troops *30 points*
 - Tank Hunters *30 points*
 - Xeno Hunters *30 points*

PRAETOR-COLONEL MARCUS HUXLEY90 POINTS

One Senior Officer in your army may be upgraded to Praetor-Colonel Marcus Huxley for the points cost listed above.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Marcus Huxley	4	4	3	3	2	3	3	10	4+	Infantry (Character, Unique)

Composition:

- 1 Marcus Huxley

Wargear:

- Carapace armour
- Refractor shield
- Ripper pistol
- Power sword
- Vox-drone
- Frag and blind grenades

Special Rules:

- Command Skills (Headstrong)
- Leadership
- Counter-Tactics
- Superior Coordination

Warlord Trait:

- Strike Master

Ripper Pistol: The ripper pistol is a ranged weapon with the following profile:

Range	Strength	AP	Type
12"	X	2	Pistol, Sniper

Vox-Drone: The vox-drone counts as a vox-link and increases the range of Huxley’s Leadership special rule to 24”.

Counter-Tactics: Huxley has both the Divide to Conquer and Princes of Deceit Warlord Traits in addition to his normal Warlord Trait.

Superior Coordination: As long as Huxley is on the table, at the start of your each Player Turn you can choose one special effect from the following list:

Brace for Assault: Select a friendly non-vehicle unit within 24” of Huxley: the unit may re-roll failed to-hit rolls when firing Overwatch and all charges against that unit counts as Disordered Charge for the rest of the game turn.

Call Reinforcements: You may choose one friendly unit in reserves and deploy it without rolling for availability.

Move to Position: Select a friendly non-vehicle unit within 24” of Huxley: the unit adds +3” to all movement distances it makes (normal movement, running and charge) for the rest of the game turn.

Suppressing Fire: Select a friendly non-vehicle unit within 24” of Huxley: all ranged attacks made by the unit gain the Pinning and Shred special rules for the rest of the game turn.

Take Cover: Select a friendly non-vehicle unit within 24” of Huxley: the unit may re-roll all failed cover saves for the rest of the game turn.

CENTURION WALTER SPARKS90 POINTS

One Senior Officer in your army may be upgraded to Centurion Walter Sparks for the points cost listed above.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Walter Sparks	4	4	5	3	3	4	4	10	4+	Infantry (Character, Unique)

Composition:

- 1 Walter Sparks

Wargear:

- Carapace armour
- The Peacemaker
- Implanted weapons
- Bionic enhancements
- Frag and blind grenades
- Melta bombs

Special Rules:

- Command Skills (Assault Specialist)
- Demolition Experts
- Leadership
- Spectre Ops
- Smash

Warlord Trait:

- Terror Doctrine

The Peacemaker: The Peacemaker is a ranged weapon with the following profile:

Range	Strength	AP	Type
24"	5	5	Assault 3, Rending

Implanted Weapons: The implanted weapons count as a melee weapon with the following profile:

Range	Strength	AP	Type
-	User	2	Melee, Shred

Bionic Enhancements: The extensive cybernetic upgrades give Walter an enhanced Strength and Initiative (included in his profile) and the Night Vision, Feel No Pain and It Will Not Die special rules.

Demolition Experts: During army creation, you may choose one Infantry unit in your army: all models in the unit gain melta bombs for no additional cost and may re-roll failed armour penetration rolls against buildings.

Spectre Ops: Before deployment, you may nominate D3 friendly non.-vehicle units: these units gain the Infiltrate and Acute Senses special rules for the rest of the battle.

BATTLE PSI 50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Battle Psi	4	4	3	3	2	3	2	9	4+	Infantry (Character)

Composition:

- 1 Battle Psi

Wargear:

- Carapace armour
- Autopistol
- Force staff
- Frag and blind grenades

Special Rules:

- Independent Character
- Psychic Mastery Level 1

Psychic Powers:

- The Battle Psi may generate psychic powers from the Pyromancy, Telekinesis and Telepathy disciplines.

OPTIONS:

- May take up to two additional Mastery Levels *25 points each*
- The Battle Psi may exchange his autopistol for:
 - Autorifle or shotgun *free*
 - Power sword *5 points*
 - Plasma pistol or melta pistol *10 points*
- The Battle Psi may take any of the following:
 - Melta bombs *5 points*
 - Refractor shield *15 points*
 - Psychic hood *20 points*

GRANDMASTER LIAO 160 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Grandmaster Liao	4	4	3	3	2	4	2	10	4+	Infantry (Character, Unique)

Composition:

- 1 Grandmaster Liao

Wargear:

- Carapace armour
- Plasma pistol
- The Staff of Annihilation
- Frag and blind grenades

Special Rules:

- Independent Character
- Psychic Mastery Level 4

Psychic Powers:

- Grandmaster Liao may generate psychic powers from the Pyromancy, Telekinesis and Telepathy disciplines.

The Staff of Annihilation: The Staff of Annihilation is a melee weapon with the following profile:

Range	Strength	AP	Type
-	+2	3	Melee, Concussive, Master-Crafted

The Staff of Annihilation also allows Grandmaster Liao to use up to two witchfire powers per turn. He may target different units with these powers, and he can assault any of them in his Assault phase.

COMBAT ENGINEER 100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Combat Engineer	3	3	4	4	2	3	2	9	3+	Infantry (Character)
Servidrone	3	3	4	4	1	2	1	5	4+	Infantry

Composition:

- 1 Combat Engineer
- 4 Servidrones

Wargear (Combat Engineer):

- Power armour
- Autopistol
- Ommissiah Power axe
- Servo-arm
- Frag and blind grenades

Wargear (Servidrone):

- Carapace armour
- Servo-arm

Special Rules (Combat Engineer):

- Blessing of the Ommissiah
- Bolster Defences

Special Rules (Servidrone):

- Feel No Pain

Transport:

- The Combat Engineer may take a Wyvern or a Sudden as a dedicated transport.

OPTIONS:

- The Combat Engineer may exchange his autopistol for:
 - Manstopper stub gun or manstopper stub carbine*free*
 - Plasma pistol or melta pistol*10 points*
- The Combat Engineer may take one of the following:
 - Assault stubber, flamer or automatic grenade launcher*5 points*
 - Melta gun or rocket launcher*10 points*
 - Plasma gun*15 points*
- The Combat Engineer may take any of the following:
 - Melta bombs*5 points*
 - Proximity scanner*10 points*
 - Refractor shield*15 points*
- Up to two Servidrones may exchange their servo-arms for:
 - Heavy autostubber*10 points per model*
 - Multi-melta*15 points per model*
 - Plasma cannon*20 points per model*

ELITES

GRENADIER SQUAD 80 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Grenadier Officer	4	4	3	3	1	3	2	10	3+	Infantry (Character)
Grenadier	4	4	3	3	1	3	1	9	3+	Infantry

Composition:

- 1 Grenadier Officer
- 4 Grenadiers

Wargear:

- Power armour
- Manstopper stub gun
- Power bayonet
- Frag and blind grenades

Special Rules:

- Combat Squads
- Command Skills (Grenadier Officer only)
- Fearless
- Relentless

Transport:

- The Grenadier Squad may take a Wyvern or a Sudden as a dedicated transport. Alternatively, if the squad numbers six models or less, then they may take a Harpy.

OPTIONS:

- May include up to five additional Grenadiers *15 points per model*
- The Grenadier Officer may take one of the following:
 - Power sword *5 points*
 - Plasma pistol or melta pistol *10 points*
- The Grenadier Officer may take any of the following:
 - Melta bombs *5 points*
 - Proximity scanner *10 points*
- Any model in the unit may take one of the following:
 - Assault stubber, flamer or automatic grenade launcher *5 points per model*
 - Melta gun or rocket launcher *10 points per model*
 - Plasma gun *15 points per model*
- For every five models in the squad, one Grenadier may exchange his manstopper stub gun and power bayonet for:
 - Heavy autostubber *10 points per model*
 - Multi-melta or heavy flamer *20 points per model*
- One other Grenadier may take:
 - Demolition charge *15 points*
- One other Grenadier may take:
 - Vox-link *5 points*
- One other Grenadier may take:
 - Medikit *20 points*

LIEUTENANT LOGAN MEINHOFF70 POINTS

One Grenadier Officer in your army may be upgraded to Lieutenant Logan Meinhoff for the points cost listed above.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Logan Meinhoff	4	4	3	3	1	3	2	10	3+	Infantry (Character, Unique)

Composition:

- 1 Logan Meinhoff

Wargear:

- Power armour
- Manstopper stub carbine
- The Hellcracker
- Melta charge
- Frag and blind grenades

Special Rules:

- Command Skills (Firing Drill)
- Crusader
- Fearless
- Relentless
- Unwavering Wrath

The Hellcracker: The Hellcracker is a melee weapon with the following profile:

Range	Strength	AP	Type
-	x2	2	Melee, Concussive, Specialist Weapon, Unwieldy

Melta Charge: The melta charge is a ranged weapon with the following profile:

Range	Strength	AP	Type
6"	8	1	Assault 1, Armourbane, Blast

Unwavering Wrath: As long as Logan is alive, he and his squad benefit from the Rage and Hatred special rules.

COMMANDO SQUAD 70 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Commando Officer	4	4	3	3	1	3	2	10	4+	Infantry (Character)
Commando	4	4	3	3	1	3	1	9	4+	Infantry
Commando Heavy Weapon Team	4	4	3	3	2	3	2	9	4+	Infantry

Composition:

- 1 Commando Officer
- 4 Commandos

Wargear:

- Carapace armour
- Manstopper stub gun
- Autopistol
- Sword
- Frag and blind grenades

Special Rules:

- Advanced Deployment
- Combat Squads
- Command Skills (Commando Officer only)
- Hit and Run
- Move Through Cover

Transport:

- The Commando Squad may take a Wyvern or a Sudden as a dedicated transport. Alternatively, if the squad numbers six models or less, then they may take a Harpy.

OPTIONS:

- May include up to five additional Commandos *13 points per model*
- The Commando Officer may exchange his manstopper stub gun, autopistol and/or sword for:
 - Power sword *5 points*
 - Plasma pistol or melta pistol *10 points*
- The Commando Officer may take any of the following:
 - Melta bombs *5 points*
 - Auxiliary Grenade Launcher *8 points*
- Any model in the squad may replace his manstopper stub gun with:
 - Manstopper stub carbine *free*
 - Sniper autorifle *5 points per model*
- For every five models in the squad, up to two Commandos may exchange their autorifles for:
 - Assault stubber, flamer or automatic grenade launcher *5 points per model*
 - Melta gun or rocket launcher *10 points per model*
 - Plasma gun *15 points per model*
- Two Commandos may be replaced with a Commando Heavy Weapon Team armed with one of the following:
 - Mortar *5 points*
 - Heavy autostubber or autocannon *10 points*
 - Missile launcher (with frag, krak and flakk missiles) *15 points*
 - Lascannon or plasma cannon *20 points*
- Instead of taking a Commando Heavy Weapon Team, one Commando may exchange his autorifle for:
 - Heavy flamer *20 points*
- One other Commando may take:
 - Demolition charge *15 points*
- One other Commando may take:
 - Vox-link *5 points*
- One other Commando may take:
 - Medikit *20 points*

VETERAN SQUAD45 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Junior Officer	4	4	3	3	1	3	2	9	4+	Infantry (Character)
Veteran Sergeant	3	4	3	3	1	3	2	9	4+	Infantry (Character)
Veteran Trooper	3	4	3	3	1	3	1	8	4+	Infantry
Veteran Heavy Weapon Team	3	4	3	3	2	3	2	8	4+	Infantry

Composition:

- 1 Junior Officer
- 1 Veteran Sergeant
- 3 Veteran Troopers

Wargear:

- Carapace armour
- Autorifle
- Autopistol
- Sword
- Frag and blind grenades

Special Rules:

- Combat Squads
- Command Skills (Junior Officer only)

Transport:

- The Veteran Squad may take a Wyvern or a Sudden as a dedicated transport.

OPTIONS:

- May include up to five additional Veteran Troopers *8 points per model*
- The Junior Officer and/or Veteran Sergeant may exchange his autorifle, autopistol and/or sword for:
 - Shotgun *free*
 - Power sword *5 points*
 - Plasma pistol or melta pistol *10 points*
- The Junior Officer and/or Veteran Sergeant may take any of the following:
 - Melta bombs *5 points*
 - Auxiliary Grenade Launcher *8 points*
 - Proximity scanner *10 points*
- Up to four Veteran Troopers may exchange their autorifles for:
 - Assault stubber, flamer, sniper autorifle or automatic grenade launcher *5 points per model*
 - Melta gun or rocket launcher *10 points per model*
 - Plasma gun *15 points per model*
- Two Veteran Troopers may be replaced with a Veteran Heavy Weapon Team armed with one of the following:
 - Mortar *5 points*
 - Heavy autostubber or autocannon *10 points*
 - Missile launcher (with frag, krak and flakk missiles) *15 points*
 - Lascannon or plasma cannon *20 points*
- Instead of taking a Veteran Heavy Weapon Team, one Veteran Trooper may exchange his autorifle for:
 - Heavy flamer *20 points*
- One other Veteran Troopers may take:
 - Demolition charge *15 points*
- One other Veteran Troopers may take:
 - Vox-link *5 points*
- One other Veteran Troopers may take:
 - Medikit *20 points*
- The unit may be upgraded with any of the following combat doctrines:
 - Light Infantry *20 points*
 - Shock Troops *20 points*
 - Tank Hunters *20 points*
 - Xeno Hunters *20 points*

OGRYN SQUAD 130 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Ogryn Sarge'	4	3	5	5	3	2	4	9	4+	Infantry (Character)
Ogryn	4	3	5	5	3	2	3	8	4+	Infantry

Composition:

- 1 Ogryn Sarge'
- 2 Ogryns

Wargear:

- Carapace armour
- Ripper gun
- Frag grenades

Special Rules:

- Bulky
- Furious Charge
- Relentless
- Stubborn

Transport:

- If the squad numbers six models or less then they may take a Wyvern or a Sudden as a dedicated transport.

OPTIONS:

- May include up to seven additional Ogryns *40 points per model*
- The Ogryn Sarge' may take one of the following:
 - Power sword *15 points*
 - Eviscerator *30 points*
- Up to two Ogryns may exchange their ripper guns for:
 - Heavy Autostubber *10 points per model*
 - Heavy Flamer *20 points per model*
- One other Ogryn may take:
 - Demolition charge *15 points*

COBALT MULTI-ROLE FIGHTER 170 POINTS

	Armour					Unit Type
	BS	F	S	R	HP	
Cobalt	3	10	10	10	3	Flyer

Composition:

- 1 Cobalt

Wargear:

- Two nose hull mounted twin-linked heavy autostubbers
- Two hull mounted missile launchers (with frag, krak and flakk missiles)
- Decoy launchers

Special Rules:

- Deep Strike
- Supersonic

OPTIONS:

- May exchange both its missile launchers for:
 - Two lascannons *10 points*
- May take any of the following:
 - Mirage field *15 points*
 - Veteran crew *20 points*

HAILSTORM STRIKE BOMBER 170 POINTS

	Armour					Unit Type
	BS	F	S	R	HP	
Hailstorm	3	10	10	10	3	Flyer

Composition:

- 1 Hailstorm

Wargear:

- Nose mounted rotary autocannon
- Rear turret mounted twin-linked heavy autostubber
- Six tactical bombs
- Decoy launchers

Special Rules:

- Deep Strike
- Supersonic

OPTIONS:

- May exchange any of its tactical bombs for
 - Conflagration bombs *free*
 - Plasma bombs or melta bombs *5 points each*
- May take any of the following:
 - Mirage field *15 points*
 - Veteran crew *20 points*

PROJECT X-999 BLACKOUT300 POINTS

	Armour					
	BS	F	S	R	HP	Unit Type
Blackout	8	11	11	11	3	Flyer (Unique)

Composition:

- 1 Blackout

Wargear:

- Two nose hull mounted twin-linked heavy autostubbers
- Two hull mounted missile launchers (with frag, krak and flakk missiles)
- Blackout detonator
- Decoy launchers

Special Rules:

- Cold Precision
- Deep Strike
- Hard-Wiring
- Night Vision
- Shrouded
- Supersonic
- Vector Dancer

Blackout Detonator: Blackout may use its blackout detonator once per game, anytime during its own Shooting phase. When activated, all units (friend and foe alike!) within 24" of Blackout take D6 hits (roll separately for each affected unit) with Strength 4, AP 4 and the Haywire and Ignore Cover Saves special rules. Blackout is immune to the effects of the blackout detonator.

Cold Precision: Blackout benefits from the Precision Shots special rule just as if it would be a character.

Hard-Wiring: Each time Blackout suffers a Crew Shaken damage result, roll a D6: on a roll of 2 or better the effect is ignored. Similarly, each time Blackout suffers a Crew Stunned damage result, roll a D6: on a roll of 4 or better the effect is ignored.

TROOPS

INFANTRY SQUAD 65 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Junior Officer	4	4	3	3	1	3	2	9	4+	Infantry (Character)
Sergeant	3	3	3	3	1	3	2	9	4+	Infantry (Character)
Trooper	3	3	3	3	1	3	1	8	4+	Infantry
Heavy Weapon Team	3	3	3	3	2	3	2	8	4+	Infantry

Composition:

- 1 Junior Officer
- 1 Sergeant
- 8 Troopers

Wargear:

- Carapace armour
- Autorifle
- Autopistol
- Sword
- Frag and blind grenades

Special Rules:

- Combat Squads
- Command Skills (Junior Officer only)

Transport:

- The Infantry Squad may take a Wyvern or a Sudden as a dedicated transport.

OPTIONS:

- The Junior Officer and/or Sergeant may exchange his autorifle, autopistol and/or sword for:
 - Shotgun *free*
 - Power sword *5 points*
 - Plasma pistol or melta pistol *10 points*
- The Junior Officer and/or Sergeant may take any of the following:
 - Melta bombs *5 points*
 - Auxiliary Grenade Launcher *8 points*
 - Proximity scanner *10 points*
- One Trooper may exchange his autorifle for:
 - Assault stubber, flamer, sniper autorifle or automatic grenade launcher *5 points*
 - Melta gun or rocket launcher *10 points*
 - Plasma gun *15 points*
- Two Troopers may be replaced with a Heavy Weapon Team armed with one of the following:
 - Mortar *5 points*
 - Heavy autostubber or autocannon *10 points*
 - Missile launcher (with frag, krak and flakk missiles) *15 points*
 - Lascannon or plasma cannon *20 points*
- Instead of taking a Heavy Weapon Team, one Trooper may exchange his autorifle for:
 - Heavy flamer *20 points*
- One other Troopers may take:
 - Demolition charge *15 points*
- One other Troopers may take:
 - Vox-link *5 points*
- One other Troopers may take:
 - Medikit *20 points*
- The unit may be upgraded with any of the following combat doctrines:
 - Light Infantry *30 points*
 - Shock Troops *30 points*
 - Tank Hunters *30 points*
 - Xeno Hunters *30 points*

LIEUTENANT VICTORIA MAXWELL 50 POINTS

One Infantry Squad in your army may upgrade its Junior Officer to Lieutenant Victoria Maxwell for the points cost listed above.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Victoria Maxwell	4	4	3	3	1	3	2	9	4+	Infantry (Character, Unique)

Composition:

- 1 Victoria Maxwell

Wargear:

- Carapace armour
- Manstopper stub carbine
- Autopistol
- Power sword
- Frag and blind grenades

Special Rules:

- Adamantium Will
- Command Skills (March Leader)
- Force Recon
- Overkill
- Rebellious

Force Recon: Victoria and her unit have the Move Through Cover, Outflank and Stealth special rules.

Overkill: As long as Victoria is alive, she and her unit may choose to add 1 to the number of shots they fire that turn. If they do, they may not fire until the end of the subsequent own Shooting phase.

Rebellious: Victoria never benefits from the Leadership special rule and/or from the special rules of other characters. As long as Victoria is alive, this stands for her squad too.

LIEUTENANT SIMON “BUCKSHOT” NEIL60 POINTS

One Infantry Squad in your army may upgrade its Junior Officer to Lieutenant Buckshot for the points cost listed above.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Lieutenant Buckshot	5	5	3	3	1	3	3	9	4+	Infantry (Character, Unique)

Composition:

- 1 Lieutenant Buckshot

Wargear:

- Carapace armour
- ‘Maximum’ pattern stub revolver
- Frag and blind grenades

Special Rules:

- Fear
- Furious Charge
- Impossible Wits
- Invulnerable
- Rampage

‘Maximum’ Pattern Stub Revolver: The ‘Maximum’ patterns tub revolver is a ranged weapon with the following profile:

Range	Strength	AP	Type
12”	8	3	Pistol

Impossible Wits: Lieutenant Buckshot and his unit may choose to succeed or fail any Leadership based tests they should make. If they choose to succeed then it counts as if they would roll a double ‘1’ for the Leadership test.

Invulnerable: Lieutenant Buckshot has a 2+ invulnerable save and automatically passes any characteristic tests to avoid damage.

DEDICATED TRANSPORTS

WYVERN ASSAULT CARRIER 110 POINTS

	Armour					Unit Type
	BS	F	S	R	HP	
Wyvern	3	11	11	10	3	Flyer (Hover, Transport)

Composition:

- 1 Wyvern

Wargear:

- Nose turret mounted heavy autostubber

Special Rules:

- Deep Strike

Transport Capacity:

- 12 models

Fire Points:

- None

Access Hatches:

- 1 Rear Ramp
- 2 Side Hatches

OPTIONS:

- May take one of the following on its wing hard-points:
 - Two heavy autostubbers or two autocannons *20 points*
 - Two missile launchers (with frag, krak and flakk missiles) *30 points*
 - Two multiple rocket pods *30 points*
 - Two lascannons *40 points*
- May take any of the following:
 - Extra armour *5 points*
 - Targeting subsystems *10 points*
 - Mirage field *15 points*
 - Veteran crew *20 points*

SUDDEN TRANSPORT DEMITRACK 40 POINTS

	Armour					Unit Type
	BS	F	S	R	HP	
Sudden	3	11	11	10	3	Vehicle (Fast, Tank, Transport)

Composition:

- 1 Sudden

Wargear:

- Turret mounted heavy autostubber
- Searchlight
- Smoke launchers

Transport Capacity:

- 12 models

Fire Points:

- None

Access Hatches:

- 1 Rear Ramp
- 2 Side Hatches

OPTIONS:

- May exchange its heavy autostubber for:
 - Automatic grenade launcher *free*
- May take any of the following:
 - Dozer blades *5 points*
 - Extra armour *5 points*
 - Up to two Hunter-Killer missiles *10 points each*
 - Mirage field *15 points*
 - Veteran crew *20 points*

FAST ATTACK

DROP SQUAD 65 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Junior Officer	4	4	3	3	1	3	2	9	4+	Infantry (Character)
Sergeant	3	3	3	3	1	3	2	9	4+	Infantry (Character)
Trooper	3	3	3	3	1	3	1	8	4+	Infantry

Composition:

- 1 Junior Officer
- 1 Sergeant
- 8 Troopers

Wargear:

- Carapace armour
- Autorifle
- Autopistol
- Sword
- Frag and blind grenades

Special Rules:

- Combat Squads
- Command Skills (Junior Officer only)
- Deep Strike

Transport:

- The Drop Squad may take a Wyvern as a dedicated transport.

OPTIONS:

- The Junior Officer and/or Sergeant may exchange his autorifle, autopistol and/or sword for:
 - Shotgun *free*
 - Power sword *5 points*
 - Plasma pistol or melta pistol *10 points*
- The Junior Officer and/or Sergeant may take any of the following:
 - Melta bombs *5 points*
 - Auxiliary Grenade Launcher *8 points*
 - Proximity scanner *10 points*
- Up to three Troopers may exchange their autorifles for:
 - Assault stubber, flamer, sniper autorifle or automatic grenade launcher *5 points per model*
 - Melta gun or rocket launcher *10 points per model*
 - Plasma gun *15 points per model*
 - Heavy flamer (one per unit) *20 points*
- One other Troopers may take:
 - Demolition charge *15 points*
- One other Troopers may take:
 - Vox-link *5 points*
- One other Troopers may take:
 - Medikit *20 points*
- The unit may be upgraded with any of the following combat doctrines:
 - Light Infantry *30 points*
 - Shock Troops *30 points*
 - Tank Hunters *30 points*
 - Xeno Hunters *30 points*

OUTRIDER SQUAD75 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Outrider Sergeant	3	3	3	4	1	3	2	9	4+	Bike (Character)
Outrider	3	3	3	4	1	3	1	8	4+	Bike
Outrider Attack Bike	3	3	3	4	2	3	2	8	4+	Bike

Composition:

- 1 Outrider Sergeant
- 4 Outriders

Wargear:

- Carapace armour
- Autopistol
- Sword
- Frag and blind grenades

Special Rules:

- Combat Squads
- Skilled Riders

OPTIONS:

- May include up to five additional Outriders *15 points per model*
- The Sergeant may exchange his autopistol and/or sword for:
 - Shotgun *free*
 - Power sword *5 points*
 - Plasma pistol or melta pistol *10 points*
- The Sergeant may take any of the following:
 - Melta bombs *5 points*
 - Proximity scanner *10 points*
- Up to two Outriders may exchange their autopistols for:
 - Assault stubber, flamer or automatic grenade launcher *5 points per model*
 - Melta gun or rocket launcher *10 points per model*
 - Plasma gun *15 points per model*
- Two Outriders may be replaced with an Outrider Attack Bike armed with one of the following:
 - Heavy autostubber *10 points*
 - Multi-melta *15 points*
- One other Outrider may take:
 - Demolition charge *15 points*
- One other Outrider may take:
 - Vox-link *5 points*

HAMMER ATTACK VEHICLE SQUADRON30 POINTS PER MODEL

	Armour					Unit Type
	BS	F	S	R	HP	
Hammer	3	10	10	10	2	Vehicle (Fast)

Composition:

- 1-3 Hammers

Wargear:

- Turret mounted heavy autostubber

Special Rules:

- Scouts

OPTIONS:

- Any Hammer may exchange its heavy autostuber for:
 - Autocannon or heavy flamer*free*
 - Missile launcher (with frag, krak and flakk missiles)*5 points per model*
 - Lascannon or plasma cannon*10 points per model*
- One Hammer in the squadron may exchange its heavy autostubber for:
 - Melta cannon*20 points*
 - Tankbuster cannon or air-defence autostubbers*35 points*
 - Flame cannon*40 points*
- Any Hammer in the squadron may take any of the following:
 - Searchlight*2 points per model*
 - Dozer blades*5 points per model*
 - Extra armour*5 points per model*
 - Smoke launchers*5 points per model*
 - Mirage field*10 points per model*
 - Veteran crew*15 points per model*

MARAUDER ASSAULT DEMITRACK 60 POINTS

	Armour					Unit Type
	BS	F	S	R	HP	
Marauder	3	12	11	10	3	Vehicle (Fast, Tank, Transport)

Composition:

- 1 Marauder

Wargear:

- Turret mounted twin-linked heavy autostubber
- Searchlight
- Smoke launchers

Transport Capacity:

- 6 non-Bulky models

Fire Points:

- None

Access Hatches:

- 1 Rear Ramp

OPTIONS:

- May exchange its twin-linked heavy autostubber for:
 - Twin-linked autocannon*free*
 - Twin-linked missile launcher (with frag, krak and flakk missiles)*5 points*
 - Twin-linked lascannon or twin-linked plasma cannon*10 points*
 - Melta cannon*20 points*
 - Macro-cannon*35 points*
- May take any of the following:
 - Dozer blades*5 points*
 - Extra armour*5 points*
 - Up to two Hunter-Killer missiles*10 points each*
 - Mirage field*15 points*
 - Veteran crew*20 points*

HARPY LIGHT GUNSHIP 125 POINTS

	Armour					Unit Type
	BS	F	S	R	HP	
Harpy	3	11	11	10	3	Flyer (Hover, Transport)

Composition:

- 1 Harpy

Wargear:

- Two wing mounted heavy autostubbers

Special Rules:

- Deep Strike
- Strafing Run

Transport Capacity:

- 6 non-Bulky models

Fire Points:

- None

Access Hatches:

- 2 Side Hatches

OPTIONS:

- May replace both heavy autostubbers with:
 - Two autocannons*free*
 - Two missile launchers (with frag, krak and flakk missiles)*10 points*
 - Two multiple rocket pods or two multi-meltas*10 points*
 - Two lascannons or two plasma cannons*20 points*
- May take any of the following:
 - Extra armour*5 points*
 - Targeting subsystems*10 points*
 - Mirage field*15 points*
 - Veteran crew*20 points*

HEAVY SUPPORT

LIBERATOR BATTLE TANK 130 POINTS

	Armour					Unit Type
	BS	F	S	R	HP	
Liberator	3	13	12	10	3	Vehicle (Fast, Tank)

Composition:

- 1 Liberator

Wargear:

- Turret mounted battle cannon
- Searchlight
- Smoke launchers

OPTIONS:

- May exchange its battle cannon for:
 - Tankbuster cannon*free*
 - Flame cannon*10 points*
 - Plasma destroyer*30 points*
- May take one of the following pintle-mounted weapons:
 - Heavy autostubber or multi-melta*10 points*
 - Missile launcher (with frag, krak and flakk missiles)*15 points*
 - Plasma cannon*20 points*
- May take any of the following:
 - Dozer blades*5 points*
 - Extra armour*5 points*
 - Up to two Hunter-Killer missiles*10 points each*
 - Mirage field*15 points*
 - Veteran crew*20 points*

CATAPULT ARTILLERY 125 POINTS

	Armour					Unit Type
	BS	F	S	R	HP	
Catapult	3	12	12	10	3	Vehicle (Tank)

Composition:

- 1 Catapult

Wargear:

- Turret mounted groundpounder cannon
- Searchlight
- Smoke launchers

OPTIONS:

- May exchange its groundpounder cannon for:
 - Fortsplitter cannon*15 points*
 - Deathknell missile launcher*35 points*
- May take any of the following:
 - Dozer blades*5 points*
 - Extra armour*5 points*
 - Up to two Hunter-Killer missiles*10 points each*
 - Mirage field*15 points*
 - Veteran crew*20 points*

RAMPAGE ANTI-AIRCRAFT TANK80 POINTS

	Armour					Unit Type
	BS	F	S	R	HP	
Rampage	3	12	12	10	3	Vehicle (Tank)

Composition:

- 1 Rampage

Wargear:

- Turret mounted air-defence autostubbers
- Searchlight
- Smoke launchers

OPTIONS:

- May take any of the following:
 - Dozer blades5 points
 - Extra armour5 points
 - Twin-linked missile launcher (with flakk missiles)10 points
 - Mirage field15 points
 - Veteran crew20 points

DRAGON ATTACK GUNSHIP100 POINTS

	Armour					Unit Type
	BS	F	S	R	HP	
Dragon	3	11	11	10	3	Flyer (Hover)

Composition:

- 1 Dragon

Wargear:

- Nose turret mounted heavy autostubber

Special Rules:

- Deep Strike
- Strafing Run

OPTIONS:

- Must take one of the following on its inner wing hard-points:
 - Two heavy autostubbers or two autocannons20 points
 - Two missile launchers (with frag, krak and flakk missiles)30 points
 - Two multiple rocket pods or two multi-meltas30 points
 - Two lascannons or two plasma cannons40 points
- Instead of taking an inner wing hard-point weapon, the Dragon may take one of the following lower-fuselage turret mounted weapons:
 - Rotary autocannon20 points
 - Tankbuster cannon40 points
 - Plasma destroyer60 points
- Must take one of the following on its outer wing hard-points:
 - Two heavy autostubbers or two autocannons20 points
 - Two missile launchers (with frag, krak and flakk missiles)30 points
 - Two multiple rocket pods30 points
 - Two lascannons40 points
- May take any of the following:
 - Extra armour5 points
 - Targeting subsystems10 points
 - Mirage field15 points
 - Veteran crew20 points

BROADSWORD HEAVY SUPPORT GUNSHIP 250 POINTS

	Armour					Unit Type
	BS	F	S	R	HP	
Broadsword	3	12	12	12	3	Flyer

Composition:

- 1 Broadsword

Wargear:

- Nose turret mounted rotary autocannon
- Rear turret mounted macro-cannon
- Decoy launchers

Special Rules:

- Deep Strike
- Vector Dancer

OPTIONS:

- May take a pair of side sponsons armed with one of the following:
 - Two twin-linked heavy autostubbers or two twin-linked autocannons *30 points*
 - Two twin-linked lascannons or two twin-linked plasma cannons *50 points*
- May take any of the following:
 - Targeting subsystems *10 points*
 - Mirage field *15 points*
 - Veteran crew *20 points*

FORTIFICATIONS

BATTLEFIELD PREPARATIONS 50 POINTS

Composition:

- 1 Gun Emplacement with a heavy autostubber
- 3 Tanglewire
- 3 Tank Traps
- 3 Trench Lines

FIREBASE 50 POINTS

Composition:

- 1 Gun Emplacement with a missile launcher (with frag, krak and flakk missiles)
- 4 Defence Lines (must be placed in base contact with each other, forming a quadrangle around the gun emplacement)
- 1 Ammunition Dump (must be placed within 3" of the gun emplacement)

OPTIONS:

- Replace the missile launcher on the gun emplacement with:
 - Rotary autocannon *10 points*
 - Macro-cannon *15 points*
 - Air-defence autostubbers *25 points*
 - Battle cannon *35 points*
 - Tankbuster cannon *35 points*
 - Groundpounder cannon *50 points*

SECOND REPUBLIC ARSENAL

Weapon	Range	Strength	AP	Type
Air-Defence Autostubbers	48"	6	6	Heavy 6, Rending, Skyfire, Twin-Linked
Assault Stubber	36"	4	6	Salvo 3/4, Twin-Linked
Autocannon	48"	7	4	Heavy 2
Automatic Grenade Launcher				
Frag	24"	3	6	Assault 2, Blast
Krak	24"	6	4	Assault 2
Autopistol	12"	3	-	Pistol
Autorifle	30"	3	-	Rapid Fire
Auxiliary Grenade Launcher	18"	5	5	Heavy 1, Barrage, Blast
Battle Cannon	72"	8	3	Ordnance 1, Large Blast
Conflagration Bomb	Bomb	4	5	Heavy 1, Barrage, Bomb, Large Blast, Ignore Cover Saves, One Use Only
Deathknell Missile Launcher	36"-360"	8	4	Heavy 6, Barrage, Blast, Limited Ammunition
Demolition Charge	6"	8	2	Assault 1, Large Blast, One Use Only
Flame Cannon	Template	6	3	Heavy 1, Torrent
Flamer	Template	4	5	Assault 1
Frag Grenade	8"	3	-	Assault 1, Blast
Fortsplitter Cannon	48"	10	1	Heavy 1, Armourbane, Blast
Groundpounder Cannon	24"-120"	9	2	Ordnance 1, Barrage, Large Blast
Heavy Autostubber	36"	5	5	Heavy 3, Rending
Heavy Flamer	Template	5	4	Assault 1
Lascannon	48"	9	2	Heavy 1
Macro-cannon	72"	7	4	Heavy 2, Large Blast
Manstopper Stub Carbine	18"	4	6	Assault 2
Manstopper Stub Gun	24"	4	6	Rapid Fire, Pinning
Melta Bomb	Bomb	6	1	Heavy 1, Armourbane, Barrage, Bomb, Blast, One Use Only
Melta Cannon	24"	8	1	Heavy 1, Blast, Melta
Melta Gun	12"	8	1	Assault 1, Melta
Melta Pistol	6"	8	1	Assault 1, Melta
Missile Launcher				
Frag	48"	4	6	Heavy 1, Blast
Krak	48"	8	3	Heavy 1
Flakk	48"	7	4	Heavy 1, Skyfire
Mortar	6"-36"	4	6	Heavy 1, Barrage, Blast
Multiple Rocket Pods	24"	4	6	Heavy 1, Large Blast
Multi-Melta	24"	8	1	Heavy 1, Melta
Plasma Bomb	Bomb	8	2	Heavy 1, Barrage, Bomb, Blast, One Use Only
Plasma Cannon	36"	6	2	Heavy 1, Blast
Plasma Destroyer	36"	7	2	Heavy 3, Blast
Plasma Gun	24"	6	2	Rapid Fire
Plasma Pistol	12"	6	2	Pistol
Ripper Gun	12"	5	-	Assault 3
Rocket Launcher	24"	8	3	Assault 1
Rotary Autocannon	36"	8	4	Heavy 4
Shotgun	12"	3	-	Assault 2
Sniper Autorifle	36"	X	6	Salvo 1/2, Sniper
Tactical Bomb	Bomb	6	4	Heavy 1, Barrage, Bomb, Large Blast, One Use Only
Tankbuster Cannon	72"	8	1	Heavy 1, Armourbane

Weapon	Range	Strength	AP	Type
Eviscerator	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy
Force Staff	-	+2	4	Melee, Concussive
Omnissiah Power Axe	-	+1	2	Melee, Master-Crafted, Unwieldy
Power Bayonet	-	User	3	Melee, Two-Handed
Power Sword	-	User	3	Melee
Sword	-	User	-	Melee