

# THE TIRION COMBINE

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## WHAT IS THE TIRION COMBINE?

The Tirion Combine is a coalition of over a dozen systems, tucked away in the Ghoul Stars. At first, it was just a single world, the original colony was developed during the Great Crusade of the Imperium of Man. However, all contact to the colony was lost following a warp storm that engulfed the system. Over time, the colony was reduced from a well-off colony of the Imperium to a backwater human planet. After attacks by xenos decimated the colony, everything the Imperium did was undone, leaving the colony and planet little more than a poorly placed iron-age world, and with the older generations of humans who knew how to work the equipment were dead or dying at the hands of the malevolent xenos, and the younger generations eventually made their way to new areas of the planet where technical knowledge was not such a requirement. The technology was lost, buried in natural disasters, destroyed by colonists for parts, or simply left and forgotten. It was not until nearly a thousand years later that much of the ancient equipment was uncovered, however damaged it might have been. Using bits and pieces of knowledge gleaned from the ancient tech, the colony began to slowly regain their former glory.

However, those that found and studied the technology had no knowledge of the Imperium, much less any will to follow a similar technological path. The ancient Imperial tech was used to jump start the worlds own technological advancements, and modern day Combine technology bears next to no resemblance to Imperial tech. The colony spread, slowly at first, but advancements in ship jump drive technology eventually allowed the colony to spread even more, eventually becoming what it is now; a relatively small, yet major, force in the Ghoul Stars.

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In this codex, the terms squad and unit are used interchangeably.

Any weapon that is Twin-Linked also has the Shred special rule, in order to accurately portray the damage two weapons can cause. If a Twin-Linked weapon has the Shred special rule already, then it gains the Rending special rule.

## [TRAINING]

**Medic Training** – A model with Medic training confers the Feel No Pain special rule to the squad. Medics may purchase a Field Stabilization kit for +5 points. This allows models that have been reduced to zero wounds to gain 1 wound back on a D6 roll of 5+. This roll is taken at the end of each phase, and follows the same restrictions as Feel No Pain.

**Engineer Training** – Engineers are support soldiers, capable of laying down automated turrets to protect objectives, shields to protect frontline soldiers, and even sending out small drones to do their dirty work. Engineers may attempt to repair vehicles in the shooting phase instead of shooting. They may attempt to fix any immobilized or Weapon Destroyed result, succeeding on a D6 roll of 6. They must be within 1" of the vehicle they are repairing. This also repairs a single Hull Point.

**Marksman training** – Those that take marksman training are also those that have no life outside of the firing range. Drill after drill, round after round, exercise after exercise, these men and women have become far better marksmen than they used to be. Models that take Marksmen training gain +1 BS. This training can usually be taken a maximum of three times.

**Scout Training** – Scout training entails a lot of scouting. Scouts are equipped with a menagerie of means to observe the enemy, and are trained to operate under the worst conditions. Models that take Scout training gain the Scout, Infiltrate, Stealth, and Move Through Cover special rules.

**CQC Training** – Much like Marksman training, CQC training is intense and long. Those that complete the training are a cut above the rest. Models that take CQC training gain +1 WS. This training can usually be taken up to 3 times.

**Specialist Training** – Specialists dedicate themselves to hunting a certain kind of prey, be it Eldar or Orks or Tyranids. Though the Combine tends to frown upon this sort of specialization (one should be equally good at killing everything), these soldiers strive to put down as many of their chosen foe as they can. Any model that takes Specialist Training must choose a single army or Unit Type, and they gain the Preferred Enemy rule against those models. If they choose Monstrous Creatures, they also gain the Monster Hunter Special Rule. If they choose Vehicle (of any kind) they also gain the Tank Hunters special rule. Only one unit per army may have a model with Specialist training in it.

## [THE ARMORY]

**Particle weapons** – Particle weapons are deviations of melta weapons, built upon an advanced understanding of magnetohydrodynamics, and are extremely powerful. There are also CQC weapons, such as Particle Knives, that are capable of cutting through almost any material.

**Particle Beam weapons** – These weapons fire a beam of intense heat and energy at a fraction of the speed of light. The kinetic energy, combined with the extreme heat, can punch through even the toughest armor, leaving a gaping hole where there was once armor or flesh.

.....	Range.....	S.....	AP..	Type
Particle Destructor.....	60"	9..	1..	Heavy 1, Lance
Particle Annihilator.....	48"	8..	1..	Heavy 1, Lance
Particle Cannon.....	36"	7..	2..	Salvo 1/2
Particle Rifle.....	24"	6..	3..	Assault 1
Particle Pistol.....	12"	5..	4..	Pistol

**Particle CQC weapons** – The new range of Particle CQC weapons are based on the same principles as the Beam weapons, though instead of shooting a beam of incandescent plasma, these weapons trap the beam in a magnetic field. The prototypes were barely capable of maintaining the field, and so the shape of the blade was a simple cylinder, but newer models have solved that problem and have more powerful and more adjustable fields that can become any shape imaginable, though certain shapes pose more danger to the wielder than others.

.....	Range.....	S.....	AP.....	Type
Particle Knife.....	-	+1.....	3.....	Melee
Particle Sabre.....	-	+2.....	2.....	Melee, Rolls +D3 for Armor Penetration
Particle Spire.....	-	+3.....	1.....	Melee, Two-Handed, Armorbane

The strength increase only occurs once with the purchase of the first particle CQC weapon, not for each particle CQC weapon a model has, so a model with 2 particle knives would not gain +2 strength, only +1. The same applies to the Sabre armor penetration; even if a model has two Sabres, only an additional D3 is rolled, not D6 or D3+D3.

**Mass Accelerator weapons** – The first weapons developed by the Combine, they employ a system very similar to Tau Railguns or Imperial Nova Cannons to fire and have an internal ammunition system.

.....	Range.....	S.....	AP..	Type
M-A Pistol.....	12"	4.....	5.....	Pistol
M-A Shotgun*.....	12"	5.....	6.....	Assault 2
Or.....	18"	6.....	5.....	Heavy 1
M-A Assault Rifle.....	24"	4.....	5.....	Assault 1 or Heavy 2**
M-A Minigun.....	24"	3.....	6.....	Salvo 4/6, Shred
M-A Gatling Cannon.....	36"	5.....	4.....	Salvo 3/5, Rending
M-A Sniper Rifle.....	36"	5.....	3.....	Salvo 1/2, Pinning, Rending
M-A Heavy Sniper Rifle.....	36"	8.....	2.....	Heavy 1
M-A Vulcan Cannon.....	48"	6.....	3.....	Heavy 6, Rending
M-A Cannon.....	72"	10.....	1.....	Ordnance 1

\*Shotguns gain +1 S and AP if within 7" of the target unit

\*\*The decision to fire the weapon as either Assault 1 or heavy 2 must be made in the movement phase.

## [OTHER WEAPONS]

**Nanite Missile System** – *The Nanite Missile System is a modular missile platform that is capable of firing several different kinds of missiles without needing to haul around dozens of separate missiles, as each missile is capable of changing into another as the situation demands.* The Nanite Missile System uses the following profiles, and the firer must choose which to fire before firing each shooting phase:

.....	Range	.....S	.....AP	Type
GN-X “Lux” Plasma Missile.....	36”	.....6	.....2	.....Heavy 1, Blast
GN-F “Ripper” Fragmentation Missile.....	36”	.....4	.....6	.....Heavy 1, Large Blast
GN-R “Vulcan” Thermite Missile.....	36”	.....4	.....4	.....Heavy 1, Blast, Ignores Cover
GN-O “Javelin” Smart Missile.....	60”	.....8	.....4	.....Heavy 1

**Nanite Grenade System** – *This grenade launcher is a lighter alternative to the Nanite Missile System, providing the same functionality without the weight.* The Nanite Grenade System uses the following profiles:

.....	Range	.....S	.....AP	Type
GN-X “Lux” Plasma Grenade.....	24”	.....6	.....3	.....Assault 1, Blast, Barrage
GN-F “Ripper” Fragmentation Grenade.....	24”	.....3	.....6	.....Assault 1, Large Blast, Barrage
GN-R “Vulcan” Thermite Grenade.....	24”	.....4	.....5	.....Assault 1, Blast, Ignores Cover, Barrage
GN-O “Javelin” Smart Grenade.....	48”	.....7	.....5	.....Assault 1, Barrage

The Javelin grenade changes its profile to S5 AP5 Assault 1, Blast if used indirectly.

**Nanite Multiple Missile System** – *While generally the same as the standard Nanite Missile System, the Nanite Multiple Missile System is a larger, more deadly variant generally used on either vehicles or Goliath Combat Suits.* The Nanite Multiple Missile System uses the following profiles, and the firer must choose which to fire before firing each shooting phase:

.....	Range	.....S	.....AP	Type
GN-X “Lux” Plasma Missile.....	36”	.....6	.....2	.....Heavy 1, Large Blast
GN-F “Ripper” Fragmentation Missile.....	36”	.....4	.....5	.....Heavy 2, Large Blast
GN-R “Vulcan” Thermite Missile.....	36”	.....4	.....4	.....Heavy 2, Blast, Ignores Cover
GN-O “Javelin” Smart Missile.....	60”	.....8	.....4	.....Heavy 3

**Combat Knife** – *A simple knife, built to exacting military standards.* This weapon uses the following profile:

.....	Range	.....S	.....AP	Type
.....	.....	.....6	.....	.....Melee

**Singularity Projector** – *Perhaps the pinnacle of the Combine’s weapon systems, this devious little weapon literally shoots a black hole, which stabilizes nearly instantly and swallows up anything in its path. After a dozen seconds or so, the black hole destabilizes in a spectacular explosion, unleashing all of the energy it absorbed during its flight.* This weapon uses the following profile:

.....	Range	.....S	.....AP	Type
.....	18”*	.....3	.....6	.....Heavy 1, Large Blast

\*To fire the Singularity Projector, place the Large Blast Marker 18+2d6” away from the firing model. After rolling for scatter and adjusting the marker accordingly, draw a line between the Projector and the Marker. All models (friendly or enemy) under this line must pass a toughness test or be removed from play as a casualty. Vehicles must roll under their armor value on 2d6+4. If a vehicle fails this test, their armor value on each facing is reduced by 2. For each model that fails a test, increase the Strength of the weapon by 1 and the AP by 1 (so AP6 would become AP5, etc), and use this new strength and AP to determine wounds caused under the large blast marker.

**Plasma Torch** – *This weapon is a compact version of Particle weapons, used for cutting into ship bulkheads or making repairs on tanks.* The Plasma Torch has the following profile:

.....	Range	.....S	.....AP	Type
Plasma Torch*	.....6”	.....6	.....1	.....Assault 1, Lance, Armorbane

\*This weapon can also be used as a melee weapon. If it is used as such, this weapon counts any toughness above 6 as 6, but reduces the number of attacks the wielder can make by 1 (to a minimum of 1).

## COMBAT SUITS

The armor of the Tirion Combine varies from thin Camosuits to heavily armored Combat Suits that are capable of accepting dozens of unique systems and sub-systems to enhance the wearer's performance and survivability in battle.

**AS-2 Light Combat Suit** – *This Combat Suit provides less protection than the AS-10, though it is lighter and a cheap, easily repairable alternative to the Camosuit. This armor provides a 5+ armor save.*

**AS-10 Combat Suit** – *A standard combat suit, this form-fitting suit offers decent protection thanks to kinetic gels and composite plating. A model equipped with an AS-10 Combat Suit has a 4+ Armor save.*

**AS-4 Heavy Combat Suit** – *The AS-4 model combat suit is a better armored version of the AS-10. Utilizing more armor plating covering more areas, any model equipped with an AS-4 Heavy Combat suit has a 3+ Armor save.*

**AS-12 Goliath Combat Suit** – *Approximate in size to Space Marine Tactical Dreadnought Armor, the AS-12 Combat Suit is a beast of a combat suit, incorporating mechanical assistance into it as well as additional and more powerful armor plates and kinetic buffers and heat dissipation systems. A model equipped with the AS-12 Goliath Combat Suit has a 2+ armor save. Models equipped with the AS-12 may do one of the following instead of choosing a weapon normally: choose two weapons that may be mounted on the shoulders, twin-link a single weapon for double the cost, or instead pick a single (non-twin-linked) weapon from the A-10 Doomhammer vehicle options at the listed cost. If it chooses any of those options, the model gains the Slow and Purposeful special rule (unless the model already has the Relentless special rule). Models with this Combat Suit may fire their weapons as if they were Monstrous Creatures. If a model takes an AS-10 suit, they gain the Bulky special rule; if they add shoulder weapons (of any kind), they gain the Very Bulky rule instead.*

**AS-6 Camosuit** – *Just out of field testing, this armor provides about as much protection from bullets as a thin sheet of paper. However, its strength lies in its unique camouflage abilities; not only can it change its pattern and color to match its surroundings, but the various nanoplates attached to it can change shape, forming branches, strands of grass, or even parts of dead enemies in order to better blend in to its surroundings. A model with an AS-6 Camosuit gains the Shrouded special rule, and any opposing units attempting to fire at said model (or models) must take a Characteristic test on their Ballistic Skill, using the highest BS in the unit. If they fail, they do not see the model and may choose a different target to fire at in that shooting phase.*

### [ENGINEER GEAR]

**Automated Turret** – *The three legged, modular automated turret is equipped with a Mass Accelerator Assault Rifle and a powerful frontal energy shield that protects it from harm. If set on an objective, the turret will guard it until it is destroyed, all the while streaming important tactical information back to HQ as micro-drones buzz around the objective, mapping it out and translating any runes or words that may be written on it. Once per game, an Engineer may set down a turret anywhere on the field (though it must be 1" away from any enemies). Turrets use the following profile:*

.....BS.

Automated Turret...3...

Unit Type: Gun Emplacement (does not need a model in base contact with it in order to fire)

Wargear: M-A Assault Rifle

Special Rules: Vision Enhancers, Protect and Secure

Protect and Secure: An automated turret is a scoring unit, however it must be within 1" of an objective.

Options:

Replace M-A Assault Rifle with-

-Twin-Linked M-A Assault Rifle.....+2 points

-Particle Rifle.....+5 points

-M-A Minigun.....+5 points

-Nanite Grenade System.....+5 points

-Nanite Missile System.....+10 points

**Portable Shielding System** – *Engineers can also carry with them a portable energy shield, acting as a wall between friendly soldiers and enemy fire. While the wall can only take so much damage, it has proven useful many times, mostly in urban combat, and is a mainstay of any Engineer's support arsenal. When activated, it is a wall of blue energy, stopping all but the most powerful blasts. A Portable Shielding System may be used by an engineer once per game. Like the Automated turret, it is completely immobile once it has been set down and cannot be picked up again. The Portable Shielding System is 5" wide and*

has a Toughness value of 7, one wound, and an Invulnerable save of 3+. If it ever loses its wound, the shield has collapsed and is unusable for the remainder of the game. Any friendly models/units behind it must use its save and Toughness instead of their own, including vehicles, if the enemy firing at them must draw Line of Sight through it for at least 15% of the models in the friendly unit.

**LA-C Wetwork Drones** – *The Engineer unleashes a swarm of small floating drones at the enemy, annoying large enemies or killing smaller ones.* The Engineer may purchase LA-C Drones for 6 points, up to 3 drones per Engineer. LA-C Drones can be added to a unit, and so can bring a unit above its maximum size, or operate as their own unit.

.....WS...BS...S...T...W...I...A...Ld...Sv  
LA-C Wetwork Drones.....3.....3.....3..4.....1...3...2.....4+

Composition: 1 LA-C Drone

Unit Type: Jet Pack Beast

Wargear: Weapon Implant Armor System, Dermal Armor

Special Rules: Night Vision, Skyfire, Interceptor, Artificial Intelligence

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*Artificial Intelligence: All Drones in the Tirion Combine are installed with an AI capable of learning and reacting to battlefield situations. They have no emotion, just programs telling them what to do and in what situation they should do it.*

All models with the Artificial Intelligence rule can choose to pass or fail any test that usually requires a leadership test, for example a unit of Drones may choose to fall back, and then later choose to regroup.

Options: The Drone may replace its Weapon Implant with one of the following:

- Twin-linked M-A Assault Rifle...+2 points
- M-A Minigun.....+5 points
- Nanite Grenade System.....+5 points
- Particle Rifle.....+8 points

## [ARMOR SYSTEMS/AUGMENTATIONS]

Augmentations (commonly referred to as augs) are a relatively new addition to the Combines arsenal. Body modifications were not unusual prior to their acceptance into the military, however they carried a certain stigma with them. A cybernetic augmentation is no easy choice, as doing so removes the chance of ever having a fully natural body ever again, and many require incredibly dangerous procedures to install. Though the rewards are great, the risks are just as high, if not higher. The following may also be taken as upgrades to normal armor, though doing so requires the purchase of armor first. No Armor System/Augmentation may be taken more than once. Also, these augs are not just limited to people, certain units, such as turrets may be equipped with one or more of these or have them as options.

### [ARMS]

**[Synthetic Arms]** – A model with Synthetic Arms gains +1 Strength. If taken as an Armor System, and the model has a Particle or Mass Accelerator pistol or rifle, it may be mounted on the arms, allowing the model to take an additional close combat weapon. If taken as an augmentation, the model may instead implant the pistol or rifle into its arms, allowing those weapons to be used as close combat weapons, using the same Strength and AP as the weapon. If two different weapons are in the arms, they may split their attacks between the two.

### [LEGS]

**[Synthetic Legs]** – A model with Synthetic legs gains the Fleet special rule. If a model has both Synthetic Arms and Synthetic Legs, they gain the Relentless Special Rule. If the model already has the Fleet special rule, they may move an additional 2" in the movement phase. If this is the case, all members of the unit MUST have this upgrade.

**[Thrusters]** – A model with Thrusters may move an extra 2" in the movement phase if they use their Thruster Pack to move. Models equipped with Thrusters gain the Hammer of Wrath special rule regardless of whether or not they use their Thruster Pack.

### [HEAD]

**[Vision Enhancers]** – A model with Vision Enhancers gains the Night Vision special rule.

**[Hard-Linked Targeter]** – A model with a Hard-Linked Targeter uses half of its BS when firing at Flyers and Flying Monstrous Creatures. A model with both Vision Enhancers and a Hard-Linked Targeter confers both the Skyfire and Interceptor special rules to any shooting weapons the model has. If a model has Vision Enhancers, a Hard-Linked Targeter, and a Nanite Missile System or Nanite Grenade System, they gain the Missile Lock Special rule.

### [TORSO]

Only 1 Torso Armor System/Augmentation may be taken on a single Combat Suit/model.

**[Energy Field Generator]** – A model with this augmentation gains a 5+/4+/3+ invulnerable save, depending on how upgraded the shield is.

**[Stealth Field Generator]** – A model with a stealth field generator has the Stealth special rule. Any unit attempting to fire at a model with a Stealth field generator must do so at -2 BS. A model may not have both a Stealth field generator and an Energy field generator. If taken on a model with a Camosuit, the model has both the Stealth and Shrouded special rules.

**[Pinpoint Teleportation System]** – A model equipped with a PTS gains the Deep Strike Special rule and confers it to any unit they are in. The model, and their unit, does not scatter if they deep strike.

**[Nanite Explosive System]** – A model equipped with a NES may forgo their normal attacks and instead make a single attack. All models, friendly or enemy, in base contact with the model carrying the NES take a single S4 AP5 hit. This aug also grants assault and defensive grenades.

**[Weapon Implant]** – A model with this augmentation may implant various small arms into their chest, unleashing a hail of bullets, a barrage of missiles, or a storm of fire on enemies that get too close. This aug gives any model with it Assault Grenades. The model may choose one of the following to fire in each shooting phase, instead of any other weapon:

.....	Range.....	S..	AP..	Type
Micro Gatling Cannon.....	8"	.....3	.....6	Assault 4
Nanite Missiles.....	8"	.....4	.....-	Assault 2, Blast
Plasma Caster.....	Template.....	4	.....3	Assault 1

Models with a Weapon Implant may choose which weapon to use during overwatch.

**[Thruster Pack]** – The model equipped with this Armor System/Augmentation adds Jump to their unit type.

## [BODY]

**[Dermal Armor]** – *This can be a full skin augmentation, replacing the skin with an ablative nanomaterial, or an armor upgrade, replacing the usual combat suit fabric with a much stronger and denser nanomaterial. To many troops, this upgrade or augmentation is very much worth it despite its prohibitive cost.* A model with Dermal armor gains a 4+ armor save. If a model has both a Combat Suit and Dermal armor, their armor save is increased by 1 (so a 5+ save becomes a 4+, etc). If their armor confers a 2+ armor save and they add Dermal armor, then they can re-roll failed save rolls of 1. If their armor does not confer an armor save, then the model has a 4+ save.

**[Sub-Dermal Armor]** – *Even more expensive than the Dermal Armor aug, the Sub-Dermal armor augmentation/armor upgrade is either created under the skin or on the inside of the suit, providing an additional layer of kinetic energy-absorbing and heat resistant gels.* A model with this Augmentation gains +1 Toughness to their profile. A model with both Dermal and Sub-Dermal Armor adds +1 Wound to their profile.

**[Wired Reflexes]** – *Perhaps the augmentation with the most dangerous side effects, the wired reflexes augmentation vastly increases a person's reaction time and speed. Though this may sound great, the surgery required can be fatal or leave patients blind or paralyzed. As a Combat Suit upgrade, it is far safer, though takes some getting used to.* A model with Wired Reflexes gains +1 Initiative to their Profile. A model with Wired Reflexes, Vision Enhancers, and Synthetic Arms and Legs gains +1 attack to their profile.

**[Nanomachines]** – *Nanomachines are injected into the bloodstream and assist in removal of waste and transportation of oxygen, greatly increasing stamina.* A model with Nanomachines may move an additional 2" in the movement phase, but may only do so if they move on foot and do not use jump packs or any other means of movement.

**[Nano-gel]** – *A thick substance originally created for use in hospitals, this invention quickly found its way into the military; Nano-gel will create scar tissue over all but the worst injuries within seconds and accelerate healing while numbing pain.* A model with Nano-gel has the Feel No Pain Special rule.

**[Micro Anti-Gravity Attachments]** – *Also known as MAGs, these nifty devices created a localized area of anti-gravity. If multiple MAGs are attached to the body or a Combat Suit, they allow the wearer to move and act as if they were a few dozen pounds lighter.* Models equipped with MAGs add +1 Initiative to their profile, and gain the Move Through Cover special rule. A model with MAGs and Nanomachines may Run in the Shooting phase then charge in the Assault Phase. A model with MAGs and a Thruster Pack may use the Thruster Pack for both moving and charging.

# [VEHICLE UPGRADES]

Listed below are the vehicle upgrades. For any weapon cost listed as +x (x) points, the (x) number is the cost for twin-linking the weapon. Weapon upgrades without a (x) value cannot be twin-linked. A weapon that is twin-linked only takes up a single hardpoint.

Weapon Hardpoints: Simply put, these are the places the weapons go. Smaller vehicles may have fewer hardpoints, while larger ones may have more. These hardpoints can be almost anywhere on the vehicle; top of the turret, on each side, and so on. A vehicle may have as many weapons as they have weapon hardpoints.

**-Additional Thrusters:** *The liberal application of a few dozen tons of thrust can greatly decrease the time it takes a vehicle to get from point A to point B.* A vehicle with Additional Thrusters gains the Fast type in addition to anything else it may be.

**-Energy Shield Generator:** *Like the human augmentation, Energy Shield Generators produce a bubble of energy that deflects incoming projectiles or strikes.* Energy Shield Generators produce a 5+/4+/3+ invulnerable save, depending on how upgraded the shield is.

**-Stealth Field Generator:** A model with a stealth field generator has the Shrouded special rule. Any unit attempting to fire at a model with a Stealth field generator must do so at -1 BS. A model may not have both a Stealth field generator and an Energy field generator.

**-Reactive Armor:** *When struck, reactive armor explodes outwards with enough force to tear a man's face off.* Reactive Armor allows the vehicle to negate a single hit per facing. This hit must remove a Hull Point. If the hit that triggers the Reactive Armor is from an assault, all enemy models in base contact with the vehicle take an automatic S4 AP5 hit.

**-A.I. Subroutines:** *A.I. subroutines range from complex to simple (relatively speaking, as coding A.I. is no easy feat).* However, even the simplest A.I. is capable of doing things normal men cannot. When purchasing this upgrade, there are two levels: the first ignores shaken and stunned results on the vehicle damage table and the second allows the vehicle to fire an additional weapon when moving.

**-Sensor Suite:** *Additional sensors allow for greater capacity to acquire targets, even in lowlight or low-visibility situations.* A vehicle with a Sensor Suite grants the vehicle the Night Vision special rule, and cover saves taken against wounds caused by the vehicle with this upgrade are reduced by 1.

**-Hard-Linked Targeter:** *Like the augmentation, this vehicle upgrade allows for a quick target lock and a great chance at turning the enemy into a new pair of boots (provided the enemy is reptilian, of course).* Vehicles equipped with Hard-Linked Targeters gain +1 BS. A vehicle with both a Hard-Linked Targeter and a Sensor Suite adds a further +1 BS for a total of +2 BS to the vehicles profile. A Vehicle with a Sensor Suite and a Hard-Linked Targeter that also takes a Nanite Missile System or Nanite Multiple Missile System gains the Missile Lock special rule for each Nanite Missile System/Multiple Missile System the Vehicle has.

**-Anti-Gravity Attachments:** Same as the MAGs, but larger. These allow the vehicle to move as if it were a Fast vehicle in addition to any other vehicle type it may be, though it may not move Flat Out. If the vehicle is already Fast, then the vehicle may move an additional 6" when moving Flat Out and an additional 2" when moving in the movement phase.

**-Electrostatic Armor:** To deter enemies from getting too close, vehicles with the upgrade send a continuous electrical charge through their armor, causing any who come into contact with them to be shocked. Vehicles equipped with Electrostatic Armor count as having defensive grenades, and any model(s) that attempt to assault a vehicle with Electrostatic Armor must take a toughness test. If they fail, they cannot attack the vehicle this phase. As the charge is constant, they must retest every turn they stay in contact with or assault the vehicle.

**-Automated Turret:** While similar to the Engineer weapon system, this version is affixed to a weapon hardpoint. Using its own targeting systems, it can seek out and shoot down targets the vehicle gunners may not even be able to see. The automated turret can be destroyed from a Weapon Destroyed damage result. It may also target and fire at a different unit than the other weapon(s) on the vehicle, and if firing Snap Shots, uses its BS -1 rather than BS1. It uses the following profile:

.....BS  
Automated Turret....3

Wargear: M-A Assault Rifle  
Special Rules: Skyfire, Interceptor

Automated Turrets may be used to fill any weapon hardpoints with the exception of the main weapon. The M-A Assault Rifle may be replaced by any of the weapons available for that hardpoint at the listed cost. The Automated Turret is affected by any vehicle upgrades the vehicle takes.

## [ADEPT ABILITIES]

The Adepts of the Tirion Combine are a unique brand of Psyker, gifted with the abilities to interface mentally with electronic equipment as if they were machines and control electromagnetic fields and waves. Some in the Combine see them as the next step towards becoming perfect beings, while others feel that Psykers, no matter how useful they can be, are a dangerous wild card that should never be played.

Mechanical Construct refers to any Tau drone or battlesuit, anything in Codex: Necrons (except C'tan Shards), Space Marines in Artificer/Power or Terminator Armor, any vehicle or weapon emplacement (friendly or enemy), or anything that would use an electronic system to move or assist movement.

**[Power of My Machine Spirit]:** *The Adept projects himself into the machine, taking command of it and using it to his own ends.* Warp Charge: 1 - This is a psychic power with a range of 18", used at the start of the controlling player's movement phase. The Adept may target any one mechanical construct. The Adept may then attempt to possess that construct, succeeding on a D6 roll of 3+. If the Adept fails, he may act normally for the rest of the turn. If he succeeds, he instantly goes to ground, and the Adept's controlling player may use that model as if it were their own for the next turn. If it is a model in a unit or squadron, the Adept may move it out of coherency. This is increased to a 4+ against Necrons and Eldar, as the high-technology of the Necrons and the psychic technology of the Eldar provide greater barriers to assuming direct control. Since Necrons are androids, not beings that wear suits of armor, any attempt by an Adept to possess any Necron with the Unit Type of Infantry (Character) only succeeds on a 6. This power can also be used on friendly vehicles, but not any other friendly mechanical constructs. If used in this way, the Adept still goes to ground, but any vehicle they take over may fire using the BS of the Adept, and may fire one more weapon at full BS than would normally be allowed. If used on a friendly vehicle, this power succeeds on a 2+.

**[Destabilize]:** *The touch of an Adept is enough to drive electrical systems mad, disrupting systems and potentially causing catastrophic failure.* Warp Charge: 1 - Against vehicles, the Adept's attacks in close combat have the Haywire special rule. Against other mechanical constructs, the Adepts' close combat attacks have the following profile:

....Range.....S.....AP.....Type  
.....-.....User.....1.....Melee, Destabilize

After a model that is hit with an attack that has the Destabilize special rule, both the controlling and opposing player roll a D6 and add that score to their respective model's Leadership. If the Adept's score is higher, the enemy model takes a number of wounds equal to the difference of the two numbers. If the enemy model's score is higher, they suffer the effects of the Strikedown special rule, but are otherwise unaffected. If the wound is saved by a model with an invulnerable save, that model loses that save for the next game turn and is affected by the Strikedown special rule but is otherwise unharmed.

**[Arc]:** *Arc is perhaps what one would call a "beginner" ability, as the skill requirement to learn and perform this feat is rather low. A simple clap of the hands and a little warp-powered smashing of air particles is enough to send a brilliant bolt of lightning arcing across the field of battle, striking and bouncing between enemies like a cue ball on a pool table.* Warp Charge: 1 - This is a Witchfire psychic power that uses the following profile:

....Range.....S.....AP.....Type  
.....24".....4.....2.....Assault 1, Beam, Surge, Haywire

Surge: Any model hit by this attack is automatically affected by the Concussive special rule. In addition, any to wound roll of 6 results in two wounds rather than one.

**[EM Interference]:** *The Adept broadcasts a massive electromagnetic wave, interfering with sensors and signals of all kinds.* Warp Charge: 1 - This is a Maelstrom psychic power with a range of 18". All vehicles within range count as moving through difficult terrain during their next movement phase and when those vehicles fire they must do so with -1 BS. Any Psyker with Mastery Level 2 or 3 may use this as a Nova power, however it also requires 2 Warp Charges rather than 1.

**[EMFC]:** *Electromagnetic Field Control is one of the hardest abilities to master, but if it is mastered, that Adept is fully capable of stripping electrons from atoms and turning them against their former owner.* Warp Charge: 3 - This is a Focused Witchfire psychic power with a range of 8". If a model is hit, both the controlling and opposing player roll a D6 and add that score to their respective model's Leadership. If the Adept's score is higher, the enemy model is killed outright and is removed from play as a casualty with no saves of any kind allowed. If the enemy model's score is higher, they suffer the effects of the Strikedown special rule, but are otherwise unaffected.

## [THE COMBINE ARMY]

This section lists all of the separate units that make up the military of the Tirion Combine. Anything that is listed as +x/x/x (or similar) points means that that is the cost for the first/second/third purchase of the upgrade (i.e. Marksman training would be 2+4+6 points, 12 points for all three upgrades). There may only ever be one model with Engineer Training and one model with Medic Training in each unit. A model may not have both Medic and Engineer Training.

There are several ways to craft this army: you can make an army of expensive models, equipped with the best of the best, but there will only be a few of them; you can have a mechanized force, utilizing the ODIN or THOR, engineers and their Drones, and all sorts of vehicles; you can run a veritable horde army, keeping things cheap but taking many units, or a plethora of other combinations of upgrades and models. This army is designed from the ground up to be as malleable as possible, not so they don't their own identity as an army, but because the amount of customization this sort of army lends itself to is incredible both game-wise and conversion-wise.

**[Executor]** - 50 points

Executors are the heads of the Tirion Combine's various military bodies. All are experienced, capable leaders, and have proven time and time again their worthiness of the rank of Executor. Some choose to lead their men directly into battle, charging headlong into the enemy ranks; some opt for a more subtle approach as forward scouts or snipers; some choose to simply be armchair generals. Regardless, they are among the most skilled of the Combine's soldiers, peerless in their chosen field of combat.

.....WS...BS...S...T...W...I...A...Ld...Sv  
 Executor.....5.....5.....3.....3.....3.....5.....3.....10.....5+

Composition: 1 Executor

Unit Type: Infantry (Character)

Wargear: M-A Assault Rifle, Combat Knife, AS-2 Light Combat Suit

Special Rules: Stubborn, Independent Character

Warlord Options (choose one per Warlord):

- Adept Executor – *This Executor is a master Adept, one of the few master-level Adepts in the Combine.* The Executor is a Psyker (Mastery Level 3) and may take up to three of the powers listed under Adept Abilities. In addition, Adepts become an Elites choice and may be taken in squads of 1-3.

.....+50 points

- Recon Executor – *The Executor prefers a stealthier approach, relying on Lancer Scouts and Deadeyes to get the job done quickly and quietly.* Lancer Scouts may be taken as Troops, Deadeyes may be taken as both Heavy Support and Elites, and any unit or model Outflanking may re-roll the dice to see which side of the board they come in on. The Executor also trades his M-A Assault Rifle for an M-A Heavy Sniper Rifle and gains Scout Training.

.....+40 points

- CQC Executor – *Why shoot from a distance when you can headbutt the enemy in their sternum (or sternum-like area)?* The Executor gains the Rage, Furious Charge, and Counter-Attack special rules. Lancers gain the Counter-Attack and Furious Charge special rules. A single Reaver unit may be taken as a Troops Choice.

.....+30 points

- Heavy Weapons Executor – *To this Executor, Snipers are too quiet and CQC is too, well, close. Missiles and giant laser beams are where the fun is truly at.* The Executor may not take M-A Assault Rifles, Sniper Rifles, Shotguns, or melee weapons other than the Combat Knife. All Sentinel units may take up to five heavy weapons, and if they take more than 3 they take up a Heavy Support slot. Deadeyes may not be taken in an army with a Heavy Weapons Executor. The ODIN may be taken as an Elites option, but may only use the Non-Precision Loadout.

.....+30 points

- Strategist Executor – *Rather than being in the thick of it, the Executor prefers to outthink and outmaneuver his opponents, managing the entire battle as he sees fit.* When rolling to steal initiative, the Executor steals it on a 4+. If Initiative is not stolen, then he may redeploy D3 units (model may be put into reserves, but not taken out of reserves). In addition, all Reserves rolls add +1 and all Outflank rolls may be re-rolled.

.....+35 points

Options:

May Replace Combat Knife with:

-M-A Pistol.....+2 points  
 -Particle Pistol.....+5 points  
 -Particle Knife.....+10 points  
 -Particle Sabre.....+15 points

May Replace the M-A Assault Rifle with:

-M-A Pistol.....+2 points  
 -Particle Pistol.....+5 points  
 -M-A Shotgun.....+5 points  
 -Particle Rifle.....+5 points  
 -Particle Knife.....+10 points  
 -Particle Sabre.....+15 points

May Replace both the M-A Assault Rifle and Combat Knife with:

-M-A Sniper Rifle.....+10 points  
 -M-A Gatling Cannon.....+10 points  
 -Nanite Missile System.....+15 points  
 -Particle Cannon.....+15 points  
 -Particle Spire.....+20 points  
 -Singularity Projector.....+30 points

May replace AS-2 Light Combat Suit with one of the following:

-AS-10 Combat Suit.....+2 points  
 -AS-6 Camosuit.....+10 points  
 -AS-4 Heavy Combat Suit.....+10 points  
 -AS-12 Goliath Combat Suit.....+15 points

May take:

-Vision Enhancers.....+2 points  
 -Synthetic Arms.....+2 points  
 -Synthetic Legs.....+2 points  
 -Hard-Linked Targeter.....+2 Points  
 -Thrusters.....+5 points  
 -Weapon Implant.....+5 points  
 -Stealth Field Generator.....+15 points  
 -Thruster Pack.....+15 points  
 -Nanite Explosive System.....+20 points  
 -Energy Field Generator.....+5/5/10 points  
 -Pinpoint Teleportation System.....+35 points  
 -Dermal Armor.....+5 points  
 -Sub-Dermal Armor.....+5 points  
 -Wired Reflexes.....+5 points  
 -Nanomachines.....+5 points  
 -Nano-gel.....+2 points  
 -Marksman training.....+2/4/6 points  
 -Scout Training.....+5 points  
 -CQC Training.....+2/2/2 points  
 -Micro Anti-Gravity Attachments.....+5 points

**[Adepts]** - 35 points per Adept

Adepts are the Combine's psykers. However, their abilities lie not in divining the future or throwing beams of energy; rather, they lie in electricity and technology. Even the most novice Adept can assess the state of a machine with a touch or find faulty lines of code with a thought. Some can even use this ability to cause corruption in coding or to enhance their own augmentations or armor, while others can act as living batteries and are gifted with some extraordinarily... shocking abilities. Regardless, Adepts perform a vital role in the Combine, both in and out of combat.

.....WS...BS...S...T...W...I...A...Ld...Sv  
Adept.....4.....4....3...3.....2...4...3...10...5+

Composition: 1 Adept  
Unit Type: Infantry (Character)  
Wargear: M-A Assault Rifle, Combat Knife, AS-2 Light Combat Suit  
Special Rules: Stubborn, Psyker (Mastery level 1)

-----  
Psychic Powers: Adepts may take any two of the psychic powers listed on the Adept Abilities page.

Options:

May:

-Upgrade Mastery level 2.....+25 points  
May replace AS-2 Light Combat Suit with one of the following:

- AS-10 Combat Suit.....+2 points
- AS-6 Camosuit.....+10 points
- AS-4 Heavy Combat Suit.....+10 points
- AS-12 Goliath Combat Suit.....+15 points

May take:

- Vision Enhancers.....+2 points
- Synthetic Arms.....+2 points
- Synthetic Legs.....+2 points
- Hard-Linked Targeter.....+2 Points
- Thrusters.....+5 points
- Weapon Implant.....+5 points
- Stealth Field Generator.....+15 points
- Thruster Pack.....+15 points
- Nanite Explosive System.....+20 points
- Energy Field Generator..... +5/5/10 points
- Pinpoint Teleportation System.....+35 points
- Dermal Armor.....+5 points
- Sub-Dermal Armor.....+5 points
- Wired Reflexes.....+5 points
- Nanomachines.....+5 points
- Nano-gel.....+2 points
- Marksman training.....+2/4/6 points
- Scout Training.....+5 points
- CQC Training.....+2/2/2 points
- Micro Anti-Gravity Attachments.....+5 points

# ELITE

## [Praetorians] – 8 points per Praetorian

Praetorians are the elite guards of the Combine, providing security to anything and everything that could possibly need it. They can be found guarding military installations, high-ranking government officials, Executors, chief officers of corporations, and so on. While sourcing all security from one group has the potential to cause problems (and it has in the past), those problems are few and far between due to the Praetorians loyalty to their job and their zealotry when it comes to shooting things.

.....WS...BS...S...T...W...I...A...Ld...Sv  
Praetorian.....4.....4.....3.....3.....1...4...2.....9.....5+

Composition: 2-5 Praetorians

Unit Type: Infantry

Wargear: M-A Assault Rifle, Combat Knife, AS-2 Light Combat Suit

Special Rules: Stubborn, Guardians

Guardians: If an Independent Character joins a Praetorian unit, the Character cannot be picked out by precision shots and perform Look Out, Sir! rolls on a 2+.

### Options:

May Replace Combat Knife with:

-M-A Pistol.....+2 points

May Replace the M-A Assault Rifle with:

-M-A Pistol.....free

-M-A Sniper Rifle.....+2 points

-M-A Shotgun.....+5 points

Up to two models may replace the M-A Assault Rifle and/or the Combat Knife with:

-Particle Pistol.....+5 points

-Particle Rifle.....+10 points

-Particle Knife.....+10 points

-Particle Sabre.....+15 points

One model for every two may replace both the M-A Assault Rifle and Combat Knife with one of the following heavy weapons:

-M-A Gatling Cannon.....+10 points

-Nanite Missile System.....+15 points

-Particle Cannon.....+15 points

-Particle Spire.....+20 points

May replace AS-2 Light Combat Suit with one of the following:

-AS-10 Combat Suit.....+2 points

-AS-6 Camosuit.....+10 points

-AS-4 Heavy Combat Suit.....+10 points

-AS-12 Goliath Combat Suit.....+15 points

May take:

-Vision Enhancers.....+2 points

-Synthetic Arms.....+2 points

-Synthetic Legs.....+2 points

-Hard-Linked Targeter.....+2 Points

-Thrusters.....+5 points

-Weapon Implant.....+5 points

-Stealth Field Generator.....+15 points

-Thruster Pack.....+5 points

-Nanite Explosive System.....+20 points

-Energy Field Generator.....+5/5/10 points

-Pinpoint Teleportation System.....+35 points

-Dermal Armor.....+5 points

-Sub-Dermal Armor.....+5 points

-Wired Reflexes.....+5 points

-Nanomachines.....+5 points

-Nano-gel.....+2 points

-Marksman training.....+2/4/6 points

-Scout Training.....+5 points

-CQC Training.....+2/2/2 points

-Micro Anti-Gravity Attachments.....+5 points

-Medic Training.....+10 points

-Engineer Training.....+10 points

**[Deathweavers]** - 12 points per Deathweaver

Infiltrators and assassins of the highest caliber, Deathweavers are adept at sneaking behind enemy lines and wreaking havoc on supply lines, as well as assassinating high-profile targets.

.....WS...BS...S...T...W...I...A..Ld...Sv  
Deathweaver.....5.....4.....3...3....1....5..3....9....5+

Composition: 1-3 Deathweavers

Unit Type: Infantry

Wargear: M-A Pistol, Combat Knife, AS-2 Light Combat Suit

Special Rules: Stubborn, Scout Training, Deathweaver Training

Deathweaver Training – Deathweaver Training involves a bit of CQC training, a bit of infiltration exercises, and a lot of pain.

Deathweavers have the Counter-Attack, Fleet, Rage, and Feel No Pain Special Rules. If equipped with two Combat Knives, a Deathweaver gains the Rending special rule.

Options (each model):

May Replace the M-A Pistol and/or the Combat Knife with:

- Combat Knife.....free
- Particle Pistol.....+5 points
- M-A Shotgun.....+5 points
- Particle Rifle.....+5 points
- Particle Knife.....+5 points
- Particle Sabre.....+10 points

May replace AS-2 Light Combat Suit with one of the following:

- AS-10 Combat Suit.....+2 points
- AS-6 Camosuit.....+10 points
- AS-4 Heavy Combat Suit.....+10 points

May take:

- Vision Enhancers.....+2 points
- Synthetic Arms.....+2 points
- Synthetic Legs.....+2 points
- Hard-Linked Targeter.....+2 Points
- Thrusters.....+5 points
- Weapon Implant.....+5 points
- Stealth Field Generator.....+15 points
- Thruster Pack.....+5 points
- Nanite Explosive System.....+20 points
- Energy Field Generator.....+5/5/10 points
- Pinpoint Teleportation System.....+35 points
- Dermal Armor.....+5 points
- Sub-Dermal Armor.....+5 points
- Wired Reflexes.....+5 points
- Nanomachines.....+5 points
- Nano-gel.....+2 points
- Marksman training.....+2/4/6 points
- CQC Training.....+2/2/2 points
- Specialist Training.....+5 points
- Micro Anti-Gravity Attachments.....+5 points
- Medic Training.....+10 points

**[Lancer Scouts]**– 15 points per Lancer Scout

Lancer Scouts are forward observers, providing much-needed intel on enemy movements, formations, and key personnel and structures.

.....WS...BS...S...T...W...I...A...Ld...Sv  
Laner Scout.....3.....4.....3...3...1...4...1....8....-

Composition: 1-4 Lancer Scouts

Unit Type: Infantry

Wargear: M-A Sniper Rifle, Combat Knife, AS-6 Camosuit

Special Rules: Stubborn, Scout Training, Forward Observers

Forward Observers – Lancer Scouts may deploy small UAVs in order to gain vision of enemy movements. Each Lancer Scout unit may take a single UAV for +2 points. To deploy a UAV, place a marker next to a single enemy unit within the unit's Line of Sight. For the rest of the turn, any unit attempting to Deep Strike within 6" of or shoot blast weapons at that enemy unit roll only a single D6 for scatter, and units that do not have Line of Sight to the marked unit may fire their blast type weapons at the marked unit as if their weapons were barrage weapons, however they still roll the usual 2D6 for scatter.

Options (each model):

May Replace Combat Knife with:

- M-A Pistol.....+2 points
- Particle Pistol.....+5 points
- Particle Knife.....+5 points
- Particle Sabre.....+10 points

May take:

- Vision Enhancers.....+2 points
- Synthetic Arms.....+2 points
- Synthetic Legs.....+2 points
- Hard-Linked Targeter.....+2 Points
- Thrusters.....+5 points
- Weapon Implant.....+5 points
- Stealth Field Generator.....+15 points
- Thruster Pack.....+15 points
- Nanite Explosive System.....+20 points
- Energy Field Generator.....+5/5/10 points
- Pinpoint Teleportation System.....+35 points
- Dermal Armor.....+10 points
- Sub-Dermal Armor.....+5 points
- Wired Reflexes.....+5 points
- Nanomachines.....+5 points
- Nano-gel.....+2 points
- CQC Training.....+2/2/2 points
- Marksman training.....+2/4/6 points
- Specialist Training.....+5 points
- Micro Anti-Gravity Attachments.....+5 points

# TROOPS

## [Lancers] – 5 points per Lancer

Lancers make up the majority of the Tirion Combine military. Each Lancer is a fully capable soldier, steeled in heart and mind by rigorous training.

.....WS...BS...S...T...W...I...A...Ld...Sv  
 Lancer.....3.....3.....3.....3.....1...3...1.....7.....5+

Composition: 3-10 Lancers

Unit Type: Infantry

Wargear: M-A Assault Rifle, Combat Knife, AS-2 Light Combat Suit

Special Rules: Stubborn

Options (each model):

May Replace Combat Knife with:

-M-A Pistol.....+2 points

May Replace the M-A Assault Rifle with:

-M-A Pistol.....+2 points

-M-A Sniper Rifle.....+2 points

-M-A Shotgun.....+5 points

Up to two models may replace the M-A Assault Rifle and/or the

Combat Knife with:

-Particle Pistol.....+5 points

-Particle Rifle.....+10 points

-Particle Knife.....+10 points

-Nanite Grenade System.....+10 points

-Particle Sabre.....+15 points

One model for every seven may replace both the M-A Assault Rifle

and Combat Knife with one of the following heavy weapons:

-M-A Gatling Cannon.....+10 points

-Nanite Missile System.....+15 points

-Particle Cannon.....+15 points

-Particle Spire.....+20 points

May replace AS-2 Light Combat Suit with one of the following:

-AS-10 Combat Suit.....+2 points

-AS-6 Camosuit.....+10 points

-AS-4 Heavy Combat Suit.....+10 points

May take:

-Vision Enhancers.....+2 points

-Synthetic Arms.....+2 points

-Synthetic Legs.....+2 points

-Hard-Linked Targeter.....+2 Points

-Thrusters.....+5 points

-Weapon Implant.....+5 points

-Stealth Field Generator.....+15 points

-Thruster Pack.....+5 points

-Nanite Explosive System.....+20 points

-Energy Field Generator.....+5/5/10 points

-Pinpoint Teleportation System.....+35 points

-Dermal Armor.....+5 points

-Sub-Dermal Armor.....+5 points

-Wired Reflexes.....+5 points

-Nanomachines.....+5 points

-Nano-gel.....+2 points

-Marksman training.....+2/4/6 points

-Scout Training.....+5 points

-CQC Training.....+2/2/2 points

-Micro Anti-Gravity Attachments.....+5 points

-Medic Training.....+10 points

-Engineer Training.....+10 points

**[Sentinels]** – 6 points per Sentinel

Sentinels are the equivalent of officers in the Combine military and are usually found leading Lancer units or in more elite Sentinel units.

.....WS...BS...S...T...W...I...A...Ld...Sv  
Sentinel.....3.....3.....3.....3.....1...3...1...8...5+

FOC Slot: Troops

Composition: 1-5 Sentinels

Unit Type: Infantry

Wargear: M-A Assault Rifle, Combat Knife, AS-2 Light Combat Suit

Special Rules: Stubborn, Squad Leader

Squad Leader: Single Sentinels may be purchased as part of a Lancer unit. If purchased in this manner, they do not take up a Troops Slot, and they act as Upgrade Characters for a single Lancer unit and do not count as part of the Lancer unit when purchasing anything from the options list. All Sentinels purchase gear from the list to the right.

Options (each model):

May Replace Combat Knife with:

-M-A Pistol.....+2 points

May Replace the M-A Assault Rifle with:

-M-A Pistol.....+2 points

-M-A Sniper Rifle.....+2 points

-M-A Shotgun.....+5 points

Up to two models may replace the M-A Assault Rifle and/or the Combat Knife with:

-Particle Pistol.....+5 points

-Particle Rifle.....+10 points

-Particle Knife.....+10 points

-Particle Sabre.....+15 points

One model for every three may replace both the M-A Assault Rifle and Combat Knife with one of the following heavy weapons:

-M-A Gatling Cannon.....+10 points

-Nanite Missile System.....+15 points

-Particle Cannon.....+15 points

-Particle Spire.....+20 points

May replace AS-2 Light Combat Suit with one of the following:

-AS-10 Combat Suit.....+5 points

-AS-6 Camosuit.....+10 points

-AS-4 Heavy Combat Suit.....+10 points

May take:

-Vision Enhancers.....+2 points

-Synthetic Arms.....+2 points

-Synthetic Legs.....+2 points

-Hard-Linked Targeter.....+2 Points

-Thrusters.....+5 points

-Weapon Implant.....+5 points

-Stealth Field Generator.....+15 points

-Thruster Pack.....+5 points

-Nanite Explosive System.....+20 points

-Energy Field Generator.....+5/5/10 points

-Pinpoint Teleportation System.....+35 points

-Dermal Armor.....+10 points

-Sub-Dermal Armor.....+5 points

-Wired Reflexes.....+5 points

-Nanomachines.....+5 points

-Nano-gel.....+2 points

-Marksman training.....+2/4/6 points

-Scout Training.....+5 points

-CQC Training.....+2/2/2 points

-Micro Anti-Gravity Attachments.....+5 points

-Specialist Training.....+5 points

-Medic Training.....+10 points

-Engineer Training.....+10 points

## DEDICATED TRANSPORT

### [T-1 "Hellcat" APC] – 50 points

The infantry transport known as the "Hellcat" is one of the fastest vehicles the combine can produce, rivaling Dark Eldar vehicles in terms of speed and how lightly armored they are. Pilots of Hellcats always have a need for speed, though carelessness is never rewarded.

.....BS...FA..SA..RA  
T-1 Hellcat APC.....3.....11..10..10

Composition: 1 T-1 Hellcat APC

Unit Type: Transport (Fast, Skimmer)

Hull Points: 3

Fire Points: None

Transport Capacity: 10

Access Points: Rear hatch, one side hatch on either side

Wargear: 2 Weapon Hardpoints (Main Weapon, one top)

Special Rules: Aerial Drop, Supersonic

**Aerial Drop:** If the unit that wishes to disembark has MAGs, Thrusters, or a Thruster Pack, then they may disembark from this vehicle if it has moved Flat Out. Pick a point the vehicle has passed over, and place a marker there. Then, roll 2D6 and subtract the unit's majority toughness. Models with Thruster Packs scatter D6". The unit then scatters that far towards the vehicle. If the unit has more than one of the Augs listed above, they do not scatter.

#### Options:

May take one of the following as a Main Weapon:

- Twin-Linked M-A Assault Rifle.....+2 points
- Particle Rifle.....+5 points
- M-A Minigun.....+5 points
- M-A Gatling Cannon.....+5 points
- Nanite Missile System.....+10 points
- Particle Cannon.....+15 points

May take one of the following to fill the top hardpoint:

- Automated Turret.....+5 points
- Twin-Linked M-A Assault Rifle.....+2 points
- Particle Rifle.....+5 points
- M-A Minigun.....+5 points
- M-A Gatling Cannon.....+5 points
- Nanite Missile System.....+10 points
- Particle Cannon.....+15 points

#### May take:

- Hard-Linked Targeter.....+2 Points
- Sensor Suite.....+5 points
- Additional Thrusters.....+5 points
- Electrostatic Armor.....+5 points
- Stealth Field Generator.....+20 points
- Energy Field Generator.....+5/10/15 points
- Anti-Gravity Attachments.....+15 points
- Reactive Armor.....+15 points
- A.I. Subroutines.....+15/10 points

# FAST ATTACK

## [Reavers] – 15 points

Though charging headlong at the enemy is not a well-rewarded tactic in the Tirion Combine, Reavers are experts at it. Throwing caution into the wind, they activate their Thruster Packs and literally shoot themselves at the enemy, stopped only by the enemy soldiers they run into. Perhaps the most dangerous specialty in the Combine military (a point heavily contested by the Deathweavers), Reavers are on a completely different level than other soldiers. While not psychotic, some tread that fine line between having a lot of fun and completely losing their fudge in the heat of a battle.

.....WS...BS...S...T...W...I...A...Ld...Sv  
 Reaver.....4.....4.....3.....3.....1...4...2.....9.....5+

Composition: 3-5 Reavers

Unit Type: Jump Infantry

Wargear: Two Combat Knives, AS-2 Light Combat Suit, Thruster Pack

Special Rules: Stubborn, Reave, Furious Charge

Reave: A favorite technique/stunt of the Reavers is to fly head on at the enemy, and smashing into them with great force. Though this leads to various skeletal and muscular augmentations due to self-sustained injuries, it is rather fun. All Reaver's Hammer of Wrath attacks also have the Strikedown special rule.

### Options:

May Replace Combat Knife with:

-M-A Pistol.....+2 points

May Replace the other Combat Knife with:

-M-A Pistol.....+2 points

-M-A Shotgun.....+5 points

Up to two models may replace the M-A Assault Rifle and/or the Combat Knife with:

-Particle Pistol.....+5 points

-Particle Rifle.....+10 points

-Particle Knife.....+10 points

-Particle Sabre.....+15 points

One model for every three may replace both the M-A Assault Rifle and Combat Knife with one of the following heavy weapons:

-M-A Gatling Cannon.....+10 points

-Particle Spire.....+20 points

May replace AS-2 Light Combat Suit with one of the following:

-AS-10 Combat Suit.....+5 points

-AS-6 Camosuit.....+10 points

-AS-4 Heavy Combat Suit.....+10 points

-AS-12 Goliath Combat Suit.....+15 points

May take:

-Vision Enhancers.....+2 points

-Synthetic Arms.....+2 points

-Synthetic Legs.....+2 points

-Hard-Linked Targeter.....+2 Points

-Thrusters.....+5 points

-Weapon Implant.....+5 points

-Stealth Field Generator.....+15 points

-Nanite Explosive System.....+20 points

-Energy Field Generator.....+5/5/10 points

-Pinpoint Teleportation System.....+35 points

-Dermal Armor.....+5 points

-Sub-Dermal Armor.....+5 points

-Wired Reflexes.....+5 points

-Nanomachines.....+5 points

-Nano-gel.....+2 points

-Marksman training.....+2/4/6 points

-CQC Training.....+2/2/2 points

-Micro Anti-Gravity Attachments.....+5 points

-Specialist Training.....+5 points

-Medic Training.....+10 points

-Engineer Training.....+10 points

**[F-1 "Ghost" ACV] – 60 points**

The F-1 Aerial Combat Vehicle, designated the "Ghost" is the newest in air combat. Like the Doomhammer, the Ghost is highly modular, able to accept multiple weapon systems and upgrades in order to increase performance. The production of F-1 ACVs was hurried after fighting and losing horribly to Necron ACVs. Though still human, the pilots of the F-1s have multiple augmentations, and the more daring pilots are some of the most heavily augmented soldiers in the Combine.

.....BS....FA..SA..RA  
F-1 Ghost ACV.....3.....11..10..10

Composition: 1 F-1 Ghost ACV

Unit Type: Flyer (Hover)

Hull Points: 3

Wargear: 3 Weapon Hardpoints (Nose-mounted Main Weapon, one wing-mounted on either wing)

Special Rules: Supersonic

Options:

May take one of the following as a Main Weapon:

- Twin-Linked M-A Assault Rifle.....+2 points
- Particle Rifle.....+5 (10) points
- M-A Minigun.....+5 (15) points
- M-A Gatling Cannon.....+5 (10) points
- Particle Cannon.....+15 (30) points
- M-A Cannon.....+15 (30) points
- M-A Vulcan Cannon.....+15 (35) points
- Particle Annihilator.....+20 (40) points
- Nanite Multiple Missile System.....+25 points

May take one of the following per wing hardpoint:

- Automated Turret.....+5 points
- Twin-Linked M-A Assault Rifle.....+2 points
- Particle Rifle.....+5 points
- M-A Minigun.....+5 points
- M-A Gatling Cannon.....+5 points
- Nanite Missile System.....+10 points
- Particle Cannon.....+15 points

May take:

- Hard-Linked Targeter.....+2 Points
- Sensor Suite.....+5 points
- Additional Thrusters.....+5 points
- Stealth Field Generator.....+20 points
- Energy Field Generator.....+5/10/15 points
- Anti-Gravity Attachments.....+15 points
- Reactive Armor.....+15 points
- A.I. Subroutines.....+15/10 points

# HEAVY SUPPORT

## [Deadeyes] - 30 points per Deadeye

Deadeyes are highly skilled snipers, able to pick out targets from extreme ranges. Deadeyes usually begin their career as Lancer Scouts, as Lancer Scout training is a decent warm-up to Deadeye training.

.....WS...BS...S...T...W...I...A...Ld...Sv  
Sentinel.....4.....5.....3...3....1...4...1....9....-

Composition: 1-3 Deadeyes

Unit Type: Infantry

Wargear: M-A Heavy Sniper Rifle, Combat Knife, AS-6 Camosuit

Special Rules: Stubborn, Scout Training

Options (each model):

May Replace Combat Knife with:

-M-A Pistol.....+2 points

-Particle Pistol.....+5 points

-Particle Knife.....+5 points

-Particle Sabre.....+10 points

May take:

-Vision Enhancers.....+2 points

-Synthetic Arms.....+2 points

-Synthetic Legs.....+2 points

-Hard-Linked Targeter.....+2 Points

-Thrusters.....+5 points

-Weapon Implant.....+5 points

-Stealth Field Generator.....+15 points

-Thruster Pack.....+15 points

-Nanite Explosive System.....+20 points

-Energy Field Generator..... +5/5/10 points

-Pinpoint Teleportation System.....+35 points

-Dermal Armor.....+10 points

-Sub-Dermal Armor.....+5 points

-Wired Reflexes.....+5 points

-Nanomachines.....+5 points

-Nano-gel.....+2 points

-Marksman training.....+2/4/6 points

-CQC Training.....+2/2/2 points

-Specialist Training.....+5 points

-Micro Anti-Gravity Attachments.....+5 points

### [A-10 "Doomhammer" Tank] – 100 points

The Doomhammer is a large tank, equipped with some of the most powerful weapons in the Combine. Doomhammer crews are usually known for their tank, rather than their skill, as the Doomhammer has the capacity to rival Imperial super-heavy tanks. With the proper upgrades, this tank has been known to outmaneuver even the speedy vehicles of the Eldar.

.....BS...FA..SA..RA  
A-10 Doomhammer.....3.....11..11..10

FOC Slot: Heavy Support

Composition: 1 A-5 Doomhammer Tank

Unit Type: Vehicle (Tank, Skimmer)

Hull Points: 3

Wargear: 5 Weapon Hardpoints (Main weapon, 1 per side, two top)

#### Options:

May take one of the following as a Main Weapon:

- M-A Cannon.....+15 (30) points
- M-A Vulcan Cannon.....+15 (35) points
- Particle Annihilator.....+20 (40) points
- Singularity Projector.....+20 points
- Particle Destructor.....+40 points
- Nanite Multiple Missile System.....+40 points

May take up to two of the following to fill the two top hardpoints:

- Automated Turret.....+5 points
- Twin-Linked M-A Assault Rifle.....+2 points
- Particle Rifle.....+5 (10) points
- M-A Minigun.....+5 (15) points
- M-A Gatling Cannon.....+5 (10) points
- Nanite Missile System.....+10 points
- Particle Cannon.....+10 points

May take up to two of the following to fill the two side hardpoints:

- Automated Turret.....+5 points
- Twin-Linked M-A Assault Rifle.....+2 points
- Particle Rifle.....+5 (10) points
- M-A Minigun.....+5 (15) points
- M-A Gatling Cannon.....+5 (10) points
- Nanite Missile System.....+10 points
- Particle Cannon.....+10 points

May take:

- Hard-Linked Targeter.....+2 Points
- Sensor Suite.....+5 points
- Additional Thrusters.....+5 points
- Electrostatic Armor.....+5 points
- Stealth Field Generator.....+20 points
- Energy Field Generator.....+5/10/15 points
- Anti-Gravity Attachments.....+15 points
- Reactive Armor.....+15 points

## [CHARACTERS]

The following units are characters, unique individuals or highly specialized pieces of equipment that are one of a kind.

### [Executor Azriel] – 180 points

Azriel began his military career as a Lancer, fighting the strange and deadly aliens of the Ghoul Stars and occasionally a Dark Eldar raid. It was during one such raid that Azriel became enraptured with the speed and grace of the Dark Eldar. He obsessed over combat, striking hard and fast, striking where it counted, and not getting caught in the process. His obsession (or “dedication to his craft” as he liked to call it) got him a coveted spot in the Deathweavers, and to make a long story short, he excelled in his role as an infiltrator and assassin. After a nearly a decade, Azriel finally stopped turning down promotions and ascended to the rank of Executor. As an Executor, Azriel is free to be where he wants in a battle, and that place is right behind his foe, well within stabbing distance.

.....WS...BS...S...T...W...I...A...Ld...Sv  
Executor Azriel.....8.....5....4...3...3...7...5...10...4+

FOC Slot: HQ

Composition: 1 (Unique)

Unit Type: Infantry (Character)

Wargear: Deathweaver Suite, Twin Particle Knives

Deathweaver Suite: Simply a name Azriel has given to the multiple augmentations he has. Azriel has MAGs, Nanomachines, Synthetic Legs, Dermal Armor, and Wired Reflexes. Bonuses to his profile are included in it above.

Special Rules: Master Deathweaver, Scout Training, Fearless, Independent Character, CQC Executor\*

Master Deathweaver: Azriel is a cut above most Deathweavers, able to take out his target with unerring precision. In addition to encompassing normal Deathweaver Training, Azriel’s Particle Knives have the Shred special rule. Due to his rather quick speed, he also has a 4+ Invulnerable save in close combat. This may be taken against Overwatch.

\*Azriel is a CQC Executor but does not gain additional special rules. He may make a single unit of Deathweavers troops instead of Reavers.

**[Executor Vörsigar] - 260 points**

Executor Vörsigar is a very large man, even without his armor. With his armor he stands over eight feet tall, taller than any of his Reavers, and perhaps one of the tallest and strongest unmodified members of the Tirion Combine. When equipped with his trusty Goliath Combat Suit, his twin hammers, and Thruster Pack, the sight of this vengeful giant barreling across the field, screaming like the world is ending and swinging two hammers as they shine, crackle, and hum with powerful blue energy is enough to make even the stoutest hearted of men ask themselves if being here is really a good idea.

Executor Vörsigar is undoubtedly one of the most skilled weapon masters in the Tirion Combine and his ability with his twin hammers is unparalleled. Executor Vörsigar spends most of his time in combat simulations, sparring against solid holograms of Tyranids for hours on end. Executor Vörsigar has sustained several grievous injuries in the ComSims, mostly due to the programs he has installed that continually increase the size, speed, and number of Tyranid opponents. This almost suicidal practice has many of the Combine’s Executors worried about his mental health. Executor Vörsigar maintains that he is perfectly fine, but he knows otherwise; his actions, or perhaps inaction, led directly to the Tyranid invasion of Naman, and the subsequent loss of millions of lives. His guilt has lead him to make suicidal charges against Tyranid forces on more than one occasion, and even though he is reprimanded each time, his guilt is constantly driving him to greater and greater acts of bravado against the Tyranid swarm.

It is because of this that Vörsigar was assigned to the Reavers. Though many view this as a move by the Combine to shut Vörsigar down, perhaps permanently (as Reavers do not last very long), his skill and will to outlive his opponents so that he may one day punch the Swarmlord’s face off has done extraordinarily well to keep him alive.

.....WS...BS...S...T...W...I...A...Ld...Sv  
Executor Vörsigar.....8.....5.....5.....5.....4...6...4...10...2+

Options:  
May take:  
-Energy Field Generator..... +5/10/15 points

FOC Slot: HQ  
Composition: 1 (unique)  
Unit Type: Jump Monstrous Creature (Character)  
Wargear: Modified AS-12 Combat Suit, Exitium and Immortalis

Modified AS-12 Combat Suit: This suit contains a slew of Armor systems that vastly increase the strength and survivability of Vörsigar, especially when using his Thruster Pack to blast his way into unsuspecting enemy units. The Combat Suit has MAGs, Dermal and Sub-Dermal armor, and Synthetic Arms and Legs (these bonuses are included in his profile). When combined with his hammers, Exitium and Immortalis, Vörsigar becomes a monstrous foe on the battlefield, able to smash tanks and infantry alike. His Unit Type is changed to Jump Monstrous Creature and has the Nano-Gel and Nanomachines augs.

Special Rules: Counter-Attack, Furious Charge, Rage, Rampage, Zealot (Tyranids), Preferred Enemy (Tyranids), Monster Hunter, Reave, Independent Character. CQC Executor\*

\*CQC Executor: Vorsigar does not gain any special rules. However, in addition to allowing a single unit of Reavers as Troops, he may take another unit of 4 Reavers. This unit does not take up a slot on the Force Organization chart but must have the Synthetic Legs, MAGs, Nanomachine, and Nano-gel augs.

**[Executor Higgins] – 190 points**

If the Tirion Combine had a class clown, Executor Higgins would be it. He is the diametric opposite of Executor Vörsigar; where Vörsigar is generally very quiet, Higgins is loud and obnoxious. Where Vörsigar prefers to stand toe to toe with his enemies, Higgins prefers to be a few miles away, on a hill with some sort of heavy weapon. It is also a bit ironic then that when engaged in battle, they both switch, with Vörsigar becoming extraordinarily loud and Higgins becoming unnaturally quiet.

.....WS...BS...S...T...W...I...A...Ld...Sv  
Executor Higgins.....5.....8....3...3...3...5...3...10...-

FOC Slot: HQ

Composition: 1 (unique)

Unit Type: Infantry (Character)

Wargear: AS-6 Camosuit, Stealth Field Generator, Combat Knife

Special Rules: Stubborn, Slow and Purposeful, Scout Training, Deadeye Training, Recon Executor

Options:

May Replace Combat Knife with:

- M-A Pistol.....+2 points
- Particle Pistol.....+5 points
- Particle Knife.....+10 points
- Particle Sabre.....+15 points

May take one of the following:

- Heavy M-A Sniper Rifle.....+10 points
- M-A Gatling Cannon.....+10 points
- M-A Minigun.....+10 points
- Nanite Missile System.....+15 points
- Particle Cannon.....+15 points
- Particle Annihilator.....+30 points
- Singularity Projector.....+30 points

### [HA-C "ODIN" Drone] – 150 points

The first of a new generation of combat drones, the Heavy Arms-Customizable ODIN (or Obviously Deadly INstrument) is a highly specialized long-range heavy support unit. Armed with one of a few really large guns, the ODIN is capable of both boisterous displays of destruction and silent, unseen executions.

.....WS...BS...S...T...W...I...A...Ld...Sv  
HA-C ODIN Drone.....5.....8.....5...6....3...4...3.....-.....-

FOC Slot: Heavy Support

Composition: 1 (unique)

Unit Type: Monstrous Creature (Character)

Wargear: HX-C Combat Knife (close combat weapon)

Special Rules: Artificial Intelligence, Loadout

Loadout: While an AI is incapable of making certain decisions it cannot make on its own, such as mission objectives there are some thing it can choose, such as how to achieve those objectives. The ODIN must choose one of the following before the start of the game:

-Precision Ordnance: The ODIN opts for more precise weaponry, preferring powerful, single-shot weapons over explosive or other weapons. Models firing at the ODIN must do so as if Night Fighting was in play. If Night Fighting is in play, then models firing at the ODIN may only make Snap Shots at it.

-Non-Precision Ordnance: This allows the ODIN to take more destructive weapons, such as Particle weapons or M-A Gatling Cannons. The ODIN gains a 2+ armor save and a large e-cigar to e-smoke while laying waste to its enemies.

Options:

If Precision Ordnance is chosen, the ODIN may take one of the following:

- Heavy M-A Sniper Rifle.....+15 points
- M-A Cannon.....+30 points

If Non-Precision Ordnance is chosen, the ODIN may take up to two of the following (the two combined may be no more than 40 points):

- M-A Minigun.....+5 points
- M-A Gatling Cannon.....+5 points
- Nanite Missile System.....+10 points
- Particle Cannon.....+10 points
- M-A Vulcan Cannon.....+15 points
- Particle Annihilator.....+20 points
- Singularity Projector.....+20 points
- Particle Destructor.....+30 points
- Nanite Multiple Missile System.....+30 points
- Energy Field Generator.....+5/5/10 points

**[HA-C "THOR" Drone] – 200 points**

The second of the new combat drones to be produced, this one was devised with close combat in mind. Wielding a massive warhammer that weighs over 40,000 pounds, the THOR is the current cutting-edge of CQC drone technology.

.....WS...BS...S...T...W...I...A...Ld...Sv  
HA-C ODIN Drone.....8.....5.....7...6....3...5...4....-.....2+

Options:

-Energy Field Generator.....+5/10/15 points

FOC Slot: Heavy Support

Composition: 1 (unique)

Unit Type: Monstrous Creature (Character)

Wargear: HX-C Combat Hammer (close combat weapon)

Special Rules: Artificial Intelligence, Denied!

Denied!: Though the THOR is an emotionless machine, its programmers were not. They were also fond of golf. If the THOR accepts a challenge, it may sacrifice all of its attacks to make one single attack with the Strikedown special rule, with an added bonus: should the THOR hit, the model affected by the Strikedown rule is also sent flying through the air, landing 2d6" away from the unit it was hit out of and scattering like a normal blast weapon would (the opponent places the model where they want it to land, then roll for scatter using D6 rather than 2D6).

# FORTEIFICATIONS

## **Modular Defense System** – 70 points

*The Modular Defense System, or MDS, is a Land-Raider sized collapsible brick of ceramite, adamantium, and plasteel. It is shot from orbit onto the field at the head of the main force, allowing them time to bring the MDS to bear, which then allows them time to fortify their position. The MDS can be equipped with a menagerie of weapons, from miniguns to Particle Annihilators to missile systems.*

Type: Battlefield Debris (Defense Line)

Weapons and Equipment: None

Options: May place two Automated Turrets (as listed on p.7) for 10 points each or one Heavy Automated Turret for 15 points.

.....BS.

Heavy Automated Turret....3...

Unit Type: Gun Emplacement (does not need a model in base contact with it in order to fire)

Wargear: M-A Minigun

Special Rules: Vision Enhancers, Protect and Secure

Protect and Secure: A heavy automated turret is a scoring unit, however it must be within 1" of an objective.

Options:

Replace M-A Minigun with-

-Twin-Linked M-A Minigun.....+5 points

-Twin-linked Particle Rifle.....+5 points

-Nanite Grenade System.....+5 points

-M-A Gatling Cannon.....+5 points

-M-A Vulcan Cannon.....+10 points

-Nanite Missile System.....+15 points

-Particle Cannon.....+15 points

-Particle Annihilator.....+20 points

-Nanite Multiple Mission System.....+25 points

Both the Automated Turret and Heavy Automated Turret may take the Hard-Linked Targeter upgrade for +10 points

## **Forward Defense Platform** – 200 points

*The MDS is the precursor to the Forward Defense Platform. Much larger, about the size of a small fortress, it takes more time to set up, but once it is situated, it is nigh-immovable.*

Composition: The Forward Defense Platform is composed of three Bunker annexes, each with a Heavy Automated Turret. These turrets all have the Hard-Linked Targeter upgrade and may choose any options as listed above.

Armor Value: 14 on all sides

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