



FanDex

405th Cadian
The Spartans

v2.25

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Introduction



The Spartans:

The Cadian 405th regiment, nick named “The Spartans”, is a regiment of time tested guardsmen that thrive on its good leadership, and the brotherhood between its men. Even Commissars and other leaders are more laid back in this regiment (thus being christened other names) because they know that not doing so and enforcing their usual strict training would affect the company’s effectiveness. Unfortunately, because of their efficiency in battle, the regiment is overused on suicidal missions and generally are undermanned, due to their use outside of well controlled imperial territory. They also tend to receive new imperial equipment very late, so they are usually equipped with the good old stuff that has been time tested. To help compensate for those issues, the regiment’s veteran members made a pact to help teach and train the newer recruit’s tricks and strategies not learned in the Cadian academy. This creates not only an unbreakable bond between members of the regiment, but also an all-round more efficient force because every guardsman knows the limits of his fellow battle brother. In addition, while fair and generous, the Commanders of the 405th mandate more field training and practice than any other normal Cadian regiment, but still granting them more freedom to do thing their own way than other Cadian regiments. Because of this almost every man to preform above the average guardsman across the board.

Another unusual thing about the 405th is that it also employs more special and heavy weapons per group than other regiments. This is mainly due to the fact that the commanders in the regiment turn a blind eye to looting the dead bodies of their comrades and enemies of special weapons and gear. They also tend to modify their armoured machines to non-standard configurations in most cases, again something the commanders overlook due to their increased effectiveness, and unit moral.

Because of these traits, the few but fierce 405th were give the name “The Spartans” because of their uncanny ability to fight and win battles against all odds.



Veterans Traits

Many Spartans have honed their skills during the multiple battles they have fought, and have learned skills and tricks to help them in battle. The company veterans are encouraged by their superiors to teach these skills to any “fresh meat”.

Because of this, select one trait from the chart below for your army at the start of each game during deployment. All models in the codex 405th Cadian “The Spartans” may use the trait if it can be applied.

<p style="text-align: center;">Laser Weapon Veterans:</p> <p><i>Many of the guardsmen have had extensive training in how to handle their weapon, but to the 405th Cadian, it goes a step further. Some guardsmen even “defile” their Lasgun by putting additional and non-approved optics they made or salvaged. The commanders overlook this on the terms it these tactics have shown a difference in combat efficiency.</i></p> <p style="text-align: center;">Models in this codex may re-roll any to-hit roll result of “1” when firing laser based weapons. (Lasguns, Laspistols, Multi-laser, Lascannon, hot-shot Volley gun, Hot-shot Lasguns, and hot-shot Laspistols.)</p>	<p style="text-align: center;">Hand To Hand Field Experience & Training:</p> <p><i>Killing Heresy in hand to hand combat is commonplace. Fortunately for the 405th Cadian many veterans have picked up skills and tricks to help give the average man a better chance in melee. This includes the home made “bundle grenade”, and many other tricks.</i></p> <p style="text-align: center;">Models in this codex (Including Walkers) have +1 WS They also add 2” to their run and charge moves.</p> <p style="text-align: center;">All Infantry Gain Wargear “Bundle Frag Grenade”.</p> <p style="text-align: center;">All Infantry units gain Wargear “Molotov cocktail”.</p>
<p style="text-align: center;">Off-Road Equipment:</p> <p><i>The few but experienced vehicle crews of the 405th have made personal modifications to their vehicles to better suit their environment. This goes from welding on track extensions for snow planets, taking extra spare parts, to taking logs on the back of a tank on swamp or mud planets. In addition, troops tend to also modify their equipment loadouts to similar effect from adding screws to their boots for better traction, to light weight rock, swamp, and other climate equipment.</i></p> <p style="text-align: center;">Models and vehicles in this detachment may re-roll any Dangerous Terrain. You must keep the second one.</p> <p style="text-align: center;">In addition, Vehicles cannot be immobilized, instead treat it as a crew shaken.</p>	<p style="text-align: center;">Vehicle Fighters:</p> <p><i>Over Time, The 405th have understood the importance of using their vehicles to maximum efficiency as they tend to have less of them. Crews weld on Extra Spaced Armour to help prevent penetrating shots, and add more guns to keep infantry at bay.</i></p> <p style="text-align: center;">All Vehicles have an 5+ invulnerable save and an Heavy Stubber (if capable of taking).</p> <p style="text-align: center;">In addition, all non-primary weapons (no main cannons) may fire over watch if they have line of sight.</p>
<p style="text-align: center;">Defensive camouflage cloaking:</p> <p><i>Sometimes the best way to win, is to not be seen and unleash a surprise attack. If the 405th is being ordered on defensive missions, they have learned many tactics on how to use the environment to their advantage. This goes from changing outfit color with dyes, to covering tanks in brush and support units.</i></p> <p style="text-align: center;">All Infantry models in this detachment have the Stealth special rule. If a model already had Stealth, that unit counts as having the Shrouded special rule instead.</p> <p style="text-align: center;">All vehicles come equipped with camo netting.</p> <p style="text-align: center;">In addition, Outflanking units have the “accurate sense” special rule and may come in from reserves on a roll of +2.</p>	<p style="text-align: center;">Guerilla Fighting Tactics:</p> <p><i>Being able to hit your opponent, and dodge his attack back is usually the best type of attack. Many guardsmen and vehicle crews have learned this and worked together to be more efficient at this type of fighting.</i></p> <p style="text-align: center;">After any infantry or vehicle (excluding vehicles with ordinance weapons) unit in this detachment shoots, it may run D6 + 2”</p> <p style="text-align: center;">Infantry wielding heavy weapons may not use this trait (unless already relentless), but instead gain the Relentless rule.</p> <p style="text-align: center;">Vehicles move D3 +2” inches after shooting.</p> <p style="text-align: center;">All infantry units gain Wargear “Molotov cocktail”.</p>

Warlord Traits

D6	Warlord Trait
1	<p style="text-align: center;">Flanking Strategist:</p> <p style="text-align: center;"><i>Learning the skills of effectively getting your units on the flanks is a hard task. Thankfully the commanders of the 405th all trained well, and have experience under their belt when finding ways to get their units on their opponents flank</i></p> <p>Nominate D3 infantry units, and D3 vehicle units; these gain Outflank, and stealth (For the turn they come in, until the start of their next turn)</p>
2	<p style="text-align: center;">Previous Battle Experience:</p> <p style="text-align: center;"><i>Many of the commanders in the 405th have fought against unimaginable horrors multiple times. Because of this, the commanders have many strategies and tactics on how to kill them more efficiently. He also orders nearby units to attack their weak points!</i></p> <p>After deployment, Your warlord gains preferred enemy against your opponent's codex (if more than one opponent, you may only choose one). Friendly units within 6" of your commander unit also gain preferred enemy.</p>
3	<p style="text-align: center;">Train By Example:</p> <p style="text-align: center;"><i>No one in the 405th Cadian regiment is weak. Mainly because of the above and beyond standards the commanders demand of their men. But telling their men is one thing, and leading by example is another. Luckily, the commanders of the 405th do both.</i></p> <p>The Warlords unit gains Relentless and +2" to any move. In addition Nominate D3 infantry units; they also gain Relentless and +2" to any move.</p>
4	<p style="text-align: center;">Order Relay:</p> <p style="text-align: center;"><i>If they can't hear you, then you are going to lose. Your warlord realizes that being able to have their men follow orders is key to victory. So they take extra care to increase the likelihood of their men following them.</i></p> <p>Warlord gains Voice of Command. All infantry units come equipped with a Vox Caster (even if not normally allowed to). Additionally, Orders may be made to any unit with a Vox Caster regardless of range (from commander only), granted the warlord has line of sight to the unit.</p>
5	<p style="text-align: center;">Iron Fist and Skin:</p> <p style="text-align: center;"><i>Some commanders of the 405th lead form the frontline. They charge in to combat alongside their men, to face the horrors or war. Because of this, sometimes a commander may loose a few parts in combat, but thanks to medical technology, he is back to commanding in says, and with a shiny new chrome body part!</i></p> <p>The Warlord Gains +1 T, +1 S, Feel No Pain, and a power fist, or power weapon for free.</p> <p style="text-align: center;">*If unit was already equipped with Medi-pack upgrade, FNP is +4 instead*</p>
6	<p style="text-align: center;">Order Master:</p> <p style="text-align: center;"><i>The warlord had learned how to effectively increase his order count by training unit leaders to recognize hand signals and acronyms. This not only allows more orders in a given time, but also an extended range. Bothe being key to any battle.</i></p> <p>The warlord may issue two additional orders each turn. In addition, His order range is increased to 18" as long as a unit is within line of sight, or 15" without.</p>

Orders

(Original)

<p>“Take Aim!” Ordered unit gains precision shot</p>	<p>“Suppressing Fire!” Ordered unit’s range weapons gain pinning</p>
<p>“Smite At Will” Ordered unit gains Split Fire</p>	<p>“First Rank, Second Rank, Fire!” Ordered unit lasguns or hot-shot lasguns each fire an additional shot</p>
<p>Forward, for the Emperor!” Ordered unit may run after shooting</p>	<p>“Move, Move, Move!” Ordered unit Runs 3D6, use the highest</p>
<p>“Bring it down!” Senior Officer Only: Unit gains Tank Hunter & Monster Hunter</p>	<p>“Fire On My Target!” Senior Officer Only: Ordered units shooting attacks ignore cover</p>
<p>“Get Back In The Fight!” Senior Officer Only: Ordered unit immediately regroups, or recovers from having gone to ground.</p>	

(New)

<p>“Fix Bayonets!” The unit Gains +1 Attack on that turn’s Charge only.</p>	<p>“Hold What You Got!” Unit can fire Overwatch at its normal BS until the start of its next turn</p>
<p>“Aim for that chink in his armor!” Senior Officer Only: Units ranged weapons gain Rending</p>	<p>“Keep Down, but Keep Fireing!” Senior Officer Only: After the unit makes a shooting attack, it immediately goes to ground. At the start of the next turn, the unit gets back up without penalty</p>
<p>“Aim for the Wings!” Senior Officer Only: Units ranged weapons gains Skyfire</p>	

WarGear of the Imperium

Ranged Weapons:

Boltgun, Bolt Pistol..... 1 pt.

Plasma Pistol..... 10 pt.

Heavy Weapons:

Mortar 5pt.

AutoCannon or Heavy Bolter.....10 pt.

Missile Launcher (frag & krak) ... 10 pt.

- May take flakk 5 pt.

Lascannon 20 pt.

Mele Weapons:

Power weapon 10 pt.

Power Fist 15 pt.

Vehicle Equipment:.....

Searchlight 1 pt.

Dozer Blade ¹ 5 pt.

Recovery gear 5 pt.

Extra Armour 10 pt.

Hunter-Killer Missile 10 pt.

Enclosed Crew Compartment ² 10 pt.

¹May not be taken on Sentinels.

² Open-Topped Tanks Only.

Special Weapons:

Sniper rifle 2 pt.

Flamer, Grenade Launcher 5 pt.

Hot-Shot volley ¹, Meltagun10 pt.

Plasma Gun10 pt.

Demolition Charge² 15 pt.

¹ Only Storm Trooper squads ² Special Weapons only

Special Issue Wargear:

Krak Grenades 2 pt.

Carapace Armor 5 pt.

Melta Bomb 5 pt.

Camo Gear 5 pt.

Relic Plating 3 pt.

Heavy Stubber / Storm Bolter ¹ 5 pt.

Smoke Launchers 5 pt.

Fire Barrels ¹ 10 pt.

Camo netting 10 pt.

Augur Array 15 pt.

Special Rules

Amphibious: *Using well sealed hulls, some units may gracefully float on water, chemical sludge, or other liquids other units would sink in!*

Treats all water features as clear terrain.

Artillery Bombardment: *Basilisks in the rear fire long range shots to support the front line!*

Shooting attack, resolved separately from all other barrage weapons in the unit. Scatters 2D6" if roll Hit, or 3D6" if scatter. May reduce scatter with ballistic skill.

Range	Strength	Armor Penetration	Type
Infinite	9	3	Ordinance 1, Large Blast

Awaken the Machine: Instead of shooting, selected tank within 12" gains "Power of the Machine Spirit" until the end of the turn.

Blasings of the Omnissiah: Instead of shooting, selected tank within 2" of model may repair a hull point, or destroyed weapon on 5+. Add +1 for every servitor or servo arm.

Lasgun Arrays: six models (3 per array) may fire Lasguns from the chimera's arrays, if not shooting out fire points. Use chimera's BS for these shots regardless of how far vehicle moves. Each array may fire at a separate target.

Leman Russ Commander: Grants BS4 for the vehicle. Killed when vehicle dies.

Limited Ammunition: *Being that these weapons are so massive and powerful, they take specialized reloading machines.*

Carries 4 one use only rockets. Only one may be fired each turn, each rocket is separate weapon when determining weapon destroyed.

Look Out – Arghh!: Look out, sir rolls automatically pass.

Midlock: Unless it includes an engineer, this unit rolls a D6 at the start of its turn. On roll of 4+, there is no effect. Otherwise unit does nothing for that turn.

Mobile Command Vehicle: Orders can be issued within a chimera. Measure range and sight from vehicle hull.

Senior Officer: This model may issue two orders per turn.

Shoot sharp and scarper: Can make a shooting attack, then run in same shooting phase.

Stand with Thy Battle Brothers: If models unit fails fear, morale, or pinning test, you may roll a D6. On a 3+ the unit passes, on a 1 or 2, unit immediately falls back D6" but automatically regroups at the start of its next turn.

Tank Orders: Roll 2D6 at start of shooting phase. If roll is 9 or less, choose one of the following orders:

"Pedal to the Metal!"	Tank Commander and his unit immediately move flat out, moving 6+D6. Even if heavy vehicle.
"Fire There, And there!"	Tank Commander (or one other tank) can shoot at different target then his/its unit.
"Strike and shroud!"	After shooting, the unit deploys their smoke launchers.
"Concentrate Fire!"	Unit gains Ignore Cover
"Erratic Manoeuvres!"	Enemy units Assault attacks (including grenade) must re-roll successful hits. Unit snap fires until its next turn.
"Crush them, But FIRE!"	Unit may move an additional D3 inches to its usual combat speed move without counting as moving at cruising speed.

Voice Of Command: May issue one order at start of each turn within 12" of the model. Unit takes a leadership test (at the leadership value of the receiving order squad) to determine if the order passes.

War Hymns: Take a leadership at start of each fight sub-phase in which he is in combat. If successful, select one of the following.

"The Emperor Protects"	Unit re-rolls failed armor, Invulnerable saves.
"The Emperor's Strength"	Model gains Smash (all attacks AP2 + option to make Smash hit -> One attack, 2x strength, re-roll hit, re-roll armor pen hits)
"The Righteousness of the Emperor"	Unit re-rolls failed to wound rolls.

Team Manned Gun: A weapon is so massive, it needs multiple men to operate. Because each man is usually at a different point on the weapon (loader, spotter, gunner, radio, ect) it is extremely unlikely one projectile will hit multiple men at once.

Any unit with this rule counts as one model, but has two (or more) “men” manning the equipment. Because of this, any shooting/melee attack with 2x the strength of the model’s toughness does not count as instant death. If a template hits the unit, see below example.

Example: If a template covers both members of a HWT, count it as 2 hits on that HWT. If only one is covered, you only have one hit

Crack Shot: It is not often a tank commander can live to see more than a few battles, but in the 405th, there are a select few who have. Because of this, and their harsh selection for the men he allows in his tank, they perform far beyond what a normal tank can do! In addition, these commanders have learned secret tricks or modifications to their tank to improve performance, or do unusual things.

May reroll failed Armour penetration and glancing hits. You also gain the effects below depending on the armament of the unit with this rule.

Battle, Vanquisher, Demolisher, Eradicator Class cannons.	May Reroll failed To Hit rolls			
Plasma Cannon	May fire one shot with the following profile:			
	Range	S	AP	Type
	36"	7	2	Heavy 1, Large Blast, Gets Hot, Blind
Exterminator Autocannon	If unit has not moved, it may fire its exterminator cannon twice, Grants rending			
Punisher Cannon	Gains Rending			

Recoil Absorption Equipment: A vehicle with this rule may fire all weapons at normal BS, even when it is armed with an ordinance weapon

Zealot: Unit auto passes pinning, fear, morale and regroup tests. Cannot go to ground. In addition, rerolls all failed To Hit rolls during the first turn of combat (not any subsequent rounds after that).

Auto Targeting: Thank the Emperor that we live in the year 40,000! We have advanced targeting systems that can track even the most evasive units that the heretics can field!

Model Ignores opponent’s Jink Saves

Burning: The veterans of the 405th go back to classic tactics. Mix flammable fuel with something tick (like tar), and BOOM! You have a slow burning fire that is great at killing its opponents, or sucking the air out of confined space (like tank)

If a weapon has this rule, and scores a successful hit against a vehicle or Monstrous Creature, use the following: Poison 4+ with AP 2, or Haywire.

Ground Stomp: A unit use’s it massive weight and size to smash the ground below them! Unfortunately when this happens, the unit needs some time to reset, so it can’t do any other attacks attack.

A single model in the unit may choose to do a Stomp attack (S4, AP5, Large Blast, centered on the base of attacking model) instead of its normal attacks. Any model that successfully made an armor save against this attack is Initiative 1 until the end of its next combat phase. The stomp does not hit or effect any friendly models that also have this rule.

Remote Control: A guardsman has a wireless remote controller that connects to a specific Goliath vehicle.

The Goliath cannot function more than 48” away from, or without the Controller Guardsman (if controller is outside range or dead, goliath cannot be moved or detonated by its controlled player, but May still be shot at by the opponent).It may be detonated at any time within the controlling players turn granted it is in range of the Controller. In addition, a goliath may not be locked in combat.

Hit The Charge: A shot penetrates the light armor and hits the high explosive charge inside, causing it to explode! (And as 80% of the vehicle is an explosive charge, it is quite dam likely!)

If a Goliath is destroyed by anything other than its controlled player’s detonation, roll a D6, on a roll of 3+ it detonates instantly.

Anti-Tank Charge: When the Goliath Vehicle is in base to base contact with a vehicle, it counts as being “under” the tank. Because of this, the detonation hits the weakest part of any tank (the under belly).

If a vehicle is not destroyed by the detonation, the vehicle automatically gets the Crew stunned status, and an addition roll a D6, on a roll of a 6, the vehicle is immobilized. If the vehicle is a Supper heavy of any type, on the roll of a 6, it takes one extra HP of damage.

Internal Spall Liners: This equipment is rare, and only given to the best tank commanders out there. It is a strong synthetic lining on the inside of the tank that helps protect the crew, equipment and ammunition from fragments, or other types of damage form penetrating hits.

A tank with this rule ignores the “explosion” status when penetrated. Instead, take one additional wound automatically on that vehicle.

Special Issue WarGear

Camo Gear: +1 cover save, even in the open

Medi-Pack: Models unit has Feel No Pain (5+) while model is alive.

First Aid Kits: Models unit has Feel No Pain (6+) while model is alive.

Platoon Standard: Counts as scoring an additional wound for purposes of calculating close combat results.

Regimental Standard: Counts as scoring an additional wound for purposes of calculating close combat results, and friendly units within 12” re-roll failed Fear, Morale, or pinning tests.

Refractor Field: grants the bearer a 5+ invulnerable save.

Rosarius: Grants a 4+ invulnerable save.

Snare Mines: An enemy units that charge a unit with snare mines count as having done a disordered charge.

Vox-Caster: Failed Leadership tests for orders may be rerolled if the unit is equipped with a Vox-Caster. An officer may not use this ability on his own squad.

Armour

Carapace: 4+ Armour save.

Flak: 5+ Armour save.

Power: 3+ Armour Save.

Metal Plate Armour: 4+ save.

Vehicle Equipment

Augur Array: Friendly units within 6” do not scatter.

Camo Netting: +1 cover save, even in the open.

Enclosed Crew Compartment: Is no longer Open-topped.

Fire Barrels: When charged, Enemy unit suffers D6 S4 AP5 hits.

Recovery Gear: If immobilized, can repair itself at end of movement phase on roll of a “6”.

Relic Plating: Confers Adamantium Will.

Units of the 405th Cadian “The Spartans”



HQ

405th Command Squad..... 50 pts.

	Ws	Bs	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Company Commander	4	4	3	3	3	3	3	9	5+	Infantry (Character)	1 Company Commander 4 Veterans
Veteran	3	4	3	3	1	3	3	7	5+	Infantry	
Veteran Heavy Weapon Team	3	4	3	3	2	3	3	7	5+	Infantry	
Veteran Psyker	3	4	3	3	1	3	3	7	5+	Infantry	
Off Battle Artillery Officer	3	4	3	3	1	3	3	7	5+	Infantry	

Wargear:

Company Commander: Flak Armour, Frag Grenades, Laspistol, Close Combat Weapon, Refractor Field.

Veterans (and Veteran Heavy weapon Team): Flak Armour, Lasgun, Frag Grenades.

Astropath, Master of Ordinance, officer of the fleet: Flak Armour, Close Combat Weapon, Frag Grenades.

Special Rules:

Company Commander: Senior Officer, Voice of Command

Veteran Heavy Weapon Team: Heavy Weapon Team, Team Manned Gun (pg. 9)

Veteran Psyker: Psyker (telepathy, Lv 1)

Off Battle Artillery Officer: Artillery Bombardment

Options: May add the following: Veteran Psyker.... 25pts, Off Battle Artillery Officer....20pts

Company commander may take items from: Melee & Ranged weapons, Special Issue and Heirlooms of Conquest Lists.

Company Commander may replace his laspistol with a shotgun..... Free

Any Veteran may replace Lasgun with: laspistol & close combat weapon Free

One Veteran may carry a Vox-Caster 5 pts.

One Veteran may take: Heavy Flamer...10pts, Medi-Pack...15pts, Regimental Standard...15pts

Two other Veterans may form a heavy weapon team who must take equipment from Heavy Weapons list.....

Any remaining Veteran that has not upgraded with the options above may take weapon from Special Weapon list.....

All Veterans (and the HWT) may take any of the following:

- Krak grenades... 1pt/model
- Carapace Armour...2pts
- Camo Gear...2pts/model

Squad may take a Chimera as a Dedicated Transport.....

HQ

405th Tank Commander..... 20 pts.

WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
-	4	-	-	-	-	-	-	-	Vehicle (Tank, Heavy, Character)	1 Tank Commander

Special Rules: Leman Russ Commander, Tank Orders.

Options: Tank commander's squadron must consist of 1-2 other tanks.

One Tank Commander may upgrade to Tank Commander Fredrick (see below)30 pts.

405th Tank Commander Fredrick 30 pts.

WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
-	5	-	-	-	-	-	-	-	Vehicle (Tank, Heavy, Character)	1 (Unique)

Special Rules: Crack Shot, Leman Russ Commander, Tank Orders, Internal Spall Liners (pg. 9)

Warlord Trait: Old Grudges

405th Combat Priest 25 pts.

WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
4	3	3	3	1	3	2	7	5+	Infantry (character)	1 Priest

Wargear: Flak Armour, Laspistol, Close Combat Weapon, Frag Grenades, Rosarius (4+ invulnerable)

Special Rules: Independent Character, War Hymns (pg. 8), Zealot (pg. 8)

Options: May take one of the following: Autogun... free Plasma pistol... 10 pts.

HQ

405th Frontline Moral Officer..... 20 pts.

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

Wargear: Flak Armour, Bolt Pistol, Close Combat Weapon, Frag & Krak Grenades, Refractor Field (5+ Invulnerable)

Special Rules: Stubborn, Stand with Thy Battle Brothers (pg. 8)

Options: May take items from Melee Weapons list.

May replace laspistol with: Boltgun... Free Plasma Pistol...10pts.

405th Platoon Field Medic..... 20 pts.

Ws	Bs	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
3	3	3	3	1	3	1	7	5+	Infantry (Character)	1 Field Medic

Wargear: Flak Armour, Lasgun, Frag Grenades, Medi-pack

405th Field Psyker 30 pts.

WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
3	3	3	3	2	3	2	9	5+	Infantry (character)	1 Psyker

Wargear: Flak Armour, Laspistol, Force Weapon, Frag Grenades, Refractor Field (5+ Invulnerable)

Special Rules: Independent character, Psyker (Lv 1)

Psyker: May take powers from: Biomancy, Divination, Pyromancy, Telepathy and Telekinesis.

Options: May upgrade to Lv 2 20 pts.

HQ

405th Field Engineer..... 35 pts.										
WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
3	3	3	3	2	3	1	8	3+	Infantry (character)	1 Field Engineer

Wargear: Power Armour, Laspistol, Power Axe, Servo Arm, Frag & Krak Grenades

Special Rules: Awaken the Machine, Blessings of the Ommissiah, Independent Character

Options: May take the following: Melta Bombs 5 pts.

Engineer Droid..... 10 Pts.										
WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
3	3	3	3	1	3	1	8	4+	Infantry	1 Droid

Wargear: Servo-arm

Special Rules: Mindlock

Options: May include up to four additional Droids 10 pts / Model

Up to two servitors may replace Servo-arm with the following: Heavy Bolter or Multi-melta.....
10 pts / Model

Plasma Cannon 15 pts / Model

Troops

405th Heavy Weapon Squad 30 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit type	Unit Composition
Heavy Weapon Team	3	3	3	3	2	3	2	7	5+	Infantry	3 Heavy Weapon Teams
Veteran Heavy Weapon Team	3	4	3	3	2	3	2	7	5+	Infantry	

Wargear: Flak Armour, Lasgun, Frag Grenades

Special Rules: Heavy Weapon Team, Team Manned Gun (pg. 9)

Options: May take up to three additional Heavy Weapon Teams 10 pts / model

May upgrade to Veteran Heavy Weapon Teams (veteran Platoon only)..... 2 pt / model

Each Heavy Weapon Team must take an item from the Heavy Weapons list.....

The entire squad may take krak grenades..... 3 pts.

May take a Chimera as a Dedicated Transport

405th Special Weapon Squad 30 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit type	Unit Composition
Guardsmen	3	3	3	3	1	3	1	7	5+	Infantry	6 Guardsmen
Veteran	3	4	3	3	1	3	1	7	5+	Infantry	

Wargear: Flak Armour, Lasgun, frag grenades

Options: Five Guardsmen may must upgrade their Lasgun to an item from special weapons list.....

The squad may be upgraded to veterans 6 pts.

The entire squad may take krak grenades 6 pts.

Emergency Civilian Militia..... 40 pts.

WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
2	2	2	3	1	3	1	5	5+	Infantry	20 Emergency Civilian Militia

All models must be marked with a white line on their helmets to identify them. If there are no models that can meet this rule, the unit may not be used

Wargear: Flak Armour, Lasgun, Frag grenades

Options: May include up to 30 additional Emergency Civilian Militia 2 pts / model

Troops

405th New Recruits

WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
2	3	3	3	1	3	1	6	5+	Infantry	Varies

All models must be marked with a white line on their helmets to identify them. If there are no models that can meet this rule, the unit may not be used

Wargear: Flak Armour, Lasgun, Frag grenades

405th Veterans 60 pts.

Veteran Platoon: Each veteran Platoon must be between 2-3 veteran squads, 0-2 Veteran Heavy Weapon Squads, 0-3 Veteran Special Weapons Squad, 0-1 Goliath Anti-Tank Vehicle, and 0-1 Emergency Civilian Militia. Each platoon only takes up one slot on the force organization chart.											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Veteran	3	4	3	3	1	3	1	7	5+	Infantry	9 Veterans
Veteran Sergeant	3	4	3	3	1	3	2	8	5+	Infantry (Character)	1 Veteran Sergeant
Veteran Heavy Weapon Team	3	4	3	3	2	3	2	7	5+	Infantry	

Wargear: Flak Armour, Lasgun, Laspistol (sergeant), close Combat Weapon (sergeant), Frag Grenades, First Aid Kits

Special Rules: Veteran Heavy Weapon Team: Heavy Weapon Team & Team Maned Gun

Options: Veteran Sergeant may take weapons from Melee & Ranged Weapons list.....

- Any veteran may replace his Lasgun with a Shotgun free
- One Veteran May Carry a Vox-caster 5 pts.
- One other veteran may replace his lasgun with a Heavy Flamer 10 pts.
- Two veterans may form a veteran heavy weapon team and must take item from Heavy Weapons list.....
- Up to four (or 5 if no heavy flamer) may take item from special weapons list.....
- The squad may take krak grenades 10 pts.
- The squad may take a Chimera or Taurox as a Dedicated Transport
- The squad may choose any of the following doctrines:
 - Grenadiers: gains Carapace Armour 15 pts.
 - Forward Sentries: Gains camo gear & snare mines 10 pts.
 - Demolitions: Entire squad gets Melta bombs. Also get one demo charge.. 30 pts.
- Each platoon may take up to twenty New Recruits (pg. 18)..... 3 pts / model
- May take a Chimera as a dedicated transport

Dedicated Transport

405th Chimeras.....

	BS	F	S	R	HP	Unit Type	Unit Composition	Points
Chimera	3	12	10	10	3	Vehicle (Tank, Transport)	1 Chimera	55
Veteran Modified Chimera	4	12	11	10	3	Vehicle (Tank, Transport)	1 Veteran Modified Chimera	60
Assault Chimera	3	12	10	10	3	Vehicle (Tank, Transport, Fast)	1 Assault Chimera	55
Attack Dog	3	12	12	10	3	Vehicle (Tank, Transport, Fast)	1 Attack Dog	70

Wargear: Chimera (normal & veteran): Multi-Laser, Heavy Bolter (all), Lasgun Array (all), Searchlight (all), SmokeLauncher (all)

Assault Chimera: No Turret, or Lasgun array

Attack Dog: Twin-Linked Auto Cannon

Special Rules: Amphibious, Lasgun Arrays, Mobile Command Vehicle, Open topped (Assault Chimera)

Transport capacity: Twelve Models (Chimera), Sixteen (Assault Chimera), Twelve Models (Attack Dog)

Options: May take items from Vehicle equipment list.....

May replace Heavy Bolter with Heavy Flamer free

May replace Multi-Laser with either Twin Linked Heavy Flamer or Heavy Bolter free

Elites

405th Ogryns 95 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Ogryn	4	3	5	5	3	2	3	6	4+	Infantry	2 Ogryns
Ogryn Bone 'ead	4	3	5	5	3	2	3	7	4+	Infantry (Character)	1 Ogryn Bone 'ead

Wargear: Metal Plate Armour, Ripper Gun v2, Frag Grenades, Close combat weapon (all)

Special Rules: Hammer of Wrath, Stubborn, Very Bulky

Options: May include up to seven additional Ogryns 30 pts / model

The squad may take a Taurox as a dedicated transport

405th Veteran Sniper Squad..... 30 pts.

WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
3	4	3	3	1	3	1	7	5+	Infantry	3 Sniper's

Wargear: Flak Armour, Laspistol, Sniper Rifle

Special Rules: Infiltrate, Shoot Sharp and Scarper, Stealth

Options: May include seven additional Snipers 10 pts / model

Elites

405th Training Psyker Squad..... 50 Pts.

WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
2	3	2	3	1	3	1	8	5+	Infantry	5 Training Psykers

Wargear: Flak Armour, Laspistol, Close Combat Weapon, Frag Grenade

Special Rules: Brotherhood of Psykers (Lv 1)

Psyker: May take psychic powers from Biomancy, Divination, Pyromancy, Telekinesis.

Options: May include up to five additional Training Psykers 10 pts / model
The squad may take a Chimera as a dedicated Transport.....

405th Goliath Anti-Tank Vehicle..... 20 pts.

405 th Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Goliath Anti-Tank Vehicle	-	-	-	6	2	-	-	-	3+	Infantry, Vehicle - Special, Fast	1 Goliath
Remote Control Guardsman	3	3	3	3	1	3	1	7	5+	Infantry	1 Controller Guardsman

*When one goliath unit is taken as a upgrade / attachment to another unit, it may NOT form a squad.

Also, because the Goliath is basically a mini tank, it moves like a vehicle, but dose not have an armor value, or count as a “vehicle”, but rather an infantry unit when resolving any rules other than movement*

Wargear: Flak Armour, Lasgun, Frag Grenade (Controller guardsman), Anti-Tank Charge (Goliath AP), Camo Netting (Goliath)

Special Rules: Remote Control (pg. 9), Anti-Tank Charge (stat bellow, rule on pg. 9), Hit the charge (pg. 9),
Stealth (Goliath)

Options: May form squad consistng of 2-3 Goliath Vehicles 20 pts / model

May replace its Anti-Tank Charge with a Anti-Infantry Charge.....free

Weapon	Range	S	AP	Type
Anti-Infantry Charge (HE)	None	8	2	Heavy 1, Large Blast, Shred
Anti-Tank Charge (AP) (Base to Base contact with Vehicle)	None	10	1	Heavy 1, Armorbane

Fast Attack

405th Sentinel Squadron (Scout 1 / Armoured 2) 30 1 / 35 2

	WS	BS	S	F	S	R	I	A	Hp	Unit Type	Unit Composition
Scout	3	3	6	10	10	10	3	2	2	Vehicle (walker, Open-Topped)	1 Scout Sentinel
Armoured	3	3	6	12	11	10	3	2	2	Vehicle (Walker)	1 Armoured Sentinel

Wargear: Multi-laser (all), camo netting (scout), Extra Armour (Armoured)

Special Rules: Scout (Scout) Outflank (Scout), Ground Stomp (pg. 9, all)

Options: May include up to two additional Scout / Armoured Sentinels 30 1 / 35 2

Any vehicle may take item from Vehicle Equipment List.....

Any scout / Armoured Sentinel may take one of the following: Heavy Flamer..... free

Autocannon 5 pts / model

Missile Launcher 5 pts / model

Lascannon 10 pts / model

(Armoured Only) -> Plasma Cannon..... 10 pts / model

405th Cavalry 50 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Cavalry	3	3	3	4	1	3	2	7	5+	Cavalry	4 Cavalry
Calvary Sergeant	3	3	3	4	1	3	3	8	5+	Cavalry (Character)	1 Calvary Sergeant

Wargear: Flak Armour, Laspistol, Close combat weapon, Hunting Lance, Frag/Krak Grenades

Options: May include up to five additional Rough Riders 10 pts / model

Cavalry Sergeant may replace his laspistol/Melee Weapon with the following: Plasma Pistol.....15 pts

Power Weapon..10 pts

Cavalry Sergeant may take Melta bombs 5 pts

Up to two Calvary may replace Laspistol & Melee Weapon with one item from Special Weapon list.....

Fast Attack

405 th Modified Chimera Squadron.....								Various
	BS	F	S	R	HP	Unit Type	Unit Composition	Points
Hellhound	3	12	12	10	3	Vehicle (Tank, Fast)	1 Hellhound	80
Devil Dog	3	12	12	10	3	Vehicle (Tank, Fast)	1 Devil Dog	90
Bane Wolf	3	12	12	10	3	Vehicle (Tank, Fast)	1 Bane Wolf	85
Attack Dog	3	12	12	10	3	Vehicle (Tank, Fast)	1 Attack Dog	70

Wargear: Heavy Bolter (all), Inferno Cannon (Hellhound), Melta Cannon (Devil Dog), Chem Cannon (Bane Wolf), Twin-Linked Auto Cannon (Attack Dog)

Options: May include one additional units per squadron in any combination.....
 Any model take items form Veicle Equipment List.....
 Any model may replace its Heavy Bolter with the following: Heavy Flamer..... free
 Multi-melta..... 10 pts / model
 (Bane Wolf only) -> Chem Sprayer.....5 pts.

Valkyrie 1 / Vendetta “mod” Squadron 2							120 1 / 150 2
	BS	F	S	R	HP	Unit Type	Unit Composition
Valkyrie	3	12	12	10	3	Vehicle (Flyer, Hover, Transport)	1 Valkyrie
Vendetta “mod”	3	12	12	10	3	Vehicle (flyer, Hover, Transport)	1 Vendetta “mod”

Wargear: Multi-laster (Valkyrie), two Hellstrike Missiles (Valkyrie) Extra Armour (both) Searchlight (both), Three Twin-linked Lascannons (vendetta “mod”)

Special Rules: Grave Chute Insertion (both)

Transport: twelve (Valkyrie), five (Vendetta)

Options: May include two additional Valkyrie / Vendetta “mod”..... 120 1 / 150 2
 Valkyrie may replace multi-laster with Lascannon 10 pts / model
 Valkyrie may replace Hellstrike missiles with two multiple rocket pods 5 pts / model
 Any Valkyrie/Vendetta may take Heavy Bolter Sponsons 20 pts / model

Heavy Support

405 th Leman Russ Squadron							Various	
Tank Type	BS	F	S	R	HP	Unit Type	Unit Composition	Points
Battle Tank	3	14	13	10	3	Vehicle (Tank, Heavy)	1 Tank	150
Exterminator	3	14	13	10	3	Vehicle (Tank, Heavy)	1 Tank	130
Vanquisher	3	14	13	10	3	Vehicle (Tank, Heavy)	1 Tank	135
Eradicator	3	14	13	10	3	Vehicle (Tank, Heavy)	1 Tank	120
Demolisher	3	14	13	11	3	Vehicle (Tank, Heavy)	1 Tank	170
Punisher	3	14	13	11	3	Vehicle (Tank, Heavy)	1 Tank	140
Executioner	3	14	13	11	3	Vehicle (Tank, Heavy)	1 Tank	155

Wargear: Heavy Bolter, Searchlight, Smoke Launcher, Recoil Absorption Equipment (pg. 9)

- Battle cannon (Battle tank)
- Exterminator Autocannon (Exterminator)
- Vanquisher Battle Cannon (Vanquisher)
- Eradicator Nova Cannon (Eradicator)
- Demolisher Siege Cannon (Demolisher)
- Punisher Gatling Cannon (Punisher)
- Executioner Plasma Cannon (Executioner)

Options: May include two additional Leman Russ tanks for points above.....

- Any model may take items from Vehicle Equipment List.....
- Any model Mau Upgrade to veteran crew..... 10 pts / model
- Any model may replace Heavy Bolter with one of the following: Heavy Flamer free
- Lascannon..... 10 pts / model

- Any Model may take one of the following Sponsons: Heavy flamers 10 pts / model
- Heavy Bolter 20 pts / model
- Multi-melta..... 20 pts / model
- Plasma Cannons 20 pts / model

405th Hydra Battery 75 Pts.

BS	F	S	R	HP	Unit type	Unit Composition
3	12	10	10	3	Vehicle (Tank, Open Topped)	1 Hydra

Wargear: Two twin-linked Hydra Autocannons, Heavy Bolter, Searchlight, Smoke Launchers, Auto-targeting(pg.9)

Options: May include up to one additional Hydras 75 pts / model

- Any hydra may take items from vehicle equipment list.....
- Any hydra may replace Heavy Bolter with Heavy flamer..... free

Heavy Support

405th Basilisk Battery 125 pts.

BS	F	S	R	HP	Unit Type	Unit Composition
3	12	10	10	3	Vehicle (Tank, Open-topped)	1 Basilisk

Wargear: Heavy Bolter, Searchlight, Smoke Launchers, Earshaker Cannon v2

Options: May include up to one additional basilisks..... 125 pts / model

May take items form vehicle equipment list.....

May replace Heavy Bolter with Heavy Flamer free

405th Wyvern Battery..... 65 pts.

BS	F	S	R	HP	Unit type	Unit Composition
3	12	10	10	3	Vehicle (Tank, Open-topped)	1 Wyvern

Wargear: Two Twin-linked Stormshard mortars, Heavy Bolter, Searchlight, Smoke launchers

Options: May include up to one additional Wyvern tanks..... 65 pts / model

May take items from vehicle equipment list.....

May replace Heavy Bolter with Heavy Flamer free

405th Manticore..... 125 pts.

BS	F	S	R	HP	Unit Type	Unit Composition
3	12	10	10	3	Vehicle (Tank)	1 Manticore

Wargear: Storm eagle rockets v2, Heavy bolter, Searchlight, Smoke launchers

Special Rules: Limited Ammunition

Options: May include up to one additional Manticores..... 125 pts / model

May take items from vehicle equipment list.....

May replace Heavy bolter with Heavy flamer free

Profiles v2

HQ											
405 th Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Astropath	3	4	3	3	1	3	1	7	5+	In	12
Commissar	4	4	3	3	1	3	2	9	5+	In(ch)	
Company Commander	4	4	3	3	3	3	3	9	5+	In(ch)	12
Field Engineer	3	3	3	3	1	3	1	8	3+	In(ch)	15
Tank Commander Fredrick	-	5	-	-	-	-	-	-	-	Tank, In(ch)	13
Tank Commander	-	4	-	-	-	-	-	-	-	Tank, In(ch)	13
Master Of Ordinance	3	4	3	3	1	3	1	7	5+	In	12
Priest	3	3	3	3	1	3	2	7	5+	In(ch)	13
Field Psyker	4	4	3	3	2	3	2	9	5+	In(ch)	14
Officer of the Fleet	3	4	3	3	1	3	1	7	5+	In	12
Field Drone	3	3	3	3	1	3	1	8	4+	In	15
Veteran	3	4	3	3	1	3	1	7	5+	In	18
Veteran Weapon Team	3	4	3	3	2	3	2	7	5+	In	18
Platoon Field Medic	3	3	3	3	1	3	1	7	5+	In	14
Troops											
405 th Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
New Recruits	2	3	3	3	1	3	1	6	5+	In	18
Guardsmen	3	3	3	3	1	3	1	7	5+	In	16
Veterans	3	4	3	3	1	3	1	7	5+	In	18
Heavy Weapon Squad	3	3	3	3	2	3	2	7	5+	In	17
Veteran Weapon Team	3	4	3	3	2	3	2	7	5+	In	18
Speacial Weapon Squad	3	3	3	3	1	3	1	7	5+	In	17
Emergency Civilian Militia	2	2	2	3	1	3	1	5	5+	In	17
Platoon Commander	4	4	3	3	1	3	2	8	5+	In(ch)	
Sergeant	3	3	3	3	1	3	1	8	5+	In(ch)	16
Veteran Sergeant	3	4	3	3	1	3	1	8	5+	In(ch)	18

Dedicated Transport											
405 th Unit	BS	F	S	R	HP	Unit Type	Pg				
Chimera	3	12	10	10	3	Tank, T	19				
Veteran Modified Chimera	4	12	11	10	3	Tank, T	19				
Assault Chimera	3	11	10	10	3	Tank, T	19				
Elites											
405 th Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Ogryn	4	3	5	5	3	2	3	6	4+	In	20
Bullgryns	4	3	5	5	3	2	3	6	4+	In	20
Bone 'ead	4	3	5	5	3	2	4	7	4+	In(ch)	20
Bullgryn Boone 'ead	4	3	5	5	3	2	4	7	4+	In(ch)	20
Veteran Sniper Squad	3	4	3	3	1	3	1	7	5+	In	20
Training Psyker Squad	2	3	2	3	1	3	1	8	5+	In	21
Spartan	3	4	3	3	1	3	1	8	4+	In	22
Spartan Sergeant	3	4	3	3	1	3	2	9	4+	In(ch)	22
Spartan Commander	4	4	3	3	2	3	2	10	4+	In(ch)	22
Fast Attack											
405 th Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Calvary	3	3	3	4	1	3	2	7	5+	In	23
Calvary Sergeant	3	3	3	4	1	3	3	8	5+	In	23
	WS	BS	S	F	S	R	I	A	HP	Unit Type	Pg
Armoured Sentinel	3	3	6	12	10	10	3	2	2	Walker	23
Scout Sentinel	3	3	6	10	10	10	3	2	2	Walker,O	23
Valkyrie	-	3	-	12	12	10	-	-	3	Fl,H,T	24
Vendetta	-	3	-	12	12	10	-	-	3	Fl,H,T	24
Bane Wolf	-	3	-	12	12	10	-	-	3	Tank, F	24
Hellhound	-	3	-	12	12	10	-	-	3	Tank, F	24
Devil Dog	-	3	-	12	12	10	-	-	3	Tank, F	24
Heavy Support											
405 th Unit	BS	F	S	R	HP	Unit Type	Pg				
Basilisk	3	12	10	10	3	Tank, O	26				
Hydra	3	12	10	10	3	Tank, O	25				
Battle Tank	3	14	13	10	3	Tank, H	25				
Exterminator Tank	3	14	13	10	3	Tank, H	25				
Vanquisher Tank	3	14	13	10	3	Tank, H	25				
Eradicator Tank	3	14	13	10	3	Tank, H	25				
Punisher Tank	3	14	13	11	3	Tank, H	25				
Demolisher Tank	3	14	13	11	3	Tank, H	25				
Executioner Tank	3	14	13	11	3	Tank, H	25				
Manticore	3	12	10	10	3	Tank	26				

Wyvern	3	12	10	10	3	Tank, O	26
Ranged Weapons							
Weapon	Range	S	AP	Type			
Auto Cannon	48"	7	4	Heavy 2			
Battle Cannon	72"	8	3	Ordinance 1, Large Blast			
Bolt Gun	24"	4	5	Rapid Fire			
Bolt Pistol	12"	4	5	Pistol			
Bundle Frag Grenade	8"	4	-	Assault 1, Small Blast, Shred			
Chem Cannon	Template	1	3	Poison 2+, Heavy			
Chem Sprayer	Template	1	3	Poison 2+, Heavy			
Demolisher Cannon	24"	10	2	Ordinance 1, Large Blast			
Demolition Charge	8"	8	2	Assault 1, Large blast, One use Only			
Earth Shaker Cannon v2	Normal – 36-240" Airburst – 12-120"	9 7	3 3	- Ordinance 1, Large Blast, Barrage - Ordinance 1, Large Blast, Barrage, Shred			
Eradicator Nova Cannon	36"	6	4	Heavy 1, Large Blast, Ignores Cover			
Executioner Plasma Cannon	36"	7	2	Heavy 3, Small Blast, Gets-Hot			
Exterminator Auto Cannon	48"	7	4	Heavy 4, Twin-Linked			
Flamer	Template	4	5	Assault 1			
Frag Grenade	8"	3	-	Assault 1, Blast			
Grenade Launcher	24"			Assault 1, Blast Assault 1			
- Frag		- 3	- 6				
- Krak		- 6	- 4				
Grenadier Gauntlet	12"	6	4	Assault 1			
Heavy Bolter	36"	5	4	Heavy 3			
Heavy Flamer	Template	5	4	Assault 1			
Heavy Stubber	36"	4	6	Heavy 3			
Hell Furry Missiles	72"	4	5	Heavy 1, Large Blast, Ignores Cover, One use Only			
Hell Strike Missile	72'	8	3	Ordinance 1 One use Only			
Hot-Shot Lasgun v2	Normal - 18"	3	3	Rapid Fire			
	Charged -18"	4	3	Rapid Fire, Gets Hot			
Hot-Shot Laspistol v2	Normal - 6"	3	3	Pistol			
	Charged - 6"	4	3	Pistol, Gets Hot			
Hot-Shot Volley Gun v2	Normal - 24"	4	3	Salvo 2/4			
	Charged -24"	5	3	Salvo 2/4, Gets Hot			
Hydra Auto Cannon	72"	7	4	Heavy 2, Skyfire			
Inferno Cannon	Template	6	4	Heavy 1, Torrent			
Krak Grenade	8"	6	4	Assault 1			
LasCannon	48"	9	2	Heavy 1			
Lasgun	24"	3	-	Rapid Fire			

LasPistol	12"	3	-	Pistol
Melta Cannon	24"	8	1	Heavy 1, Blast, Melta
Missile Launcher	48"	- 4	- 6	- Heavy 1, Blast
- Frag		- 8	- 3	- Heavy 1
- Krak		- 7	- 4	- Heavy 1, Skyfire
- Flak				
Molotov Cocktail	8"	2	5	Blast, Burning (pg. 9)
Multi-Laser	36"	6	6	Heavy 3
Multi-Melta	24"	8	1	Heavy 1, Melta
Multiple Rocket Pods	24"	4	6	Heavy 1, Large Blast
Mortar	48"	4	6	Heavy 1, Barrage, Blast
Plasma Cannon	36"	7	2	Heavy 1, Blast, Gets-Hot
Plasma Gun	24"	7	2	Rapid Fire, Gets-Hot
Plasma Pistol	12"	7	2	Pistol, Gets-Hot
Punisher Gatling Cannon	24"	5	-	Heavy 20
Ripper Gun v2	12"	5	-	Assault 3
-	Melee (bellow)			
Shotgun	12"	3	-	Assault 2
Sniper Rifle	36"	X	6	Heavy 1, Sniper
Storm Bolter	24"	4	5	Assault 2
Storm Eagle Rockets v2	12-120"	10	4	Ordnance D3, Barrage, Large Blast
Storm Shard Mortar	48"	4	6	Heavy 2, Blast, Barrage, Shred, Ignores Cover
Vanquisher Battle Cannon	72"	8	2	Heavy 1, Armourbane
Melee Weapons				
Weapon	S	AP	Type	
Close Combat Weapon	User	-	Melee	
Force Axe	+1	2	Melee, Force, Unwieldy	
Force Stave	+2	4	Melee, Force, Concussive	
Force Sword	User	3	Melee, Force	
Hunting Lance	+2	3	Melee, Specialist Weapon, One use Only	
Krak Grenade	6	4	-	
Melta Bomb	8	1	Armourbane, Unwieldy	
Power Axe	+1	2	Melee, Unwieldy	
Power Fist	X2	2	Melee, Unwieldy, Specialist Weapon	
Power Lance	+1/-	3/4	Melee	
Power Maul	+2	4	Melee, Concussive	
Power Sword	User	3	Melee	
Ripper Gun v2	User	5	Melee	
Servo-Arm	X2	1	Melee, Specialist Weapon, Unwieldy	