

## Warboss

Headquarters – 25 pts

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>Big Boss</b>	6	2	4	3	5	8	9	3	3	2	9	+3	+1
<b>Warboss</b>	6	2	5	4	6	8	10	4	3	2	9	+5/++2	+1
<b>Megaboss</b>	6	3	6	5	7	7	11	6	3	2	9	+6	+1

**TYPE:** Infantry (Character, Independent, Unique)

**COMPOSITION:** 1 Big boss

**GEAR:**

*Big boss:* Hard Armor, Masterwork Assault Rifle, Power Axe, Fragmentation Grenades

*Warboss:* Custom Armor w/ Forcefield, Masterwork Assault Rifle, Power Axe, Fragmentation Grenades

*Megaboss:* Mega Armor, Assault Gun, Power Claw, Fragmentation and AT Grenades

**SPECIAL RULES:**

*Big Boss & Warboss:* Battlecry 6, Relentless, Reroll 1 (Big Boss only), Reroll 3 (Warboss only)

*Megaboss:* Battlecry 6, Combat Drop, Hammerblow, Relentless, Reroll 3

**OPTIONS:**

- May upgrade Big boss to Warboss ...10 pts.
- May upgrade Big boss to Megaboss ...20 pts.
- May take an extra use of Battlecry ...10 pts.
- May exchange Assault Rifle for
  - Plasma Rifle ...10 pts.
  - Combi-Melter ...5 pts.
  - Combi-Flamer ... 3 pts.
  - Looted Weapon ... special
- May exchange Assault Gun for
  - Plasma Gun ... 7 pts.
  - Rocket Launcher ... 10 pts.
- May take Melter Bombs ... 10 pts.

## Mek

Headquarters – 15 pts.

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>Mek</b>	6	1	4	2	4	7	8	2	3	2	8	+2	+1
<b>Big Mek</b>	6	2	5	3	5	8	9	3	3	2	8	+3/++2	+1

**TYPE:**

*Mek:* Infantry (Character, Independent)

*Big Mek:* Infantry (Character, Independent, Unique)

**COMPOSITION:** 1 Mek

**GEAR:**

*Mek:* Reinforced Armor, Assault Rifle, Chopper, Fragmentation Grenades

*Big Mek:* Custom Armor w/ Force Field, Masterwork Assault Rifle, Chain Axe, Fragmentation and AT Grenades,

**SPECIAL RULES:** Repair, Reroll 1 (Big Mek only)

**OPTIONS:**

- May upgrade Mek to Big Mek ... 15 pts
- May take Battlecry 6 ... 10 pts.
- May replace Assault Rifle with
  - Plasma Gun ... 10 pts.
  - Melter Gun ... 7 pts.
  - Assault Gun ... 7 pts.
  - Immaterium Gun ... 30 pts.

**Painboyz**

Headquarters – 50 pts

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>Doc</b>	6	1	4	2	4	7	8	2	3	1	8	+2	+1
<b>Mad Doc</b>	6	1	5	3	5	8	9	3	3	1	8	+3	+1

**TYPE:***Doc:* Infantry (Character, Independent)*Mad Doc:* Infantry (Character, Independent, Unique)**COMPOSITION:** 1 Doc**GEAR:***Doc:* Reinforced Armor, Machine Pistol, Chain Axe, Fragmentation Grenades, Combat Drugs*Mad Doc:* Custom Armor, Machine Pistol, Power Axe, Fragmentation and AT Grenades,

Combat Drugs

**SPECIAL RULES:** Medic, Reroll 1 (Mad Doc)**OPTIONS:**

- May upgrade Doc to Mad Doc

## Weird Boy

Specialist – 45 pts.

	Mv	Sz	MS	BS	PS	S	D	R	W	I	A	Ld	ASV	PR
<b>Weird Boy</b>	6	1	2	2	4	4	7	8	2	3	1	8	+2	+3
<b>Warphead</b>	6	1	3	3	5	5	8	9	3	3	1	8	+3	+3

### TYPE:

*Weird boy*: Infantry (Character, Independent)

*Warphead*: Infantry (Character, Independent, Unique)

**COMPOSITION:** 1 Weird Boy, 2 Boyz

### GEAR:

*Weird Boy*: Reinforced Armor, Machine Pistol, Chopper

*Warphead*: Custom Armor, Machine Pistol, Force Axe

### SPECIAL RULES:

*Weird Boy*: Battlecry 6, Psychic (ML 1)

*Warphead*: Battlecry 6, Psychic (ML 3), Reroll 1

### OPTIONS:

- May upgrade Weird Boy to ML 2 ... 15 pts.
- May upgrade Weird Boy to Warphead ... 30 pts.

**Nobz**

Troops – 54 pts

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>Nobz</b>	6	1	5	3	5	7	9	1	3	1	8	+2	+1
<b>Nobz Big ‘Un</b>	6	2	5	3	6	6	9	2	3	1	8	+2	+1

**TYPE:** Infantry**COMPOSITION:** 2 Nobz, 1 Nobz Big ‘Un**GEAR:** Reinforced Armor, Machine Rifle, Chain Axe Fragmentation Grenades**SPECIAL RULE:** Furious Charge**OPTIONS:**

- May take up to an additional 7 nobz ...5 pts./model
- Entire squad may take AT grenades ...2 pts./5 models
- Entire squad may take Combat Shields ...2 pts./model
- Any number of models may upgrade Machine Rifle to
  - Assault Rifle ...1 pt/model
  - Combi-Flamer ...3 pts./model
  - Combi-Grenade Launcher ...3 pts./model
- One model per 5 full models may replace Machine Gun with
  - Portable Rocket Launcher ...10 pts.
  - Assault Gun ...5 pts.
  - Flamer ...5 pts.
  - Grenade Launcher ...5 pts.
- One model may replace Machine Gun with
  - Shield Gun ...10 pts.
  - Looted Gun ...as per gun

**Meganobz**

Specialist Asset – 120 pts.

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>MegaNobz</b>	5	2	4	2	6	7	10	2	3	1	8	+6	+1
<b>MegaNobz Big ‘Un</b>	5	3	5	3	5	7	10	3	3	1	8	+6	+1
<b>MegaNobz Veteran</b>	5	2	5	3	7	8	11	3	3	1	8	+6	+1
<b>MegaNobz Big ‘Un Veteran</b>	5	3	6	4	8	7	11	4	3	1	8	+6	+1

**TYPE:** Infantry**COMPOSITION:** 2 Meganobz, 1 Meganobz Big ‘Un**GEAR:** Mega Armor, Machine Gun, Power Claw, Fragmentation Grenades**SPECIAL RULE:** Combat Drop, Furious Charge, Hammerblow, Relentless**OPTIONS:**

- May include up to 7 additional Meganobz ... 40 pts/model
- May upgrade squad to Veteran ... 15 pts.
- Any model may replace Power Claw with:
  - Power weapon ...free
  - Power Shield ... 5 pts.
- Any MegaNobz may replace Machine Gun with:
  - Flame Gun ...7 pts.
  - Assault Gun ...7 pts.
- Any Battlesuit Marine may replace Machine Gun and Power Claw with
  - Dual Power Weapons ...free
  - Power Weapon and Power Shield ...free
- The unit may take Jump Packs ....2 pts./model
- The unit may take Teleporter Belts ... 3 pts/model

**Boyz**

Troops – 60 pts.

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>Boyz</b>	6	1	4	2	4	7	8	1	3	1	7	+1	+1
<b>Big ‘Un</b>	6	1	4	2	5	7	8	2	3	1	8	+1	+1

**TYPE:** Infantry**COMPOSITION:** 10 Boyz**GEAR:** Vest Armor, Machine Rifle, Chopper, Fragmentation Grenades**SPECIAL RULE:** Mob, Furious Charge**OPTIONS:**

- May take up to an additional 20 boyz ...6 pts./model
- May upgrade one model to a Big ‘Un ...10 pts.
- Entire squad may take AT grenades ...2 pts./5 models
- Entire squad may take Reinforced Armor ...3 pts./model
- Entire squad may take Combat Shields ...2 pts./model
- Any number of models may upgrade Machine Rifle to
  - Assault Rifle ...1 pt/model
  - Combi-Flamer ...3 pts./model
  - Combi-Grenade Launcher ...3 pts./model
- Any number of models may upgrade Chopper to
  - Chain Axe ... 3 pts./model
- One model per 5 full models may replace Machine Gun with
  - Portable Rocket Launcher ...10 pts.
  - Assault Gun ...7 pts.
  - Flamer ...5 pts.
  - Grenade Launcher ...5 pts.
- One model may replace Machine Gun with
  - Shield Gun ...10 pts.
  - Looted Gun ...as per gun

## Kommandos

Recon Asset – 30 pts

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>Kommando</b>	8	1	5	3	4	7	8	1	3	1	7	+1	+1
<b>Sneaky Git</b>	8	1	5	3	5	7	8	1	3	1	8	+1	+1

**TYPE:** Infantry

**COMPOSITION:** 1 Kommando, 1 Sneaky Git

**GEAR:**

*Kommando:* Vest Armor, Machine Rifle, Chopper, Fragmentation & AT Grenades

*Sneaky Git:* Vest Armor, Sniper Rifle, Chopper, Fragmentation & AT Grenades

**SPECIAL RULE:** Ambush, Infiltrate, Move Through Cover, Stealth

**OPTIONS:**

- May take up to 8 additional Kommandos
- For every five full models, one model may replace Machine Rifle with
  - Portable Rocket Launcher ...10 pts.
  - Assault Gun ...5 pts.
  - Flamer ...5 pts.
  - Grenade Launcher ...5 pts.
- Sneaky Git may replace his Sniper Rifle with
  - Looted Weapon ...as per gun



**Freebooters**

Specialist Asset – 30 pts

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>Freebooter</b>	6	1	3	3	4	7	8	1	3	1	7	+1	+1
<b>Kaptin</b>	6	2	3	3	5	7	8	2	3	1	8	+1	+1

**TYPE:** Infantry**COMPOSITION:** 4 Freebooters, 1 Kaptin**GEAR:***Freebooter:* Vest Armor, Machine Rifle, Chopper, Fragmentation & AT Grenades*Sneaky Git:* Vest Armor, Machine Rifle, Chopper, Fragmentation & AT Grenades**SPECIAL RULE:** Mob, Furious Charge**OPTIONS:**

- May take up to 10 additional Freebooters
- For every five full models, one model may replace Machine Rifle with
  - Portable Rocket Launcher ...10 pts.
  - Assault Gun ...5 pts.
  - Flamer ...5 pts.
  - Grenade Launcher ...5 pts.
- Kaptin may replace his Machine Rifle with
  - Looted Weapon ...as per gun

## Gremlins

Specialist Asset – 30 pts

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>Gremlin</b>	6	½	2	3	2	7	6	1	4	1	5	-	+1
<b>Herder</b>	6	1	4	2	3	7	8	1	3	1	7	+1	+1

**TYPE:** Infantry, Herder is Infantry (Character)

**COMPOSITION:** 10 Gremlin, 1 Herder

**GEAR:**

*Gremlin:* Machine Pistol

*Herder:* Vest Armor, Machine Rifle, Chopper, Fragmentation Grenades

**SPECIAL RULE:**

*Gremlin:* Sabotage

*Herder:* Furious Charge

**OPTIONS:**

- May take up to twenty additional Gremlin ...3 pts./model
- One out of every 3 full gremlins may upgrade Machine Pistol to
  - Flamer ...5 pts./model
  - Assault Rifle ...3 pts./model
- One gremlin may upgrade Machine Pistol to
  - Looted Weapon ...as per gun
- Herder may take the following
  - Attack Pet ...
  - Shock Prod ...
  - Reinforced Armor ... 5 pts
  - AT Grenades ... 2 pts.
  - Melter bomb ... 10 pts.

**Burna Boyz**

Specialists – 80 pts

	<b>Mv</b>	<b>Sz</b>	<b>MS</b>	<b>BS</b>	<b>S</b>	<b>D</b>	<b>R</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>ASV</b>	<b>PR</b>
<b>Burna Boy</b>	6	1	4	2	4	7	8	1	3	1	7	+1	+1
<b>Burna Big ‘Un</b>	6	1	4	2	5	7	8	2	3	1	8	+1	+1

**TYPE:** Infantry, Big Un is Infantry (Character)**COMPOSITION:** 1 Burna Boy, 1 Big ‘Un**GEAR:** Vest Armor, Flame Gun, Fragmentation Grenades**SPECIAL RULE:** Furious Charge, Mob**OPTIONS:**

- May take up to an additional 8 Burna Boyz ...16 pts./model
- Entire squad may take AT grenades ...2 pts./5 models

**Tankbustas**

Specialists – 65 pts

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>Tankbusta</b>	6	1	4	2	4	7	8	1	3	1	7	+1	+1
<b>Busta Big ‘Un</b>	6	2	4	2	5	7	8	2	3	1	7	+1	+1

**TYPE:** Infantry, Big ‘Un is Infantry (Character)**COMPOSITION:** 5 Tankbustas**GEAR:** Vest Armor, Rocket Launcher, Chopper, Fragmentation & AT Grenades**SPECIAL RULE:** Furious Charge, Mob, Tankhunters**OPTIONS:**

- May take up to an additional 10 Tankbustas ...13 pts./model
- One model may be upgraded to a Big ‘Un ...10 pts.
- Any number of models may replace Rocket Launchers with
  - Tank Hammers ...5 pts./model
  - Melter Gun ...free
- One model may take
  - Demolition Charges ... 3 pts.
  - Melter Bombs ... 5 pts.

**StormBoyz**

Troops – 45 pts.

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>StormBoy</b>	6 (10J)	1	4	2	4	7	8	1	3	1	7	+1	+1
<b>StormBoy Big ‘Un</b>	6 (10J)	1	4	2	5	7	8	1	3	1	8	+1	+1

**TYPE:** Infantry, Big ‘Un is Infantry (Character)**COMPOSITION:** 10 StormBoyz**GEAR:** Vest Armor, Rocket pack, Machine Gun, Chopper, Fragmentation Grenades**SPECIAL RULE:** Mob, Furious Charge, Jump (10)**OPTIONS:**

- May take up to an additional 15 Stormboyz ...9 pts./model
- May upgrade one model to a Big ‘Un ...10 pts.
  - Big ‘Un may replace Machine Rifle with
    - Looted Gun ...special
- Entire squad may take AT grenades ...2 pts./5 models
- Entire squad may take Combat Shields ...2 pts./model
- Any number of models may upgrade Machine Rifle to
  - Assault Rifle ...1 pt/model
  - Combi Flamer ...3 pts./model
  - Combi Grenade Launcher ...3 pts./model
- Any number of models may upgrade Chopper to
  - Chain Axe ... 3 pts./model
- Any number of models may replace Machine Rifle and Chopper with
  - Two Assault Pistols ... 2 pts./model
  - Two Chain Axes ... 2 pts./model
- One model per 5 full models may replace Machine Gun with
  - Rocket Launcher ...10 pts.
  - Assault Gun ...5 pts.
  - Flamer ...5 pts.
  - Grenade Launcher ...5 pts.
- One model may replace Machine Gun with
  - Shield Gun ...10 pts.
  - Looted Gun ...as per gun

## TinBoyz

Troops – 36 pts.

*Impressed with the skill and toughness of Stellar marines, tinboyz are marauders who have convinced painboyz to perform surgery on them so they can fit into and use looted stellar marine powered armor. Unfortunately, the first step in surgery is cut the marauder down to fit into the armor, which generally means removing the unnecessary top layer of the prospect's skin...*

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>TinBoyz</b>	6	1	4	3	4	7	8	1	3	1	7	+4	+1
<b>Big 'Un</b>	6	1	4	3	5	7	8	2	3	1	8	+4	+1

**TYPE:** Infantry, Big 'Un is Infantry (Character)

**COMPOSITION:** 3 TinBoyz

**GEAR:** Power Armor, Assault Rifle, Chopper, Fragmentation & AT Grenades

**SPECIAL RULE:** Mob, Furious Charge

**OPTIONS:**

- May take up to an additional 12 TinBoyz ...12 pts./model
- May upgrade one model to a Big 'Un ...10 pts.
  - Big 'Un may replace Assault Rifle with
    - Looted Gun ...special
- Entire squad may take Combat Shields ...2 pts./model
- Any number of models may upgrade Chopper to
  - Chain Axe ... 3 pts./model
- Any number of models may replace Assault Rifle and Chopper with
  - Two Assault Pistols ... 2 pts./model
  - Two Chain Axes ... 2 pts./model
- One model per 5 full models may replace Assault Gun with
  - Flamer ...5 pts.
  - Grenade Launcher ...5 pts.
- One model per 10 full models may replace Assault Gun with
  - Rocket Launcher ...10 pts.
  - Assault Gun ...7 pts.
  - Plasma Gun ...7 pts.
  - Melter Gun ...7 pts.
  - Graviton Gun ...15 pts.

## Riderz

Cavalry – 30 pts.

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>Rider</b>	10	3	4	2	4	6	9	2	3	1	7	+1	+1
<b>Rider Big ‘Un</b>	10	3	4	2	5	6	9	3	3	1	8	+1	+1

**TYPE:** Infantry (Cavalry), Big ‘Un is Vehicle (Cavalry, Character)

**COMPOSITION:** 3 Bikerz

**GEAR:** Bike, Vest Armor, Machine Rifle, Chopper, Fragmentation Grenades, Crew 1 (Driver)

**SPECIAL RULE:** Mob, Furious Charge

**OPTIONS:**

- May take up to an additional 7 riderz ...10 pts./model
- May upgrade one model to a Big ‘Un ...10 pts.
- Entire squad may take Reinforced Armor ... 3 pts./model
- Entire squad may take AT grenades ...2 pts./5 models
- Any number of models may upgrade Machine Rifle to
  - Assault Rifle ...1 pt/model
  - Combi-Flamer ...3 pts./model
  - Combi-Grenade Launcher ...3 pts./model
- Any number of models may upgrade Chopper to
  - Chain Axe ... 3 pts./model
- For every three models, one Rider may upgrade Machine Rifle to
  - Machine Gun ...3 pts.
  - Portable Rocket Launcher ...10 pts.
  - Assault Gun ...7 pts.
  - Flame Gun ...7 pts.
  - Grenade Launcher ...5 pts.
- One Rider may replace Machine Gun with
  - Shield Gun ...10 pts.
  - Looted Gun ...as per gun

**Bikerz**

Cavalry – 42 pts.

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>Biker</b>	10	3	4	2	4	6	10	2	3	1	7	+2	+1
<b>Biker Big ‘Un</b>	10	3	4	2	5	6	10	3	3	1	8	+2	+1
<b>Attack Bike</b>	8	3	4	2	4	6	10	3	3	1	8	+2	+1

**TYPE:** Vehicle (Cavalry, Open-topped), Big ‘Un is Vehicle (Cavalry, Character, Open-topped)**COMPOSITION:** 3 Bikerz**GEAR:****Biker & Biker Big ‘Un:** Bike, Vest Armor, Machine Rifle, Chopper, Fragmentation Grenades, Crew 1 (Driver)**Attack Bike:** Attack Bike, Vest Armor, Assault Gun (sponson), Assault Pistol, Choppa (Driver only), Fragmentation Grenades, Crew 2 (Driver/Gunner – Sponson)**SPECIAL RULE:** Mob, Furious Charge**OPTIONS:**

- May take up to an additional 7 bikerz ...14 pts./model
- May upgrade one model to a Big ‘Un ...10 pts.
- May upgrade one model to an Attack Bike ...25 pts.
- Entire squad may take AT grenades ...2 pts./5 models
- Any number of models may replace Machine Rifle with
  - Assault Rifle ...1 pt/model
  - Combi Flamer ...3 pts./model
  - Combi Grenade Launcher ...3 pts./model
- Any number of models may upgrade Chopper to
  - Chain Axe ... 3 pts./model
- May take Rider (Crew +1 [Rider]) armed with
  - Machine Gun ...3 pts.
  - Rocket Launcher ...10 pts.
  - Assault Gun ...7 pts.
  - Flamer ...5 pts.
  - Grenade Launcher ...5 pts.
- One Rider may replace Machine Gun with
  - Shield Gun ...10 pts.
  - Looted Gun ...as per gun



**Killa Kanz**

Specialist - 45 pts.

	Mv	Sz	MS	BS	S	D	R	Hull	I	A	Ld	ASV	PR
<b>Killa Kan</b>	8	3	2	3	5	6	10	3	3	1	7	+3	+1

**TYPE:** Vehicle (Walker)**COMPOSITION:** 1 Killa Kan**GEAR:** Assault Gun, Power Claw, Smoke Launchers, Crew 1 (Pilot)**SPECIAL RULES:** Combat Drop, Hammerblow, Relentless**OPTIONS:**

- May add up to an additional two Killa Kanz ... 45 pts.
- May replace Power Claw with
  - dual Assault Gun ...5 pts.
  - dual Flame Gun ...5 pts.
  - dual Laser Gun ...20 pts.
- May replace Assault Cannon with
  - Flame Cannon ...Free
  - Autocannon ...5 pts.
  - Plasma Cannon ...10 pts.
  - Laser Cannon ...20 pts.
- May take a Power Shield ... 20 pts.

**Deff Dread**

Specialist - 65 pts.

	Mv	Sz	MS	BS	S	D	R	Hull	I	A	Ld	ASV	PR
<b>Deff Dread</b>	8	4	4	2	6	6	11	4	3	2	7	+3	+1

**TYPE:** Vehicle (Walker)**COMPOSITION:** 1 Deff Dread**GEAR:** Assault Gun, Power Claw w/ Assault Gun, Smoke Launchers, Crew 1 (Pilot)**SPECIAL RULES:** Combat Drop, Hammerblow, Relentless**OPTIONS:**

- May replace Power Claw w/ Assault Gun with:
  - dual Assault Gun ...5 pts.
  - dual Flame Gun ...5 pts.
  - dual Laser Gun ...20 pts.
  - Power Claw w/ Flame Gun ... Free
  - Power Claw w/ Melter Gun ... 7 pts.
- May replace Assault Gun with
  - Flame Gun ...Free
  - Plasma Gun ...7 pts.
  - Laser Gun ...7 pts.
- May take a Power Shield ... 20 pts.

**Trukk**

Dedicated Transport – 30 pts.

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>Trukk</b>	10	5	1	2	5	4	10	5	3	1	7	+1	+1
<b>Monster Trukk</b>	8	5	1	2	5	4	12	5	3	1	7	+2	+1

**TYPE:** Vehicle (Open-topped, Transport [12])**COMPOSITION:** 1 Trukk**GEAR:** Machine Gun (pintle)**SPECIAL RULE:****OPTIONS:**

- May replace Machine Gun with
  - Rocket Launcher ... 5 pts.
  - Grenade Launcher ... free
- May take the following upgrades
  - Negate Open-topped ...
  - Assault Ramp ...
  - Death Roller ...
  - Immobilizing Claw ...
  - Red Paint Job ...
  - Ram Plate ...
  - Regenerate ...
  - Gun Mount ...
  - Wrecking Ball ...
  - Extra Chassis ... 10 pts.
  - Extra Hull ... 7 pts.
  - Extra Dakka ... 5 pts./weapon
  - Ramshackle ... 25 pts.

## Battlewagon

Tank Asset – 90 pts.

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>Battlewagon</b>	8	5	1	2	5	4	12	5	3	1	7	+3	+1

**TYPE:** Vehicle (Heavy, Tank)

**COMPOSITION:** 1 Battlewagon

**GEAR:** Autocannon, Machine Gun (hull)

**SPECIAL RULE:**

**OPTIONS:**

- May replace Machine Gun with
  - Rocket Launcher ... 5 pts.
  - Grenade Launcher ... free
  - Melter Gun ... 7 pts.
- May replace Autocannon with
  - Battle Cannon ...
  - Plasma Cannon ...
- May take the following upgrades
  - Assault Ramp ...
  - Death Roller ...
  - Immobilizing Claw ...
  - Red Paint Job ...
  - Ram Plate ...
  - Regenerate ...
  - Gun Mount ...
  - Wrecking Ball ...
  - Extra Chassis ...10 pts.
  - Extra Hull ...7 pts.
  - Extra Dakka ...5 pts./weapon

## Looted Wagon

Heavy Asset – 30 pts.

A looted wagon is a special vehicle that may be taken by marauders. It is, in essence, a vehicle taken from another codex and utilized by marauder forces.

The looted wagon stats conform to an un-upgraded version of base vehicle. The point cost is the same as for the vehicle's codex cost. However, the vehicle has a -2 penalty to Resistance and a -2 penalty to

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>Looted Wagon</b>	-	-	-	2	-	-	-2	-1	-	-	7	-2	-

**TYPE:** As per original vehicle

**COMPOSITION:** 1 Looted Wagon

**GEAR:** As per original vehicle

**SPECIAL RULE:** As per original vehicle

**OPTIONS:**

- May take the following upgrades
  - Negate Open-topped ...
  - Assault Ramp ...
  - Death Roller ...
  - Immobilizing Claw ...
  - Red Paint Job ...5 pts.
  - Ram Plate ...
  - Regenerate ...
  - Gun Mount ...
  - Wrecking Ball ...
  - Repaired Armor ...5 pts.
  - Repaired Hull ...5 pts.
  - Repaired Chassis ...5 pts.
  - Extra Armor ...5 pts.
  - Extra Chassis ...10 pts.
  - Extra Hull ...7 pts.
  - Extra Dakka ...5 pts./weapon

**Stomper**

Heavy Asset – 100 pts.

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>Stomper</b>	8	6	6	2	6	6	12	7	2	2	8	+4	+1

**TYPE:** Vehicle (Heavy, Transport [15], Walker)**COMPOSITION:** 1 Stomper**GEAR:** Battle Cannon, Power Claw, Assault Ramp, Crew 2 (Pilot/Gunner)**SPECIAL RULE:** Hammerblow**OPTIONS:**

- May take the following upgrades
  - Regenerate ...
  - Shield Gun ...
  - Gun Mount ...
  - Wrecking Ball ...
  - Extra Armor ...5 pts.
  - Extra Chassis ...10 pts.
  - Extra Hull ...7 pts.
  - Extra Dakka ...5 pts./weapon

**Krusha**

Heavy Asset – 130 pts.

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>Stomper</b>	8	7	7	2	7	6	13	9	2	2	8	+5	+1

**TYPE:** Vehicle (Superheavy, Transport [32], Walker)**COMPOSITION:** 1 Krusha**GEAR:** Heavy Battle Cannon, Power Claw, Assault Ramp, Crew 3 (Pilot/Gunner/Commander)**SPECIAL RULE:** Hammerblow**OPTIONS:**

- May take the following upgrades
  - Regenerate ...
  - Shield Gun ...
  - Gun Mount ...
  - Wrecking Ball ...
  - Extra Armor ...5 pts.
  - Extra Chassis ...10 pts.
  - Extra Hull ...7 pts.
  - Extra Dakka ...5 pts./weapon

**DeffKopta**

Recon Asset – 30 pts.

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>DeffKopta</b>	10F	3	4	2	3	8	10	2	3	1	7	+3	+1

**TYPE:** Vehicle (Open-topped)**COMPOSITION:** 1 DeffKopta**GEAR:** dual Machine Gun (pintle), Chopper**SPECIAL RULE:** Furious Charge, Fly (10), Hover, Hit & Run, Scout**OPTIONS:**

- May include up to four additional Deffkoptas ...30 pts./model
- May replace dual Machine Gun with
  - Dual Rocket Launcher ... free
  - Melter Gun ...
- May be equipped with
  - Bomb ... 15 pts./model
  - Buzzsaw ... 25 pts./model
- May take the following
  - Red Paint Job ...5 pts.
  - Extra Armor ...5 pts.
  - Extra Chassis ...10 pts.
  - Extra Hull ...7 pts.
  - Extra Dakka ...5 pts./weapon
  - Extra Explosives ...3 pts./weapon



**DakkaJet**

Aerial Asset – 110 pts.

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>Dakkajet</b>	24F	5	1	2	-	7	10	4	3	1	7	+2	+1

**TYPE:** Vehicle (Flyer)**COMPOSITION:** 1 Dakkajet**GEAR:** two dual Heavy Machine Guns (hull), 4 hardpoints, Crew 1 (Pilot)**SPECIAL RULE:** Strafing Run**OPTIONS:**

- May replace dual Heavy Machine Gun with
  - Autocannon
  - Dual Plasma Gun
- May take the following hardpoints
  - Cluster Rockets (2 HP)
  - Air-to-Air Rocket (1 HP)
  - Heavy Air-to-Air Rocket (2 HP)
  - Superheavy Air-to-Air Rocket (4 HP)
  - Small Bomb (2 HP)
  - Medium Bomb (4 HP)
- May add turret (Crew 1 [Gunner - turret]) with
  - Dual Machine Guns
- May take the following:
  - Red Paint Job ...5 pts.
  - Ram Plate ...
  - Regenerate ...
  - Gun Mount ...
  - Extra Armor ...5 pts.
  - Extra Chassis ...10 pts.
  - Extra Hull ...7 pts.
  - Extra Dakka ...5 pts./weapon
  - Extra Explosives ...3 pts./weapon

**Bommer**

Aerial Asset – 110 pts.

	Mv	Sz	MS	BS	S	D	R	W	I	A	Ld	ASV	PR
<b>Dakkajet</b>	24F	5	1	2	-	7	10	4	3	1	7	+2	+1

**TYPE:** Vehicle (Flyer)**COMPOSITION:** 1 Dakkajet**GEAR:** two dual Heavy Machine Guns (hull), 8 hardpoints, Crew 2 (Pilot/Gunner – turret)**SPECIAL RULE:** Strafing Run**OPTIONS:**

- May replace dual Heavy Machine Gun with
  - Autocannon
  - Dual Plasma Gun
  - Bubble Cannon
- May add up to three turrets (Crew 1 [Gunner - turret]) with
  - Heavy Machine Gun
  - Dual Machine Guns
  - Immaterium Gun
- May equip the following hardpoints
  - Cluster Rockets (2 HP)
  - Cluster Bomb (1 HP)
  - Light Bomb (2 HP)
  - Medium Bomb (4 HP)
  - Heavy Bomb (6 HP)
  - Super-heavy Bomb (8 HP)
- May take the following:
  - Red Paint Job ...5 pts.
  - Ram Plate ...
  - Regenerate ...
  - Gun Mount ...
  - Extra Armor ...5 pts.
  - Extra Chassis ...10 pts.
  - Extra Hull ...7 pts.
  - Extra Dakka ...5 pts./weapon
  - Extra Explosives ...3 pts./weapon

## Armory

### Armor (Bitz)

Armor	Sz	ASV	Inv	R	W	Type
Vest Armor	-	+1	-	-	-	
Reinforced Armor	-	+2	-	-	-	
Hard Armor	-	+3	-	-	-	
Marine Power Armor	-	+4	-	-	-	
Custom Armor	-	+5	-	-	-	
Custom Armor w/ Force Field	-	+5	+2	-	-	
Mega Armor	+1	+6	-	+1	+1	Combat Drop, Hammerblow, Relentless
Mega Armor w/ Force Field	+1	+6	+2	+1	+1	Combat Drop, Hammerblow, Relentless

### Battle Cannon (Mega Shoota)

Weapon	Rng	STR	AP	Type
Battle Cannon				
...HE Shell	36"	5	-1	Heavy, Barrage, Large Blast, Pinning, Unwieldy
...AP Shell	36"	8	-2	Ordnance, Unwieldy
Battle Cannon, Heavy				
...HE Shell	36"	7	-2	Heavy, Barrage, Large Blast, Knockdown, Pinning, Unwieldy
...AP Shell	36"	10	-4	Ordnance, Unwieldy

### Battlecry X

Once per game, when this model activates all friendly infantry units within the listed range gain +1 Resistance, +1 Armor and Fleshbane with all melee weapons until the end of their next activation.

### Bike, Marauder

The model becomes Vehicle (Cavalry, Open-Topped), it gains Move 10", Size 3, Resistance 10, Armor save of +2 (use model's armor save vs. Crew criticals), and gains the Hammerblow special rule. It is armed with an Assault Rifle (hull) and has a Crew 1 (Driver).

For an Attack Bike, the model becomes Vehicle (Cavalry, Open-Topped), it gains Move 8", Size 3, Resistance 10, Wounds 3, Armor save of +2 (use model's armor save vs. Crew criticals), and gains the Hammerblow & Relentless special rule. It is armed with an Assault Gun (Sponson) and has a Crew 2 (Driver/Gunner).

### Bomb (Bomz)

Weapon	Range	STR	AP	Type
Cluster Bomb	Bomb	6	-	Blast, One Use
Light Bomb	Bomb	7	-1	Large Blast, One Use
Medium Bomb	Bomb	8	-2	Large Blast, One Use

<b>Heavy Bomb</b>	Bomb	9	-4	Mega Blast, One Use
<b>Super-heavy Bomb</b>	Bomb	10	-5	Mega Blast, One Use, Unwieldy

### Bubble Weapon [X] (Bubba Gunz)

When this weapon hits an opponent of up to size X, the target must make an Initiative test. On a failure, the unit is encased in a protective force field. The unit cannot move, and it gains a +5 Invulnerable save against any attack against it. However, the unit's own attacks are likewise restricted; to make a successful attack it must first overcome the +5 Invulnerable save to get the shot out of the force field. If the model uses a Blast or Template weapon and fails to overcome the Invulnerable save, it instead becomes the target of the attack (as if the Blast/Template overlapped the model only).

Haywire negates the force field on a 2+, as does any successful attack by an enemy against the target, or if the target makes a successful attack out of the force field.

Weapon	Range	STR	AP	Type
<b>Bubble Rifle</b>	9"	-	-	Bubble 3
<b>Bubble Gun</b>	12"	-	-1	Bubble 5
<b>Bubble Cannon</b>	15"	-	-2	Bubble 7

### Crew (Rider)

Vehicles are manned by crew members, and their position/duty of each will be listed in parentheses separated by a slash. If a crew member is rendered unable to perform their duties, the following effects take place:

**Rider:** A rider can fire any personal weapons at the enemy, and does not count as moving when firing. A rider cannot fire any vehicle-mounted weapons.

### Combat Drugs (Da Good Stuff)

When this model is activated, it may choose one friendly unit within 6" (including its own). That unit gains Rage (+1 STR and +1 Melee Attack) until the end of its next activation.

### Custom Armor (Kustom Bitz)

Provides +3 Armor.

### Custom Armor with Force Field (Kustom Bitz wif

Provides +3 Armor and a +2 Invulnerable save.

### Death Roller (Deff Roller)

The vehicle gains Smash.

### Extra Armor (Moar Bitz)

The vehicle gains a +1 bonus to Armor, but takes a -2 penalty to Movement. Looted vehicles must have taken Repaired Armor to qualify for this upgrade.

### Extra Chassis (Tuff)

The vehicle gains a +2 bonus to Resistance but takes a -2 penalty to Movement. A Looted Vehicle must have taken the Repaired Chassis to qualify for this upgrade.

### Extra Guns (Moar Dakka)

The vehicle gains +2 Strength on one Gun or Cannon, but the weapon also gains the Overheat USR.

### Extra Explosives (Moar Boom)

The vehicle gains +2 Strength to one Rocket or Bomb, but the weapon also gain the Overheat USR.

### Extra Hull (Moar

The vehicle gains +1 Hull point but takes a -2 penalty to Movement. A Looted Vehicle must have taken the Repaired Hull to qualify for this upgrade.

### Gun Mount (Dakka Stik)

The vehicle can mount a special weapon that is fired by a model in the passenger compartment. The facing of this weapon (front, left side, right side, rear) must be chosen when the model is purchased.

The weapon can be any “Rifle” or “Gun” employed by a basic troop unit from any codex (including The Beast). The cost of the weapon is 5 points + troop’s option cost.

### Immaterium Gun (Ghost Gunz)

*This bizarre contraption draws a material object (often a nearby gremlin or small bomb) into the materium and hurls it at the target. The object materializes within the target, where it either tears through the matter or explodes in a gory fashion, possibly causing dramatic injury.*

When this weapon is fired, it has a variable Strength of 2D6. Likewise it has an AP ranging from 0 to -4 (roll D6, subtract 2 from the result and apply as a negative modifier to the attacker’s Armor value).

Weapon	Rng	Str	AP	Type
Immaterium Gun	12”	2D6	-D6-2	Overheat, Portable

### Immobilizing Claw (Grab Claw)

When the vehicle assaults another vehicle, you may choose to forgo dealing a Hull Point to Immobilize both the enemy and your vehicle.

### Light Armor (Some Bitz)

Provides +1 Armor

### Looted Gun (Looted Dakka)

*Being pirates, mercenaries and marauders, they often loot weapons of interest from their victims.* A looted gun can be any one weapon taken from a weapon available to a Troop option from another codex. The point cost of the weapon is that same as it is for the Troop option, and it has the same weapon stats.

### Mega Armor (Megabitz)

Provides +6 Armor, +1 Size, +1 Resistance, +1 Wound and Combat Drop, Hammerblow and Relentless USRs.

If the armor also has a Force field, it grants the wearer a +2 Invulnerable save.

## Mob

The unit has a Leadership value equal to the number of models in the squad (maximum 11) or the unit's Leadership score, whichever is greater. This value is calculated before applying modifiers for pinning or casualties.

## Mount

*Marauders delight in capturing fierce beasts and enslaving them to their will.*

The model type changes to Infantry (Cavalry). The model gains Move 8", Size 3, +1 Resistance, +1 Wound and gains the Hammerblow special rule. Note that for the Rider entries, these modifications have already been added.

## Power Armor, Marine (Beaky Bitz)

Provides +4 Armor.

## Ram Plate (Ramma)

The vehicle gains a +2 bonus to Armor, +2 bonus to Strength and may reroll failed Bogged Down tests.

## Ramshackle

The vehicle gains a +3 Invulnerable save

## Red Paint Job

The model gains a +2 bonus to its Movement stat when Running or Charging.

## Repaired Armor

The vehicle does not suffer a -2 penalty to Armor.

## Repaired Hull

The vehicle does not suffer a -1 penalty to Hull Points

## Repaired Chassis

The vehicle does not suffer a -2 penalty to Resistance

## Reinforced Armor

Provides +2 Armor

## Rocket (Rockit)

*Marauders use a variety of cobble-together explosives strapped to some sort of motive system with a primitive targeting system. As is typical for marauders, they generally attempt to pack as many explosives into the weapon as possible, sometimes to the point that the motive system is unable to properly deliver the payload – falling dramatically short of the target or even exploding upon launch.*

Weapon	Range	STR	AP	Type
Cluster Rocket	24"	6	-	Large Blast, One Use
Air-to-Air Rocket	24"	6	-1	Heavy, One Use
Heavy Air-to-Air Rocket	24"	8	-2	Heavy, One Use

<b>Superheavy Air-to-Air Rocket</b>	24"	10	-5	Heavy, One Use, Unwieldy
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## Sabotage

When this model attacks a vehicle, do not roll to wound normally. Instead, roll on the table below for the result.

D6 Roll	Result
<b>1-3</b>	No Effect
<b>4</b>	Immobilized OR Weapon Damaged (Defender's choice)
<b>5</b>	Injured Crewman
<b>6</b>	-1 Hull point

An injured crewman can be restored to action during the vehicle's activation on a roll of 4+ on D6. This requires no special action by the Vehicle to perform the check.

## Saw

Weapon	Range	STR	AP	Type
<b>Buzzsaw</b>	Melee	5	-1	Multiattack, Fleshbane
<b>Killsaw</b>	Melee	7	-2	Multiattack, Fleshbane

## Shield Weapons (Bounz Gunz)

Weapon	Range	STR	AP	Type
<b>Shield Pistol</b>	3"	-	-	Shield
<b>Shield Rifle</b>	6"	-	-	Shield
<b>Shield Gun</b>	9"	-	-	Shield
<b>Shield Cannon</b>	12"	-	-	Shield

**SHIELD:** The model bearing the Shield Gun grants the unit in range it is with a +2 Cover save from the front and side until the model's next activation. No To Hit roll is made, the bonus is gained automatically.

## Shock Prod (ShokkStick)

Weapon	Range	STR	AP	Type
<b>Shock Prod</b>	Melee	5	-3	Knockdown

## Tractor Weapons (Traktor Gunz)

Weapon	Range	STR	AP	Type
<b>Tractor Rifle</b>	12"	4	-	Tractor
<b>Tractor Gun</b>	15"	6	-	Tractor

<b>Tractor Cannon</b>	18"	8	-	Tractor
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**TRACTOR:** When this weapon hits a target, the attacker (using the weapon's Strength) makes an opposed Strength check. If the attacker wins, the target is moved 2D6" in a straight line in the direction the attacker chooses. If the target passes over another model while moving, make a To Wound roll for both models. The Strength of the attack equals the Size of the other model touched.

If the attacker successfully hits and wins the Strength check against a Flying or Skyborne hit, it may choose to plow the target into the ground, forcing it to land until its next activation and take a hit equal to its Size + 3.

In either case, the affected model cannot end its movement on an enemy model; if it would so, move the model back so it is at least 1" away from overlapping any model.

**Example:** A Tractor Cannon is used to move a Juggernaut (Size 6). As the Juggernaut is moved, it passes over a squad of Stellar Marines (Size 1). Each Stellar Marine in the path takes a STR 6 hit, while the Juggernaut takes a number of STR 1 hits equal to the number of Stellar Marines it passes over.

**Example 2:** A Tractor Cannon is used to move a Stellar Marine Lightning Interceptor (Size 6). The Lightning is brought to the ground and suffers a STR 9 hit. If the Lightning Interceptor survives, the next time it is activated, it may again take to the air.

## Wrecking Ball

	Range	S	AP	Type
<b>Wrecking Ball</b>	3"	9	4	Assault



Weapon	Range	S	AP	Notes
Assault Pistol	6"	4	-	Pistol, Burst
Assault Rifle	12"	4	-	Assault, Burst
Assault Gun	18"	5	-1	Portable, Assault, Burst 1
Assault Cannon	15"	6	-1	Heavy, Assault, Burst 2
Battle Cannon				
...HE Shell	36"	5	-1	Heavy, Barrage, Large Blast, Pinning, Unwieldy
...AP Shell	36"	8	-2	Ordnance, Unwieldy
Battle Cannon, Heavy				
...HE Shell	36"	7	-2	Heavy, Barrage, Large Blast, Knockdown, Pinning, Unwieldy
...AP Shell	36"	10	-4	Ordnance, Unwieldy
Cluster Bomb	Bomb	6	-	Blast, One Use
Light Bomb	Bomb	7	-1	Large Blast, One Use
Medium Bomb	Bomb	8	-2	Large Blast, One Use
Heavy Bomb	Bomb	9	-4	Mega Blast, One Use
Super-heavy Bomb	Bomb	10	-5	Mega Blast, One Use, Unwieldy
Bubble Rifle	9"	-	-	Bubble 3
Bubble Gun	12"	-	-1	Bubble 5
Bubble Cannon	15"	-	-2	Bubble 7
Buzzsaw	Melee	5	-1	Multiattack, Fleshbane
Chain Axe	Melee	User +1	-1	Melee, Multiattack, Fleshbane
Chopper	Melee	User	-	Melee, Multiattack
Flamer	Template	4	-	Assault, Burn, Ignores Cover
Flame Gun	Template	5	-	Assault, Burn, Ignores Cover
Flame Cannon	Template	6	-1	Heavy, Burn, Ignores Cover
Immaterium Gun	12"	2D6	-D6-2	Overheat, Portable
Killsaw	Melee	7	-2	Multiattack, Fleshbane
Laser Rifle	12"	3	-	Burst
Laser Gun	18"	6	-	Portable, Damaging
Laser Cannon	24"	9	-2	Heavy, Damaging, Pierce
Plasma Gun	12"	7	-3	Portable, Blast, Overheat
Plasma Cannon	18"	7	-3	Heavy, Large Blast, Overheat
Power Axe	Melee	User +2	-1	Melee, Fleshbane
Power Fist	Melee	User +4	-2	Melee, Knockdown, Unwieldy
Power Claw	Melee	User +2	-1	Melee, Multiattack
Machine Pistol	9"	3	-	Pistol
Machine Rifle	12"	3	-	Burst
Machine Gun	15"	4	-1	Burst 1, Portable
Machine Gun, Heavy	18"	5	-2	Burst 2, Portable
Melter Pistol	6"	8	-4	Pistol, Armorbane

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## [THE BEAST]

<b>Melter Gun</b>	9"	8	-4	Assault, Armorbane
<b>Melter Cannon</b>	12"	8	-4	Heavy, Armorbane
<b>Rocket, Cluster</b>	24"	6	-	Large Blast, One Use
<b>Rocket, Air-to-Air</b>	24"	6	-1	Heavy, One Use
<b>Rocket, Heavy Air-to-Air</b>	24"	8	-2	Heavy, One Use
<b>Rocket, Superheavy Air-to-Air</b>	24"	10	-5	Heavy, One Use, Unwieldy
<b>Rocket Launcher</b>				
<b>-Fragmentation</b>	24"	4	-	Portable, Blast
<b>-AT</b>	24"	8	-1	Portable
<b>Shield Pistol</b>	3"	-	-	Shield
<b>Shield Rifle</b>	6"	-	-	Shield
<b>Shield Gun</b>	9"	-	-	Shield
<b>Shield Cannon</b>	12"	-	-	Shield
<b>Shock Prod</b>	Melee	5	-3	Melee, Knockdown