

Gallowsmen Special Rules

The models in the Gallowsmen army use a number of special rules that are common to more than one unit, as specified in the individual entries that follow. Details of those shared rules are given here. If a special rule is not explained on this page or in the relevant entry, it can be found within the main Warhammer 40,000 Rulebook

And they Shall Know No Fear

(See Space Marine codex)

Combat Squads

(See Space Marine codex)

Rites of Death

When a unit of Gallowsmen has won combat, and all enemies have either been defeated or have fled, so long as at least one casualty has been inflicted (on either side), place a Gallows Totem (40mm base) anywhere in base contact with a Gallowsguard that was involved in the combat (placement of a Gallows Totem is done before any consolidation moves are made, but after any sweeping advances are attempted). If it is impossible to place a Token within base contact with a Gallowsguard who was in the combat, then a Token may not be placed at all. Any allied model with the *Rites of Death* special rule within 6" of a Gallows Totem with line of sight to it gains the *Furious Charge* and *Fearless* universal special rules for the rest of the turn (so yes, a unit can begin their turn in range of a totem, move out of range, and still keep the bonuses until the end of the turn). Gallows Totems count as *Locator Beacons* (see the Space Marine codex). A single Gallowsmen army may only have 5 Gallows Totems on the table at one time (in apocalypse games, ignore this limitation). If there are 5 Totems on the table already, and you are able place another, you must remove one Totem before you can place the new one. Only one Gallows Totem may be placed per combat, regardless of how many units were involved in the combat.

Wargear

Weapons

(for all weaponry without a description in the army listing, use the description found in the Blood Angels codex)

Vehicle Weapons and Wargear

(for all weaponry and wargear without a description in the army listing, use the description found in the Blood Angels codex)

Equipment

(for all weaponry without a description in the army listing, use the description found in the Blood Angels codex)

Jump Packs: (See Space Marine Codex)

Gallowsmen Army List

HQ

Asagrim Woden---200

Asagrim Woden	WS	BS	S	T	W	I	A	Ld	Sv
	6	5	4	4	3	5	4	10	2+
Unit Composition 1 (unique) Unit Type Jump infantry Wargear Artificer armour Hildolfr's Judgement Close Combat Weapon Jump pack Frag and krak grenades Iron halo				Special Rules -Rites of Death -And They Shall Know No Fear -Independent Character -Judge of the Fallen: Every unsaved wound caused by Woden in close combat count as two wounds for combat resolution. Wargear Hildolfr's Judgment: Hildolfr's Judgment is a power weapon that adds +1S for each enemy model Woden destroys in close combat (only models killed directly by Woden's attacks count) for the rest of the game (for example, if Woden kills two enemy models in close combat, he then counts as having a strength value of 4(6)).					
Master Executioner In an army that includes Asagrim Woden, Executioners are troops choices									

Sanctifier Haephestos---150 points

Sanctifier Haephestos	W S	BS	S	T	W	I	A	Ld	Sv								
	5	4	4	4	3	5	3	10	3+								
Unit Composition 1 (unique) Unit Type Jump infantry Wargear Artificer armour Obsidian Blade Bolt pistol Jump pack Chapter Banner Frag and krak grenades Iron halo				Special Rules -Rites of Death -And They Shall Know No Fear -Independent Character -Sanctified Ritual: Sanctifier Haephestos may choose to place a Gallows Token in lieu of shooting or running during his shooting phase. To do so, place the Token in base contact with Haephestos. If a Token cannot be placed in base contact with Haephestos, then you may not place it at all. -Tallyman of the Fallen: Count the number of Gallows Totems within 12” of Sanctifier Haephestos and consult the chart below. In addition to the normal bonus that a Totem within this area would give, it also grants the bonus below. These effects are cumulative. <table><tr><td>2</td><td>Fleet of Foot</td></tr><tr><td>3</td><td>Preferred Enemy</td></tr><tr><td>4</td><td>All enemy units within 6” of a Gallows Totem have (-2) leadership</td></tr><tr><td>5</td><td>All enemy units within 6” of a Gallows Totem must take a morale check (as if they suffered over 25% casualties in the shooting phase) at the beginning of the movement phase or fall back. Enemy units in combat must instead take a leadership test, and if they fail it, they strike at WS 1 for the rest of the turn.</td></tr></table> (for example, if there were 3 Gallows Totems within 12” of the Sanctifier and in his line of sight, both of those Totems would give any units <i>Fleet of Foot</i> and <i>Preferred Enemy</i> , in addition to the bonuses they normally give) The Last to Fall: Sanctifier Haephestos has the Eternal Warrior and Feel No Pain universal special rules as detailed in the Warhammer 40,000k rulebook. Wargear Obsidian Blade: The Obsidian Blade is a power weapon. For each unsaved wound inflicted by the Obsidian Blade, Sanctifier Haephestos recovers 1 wound. Sanctifier Haephestos may not exceed his natural 3W.						2	Fleet of Foot	3	Preferred Enemy	4	All enemy units within 6” of a Gallows Totem have (-2) leadership	5	All enemy units within 6” of a Gallows Totem must take a morale check (as if they suffered over 25% casualties in the shooting phase) at the beginning of the movement phase or fall back. Enemy units in combat must instead take a leadership test, and if they fail it, they strike at WS 1 for the rest of the turn.
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If you take Sanctifier Haephestos, you may not take a Sanctifier Squad.				Options: -Sanctifier Haephestos may be accompanied by 4 Honour Guard for 80 points . If you choose to do this, Haephestos Loses the Independent Character special rule . Honour guard use the same profile and wargear options as the Sanctifier Squad below.													

0-1 Sanctifier Squad---150points

Sanctifier	WS	BS	S	T	W	I	A	Ld	Sv								
	5	4	4	4	2	4	2	10	3+								
Honour Guard	WS	BS	S	T	W	I	A	Ld	Sv								
	4	4	4	4	1	4	2	9	3+								
Unit Composition: 1 Sanctifier 4 Honour Guard Unit Type: Infantry Wargear: -Power armour -Boltgun or bolt pistol -Close combat weapon -Frag and Krak grenades		Special Rules Sanctifier: -Rites of Death -And They Shall Know No Fear -Sanctified ritual: A Sanctifier Squad may choose to place a Gallows Token in lieu of shooting or running during their shooting phase. To do so, place the Token in base contact with the Sanctifier. If a Token cannot be placed in base contact with the Sanctifier, then you may not place it at all. -Tallyman of the Fallen: Count the number of Gallows Totems within 12” of the Sanctifier and consult the chart below. In addition to the normal bonus that a Totem within this area would give, it also grants the bonus below. These effects are cumulative. <table><tr><td>2</td><td>Fleet of Foot</td></tr><tr><td>3</td><td>Preferred Enemy</td></tr><tr><td>4</td><td>All enemy units within 6” of a Gallows Totem have (-2) leadership</td></tr><tr><td>5</td><td>All enemy units within 6” of a Gallows Totem must take a morale check (as if they suffered over 25% casualties in the shooting phase) at the beginning of the movement phase or fall back. Enemy units in combat must instead take a leadership test, and if they fail it, they strike at WS 1 for the rest of the turn.</td></tr></table> <p>(for example, if there were 3 Gallows Totems within 12” of the Sanctifier and in his line of sight, both of those Totems would give any units <i>Fleet of Foot</i> and <i>Preferred Enemy</i>, in addition to the bonuses they normally give)</p>								2	Fleet of Foot	3	Preferred Enemy	4	All enemy units within 6” of a Gallows Totem have (-2) leadership	5	All enemy units within 6” of a Gallows Totem must take a morale check (as if they suffered over 25% casualties in the shooting phase) at the beginning of the movement phase or fall back. Enemy units in combat must instead take a leadership test, and if they fail it, they strike at WS 1 for the rest of the turn.
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		Options: *The Sanctifier can carry the Chapter Banner (See Blood Angels codex) (one per army)--- 30 points *The entire squad can have Jump Packs --- 50 points *Any Honour Guard can replace his boltgun, chainsword, and/or bolt pistol with: -a storm bolter --- 3 points -a flamer --- 5 points -a meltagun, combi-flamer, -melta or –plasma or hand flamer --- 10 points -a plasma gun, plasma pistol, infernus pistol, power sword, or lightning claw --- 15 points A storm shield --- 20 points -a power fist --- 25 points -a thunder hammer --- 30 points *Any Honour Guard can have the following: - Melta Bombs --- 5 points															

High Executioner---130 points

High Executioner	WS	BS	S	T	W	I	A	Ld	Sv
	5	5	4	4	3	5	3	10	3+
Unit Composition: 5 Executioners Unit Type: Infantry Wargear: -Power armour -Bolt Pistol -Power weapon -Frag and Krak grenades -Iron halo				Special Rules -Rites of Death -And They Shall Know No Fear -Indignant Fury: For every unit that a High Executioner (and the unit he is currently with) destroys, he and any unit he is with gain +1A for the rest of the game (this bonus only applies as long as the High Executioner is actually a part of the unit, if the High Executioner leaves the unit he is with or joins another unit, any bonus attacks that he or any unit he was with had are lost).					
				Options: *A High Executioner may replace their bolt pistol with: -an infernus pistol, hand flamer, or lightning claw---15 points -a storm shield---20 points -a powerfist---25 points -a thunder hammer---30 points *A High Executioner may replace their power weapon with: -a lightning claw---free -a powerfist---10 points -a thunder hammer---15 points *A High Executioner may take - jump jack---15 points - melta bombs---5 points					

Elites

Executioner Squad---150 points

Executioner	WS	BS	S	T	W	I	A	Ld	Sv
	5	4	4	4	1	4	2	9	3+
Unit Composition: 5 Executioners Unit Type: Jump Infantry Wargear: -Power armour -Bolt Pistol -Close combat weapon -Frag and Krak grenades -Jump packs				Special Rules -Rites of Death -And They Shall Know No Fear -Marked for Death: When the Executioner Squad enters play, pick a non-vehicle enemy unit (units embarked in transports may be chosen). The Executioner Squad gains the <i>Preferred Enemy</i> and <i>Furious Charge</i> special rules when in combat with that unit. Once the marked unit has been destroyed, you may choose to mark another unit. For every marked that is not destroyed by the end of the game, the opponent gains 1 killpoint if it is an objective game, or counts as holding an additional objective if it is an objective game. An Executioner Squad may choose to not mark a unit. If it chooses not to mark a unit at any time, then the Executioner Squad may not mark any more units for the rest of the game. -Righteous Fury: For every marked unit that an Executioner Squad destroys, they gain +1A on the charge for the rest of the game.					
				Options: *Any Executioner may replace their bolt pistol or close combat weapon with: -a power weapon, infernus pistol, hand flamer, or lightning claw---15 points -a storm shield---20 points -a powerfist---25 points *Any Executioner may take -a melta bombs---5 points					

Hallowed Dreadnought---160 points

Venerable Dreadnought	WS	BS	S	F	S	R	I	A
	6	4	6	13	12	10	4	2(3)
Unit Composition: 1 Dreadnought Unit Type: Vehicle (Walker) Wargear: -DCCW with built in storm bolter -DCCW with built in melta-gun -Smoke launchers				Special Rules Hallowed: If a Hallowed Dreadnought wins in close combat, the Dreadnought counts as a Gallows Token. A Hallowed Dreadnought benefits from a Gallows Token as if it had the “Rites of Death” special rule (yes, a Hallowed Dreadnought can benefit from their own Gallows Token).				
Dedicated Transport -Can select a Drop Pod				Options: *Replace both DCCW with Blood talons (built in weapons are retained)---10 points *Replace storm bolter with heavy flamer---10 points *May take: - Extra Armour---15 points - Searchlight---1 point				

Dreadnought---105 points

Venerable Dreadnought	WS	BS	S	F	S	R	I	A
	4	4	6	12	12	10	4	2
Unit Composition: 1 Dreadnought Unit Type: Vehicle (Walker) Wargear: -DCCW with built in storm bolter -Multi-melta -Smoke launchers				Special Rules Gallowsman: A Dreadnought benefits from a Gallows Token as if it had the “Rites of Death” special rule.				
Dedicated Transport -Can select a Drop Pod				Options: *Replace storm bolter with heavy flamer---10 points *Replace multi-melta with: -twin-linked heavy flamer---5 free -twin-linked heavy bolter---5 points -twin-linked autocannon---10 points -plasma cannon or assault cannon---30 points *Replace DCCW with: - twin-linked autocannon or missile launcher---5 points *May take: - Extra Armour---15 points - Searchlight---1 point				

Terminator	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	4	4	1	4	2	9	2+
Terminator Seargent	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	4	4	1	4	2	9	2+
Unit Composition: 1 Terminator Seargent 4 Terminators Unit Type: Infantry Wargear: -Terminator Armour -Storm Bolter -Power Fist (Seargent has a power sword instead)		Special Rules -Rites of Death -And They Shall Know No Fear -Combat Squads							
Dedicated Transport: The squad can select a Land Raider of any type as a dedicated transport		Options: *Add up to five Terminators--- 40 points per model *For every 5 models in the squad, one terminator can: -replace his storm bolter with a heavy flamer--- 5 points -replace his storm bolter with an assault cannon---30 points -take a cyclone missile launcher--- 30 points *Any terminator can replace its power fist with a chainfist--- 5 points							

Terminator	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	4	4	1	4	2	9	2+
Terminator Sergeant	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	4	4	1	4	2	9	2+
Unit Composition: 1 Terminator Sergeant 4 Terminators Unit Type: Infantry Wargear: -Terminator Armour -Lightning Claws	Special Rules -Rites of Death -And They Shall Know No Fear -Combat Squads								
Dedicated Transport: The squad can select a Land Raider of any type as a dedicated transport	Options: *Add up to five Terminators--- 40 points per model *Any model can replace his lightning claws with a thunder hammer and storm shield--- 5 points								

Excavator---65 points

Excavator	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	4	4	1	4	1	8	2+
Servitor	3	3	3	3	1	3	1	8	4+
Unit Composition: 1 Excavator Unit Type: Infantry Wargear (Excavator): -Artificer armour -Servo-arm -Boltgun or bolt pistol -Frag and Krak grenades Wargear (Servitors): -Close combat weapon -Servo arm					Special Rules Excavator: -Rites of Death -And They Shall Know No Fear -Bolster Defenses (See Blood Angels Codex) Servitors: -Mindlock (See Space Marines Codex) Wargear -Power Drill: A power drill is a two-handed power weapon. On the turn that a model equipped with a powerdrill charges into combat, they gain +D6 attacks instead of the normal charging bonus. Power Drills roll an additional D6 for armour penetration. A unit with a model equipped with a power drill may deploy by deepstrike , even if the mission does not normally allow it. If the unit comes in contact with an enemy unit or vehicle, they do not mishap and instead count as charging the unit/vehicle. Enemy models must move to make room for a unit deepstriking with a power drill. If it is impossible to move the enemy models to make room for the deepstriking unit, then the deepstriking unit mishaps as usual.				
					Options: *Exchange servo-arm for a jump pack--- free *Upgrade servo-arm to a servo-harness--- 25 points *Replace boltgun with: -a storm bolter--- 3 points -a combi-flamer, -melta, or -plasma--- 10 points -a plasma pistol--- 15 points *Take either: -a power weapon--- 15 points -a thunder hammer--- 30 points -a power drill--- 40 points *The Excavator may be accompanied by: -up to five servitors--- 15 points each *Up to two servitors can replace their servo-arm with: -a heavy bolter--- 20 points -a multi-melta or plasma cannon--- 30 points				

Troops

Chapterguard Tactical Squad---90 points

Space Marine	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	4	4	1	4	1	8	3+
Space Marine Sergeant	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	4	4	1	4	2	9	3+
Unit Composition: 4 Space Marines 1 Space Marine Sergeant Unit Type: Infantry Wargear: -Power armour -Bolt Pistol -Boltgun -Frag and Krak grenades					Special Rules -Rites of Death -And They Shall Know No Fear -Combat Squads				
Dedicated Transport -The squad can select any dedicated transport					Options: *Add up to five Space Marines--- 16 points *If the squad numbers 10 models, one Space Marine can replace his boltgun with one of the following: -a flamer--- free -a meltagun--- 5 points -a plasma gun--- 10 points *If the squad numbers 10 models, one Space Marine can replace his boltgun with one of the following: -a heavy bolter, multi-melta or missile launcher--- free -a plasma cannon--- 5 points -a lascannon--- 10 points *The Space Marine Sergeant can replace his boltgun and/or bolt pistol with: -a chainsword--- free -a storm bolter--- 3 points -a combi-melta, -flamer or -plasma--- 10 points -a plasma pistol or power weapon--- 15 points -a power fist--- 25 points *The Space Marine Sergeant can take: -melta bombs--- 5 points -teleport homer--- 15 points				

Cityguard Assault Marines---100 points

Space Marine	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	4	4	1	4	1	8	3+
Space Marine Sergeant	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	4	4	1	4	2	9	3+
Unit Composition: 4 Space Marines 1 Space Marine Sergeant Unit Type: Jump Infantry Wargear: -Power armour -Bolt Pistol or Boltgun -Close Combat Weapon -Frag and Krak grenades -Jump Pack					Special Rules -Rites of Death -And They Shall Know No Fear -Combat Squads				
Dedicated Transport -The squad can remove its jump packs to count as infantry. It can then have any dedicated transport at a 35-point discount					Options: *Add up to five Space Marines--- 16 points *For every 5 models in the squad, one Space Marine can replace his boltgun/bolt pistol with one of the following: -a flamer--- 5 points -a meltagun or handflamer--- 10 points -a plasma gun/pistol or infernus pistol--- 15 points *The Space Marine Sergeant can replace his boltgun/bolt pistol and/or close combat weapon with: -a hand flamer--- 10 points -a plasma pistol, infernus pistol, power weapon, or lightning claw--- 15 points -a power fist--- 25 points -a thunder hammer--- 30 points *The Space Marine Sergeant can take: -melta bombs--- 5 points -Combat Shield--- 5 points				

Desertguard Scout Squad---75 points

Scout	WS	BS	S	T	W	I	A	Ld	Sv
	3	3	4	4	1	4	1	8	4+
Scout Sergeant	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	4	4	1	4	2	9	4+
Unit Composition: 4 Scouts 1 Scout Sergeant Unit Type: Infantry Wargear: -Scout armour -Bolt Pistol -Shotgun -Frag and Krak grenades				Special Rules -And They Shall Know No Fear -Combat Squads -Infiltrate -Scouts -Move Through Cover					
				Options: *Add up to five Scouts--- 13 points *Any model can replace his shotgun with: -a boltgun, close combat weapon, or sniper rifle--- free *One Scout can replace his shotgun with: -a heavy bolter or missile launcher--- 10 points *The Scout Sergeant can replace his shotgun and/or bolt pistol with: -a combi-melta, -flamer or -plasma--- 10 points -a plasma pistol or power weapon--- 15 points -a power fist--- 25 points *The Scout Sergeant can take: -melta bombs--- 5 points -a locator beacon--- 25 points *The entire squad can have: -camo cloaks--- 3 points per model					

Dedicated Transports

Rhino---35 points

Rhino	BS	F	S	R
	4	11	11	10
Unit Composition 1 Rhino Unit Type Vehicle (Tank) Wargear: Storm Bolter Smoke Launchers		Special Rules: Repair		
Transport Capacity: 10 models		Options: *Can take any of the following: -a storm bolter--- 10 points -a hunter-killer missile--- 10 points -a dozer blade--- 10 points -extra armour--- 15 points -searchlight--- 1 point		

Drop Pod---35 points

Drop Pod	BS	F	S	R
	4	12	12	12
Unit Composition 1 Drop Pod Unit Type Vehicle (Open-topped) Wargear: Storm Bolter		Special Rules: Inertial Guidance System Immobile Drop Pod Assault		
Transport Capacity: 10 models or 1 Dreadnought		Options: *Replace storm bolter with: -deathwind missile launcher---20 points *Take a locator beacon---10 points		

Land Raider---250 points

Land Raider	BS	F	S	R
	4	14	14	14
Unit Composition 1 Land Raider Unit Type Vehicle (Tank) Wargear: Twin-linked heavy bolter 2 Twin-linked lascannons Smoke Launchers		Special Rules: Assault Vehicle Power of the Machine Spirit		
Transport Capacity: 10 models		Options: *Can take any of the following: -a storm bolter--- 10 points -a hunter-killer missile--- 10 points -a multi-melta--- 10 points -extra armour--- 15 points -searchlight--- 1 point		

Land Raider Crusader---250

Land Raider	BS	F	S	R
	4	14	14	14
Unit Composition 1 Land Raider Unit Type Vehicle (Tank) Wargear: Twin-linked Assault Cannon 2 Hurricane-bolters Frag assault launchers Smoke Launchers		Special Rules: Assault Vehicle Power of the Machine Spirit		
Transport Capacity: 16 models		Options: *Can take any of the following: -a storm bolter--- 10 points -a hunter-killer missile--- 10 points -a multi-melta--- 10 points -extra armour--- 15 points -searchlight--- 1 point		

Land Raider Redeemer---240 points

Land Raider	BS	F	S	R
	4	14	14	14
Unit Composition 1 Land Raider Unit Type Vehicle (Tank) Wargear: Twin-linked heavy bolter 2 flamethrower cannons Frag assault launchers Smoke Launchers		Special Rules: Assault Vehicle Power of the Machine Spirit		
Transport Capacity: 12 models		Options: *Can take any of the following: -a storm bolter--- 10 points -a hunter-killer missile--- 10 points -a multi-melta--- 10 points -extra armour--- 15 points -searchlight--- 1 point		

Fast Attack

Cityguard Veteran Squad---115 Points

Veteran	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	4	4	1	4	2	9	3+
Space Marine Sergeant	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	4	4	1	4	2	9	3+
Unit Composition: 4 Veterans 1 Space Marine Sergeant Unit Type: Infantry Wargear: -Power armour -Bolt Pistol -Close combat weapon (the Sergeant has a power sword instead) -Frag and Krak grenades				Special Rules -Rites of Death -And They Shall Know No Fear -Combat Squads -Pride of the Cityguard: If a unit of Cityguard Veterans deepstrikes and the unit comes in contact with an enemy unit or vehicle, they do not mishap and instead count as charging the unit/vehicle. Enemy models must move to make room for a unit of Cityguard Veterans entering by deepstrike. If it is impossible to move the enemy models to make room for the deepstriking unit, then the deepstriking unit mishaps as usual. Cityguard Veterans may assault on the turn they deepstrike if they did not shoot in the shooting phase.					
Dedicated Transport -If the squad does not have jump packs, it can select any dedicated transport				Options: *Add up to five Veterans--- 20 points *The entire squad can have jump packs--- 20 points per model *Any model can replace his bolt pistol and/or chainsword with: -a hand flamer--- 10 points -a plasma pistol, infernus pistol, lightning claw, or power weapon--- 15 points -a storm shield--- 20 points -a power fist--- 25 points -a thunder hammer--- 30 points *Any model can take: -melta bombs--- 5 points *The Sergeant can replace his power sword with: -a lightning claw--- free -a power fist--- 10 points -a thunder hammer--- 15 points					

Land Speeder Squadron---50 points per model

Land Speeder	BS	F	S	R
	4	14	14	14
Unit Composition 1-3 Land Speeders Unit Type Vehicle (Fast, Skimmer) Wargear: Heavy Bolter		Special Rules: Deep Strike		
		Options: *Any Land Speeder can replace its heavy bolter with: -a heavy flamer--- free -a multi-melta--- 10 points Any Land Speeder can be upgraded with one of the following: -a Typhoon missile launcher--- 40 points -a Tornado pattern: -heavy flamer or heavy bolter--- 10 points -multi-melta--- 20 points -assault cannon--- 40 points		

Stormraven Gunship---200 points

Stormraven	BS	F	S	R
	4	12	12	12
Unit Composition 1 Stormraven Unit Type Vehicle (Fast, Skimmer) Wargear: Twin-linked heavy bolter Twin-linked Assault Cannon Four Bloodstrike Missiles Ceramite Plating		Special Rules: Assault Vehicle Deep Strike Power of the Machine Spirit Skies of Blood		
Transport Capacity: 12 models and/or one Dreadnought		Options: *Replace twin-linked heavy bolter with: -twin-linked multi-melta--- free -typhoon missile launcher--- 25 points *Replace twin-linked assault cannon with: -twin-linked plasma cannon--- free -twin-linked lascannons--- free *Can take sides sponsons with hurricane bolters--- 30 points *Can take any of the following: -extra armour--- 15 points -searchlight--- 1 point -locator beacon--- 15 points		

Heavy Support

Predator---60 points

Predator	BS	F	S	R
	4	13	11	10
Unit Composition 1 Predator Unit Type Vehicle (Tank) Wargear: Autocannon Smoke Launchers				
		Options: *Replace Autocannon with: -a twin-linked lascannon--- 45 points *Can take side sponsons with: -heavy bolters--- 25 points -lascannons--- 60 points *Can take any of the following: -a storm bolter--- 10 points -a hunter-killer missile--- 10 points -a dozer blade--- 5 points -extra armour--- 15 points -searchlight--- 1 point		

Desertguard Devastator Squad---90 points

Space Marine	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	4	4	1	4	1	8	3+
Space Marine Sergeant	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	4	4	1	4	2	9	3+
Unit Composition: 4 Space Marines 1 Space Marine Sergeant Unit Type: Infantry Wargear: -Power armour -Bolt Pistol -Boltgun -Frag and Krak grenades -The Sergeant also has a Signum					Special Rules -Rites of Death -And They Shall Know No Fear -Combat Squads				
Dedicated Transport -The squad can select any dedicated transport					Options: *Add up to five Space Marines--- 16 points *Up to four Space Marines can replace their boltguns with one of the following: -a heavy bolter, multi-melta or a missile launcher--- 10 points -a plasma cannon--- 15 points -a lascannon--- 25 points *The Space Marine Sergeant can replace his boltgun and/or bolt pistol with: -a chainsword--- free -a storm bolter--- 3 points -a combi-melta, -flamer or -plasma--- 10 points -a plasma pistol or power weapon--- 15 points -a power fist--- 25 points *The Space Marine Sergeant can take: -melta bombs--- 5 points -teleport homer--- 15 points				

Desertguard Veteran Squad---115 points

Veteran	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	4	4	1	4	2	9	3+
Unit Composition: 5 Veterans Unit Type: Infantry Wargear: -Power armour -Bolt Pistol -Boltgun -Frag and Krak grenades				Special Rules -Rites of Death -And They Shall Know No Fear -Slow and Purposeful					
Dedicated Transport - The squad can select any dedicated transport				Options: *Any Veteran may replace their boltgun with one of the following: -a heavy bolter, multi-melta or a missile launcher--- 10 points -a plasma cannon--- 15 points -a lascannon--- 25 points *Any Veteran may take -melta bombs--- 5 points -teleport homer--- 15 points					

Vindicator---115 points

Predator	BS	F	S	R
	4	13	11	10
Unit Composition 1 Vindicator Unit Type Vehicle (Tank) Wargear: Demolisher cannon Storm bolter Smoke Launchers				
		Options: *Can take any of the following: -a storm bolter--- 10 points -a hunter-killer missile--- 10 points -a dozer blade--- 5 points -a siege shield--- 10 points -extra armour--- 15 points -searchlight--- 1 point		

Heavy Executioner Squad---150 points

Executioner	WS	BS	S	T	W	I	A	Ld	Sv
	5	4	4	4	1	4	2	9	3+
Unit Composition: 5 Executioners Unit Type: Infantry Wargear: -Power armour -Bolt Pistol -Close combat weapon -Frag and Krak grenades				Special Rules -Rites of Death -And They Shall Know No Fear -Marked for Death: When the Heavy Executioner Squad enters play, pick a non-vehicle enemy unit (units embarked in transports may be chosen). The Heavy Executioner Squad gains the <i>Preferred Enemy</i> and <i>Furious Charge</i> special rules when in combat with that unit. Once the marked unit has been destroyed, you may choose to mark another unit. For every marked that is not destroyed by the end of the game, the opponent gains 1 killpoint if it is an objective game, or counts as holding an additional objective if it is an objective game. A Heavy Executioner Squad may choose to not mark a unit. If it chooses not to mark a unit at any time, then the Executioner Squad may not mark any more units for the rest of the game. Wargear: Power Drill: A power drill is a two-handed power weapon. On the turn that a model equipped with a powerdrill charges into combat, they gain +D6 attacks instead of the normal charging bonus. Power Drills roll an additional D6 for armour penetration. A unit with a model equipped with a power drill may deploy by deepstrike , even if the mission does not normally allow it. If the unit comes in contact with an enemy unit or vehicle, they do not mishap and instead count as charging the unit/vehicle. Enemy models must move to make room for a unit deepstriking with a power drill. If it is impossible to move the enemy models to make room for the deepstriking unit, then the deepstriking unit mishaps as usual.					
				Options: *Any Executioner may replace their bolt pistol or close combat weapon with: -a power weapon--- 15 points -a powerfist --- 25 points -a power drill --- 30 points					