

Alternate Epic Unit Descriptions

Chaos

Infantry – Daemons

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Chaos Androids	4"	None	+4	Lasgun	20"	1	5+	-	
Charged troops must make an extra M check.									
Khorne									
Bloodletter	4"	4+	+5	None	-	-	-	-	Regenerates
Fleshhound	8"	None	+2	None	-	-	-	-	
Immune to psychic attacks. Charged troops must make an extra M check.									
Nurgle									
Beast	4"	3+	+5	None	-	-	-	-	
-2 to opponents CAF.									
Plaguebearer	4"	4+	+4	None	-	-	-	-	
-2 to opponents CAF.									
Slaanesh									
Daemonette	4"	None	+4	None	-	-	-	-	
Euphoric Ecstasy: When charging living enemies, before rolling any M checks, the enemy must make a M check or sit still and automatically lose the close combat. Charged troops must make an extra M check.									
Fiend	6"	None	+1	None	-	-	-	-	
Soporific Musk: -1 CAF to living enemy infantry in contact. Charged troops must make an extra M check.									
Tzeentch									
Flamer	6"	None	+1	Flame	10"	1	5+	-	Ignores cover
Charged troops must make an extra M check.									
Blue Horror	4"	None	+1	None	-	-	-	-	
When a Pink Horror dies it becomes 2 Blue Horrors. Charged troops must make an extra M check.									
Pink Horror	4"	4+	+4	None	-	-	-	-	

Infantry

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Beastmen	4"	None	+3	Swords/Axes					
Chaos Champion	4"	6+ Fixed	+4	Daemon Weapon	10"	1	5+	-	4+ Psychic save. +1 M to units within 4".
Chaos Squats	4"	None	+2	Heavy Bolters	20"	2	5+	-	
Cultists	4"	None	0	Lasguns	20"	1	5+	-	
Minotaur	4"	6+ Fixed	+5	None	-	-	-	-	
Troll	4"	6+ Fixed	+5	None	-	-	-	-	Regenerates
Only moves if roll 3+ first.									
Chaos Space Marines									
Chaos Space Marines	4"	None	+3	Missile Launcher	20"	1	4+	-1	
Chaos Terminators	4"	6+ Fixed	+6	Storm Bolters	10"	2	4+	-1	

Cavalry/Bikes

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Chaos Space Marines									
Bikes	12"	None	+3	Bolters	6"	1	6+	-	
Khorne									
Juggernauts	6"	5+	+5	Bolters	10"	1	6+	-	
Slaanesh									
Beast Riders	8"	None	+3	Bolters	10"	1	6+	-	
Tzeentch									
Disc Rider	10"	None	+2	Lascannon	20"	1	5+	-1	Skimmer

Dreadnoughts/Walkers

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Chaos Space Marines									
Chaos Dreadnought	4"	5+	+1	Various	20"	2	5+	-	
Robot	4"	5+	+2	Autocannon	30"	1	5+	-	
Move towards nearest enemy engaging in close combat if in range, and shooting if not in charge range.									

Vehicles

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Chaos Space Marines									
Hydra	6"	5+	0	Autocannon	40"	4	5+	-1	Snap fire Cannot fire at targets at ground level.
Land Raider	8"	2+	+3	Lascannon	30"	2	5+	-2	Carry 2 stands
				Bolters	6"	1	6+	-	
Land Speeder	12"	None	+3	Multi-melta	10"	1	3+	-2	Skimmer
Mole Mortar	2"	None	-3	Mole Mortar	unlimited	-	1 BP	-	Artillery
Predator	10"	3+	0	Autocannon	30"	1	5+	-1	
				Lascannon	30"	2	5+	-1	
Rapier	2"	None	-3	Laser Destroyer	20"	1	4+	-1	
Rhino	10"	4+	0	Bolters	6"	1	6+	-	Carry 2 stands
Tarantula	2"	None	-3	Lascannon	30"	2	5+	-2	Move or fire
Thudd Gun	2"	None	-3	Thudd Gun	unlimited	-	2 BP	-	Artillery - Smoke
Thunderhawk	n/a	4+	0	Battlecannon	20"	1	4+	-2	Flyer
				Rockets	20"	-	6 BP	-2	Carry 6 stands
				Bolters	6"	3	6+	-	
Vindicator	8"	2+	+2	Thunderer	20"	1	4+	-3	Ignore cover
Whirlwind	8"	4+	0	Multi-Launcher	unlimited	-	2 BP	-	Artillery - Smoke
Khorne									
Blood Reaper	6"	2+	+4	Skull Cannon	20"	2	5+	-2	
				Tower Guns	20"	4	5+	-1	
Must move towards enemy.									
Brass Scorpion	8"	3+ around	+7	Jaw Guns	20"	3	5+	-1	
				Scorpion Cannon	10"	6	5+	-	
Must move towards enemy. Move through woods as Difficult.									
Canon of Khorne	4"	3+	+1	Warp Cannon	unlimited	-	2-10 BP	-4	Barrage

Move or fire. Does artillery dice barrage points (Cannon is destroyed on Misfire). No indirect firing. Don't combine barrage templates.

Cauldron of Blood	6"	2+ around	+5	Blood Cannon	template	1	4+	-1	Ignores cover
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Must move towards enemy.

Death Dealer	6"	2+ around	+7	Tower Gun	20"	1	5+	-2	Carry 6 stands
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				Gatling Cannon	10"	6	5+	-	
				Bolters	6"	4	6+	-	

Must move towards enemy. May carry daemons. Escape on 4+.

Doom Blaster	6"	2+	+4	Doom Mortars	30"	-	2 x 4 BP	-	
				Bolters	6"	2	5+	-1	

Must move towards enemy. No indirect fire.

Tower of Skulls	6"	2+ around	+5	Cannon	20"	5	5+	-1	
				Bolters	6"	6	6+	-	

Must move towards enemy.

Nurgle

Contagion	6"	4+	+3	Plague Catapult	unlimited	-	2 BP	-	Artillery
				Vomit Cannon	10"	1	4+	-1	Ignore cover

Place template and leave it until end of turn. Any living, non-Nurgle models underneath or that cross the template may be hit.

Virulent	8"	2+ around	+5	Disease Gun	20"	2	5+	-2	Carry 6 stands
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				Vomit Cannon	10"	2	4+	-	Ignore cover
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May carry daemons. Escape on 4+.

Slaanesh

Death Ecstasy	8"	2+ around	+5	Overloader	20"	3	5+	-1	Carry 6 stands
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May carry daemons. Escape on 4+. Any living models within 4" must roll 4+ or be overwhelmed and do nothing.

Tzeentch

Changer of Ways	10"	2+ around	+5	Changer of Ways	10"	1	5+	-1	Skimmer
				Bolters	6"	4	6+	-	Carry 6 stands

May carry daemons. Escape on 4+. Changer of Ways: if the victim is hit and fails its save it changes to any Tzeentch model of the same type under Chaos control. Psychic attack.

Doom Wing	n/a	4+	+3	Flame Cannon	template	1	4+	-1	Flyer
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Silver Tower	8"	2+ around	+3	Beam of Power	30"	1	3+	-2	Psychic attack
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				Cannon	20"	4	5+	-1	
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Skimmer (can't pop-up). As long as the 2 Towers are within 8", any shots at them or that pass between them are -1 to hit.

Super Heavy Vehicles – Greater Daemons

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Nurgle									
Plague Tower	6"	1+ around	+8	Rot Cannon	20"	-	8 BP	-4	Carry 11 stands
				Cannon	10"	2	4+	-2	
				Plague Mortar	10"	-	4 BP	-1	
				Bolters	6"	8	6+	-	
3 wnds. Charged troops must make an extra M check. May carry daemons and greater daemons. Troop on destroyed Plague Tower take hit on 4+.									

Super Heavy Vehicles

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Tzeentch									
Fire Lord	n/a	2+ around	+3	Lascannon	20"	4	5+	-1	Flyer
				Firestorm Bombs	0"	-	3 x 4BPs	-3	
				Flame Cannon	template	2	4+	-1	
Flame Cannon: Use 2 templates. Firestorm Bombs: 3 barrage templates may be placed in flight path. Each scatters d6 cm.									

Knights – Greater Daemons

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Khorne									
Bloodthirster	8"	2+	+14	Axe & Whip					Skimmer
3 wnds. Does 1 hit for each point it wins close combat by. Charged troops must make an extra M check. Move as Infantry.									
Nurgle									
Great Unclean One	4"	1+	+7	Stream of Corruption	template	1	3+	-3	Psychic attack
3 wnds. Never outnumbered in close combat. Charged troops must make an extra M check. Move as Infantry.									
Slaanesh									
Keeper of Secrets	8"	2+	+10	None					
3 wnds. Aura of Slaanesh: 4" radius, hits on 4+, no save, psychic attack, ignores shields, and only affects Titans on head hit. Charged troops must make an extra M check. Move as Infantry									
Tzeentch									
Lord of Change	12"	2+	+8	Bolt of Change	14"	1	3+	-1	+2 dmg
3 wnds. Skimmer (no pop-ups). Bolt of Change: psychic attack, ignores shields. Those killed by Bolt turn into Chaos Spawn (use template) which randomly move 2d6cm, staying still on a Hit. It rolls 4d6 in close combat. Charged troops must make an extra M check. Move as Infantry.									

Knights – Primarchs

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Khorne									
Angron	8"	2+	+12	None					
3 wnds. Fearsome Roar: psychic attack, all enemy units within 6" must make M check. Charged troops must make an extra M check. Move as Infantry.									
Nurgle									
Mortarion	8"	2+	+10	Plague Wind	6"	special	auto hit	special	Psychic attack
3 wnds. Plague Wind: Targeted model must make save or take wnd (models without a save will save on 6+), attacks each model within 6", one by one, until someone makes their save. Charged troops must make an extra M check. Move as Infantry.									
Slaanesh									
Fulgrim	8"	2+	+10	None					
3 wnds. Soporific Musk: psychic attack, all units within 4" at the beginning of their action phase or be completely controlled by the Chaos player. Charged troops must make an extra M check. Move as Infantry.									
Tzeentch									
Magnus the Red	8"	2+	+10	Beam of Power	40"	1	2+	-6	Ignores cover
3 wnds. Beam of Power: psychic attack, +3 dmg. Charged troops must make an extra M check. Move as Infantry.									

Battle Titans – Greater Daemons

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Khorne									
Lord of Battles	6"	-	+10						3+ Psychic save
Must always move towards enemy. Charged troops must make an extra M check.									

Battle Titans

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Chaos Space Marines									
Reaver Titan	8"	-	+12						
Warhound Titans	10"	-	+8						
Warlord Titans	6"	-	+14						
Khorne									
Banelord	6"	-	+14						3+ psychic save
Only as minion of Bloodthirsters and Lords of Battle. Always move towards enemy.									

Eldar Infantry

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Dire Avengers	4"	None	+2	Shuriken Catapults	20"	2	5+	-	
Dark Reapers	2"	6+ Fixed	+1	Missile Launcher	30"	2	4+	-1	
Exarchs	8"	6+ Fixed	+8	Ancient Artifacts	30"	2	3+	-1	
Fire Dragons	4"	None	+2	Thermal Gun	10"	1	5+	-2	
Guardians	4"	None	0	Shuriken Catapults	20"	1	5+	-	
Harlequins	6"	None	+7	Shuriken Pistol	10"	1	5+	-	
Howling Banshees	4"	None	+7	Shuriken Pistol	10"	1	5+	-	
Scouts	4"	None	+3	Lasgun	20"	1	4+	-	
Set up after both sides, anywhere on your half. Can't be targeted at more than 10".									
Striking Scorpions	4"	None	+7	Shuriken Pistol	10"	1	5+	-	
Swooping Hawks	8"	None	+2	Lasguns	10"	1	5+	-	
Warlock	4"	None	+2	Shuriken Pistols	10"	1	5+	-	
Shoot or use one of 3 psychic powers: Eldritch Storm: 20" range, barrage. Lasts until end of turn. Blocks LOS. Models must make an unmodified save or do nothing for the rest of the turn. Titans are immune. Mind Blast: 10" range, hits on 4+, no save. Mindless models are immune. Only effects Titans on head hit. Psychic Lock: 30" range. Model must make an unmodified save or do nothing for the rest of the turn. Titans are immune.									
Wraithguard	4"	6+ Fixed	+4	Wraith Cannon	20"	1	5+	-1	

Cavalry/Bikes

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Jet Bikes	14"	None	+3	Shuriken Cannon	6"	1	5+	-1	Skimmer
Vyper	14"	None	+3	Shuriken Cannon	10"	2	5+	-1	Skimmer

Dreadnoughts/Walkers

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Dreadnought	4"	5+	+2	Lascannon	30"	1	5+	-2	
War Walker	10"	None	+1	Lascannon	30"	1	5+	-2	
				Scatter Laser	10"	3	5+	-	

Vehicles

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Anti-Grav Lascannon	4"	None	-3	Lascannon	30"	1	4+	-2	
Deathstalker	10"	3+	+1	Prism Cannon	30"	1	3+	-2	Skimmer
Deathstalkers within formation distance and behind a lead Deathstalker may chain shots together. Move or fire while chaining. The lead Deathstalker may then pop-up and if it hits, all the chained shots will hit as well.									
Doomweaver	10"	3+	+1	Doomweaver	unlimited	-	3+	-	
Artillery. Place Doomweaver template (scatter if indirect) and roll 2 d6's to determine placement of the other 2 templates.									
Falcon	10"	3+	+1	Lascannon	30"	1	4+	-2	Carries 2 stands
Skimmer									
Firestorm	10"	3+	+1	Laser Battery	40"	3	4+	-2	Snap Fire
Skimmer									
Nightwing	n/a	3+	+2	Lascannon	30"	1	4+	-2	Flyer
				Missiles	20"	-	4 BP	-	

				Shuriken Catapults	10"	4	5+	-	
Phoenix Hawk	10"	3+	+1	Pulse Lascannon	30"	3	4+	-2	
Skimmer (no pop-ups)									
Vibro-Cannon	4"	None	-3	Vibro-Cannon	30"	1	5+/4+/3	-1/-2/-3	
If the Vibrocannons of the unit fire at the same target the chances to hit and the save modifiers are improved.									
Warp Hunter	10"	3+	+1	Warp Cannon	unlimited	-	auto hit	special	Skimmer
Artillery. Barrage. Shields provide complete protection. Everything underneath must make a unmodified save or die.									
Wave Serpent	10"	3+	+1	Shuriken Catapults	6"	2	6+	-	Carry 2 stands
The Warp Wave template completely blocks all physical and psychic attacks. You must maneuver the template around obstacles like it was part of the vehicle.									

Super Heavy Vehicles

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Tempest	10"	1+	+4	Tempest Laser	40"	2	4+	-3	
				Shuriken Cannon	6"	1	5+	-1	
				Shuriken Catapults	6"	2	6+	-	
Skimmer (no pop-ups)									

Knights

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Avatar	6"	2+ Fixed	+10	Spear	6"	1	2+	-3	
Always move towards nearest enemy, engaging in close combat if in range, and shooting if not in charge range. Non-daemonic charged troops must make an extra M check. Move as infantry.									

Battle Titans

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Phantom Titan	8"	-	+12						
Revenant Titan	12"	-	+7						
Warlock Titan	8"	-	+12						3+ psychic save

Imperial Guard Infantry

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Assault Troops	6"	None	+1	Pistols/Swords	10"	1	5+	-	Jump Packs
Beastmen	4"	None	+3	Swords/Clubs					
Company HQ	4"	None	+2	Pistols/Swords	10"	2	5+	-	
Commissar	4"	None	+4	Pistols/Swords	10"	2	5+	-	
Commissar Yarrick	4"	3+ Fixed	+8	Storm Bolter	10"	2	4+	-	
Any unit that can see Yarrick passes all M checks. Charged Ork units must make an extra M check.									
Grey Knights	4"	6+ Fixed	+6	Various	14"	2	4+	-1	Psychic save 4+
Wnds inflicted by Grey Knights will kill Greater Daemons/Primarchs.									
Heavy Troops	4"	None	0	Hvy Weapons	30"	2	5+	-1	
Ogryns	4"	6+	+6	Ripper Gun	4"	1	4+	-1	
Ratling Snipers	4"	None	-1	Sniper Rifle	20"	1	4+	-	Move or fire
Ignore Chain of Command & Formation Distance rules. Cannot be targeted at more than 10" if in cover. After both sides set up, place anywhere on your half of the board.									
Tactical Troops	4"	None	0	Lasguns	20"	1	5+	-	

Cavalry/Bikes

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Bikes	12"	None	+3	Bolters	6"	1	6+	-	
Ignore Chain of Command Rules									
Rough Riders	8"	None	+3	Hunting Lance	10"	1	6+	-	
Ignore Chain of Command Rules									

Dreadnoughts/Walkers

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Robot	4"	5+	+2	Autocannon	30"	1	5+	-	
Ignore Chain of Command Rules. Move towards nearest enemy engaging in close combat if in range, and shooting if not in charge range.									
Sentinel	10"	6+	+2	Autocannon	20"	1	4+	-	

Vehicles

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Basilisk	6"	5+	0	Earth Shaker	unlimited	-	2 BP	-2	Artillery - Smoke
Bombard	4"	5+	0	Siege Mortar	min 20"	-	3 BP	-3	Artillery - Smoke
Chimedon	8"	3+	+1	Battlecannon	20"	1	4+	-2	Carry 2 stands
Chimera	8"	3+	+1	Multi-Laser	10"	1	4+	-	Carry 2 stands
Chimerax	8"	3+	+1	Autocannon	20"	2	5+	-	Carry 2 stands
Chimerro	8"	3+	+1	Hunter Missile	20"	1	5+	-2	Carry 2 stands
				Multi-Laser	10"	1	4+	-	
Deathstrike	15m	6+	-	Barrage Missile	unlimited	-	4 x 8BP	-2	Artillery
Move or fire. If off board the missile enters from your baseline midpoint. The missile travels in a straight line to the target point dropping 4 touching templates in its flight path. The missile may be fired on by Snap Fire weapons and has no Saving Throw.									
Demolisher	8"	3+	+2	Lascannon	30"	1	5+	-1	
				Demolisher	10"	1	4+	-3	Ignore cover
				Cannon					
				Bolters	6"	2	6+	-	

Gorgon	4"	0+/2+	+4	Mine Thrower	6"	1	4+	-3	Carry 5 stands
				Bolters	6"	4	6+	-	
Treat Rubble as No Effect and Woods as Difficult. If moving through woods it leaves a path behind it. 0+ save from the front, 2+ from sides and rear.									
Griffon	8"	5+	0	Heavy Mortar	unlimited	-	1 BP	-	Artillery - Smoke
Hellhound	6"	3+	0	Fire Thrower	template	1	5+	-	Ignore cover
Hydra	6"	5+	0	Autocannon	40"	4	5+	-1	Snap fire
Cannot fire at targets at ground level.									
Land Speeder	12"	None	+3	Multi-melta	10"	1	3+	-2	Skimmer
Leman Russ	8"	3+	+2	Battlecannon	30"	1	5+	-2	
				Lascannon	30"	1	5+	-1	
				Bolters	6"	2	6+	-	
Manticore	6"	5+	0	Rockets	unlimited	-	6 BP	-	Artillery
Marauder	n/a	3+	+1	Battlecannon	20"	1	4+	-2	Flyer
				Lascannon	20"	1	5+	-1	
				Missiles	20"	-	4 BP	-2	
Cannot combine barrages. Ignore Chain of Command.									
Mole	6"	3+	+3	None					Carry 10 stands
Starts underground. Pick surfacing point anywhere on the board and scatter d6x4". If the deviated spot is off board or under buildings, then the Mole couldn't surface and may try again next turn. Once surfaced the troops may exit on 3+, trying each turn until successful. The Mole may not resubmerge and cannot move the turn it surfaced. It can only make one 45° turn at the beginning of surface movement. It is not stopped or slowed by any terrain or obstacles. The Mole and its riders are exempt from the Chain of Command Rules.									
Mole Mortar	2"	None	-3	Mole Mortar	unlimited	-	1 BP	-	Artillery
Predator	10"	3+	0	Lascannon	30"	2	5+	-1	
				Autocannon	30"	1	5+	-1	
Rapier	2"	None	-3	Laser Destroyer	20"	1	4+	-1	
Rhino	10"	4+	0	Bolters	6"	1	6+	-	Carry 2 stands
Tarantula	2"	None	-3	Lascannons	30"	2	5+	-2	Move or fire
Termite	6"	4+	+1	None					Carry 2 stands
Starts underground. Pick surfacing point anywhere on the board and scatter d6x4". If the deviated spot is off board or under buildings, then the Termite couldn't surface and may try again next turn. Once surfaced the troops may exit on 3+, trying each turn until successful. The Termite may not resubmerge and cannot move the turn it surfaced. It can only make one 45° turn at the beginning of surface movement. It is not stopped or slowed by any terrain or obstacles. The Termite and its riders are exempt from the Chain of Command Rules.									
Thudd Gun	2"	None	-3	Thudd Gun	unlimited	-	2 BP	-	Artillery - Smoke
Thunderbolt	n/a	4+	+2	Autocannon	10"	3	5+	-1	Flyer
				Rockets	10"	-	4 BP	-1	
Cannot combine barrages. Ignore Chain of Command.									
Vindicator	8"	2+	+2	Thunderer	20"	1	4+	-3	Ignore cover
Whirlwind	8"	4+	0	Multi-Launcher	unlimited	-	2 BP	-	Artillery - Smoke

Super Heavy Vehicles

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Baneblade	4"	1+	+8	Battlecannon	30"	2	4+	-2	
				Lascannon	30"	2	5+	-1	
				Bolters	6"	10	6+	-	
Shadow Sword	4"	1+	+6	Volcano Cannon	40"	1	3+	-4	+3 dmg
				Lascannon	30"	2	5+	-1	
				Bolters	6"	6	6+	-	
Storm Hammer	4"	1+ around	+10	Cannon	20"	4	4+	-2	

				Bolters	6"	14	6+	-	
Stormblade	4"	1+	+6	Plasma Blastgun	20"	2	3+	-4	
				Hellion Missile	20"	1	3+	-4	One use.
				Battlecannon	20"	1	5+	-2	
				Hunter Missiles	20"	4	3+	-1	One use.
				Bolters	6"	8	6+	-	

Plasma Blastgun: 1 shot if moved, 2 if didn't move.

Battle Fortresses

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Capitol Imperialis	4"	1+ around	+10	Behemoth Cannon	10"	-	4 x 4BP	-1	Carry 2 companies
				Bolters	6"	8	6+	-	
12 Void Shields. Regenerate d6 per turn. Infantry models may go on the roof and fire. If they do they may be targeted with normal cover penalties.									
Hellbore	6"	1+	+12	None					Carry 30 stands
Starts underground. Pick surfacing point anywhere on the board and scatter d6x4". If the deviated spot is off board or under buildings, then the Hellbore couldn't surface and may try again next turn. Once surfaced the troops may exit on 3+, trying each turn until successful. The Hellbore may not resubmerge and cannot move the turn it surfaced. It can only make one 45° turn at the beginning of surface movement. It is not stopped or slowed by any terrain or obstacles. The Hellbore acts as company HQ for Chain of Command purposes.									
Leviathan	4"	1+ around	+12	Doomsday Cannon	80"	-	d6+3 BP	-3	Carry 1 company
				Battlecannon	30"	1	5+	-2	
				Lascannons	30"	6	5+	-1	
				Bolters	6"	12	6+	-	
8 Void Shields. Regenerate d4 per turn. Ignore Chain of Command Rules									

Battle Titans

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Reaver Titan	8"	-	+12						
Warhound Titan	10"	-	+8						
Warlord Titan	6"	-	+14						

Orks Infantry

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Bad Moonz	4"	None	+1	Bolters	20"	1	5+	-2	
Blood Axes	4"	None	+1	Bolters	20"	1	5+	-	
Deathskulls	4"	None	+1	Bolters	20"	1	5+	-	
Evil Sunz	4"	None	+1	Bolters	20"	1	5+	-	
Freebooterz	4"	None	+1	Bolters	20"	1	5+	-	
The Freebooterz Kaptain acts as a Command Unit for the Freebooterz, but no one else. If the Kaptain is killed, the Freebooterz will do nothing this round while they 'elect' a new Kaptain, pick a new model to be Kaptain.									
Goffs	4"	None	+3	Bolters	10"	1	5+	-1	
Gretchin	4"	None	-1	Shotguns	6"	1	4+	-	
Ghazghkull Thraka	4"	4+ fixed	+8	Kustom Kombi	10"	2	4+	-2	Command Unit
+1 M to all Orks within 10". Once per game can Waaagh! Waaagh! makes him invulnerable for the turn, all Orks immediately rally, are +1d6 CAF, and -1 to hit.									
Nobz	4"	None	+4	Bolters	20"	2	5+	-2	Command Unit
Blood Axe Nobz don't count as Command Units for other clans.									
Snakebites	4"	None	+2	Bolters	20"	1	5+	-	
Stormboyz	4"	None	+1	Bolters	20"	1	5+	-	
The Stormboy Kaptain acts as a Command Unit for the Stormboyz, but no one else. Stormboyz will accept other Command Units if the Kaptain dies.									
Warboss	4"	None	+5	Bolter	20"	2	5+	-2	Command Unit
Warlord	4"	None	+7	Bolter	20"	2	4+	-2	Command Unit
Wildboyz	4"	None	+3	Axes					
Mekboyz									
Shokk Attack Gun	4"	None	0	Shokk Attack Gun	unlimited	1	6+	special	Move or fire
If it hits, the target fights an immediate close combat with the Snotlings who have CAF 0. The Snotlings disappear immediately thereafter, having no further effect. Shields offer complete protection.									

Cavalry/Bikes

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Bikeboyz	12"	None	+3	Bolters	6"	1	6+	-	
Nobz Warbike	12"	6+	+5	Bolters	10"	2	5+	-2	Command Unit
Snakebites									
Boarboyz	8"	None	+4	Bolters	6"	1	6+	-	

Dreadnoughts/Walkers

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Dreadnought	4"	6+	+3	Autocannon	20"	2	5+	-	
Mekboyz									
Tinbot	4"	4+	+4	Autocannon	10"	2	4+	-	
Move towards nearest enemy engaging in close combat if in range, and shooting if not in charge range.									

Vehicles

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Battlewagon	10"	4+	+1	Autocannon	20"	1	5+	-	Carry 3 stands
Bonebreaka	8"	4+	+4	Battlecannon	30"	1	4+	-2	Can initiate close combat.
Bonecruncha	8"	4+	+4	Autocannon	20"	2	5+	-1	Can initiate close combat.
Braincrusha	6"	4+	0	Braincrusha Cannon	40"	1	3+	-3	
Hop Splat Gun	2"	None	-3	Hop Splat	20"	-	1 BP	-1	Move or fire
If not in Command range, Hop Splats will shoot at the nearest enemy. No indirect firing. Unit must combine templates. Place template, work out damage, then scatter 3d6cm and work out damage again, and then scatter 3d6 and do it once more. Can be towed and released anywhere in the vehicles move.									
Scorcher	12"	6+	+1	Scorcher	6"	1	4+	-	Ignores cover
Squig Katapult	6"	3+	+1	Buzz Squig Tower Guns	20" 10"	1 2	auto hit 5+	+1 -	
Use Buzzer Squig Template, which scatters 2d6cm. It remains for the rest of the turn and the next scattering a further 2d6cm when the Squig Katapult has its action phase. At any point that it touches non-Orks it attacks and is then removed. Models without a save get a 6+ save.									
Traktor Kannon	6"	None	0	Traktor Kannon	20"	1	5+	-1	Models that are hit and fail save can do nothing for the rest of the turn. Titans are immune.
War Buggy	12"	6+	+2	Autocannon	10"	1	5+	-	
Wartrack	12"	6+	+1	Autocannon	20"	1	5+	-	Jump Packs
Bad Moonz									
Weirdboy Battletower	10"	4+	+1	Psychic Bolt	30"	special	5+	-3	Psychic attack
Can shoot up to 7 bolts. Must roll a d6 equal to or greater than the number of bolts cast or the Wierdboy head explodes and the battletower is destroyed.									
Blood Axes									
Land Raider	8"	2+	+3	Lascannon Bolters	30" 6"	2 1	5+ 6+	-2 -	Carry 2 stands
Rhino	10"	4+	0	Bolters	6"	1	6+	-	Carry 2 stands
Evil Sunz / Kult of Speed									
Bowelburna	12"	5+	+1	Scorcher	6"	1	4+	-	Ignore cover
Gobsmasha	10"	5+	0	Autocannon	20"	1	5+	-	
Spleenrippa	12"	5+	0	Battlecannon	30"	1	4+	-2	
Goffs									
Gutrippa	8"	3+	+4	Battlecannon	20"	1	5+	-2	Can initiate close combat.
Lungbursta	8"	3+	+1	Battlecannon	20"	1	5+	-2	
Mekboyz									
Bubble Chukka Speedsta	10"+2d6 cm	d3+	+2	Bubble Chukka	20"	special	special	special	Ignore shields
Secretly record 2 vehicles or Titan weapons within range that haven't fired yet. When one of these fires, roll a d6. On a 5+ the shot rebounds and hits the vehicle/weapon itself.									
Destruktor Rokkit Speedsta	12"+2d6 cm	d3+	+3	Destruktor Rokkits	30"	-	Art BP	-2	
No indirect firing. Misfire means no shot this round.									
Doom Diver Magna-Kannon	8"	4+	0	Magna-Kannon	infinite	1	5+	special	Snap Fire
Flyers take -4 hit, skimmers take -2 hit. Neutralize pop-ups. Vehicles have move stopped. Titans and super heavies are immune.									

Dragster	14"+2d6 cm	3+	+2	None					
Deflektor Shield: Any shot that enters the template area must roll a scatter die. On a Hit it is not scattered. Otherwise it goes off in the direction of the scatter die to the end of its range. Artillery is only effected if the template hits the shield, then being pushed to shield's edge.									
Kustom Kannon Speedsta	12+2d6 cm	d3+	+3	Kustom Kannon	30"	Art Die	5+	-2	
Misfire means no shots this round.									
Lifta Droppa Speedsta	8+2d6c m	d3+	+2	Lifta Droppa	30"	1	4+	no save	
Flyers, Skimmers, Super Heavy vehicles, and Titans are immune.									
Pulsa Rokkit	2"	4+	0	Pulsa Rokkit	50 + nd6	1	4+	-2	Move or fire
One shot. Pick how many d6 to add to the range. Scatter a barrage template 2d6cm, which remains until the end of the turn. At the beginning of the next turn replace the barrage template with the Pulsa Rokkit template, which is then removed at the end of that turn.									
Snakebites									
Squiggoth	4"	3+	+5	Bombards	20"	2	4+	-	
				Swivel Guns	10"	3	5+	-	
May initiate close combat and fight with 2d6. When the Squiggoth dies it rampages 3d6cm in a random direction (instantly dying on Hit), hitting anything it crosses on 4+ with no save mod.									

Super Heavy Vehicles

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Gibletgrinda	6"	1+	+8	Autocannon	20"	5	5+	-1	Carry 5 stands
Treat woods as Difficult and Ruble as No Effect. Can initiate close combat. Exempt from Ork Command rules.									
Skullhamma	10"	1+ around	+4	Battlecannon	30"	2	4+	-2	Carry 5 stands
Exempt from Ork Command rules.									

Knights

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Stomper	4"	1+	+8	Battlecannon	20"	1	3+	-4	
				Bolters	6"	4	6+	-	

Gargants

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Great Gargant	4"	-	+15						Command Unit
Mekboy Gargant	8"	-	+10						
Slasher Gargant	5"	-	+12						Command Unit

Mega Gargant

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Mega Gargant	6"	-	+18						Command Unit

Space Marines Infantry

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Assault Marines	6"	None	+3	Bolters	10"	1	5+	-	Jump Packs
Chaplain	4"	None	+4	Bolt Pistols	10"	2	5+	-	
Space Marine & Imperial Guard units within 4" are +1 CAF									
Devastator Marines	4"	None	+2	Hvy Weapons	30"	2	5+	-1	
Grey Knights	4"	6+ Fixed	+6	Various	14"	2	4+	-1	4+ Psychic save
Wnds inflicted by Grey Knights will kill Greater Daemons/Primarchs. May teleport in, scattering 2d6cm (on target on Hit) with first model and the rest in formation distance. Immune to daemon effects.									
HQ Unit	4"	None	+4	Bolt Pistols	10"	2	5+	-	
Space Marine & Imperial Guard units within 4" are +1 M									
Inquisitor	4"	4+ Fixed	+6	Various	14"	2	4+	-1	4+ psychic save
Space Marine & Imperial Guard units within 10" are +1 M. Immune to daemon effects.									
Librarian	4"	None	+4	Bolt Pistols	10"	1	5+	-	
2 psychic powers that can be used instead of shooting: Mind Blast: 10", 1, 4+, no save. Only effects Titans on head hit. Ignores shields. Only effects the living, and not daemons. Purge: 10", 1, special, special. Roll 2d6. Psykers and daemons roll 1d6. Greater Daemons and Avatars roll 3d6. If you roll higher then the victim takes a hit.									
Medic	4"	None	+2	Bolt Pistols	10"	1	5+	-	
Heal 1 infantry or cavalry/bike stand in base contact on a 4+ as combat action.									
Scout Marines	4"	None	+2	Bolt Pistols	20"	1	5+	-	
After both sides set up, the Scouts may set up anywhere on your half of the board.									
Tactical Marines	4"	None	+2	Bolters	20"	1	5+	-	
Tech-Marine	4"	None	+2	Pistols	10"	1	5+	-	
Fix 1 vehicle in base contact on a 4+ as combat action.									
Terminators	4"	6+ Fixed	+6	Storm Bolters	10"	2	4+	-1	
Terminator HQ	4"	6+ Fixed	+7	Storm Bolters	10"	2	4+	-1	
Space Marine & Imperial Guard units within 4" are +1 M									
Veteran Marines	4"	None	+4	Bolters	20"	1	5+	-	
Space Wolves									
Blood Claws	6"	None	+3	Bolt Pistols	10"	1	5+	-	
Jump Packs for infantry. Charged troops must make an extra M check.									
Grey Hunters	4"	None	+3	Bolt Weapons	20"	1	5+	-	
Long Fangs	4"	None	+3	Hvy Weapons	20"	2	5+	-1	
Njal Storm Caller	4"	5+ Fixed	+7	Bolt Pistol	6"	1	4+	-	
3 psychic powers that can be used instead of shooting, does not require LOS for psychic powers: Mind Blast: 10", 1, 4+, no save. Only effects Titans on head hit. Ignores shields. Only effects the living, and not daemons. Purge: 10", 1, special, special. Roll 2d6. Psykers and daemons roll 1d6. Greater Daemons and Avatars roll 3d6. If you roll higher then the victim takes a hit. Wind Blast: 10", barrage. Any model without a saving throw is unable to move or shoot and is -2 CAF. Lasts until end of turn, and any model that would be effected may not cross it.									
Ragnar Blackmane	4"	4+ Fixed	+8	Bolt Pistol	6"	2	4+	-1	
Once per game all Space Wolf infantry within 14" may double move instead of firing (Long Fangs can resist).									
Wolf Guard	4"	None	+4	Bolt Pistols	10"	2	5+	-	
Space Marine & Imperial Guard units within 4" are +1 M									
Wolf Guard Terminators	4"	6+ Fixed	+6	Storm Bolters	10"	2	4+	-1	
Space Marine & Imperial Guard units within 4" are +1 M									

Ulrik the Slayer 4" 5+ Fixed +7 Combi-Weapon 6" 1 4+ -2
 Space Wolves within 6" are +1 CAF. Space Wolves can reroll failed M checks. Space Wolves with LOS pass all M checks. Heal 1 infantry or cavalry/bike stand in base contact on a 4+ as combat action.

Cavalry/Bikes

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Bikes	12"	None	+3	Bolters	6"	1	6+	-	

Dreadnoughts/Walkers

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Dreadnought	4"	5+	+3	Lascannon	30"	1	5+	-2	
				Assault Cannon	10"	3	5+	-	
Robot	4"	5+	+2	Autocannon	30"	1	5+	-	

Move towards nearest enemy engaging in close combat if in range, and shooting if not in charge range.

Vehicles

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Assault Pod	special	4+	0	None					Carry 2 stands
Record which pods drop which round. All the pods for that turn land in one action phase, using order counters for different pods types. Put the counters on a barrage template 12" above the table and flip it. Pods that hit buildings, titans, or that land off board are destroyed. Anything hit by the pods must make a save at -3. Overwatching models may fire at the pods. Once landed the pods open on 3+ putting the models next to the pod. Try each turn until successful. Models on board may have a full action phase.									
Deathwind Pod	special	4+	0	Bombs	4"	1	4+	-	One shot
Record which pods drop which round. All the pods for that turn land in one action phase, using order counters for different pods types. Put the counters on a barrage template 12" above the table and flip it. Pods that hit buildings, titans, or that land off board are destroyed. Anything hit by the pods must make a save at -3. Overwatching models may fire at the pods. Once landed the pods open on 3+ immediately firing on opening. Try each turn until successful. Everything within 4" may be hit.									
Hydra	6"	5+	0	Autocannon	40"	4	5+	-1	Snap fire
Cannot fire at targets at ground level.									
Land Raider	8"	2+	+3	Lascannon	30"	2	5+	-2	Carry 2 stands
				Bolters	6"	1	6+	-	
Land Speeder	12"	None	+3	Multi-melta	10"	1	3+	-2	Skimmer
Marauder	n/a	3+	+1	Battlecannon	20"	1	4+	-2	Flyer
				Lascannon	20"	1	5+	-1	
				Missiles	20"	-	4 BP	-2	
Cannot combine barrages. Ignore Chain of Command.									
Mole Mortar	2"	None	-3	Mole Mortar	unlimited	-	1 BP	-	Artillery
Predator	10"	3+	0	Lascannon	30"	2	5+	-1	
				Autocannon	30"	1	5+	-1	
Rapier	2"	None	-3	Laser Destroyer	20"	1	4+	-1	
Razorback	10"	4+	0	Lascannon	30"	1	5+	-1	Carry 1 stand
				Plasma Guns	20"	1	5+	-1	
Rhino	10"	4+	0	Bolters	6"	1	6+	-	Carry 2 stands
Support Pod	special	4+	0	Plasma Cannon	30"	1	5+	-2	
Record which pods drop which round. All the pods for that turn land in one action phase, using order counters for different pods types. Put the counters on a barrage template 12" above the table and flip it. Pods that hit buildings, titans, or that land off board are destroyed. Anything hit by the pods must make a save at -3. Overwatching models may fire at the pods. Once landed the pods open on 3+. Try each turn until successful. The support pods have their own action phase.									
Tarantula	2"	None	-3	Lascannons	30"	2	5+	-2	Move or fire
Thudd Gun	2"	None	-3	Thudd Gun	unlimited	-	2 BP	-	Artillery - Smoke

Thunderbolt	n/a	4+	+2	Autocannon	10"	3	5+	-1	Flyer
				Rockets	10"	-	4 BP	-1	
Cannot combine barrages. Ignore Chain of Command.									
Thunderhawk	n/a	4+	0	Battlecannon	20"	1	4+	-2	Flyer
				Rockets	20"	-	6 BP	-2	Carry 6 stands
				Bolters	6"	3+	6+	-	
Vindicator	8"	2+	+2	Thunderer	20"	1	4+	-3	Ignore cover
Whirlwind	8"	4+	0	Multi-Launcher	unlimited	-	2 BP	-	Artillery - Smoke

Battle Titans

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Reaver Titan	8"	-	+12						
Warhound Titan	10"	-	+8						
Warlord Titan	6"	-	+14						

Squats Infantry

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Attack Squad	4"	None	+3	Bolt Pistols	10"	1	5+	-	
Combat Squad	4"	None	+1	Lasguns	20"	1	5+	-	
Hearthguard	4"	6+ Fixed	+6	Bolters	20"	1	5+	-2	
Heavy Squad	4"	None	+2	Hvy Bolters	30"	3	5+	-1	
Living Ancestor	4"	6+ Fixed	0	Laspistols	10"	1	5+	-	
All Squats within 10" have a 5+ psychic save.									
Warlord	4"	6+ Fixed	+6	Bolters	20"	2	5+	-2	
Squats within 4" are +1 M.									

Cavalry/Bikes

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Guild Bikers	12"	None	+4	Bolters	6"	1	6+	-	
Guild Trike	12"	None	+4	Multi-Melta	10"	1	3+	-2	
Guildmaster	12"	6+ Fixed	+5	Lascannon	20"	1	5+	-1	
Unit is +1 M.									

Dreadnoughts/Walkers

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Robot	4"	5+	+2	Autocannon	30"	1	5+	-	
Move towards nearest enemy engaging in close combat if in range, and shooting if not in charge range.									

Vehicles

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Berserker Battlecar	2"	2+ around	+3	Autocannon	20"	2	5+	-1	Carry 5 stands
Dragon Battlecar	2"	2+ around	+3	Firethrower	template	1	4+	-	Ignores cover
Gyrocopter	16"	4+	+3	Bolters	6"	2	6+	-	
				Battlecannon	20"	1	5+	-2	Skimmer
Mole	6"	3+	+3	Autocannon	20"	2	5+	-	
				None					Carry 10 stands
Starts underground. Pick surfacing point anywhere on the board and scatter d6x4". If the deviated spot is off board or under buildings, then the Mole couldn't surface and may try again next turn. Once surfaced the troops may exit on 3+, trying each turn until successful. The Mole may not resubmerge and cannot move the turn it surfaced. It can only make one 45° turn at the beginning of surface movement. It is not stopped or slowed by any terrain or obstacles. The Mole and its riders are exempt from the Chain of Command Rules.									
Mole Mortar	2"	None	-3	Mole Mortar	unlimited	-	1 BP	-	Artillery
Mortar Battlecar	2"	2+ around	+3	Siege Mortar	50-150	-	6 BP	-3	
				Bolters	6"	2	6+	-	
Rapier	2"	None	-3	Laser Destroyer	20"	1	4+	-1	
Rhino	10"	4+	0	Bolters	6"	1	6+	-	Carry 2 stands
Tarantula	2"	None	-3	Lascannons	30"	2	5+	-2	Move or fire
Termite	6"	4+	+1	None					Carry 2 stands

Starts underground. Pick surfacing point anywhere on the board and scatter d6x4". If the deviated spot is off board or under buildings, then the Termite couldn't surface and may try again next turn. Once surfaced the troops may exit on 3+, trying each turn until successful. The Termite may not resubmerge and cannot move the turn it surfaced. It can only make one 45° turn at the beginning of surface movement. It is not stopped or slowed by any terrain or obstacles. The Termite and its riders are exempt from the Chain of Command Rules.

Thudd Gun	2"	None	-3	Thudd Gun	unlimited	-	2 BP	-	Artillery - Smoke
Thunder-Fire	0"	4+	0	Main Cannon	50"	1	5+	-3	Snap Fire
				Secondary Cannon	30"	2	5+	-2	

Super Heavy Vehicles

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Goliath	2"	5+	0	Howitzer	50-250	-	d6+4 BP	-3	Ignores cover
Artillery - Smoke. Move or fire.									
Land Train Engine	4"	1+ around	+6	Doomsday Cannon	80"	-	d6+3 BP	-3	
				Battlecannon	30"	4	4+	-2	
				Bolters	6"	8	6+	-	
12 Void Shields protect entire train. Regenerate d6 per turn. Target individual cars or the engine itself. If a battlecar is destroyed, the following cars may move on their own and reattach to the train if desired. There are no restrictions of the number of type of battlecars.									
Overlord	8"	special	+5	Battlecannon	30"	6	5+	-2	
				Autocannon	20"	4	5+	-	
				Bolters	6"	6	6+	-	
				Melta Bombs	0"	-	d6+2 BP	-2	
When shot at, add 10". Roll d6 when hit, on 4+, save with 1+, otherwise no effect. Can't be close assaulted.									

Battle Fortresses

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Colossus	4"	1+ around	+12	Doomsday Cannon	80"	-	d6+3 BP	-3	
				Missiles	40"	-	6 BP	-1	4 shots
				Battlecannon	30"	8	4+	-2	
				Thunderer	20"	1	3+	-3	Ignore cover
				Bolters	6"	16	6+	-	
12 Void Shields. Regenerate d6 per turn. Multiple missiles may be fired, but must be touching. Recon gyrocopter allows indirect barrage shots not to scatter if the gyrocopter can see the target.									
Cyclops	4"	1+ around	+12	Hellfury Cannon	40"	1	2+	-6	+6 dmg
				Doomstorm Missiles	40"	-	4 BP	-	6 shots
				Battlecannon	30"	2	5+	-2	
				Melta-Cannon	14"	4	3+	-3	
				Bolters	6"	10	6+	-	
10 Void Shields. Regenerate d5 per turn. Fire as few or as many missiles as desired.									
Leviathan	4"	1+ around	+12	Doomsday Cannon	80"	-	d6+3 BP	-3	Carry 1 company
				Battlecannon	30"	1	5+	-2	
				Lascannons	30"	6	5+	-1	
				Bolters	6"	12	6+	-	
8 Void Shields. Regenerate d4 per turn.									

Titan Legions Infantry

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Assault Troops	6"	None	+1	Pistols/Swords	10"	1	5+	-	Jump Packs
Company HQ	4"	None	+2	Pistols/Swords	10"	2	5+	-	
Commissar	4"	None	+4	Pistols/Swords	10"	2	5+	-	
Heavy Troops	4"	None	0	Hvy Weapons	30"	2	5+	-1	
Tactical Troops	4"	None	0	Lasguns	20"	1	5+	-	

Vehicles

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Basilisk	6"	5+	0	Earth Shaker	unlimited	-	2 BP	-2	Artillery - Smoke
Chimedon	8"	3+	+1	Battlecannon	20"	1	4+	-2	Carry 2 stands
Chimera	8"	3+	+1	Multi-Laser	10"	1	4+	-	Carry 2 stands
Chimerax	8"	3+	+1	Autocannon	20"	2	5+	-	Carry 2 stands
Chimerro	8"	3+	+1	Hunter Missile	20"	1	5+	-2	Carry 2 stands
				Multi-Laser	10"	1	4+	-	
Hydra	6"	5+	0	Autocannon	40"	4	5+	-1	Snap fire
Cannot fire at targets at ground level.									
Leman Russ	8"	3+	+2	Battlecannon	30"	1	5+	-2	
				Lascannon	30"	1	5+	-1	
				Bolters	6"	2	6+	-	
Manticore	6"	5+	0	Rockets	unlimited	-	6 BP	-	Artillery
Marauder	n/a	3+	+1	Battlecannon	20"	1	4+	-2	Flyer
				Lascannon	20"	1	5+	-1	
				Missiles	20"	-	4 BP	-2	
Cannot combine barrages. Ignore Chain of Command.									
Thunderbolt	n/a	4+	+2	Autocannon	10"	3	5+	-1	Flyer
				Rockets	10"	-	4 BP	-1	
Cannot combine barrages. Ignore Chain of Command.									

Super Heavy Vehicles

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes	
Stormblade	4"	1+	+6	Plasma Blastgun	20"	2	3+	-4		
				Hellion Missile	20"	1	3+	-4		One use.
				Battlecannon	20"	1	5+	-2		
				Hunter Missiles	20"	4	3+	-1		One use.
				Bolters	6"	8	6+	-		
Plasma Blastgun: 1 shot if moved, 2 if didn't move.										

Knights

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Baron	10"	2+	+8	Battlecannon	30"	2	4+	-2	
				Power Lance	6"	1	3+	-3	
				Bolters	6"	2	6+	-	
Attacks from the front don't modify the saving throw. +1 M to Knights within 4"									

Knight Castellan	6"	2+	+3	Quake Cannon	40"	1	3+	-3	
				Autocannon	20"	3	5+	-1	
				Bolters	6"	1	6+	-	
Attacks from the front don't modify the saving throw.									
Knight Crusader	6"	2+	+3	Quake Cannon	40"	1	3+	-3	
				Lascannon	30"	2	5+	-2	
				Bolters	6"	1	6+	-	
Attacks from the front don't modify the saving throw.									
Knight Errant	8"	3+	+6	Thermal Cannon	10"	2	4+	-3	+2 dmg
				Bolters	6"	1	6+	-	
Attacks from the front don't modify the saving throw.									
Knight Lancer	10"	3+	+4	Battlecannon	30"	1	4+	-2	
				Power Lance	6"	1	3+	-3	
				Bolters	6"	1	6+	-	
Attacks from the front don't modify the saving throw.									
Knight Paladin	8"	3+	+8	Battlecannon	30"	1	4+	-2	
				Bolters	6"	1	6+	-	
Attacks from the front don't modify the saving throw.									

Super Heavy Vehicles

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Armageddon	4" Max	3+ around	+5	Nova Cannon	60"	special	special	special	
				Lascannon	20"	2	5+	-2	
				Bolters	6"	8	6+	0	
Dispersion Field									
Golgotha	4" Max	3+ around	+5	Hellfire Missiles	80"	-	8 BP	-1	
				Lascannon	20"	2	5+	-2	
				Bolters	6"	8	6+	0	
Dispersion Field									
Mars	4" Max	3+ around	+5	Sonic Disrupter	LOS	-	10 BP	special	
				Lascannon	20"	3	5+	-2	
				Bolters	6"	8	6+	0	
Dispersion Field									

Battle Titans

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Reaver Titan	8"	-	+12						
Warhound Titan	10"	-	+8						
Warlord Titan	6"	-	+14						

Imperator Titan

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Imperator Titan	varies	-	+22						Carry 24 stands

Tyranids Infantry

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Gargoyles	8"	None	+1	Flamespurt	10"	1	5+	-	Instinct: Hunt Skimmer. Ignore Cover. After both sides set up, the Gargoyles may set up anywhere on your half of the board.
Genestealers	6"	None	+6	Claws					Independent
Hormagaunts	6"	None	+2	Claws					Instinct: Hunt
Lictor	6"	6+ Fixed	+4	Flesh Hooks	10"	2	5+	-	Independent Cannot be targeted at more than 10". After both sides set up, place anywhere on your side of board.
Termagants	4"	None	+1	Flesh Borers	10"	1	5+	-	Instinct: Hunt
Tyranid Warriors	4"	6+ Fixed	+5	Deathspitters	20"	2	5+	-1	Command Unit Hive Mind radius 4".

Dreadnoughts/Walkers

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Zoanthrope	4"	5+ Fixed	+1	Warp Blast	20"	1	5+/6+	-6	Instinct: Nest 4+ psychic save. 6+ to hit if moved, 5+ if didn't move.

Vehicles

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Biovore	4"	4+	+1	Spore Mines	unlimited	-	6 BP	-3	Instinct: Nest Move or Fire. Use mine marker. Scatter 2d6 twice and leave template on the board. It stays on the board, moving 2d6cm in the direction indicated by rolling a d6 during the Biovore's action phase. If a double is rolled the mine immediately explodes. The mine floats around until a double is rolled or it touches a model or building. Artillery (scatter 3 times).
Dactylis	6"	2+	+4	Bile Pods	unlimited	-	3 BP	-2	Instinct: Nest
				Spore Cysts	6"	2	6+	-	Artillery
Exocrine	6"	2+	+3	Bio-Cannon	30"	2	5+	-3	+1 dmg
				Spore Cysts	6"	2	6+	-	Instinct: Nest
Haruspex	6"	2+	+7	Acid Jets	10"	2	5+	-2	Instinct: Rampage
				Frag Spines	10"	-	2 BP	-	
Malefactor	8"	2+	+5	Frag Spines	10"	-	4 BP	-	Instinct: Rampage
				Spore Cysts	6"	3	6+	-	Carry 2 stands
Mycetic Spore	special	4+	0	None					Carry 1 model Record the contents of each spore, its number, and which turn it lands. All spore for that round are placed on a barrage template 12" above the board, which is then flipped. Spore landing on Titans, buildings or land off board are destroyed. Spores cause a hit with -1 save. Overwatching models may fire at the spores. Each pod survives the landing on 2+, on a 1 the occupants loose all their wnds. Carried models may have a full action phase this turn. Carries anything except Bio-Titans

Super Heavy Vehicles

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Dominatrix	6"	1+	+10	Bio-Cannon	30"	6	5+	-3	Command Unit
				Spore Cysts	6"	12	6+	-	2+ psychic save
									4 wnds. Regenerates. Hive Mind radius 12". Charged units must make another M check. 1 psychic power per turn. Energy Pulse: range 40", use template, 4+ to hit -4 save mod, +1 dmg. Warp Field: Non psychic attacks are nullified on unmodified 3+ until end of turn.
Harridan	10"	2+	+5	Bio-Cannon	20"	4	5+	-3	Flyer
		around		Spore Cloud	0"	1	special	-	Independent
									3 wnds. Carries 5 Gargoyle stands. Spore Clouds are dropped in flight path. Its 12 BP may be split into 1,2, or 3 templates

Trygon	8"	1+	+8	Bio-Shock	0"	1	3+	-5	Instinct: Hunt
Anyone that touches the template or close combats the Trygon may be hit.									

Knights

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Carnifex	6"	4+	+7	Bio Plasma	20"	1	4+	-2	Instinct: Rampage
Move as Infantry. Charged troops must make another M check. Regenerates.									
Hive Tyrant	6"	2+	+10	Venom Cannon	20"	2	5+	-2	Command Unit
Move as Infantry. Hive Mind radius 8". 4+ psychic save. 2 wnds. Regenerate. Charged troops must make an extra M check. 1 psychic power per turn.									
Psychic Scream: All psykers within 16" must roll 4+ or not psychic this turn.									
The Horror: All non-Tyranid units within 8" must make a M check.									

Bio-Titans

Troop Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Hierodule	10"	-	+10						Independent
Hierophant	10"	-	+14						Independent