

War Champion - 145pts

Quality	Defense	Tough
3+	3+	6

Weapon	RNG	ATK	AP	SPE
Dual Energy Claw	-	A4	-	Rending

Equipment	SPE
Destroyer Armor	Ambush, Tough(+3)
Apostle	War Chant

Ambush, Chosen Veteran, Furious, Hero, Tough(6), War Chant

War Infernal Brute - 395pts

Quality	Defense	Tough
3+	2+	12

Weapon	RNG	ATK	AP	SPE
Stomp	-	A4	1	-
Brute Fist	-	A4	4	-
Heavy Reaper Cannon	24"	A6	2	-
Storm Rifle	24"	A3	1	-

Fear, Furious, Tough(12)

War Tank - 510pts

Quality	Defense	Tough
3+	2+	12

Weapon	RNG	ATK	AP	SPE
Twin Laser Cannon	36"	A2	3	Deadly(3)
Heavy Autocannon	36"	A6	2	-

Fast, Impact(6), Tough(12)

War Champion - 90pts

Quality	Defense	Tough
3+	3+	3

Weapon	RNG	ATK	AP	SPE
Heavy Pistol	12"	A1	1	-
Energy Axe	-	A1	2	Deadly(3)

Equipment	SPE
War Lord	Blessing of War

Blessing of War, Furious, Hero, Tough(3)

War Daemon Champion - 270pts

Quality	Defense	Tough
2+	2+	6

Weapon	RNG	ATK	AP	SPE
Daemon Sword	-	A6	2	-

Equipment	SPE
Wings	Ambush, Flying

Ambush, Fear, Flying, Furious, Hero, Tough(6)

War APC - 260pts

Quality	Defense	Tough
3+	2+	6

Weapon	RNG	ATK	AP	SPE
Storm Rifle	24"	A3	1	-
Havoc Missile	24"	A1	2	Deadly(3), Lock-On

Equipment	SPE
Spiked Ram	Impact(+3)

Fast, Impact(9), Tough(6), Transport(11)

War Infernal Brute - 370pts

Quality	Defense	Tough
3+	2+	12

Weapon	RNG	ATK	AP	SPE
Stomp	-	A4	1	-
Brute Fist	-	A4	4	-
Heavy Fusion Rifle	18"	A1	4	Deadly(6)
Storm Rifle	24"	A3	1	-

Fear, Furious, Tough(12)

War Support [5] - 390pts

Quality	Defense
3+	3+

Weapon	RNG	ATK	AP	SPE
5x CCWs	-	A1	-	-
4x Missile Launchers	30"	A1	2	Deadly(3), Lock-On
Reaper Cannon	24"	A4	1	-

Furious, Relentless

War Berserkers [5] - 210pts

Quality	Defense
3+	3+

Weapon	RNG	ATK	AP	SPE
5x Heavy Pistols	12"	A1	1	-
5x Energy Swords	-	A2	1	Rending

Fearless, Frenzy

War Brothers [5] - 185pts

Quality	Defense
3+	3+

Weapon	RNG	ATK	AP	SPE
5x CCWs	-	A1	-	-
4x Heavy Rifles	24"	A1	1	-
Heavy Machinegun	30"	A3	1	-
Plasma-Mod	12"	A1	4	-

Furious

War Brothers [5] - 175pts

Quality	Defense
3+	3+

Weapon	RNG	ATK	AP	SPE
5x CCWs	-	A1	-	-
4x Heavy Rifles	24"	A1	1	-
Heavy Machinegun	30"	A3	1	-

Furious

Special Rules

AP - Targets get -X to Defense rolls when blocking hits.

Ambush - This model may be kept in reserve instead of deploying. At the start of any round after the first, you may place the model anywhere, over 9" away from enemy units. If both player have Ambush, they roll-off to see who deploys first, and then alternate in placing them.

Blast - Ignores cover and multiplies hits by X, but can't deal more hits than models in the target unit.

Blessing of War - The hero and its unit get +1 to hit rolls when fighting in melee.

Chosen Veteran - This model gets +1 to its attack rolls for melee and shooting.

Deadly - Assign each wound to one model, and multiply it by X. Note that these wounds don't carry over to other models if the target is killed.

Fast - Move 9" when using Advance, and 18" when using Rush/Charge.

Fear - Always counts as having dealt +D3 wounds when checking who won melee.

Fearless - Gets +1 to morale tests.

Flying - May move through all obstacles, and may ignore terrain effects.

Frenzy - This model gets +2 attacks with a weapon of your choice when charging.

Furious - Gets +1 attack with a weapon of your choice when charging.

Hero - May be deployed as part of one friendly unit, which may use its Quality value for morale tests. When taking hits, you must use the unit's Defense value, until all non-hero models are killed.

Impact - Deals X melee hits when charging (must be in striking range).

Indirect - May target enemies that are not in line of sight, and ignores cover from sight obstructions, but gets -1 to hit rolls when shooting after moving.

Lock-On - Ignores all negative modifiers to hit rolls and range.

Relentless - For each unmodified roll of 6 to hit when shooting, this model may roll 1 extra attack. This rule doesn't apply to newly generated attacks.

Rending - Unmodified results of 6 to hit count as having AP(4), and ignore the regeneration rule.

Tough - This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

Transport - May transport up to X other models. Units embark by moving into contact, and may use any action to disembark, but only move by up to 6". Units may also be deployed inside of a transport. If a unit is inside a transport when it is destroyed, then it takes a dangerous terrain test, is immediately Pinned, and surviving models must be placed within 6" of the transport before it is removed.

War Chant - The hero and its unit get +1 attack in melee when charging.