



Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Trencher Official [1]	4+	5+	Pistol (12", A1), CCW(A2)	Hero, Tough (3), Fearless	A	35
Trenchers [10]	5+	5+	Rifles (24", A1), CCWs (A1)	Fearless	B	130
Trenchers Command [5]	4+	5+	Rifles (24", A1), CCWs (A1)	Field radio, Company standard, Fearless	-	110
Terra Invicta Battle Tank [1]	4+	2+	Nova Cannon (36", A1, Blast(6), AP(1)), Twin Heavy Flamethrowers (12", A12, AP(1))	Fast, Impact(6), Tough(12)	C, D	345
Blitz Cavalry [5]	5+	5+	Pistols (12", A1), Hunting Lances (A1, Impact(1))	Fast, Impact(1), Fearless	E	105
Field Artillery company [1]	4+	2+	Artillery Crew (A3), Rocket Battery (24", A3, Blast(3), Indirect)	Repair, Slow, Tough(6)	F	170
Trenchers Heavy weapons	5+	5+	3x Crews (A2), 3x Mortars (30", A1, Blast(3), Indirect)	Tough(3), Fearless	G	130
Iron Krieger [10]	4+	4+	10xCCWs (A1), 9xHeavy Rifles (24", A1, AP(1)), 1xHeavy pistol (12", A1, Ap(1))	Strider, Ambush, Fearless	-	260
Puma tank [1]	4+	2+	1xLaser Machinegun (30", A3, AP(3)), 1xHeavy Flamethrower (12", A6, AP(1))	Fast, Strider, Impact(6), Tough(6), Transport(11)	-	255
Kommissar [1]	4+	5+	Pistol (12", A1), CCW (A2)	Fearless, Hero, Tough(3), Set example	H	65
Iron Ogres [3]	4+	4+	3x Bash (A2), 3x Heavy Batons (A3, AP(1))	Fearless, Furious, Tough(3), Shield wall	-	165
Panzergranadier	4+	4+	5x CCWs (A1), 5x Heavy Rifles (24", A1, AP(1))	Fearless, Strider	I	120
AT-ST Warwalker	4+	2+	"Stomp (A2, AP(1)), Hunter Missile (24""", A1, AP(2), Deadly(3), Lock-On), Rapid Plasma Cannon (30""", A2, Blast(3), AP(4))"	Fear, Tough(6)	J	240
Devoted Psyker	4+	5+	CCW (A1), Rifle (24", A1)	Fearless, Hero, Tough (3), Psychic (1)	-	55
Harter Stahl Panzer [1]	4+	2+	Battle Cannon (30", A2, Blast(3), AP(2)), Twin Heavy Machinegun (30", A6, AP(1)), Laser Cannon (36", A1, AP(3), Deadly(3))	Fast, Impact(6), Tough(12)	K	425
Lord Otto Von Zeppelin [1]	4+	5+	Energy Spear (A2, AP(1), Rending)	Fearless, Hero, Tough(3), Double Time, Fast, Impact (1)	-	120
Blitzkrieg Artillery [1]	4+	2+	Heavy Flamethrower (12", A6, AP(1)), Ballistic Missile (36", A1, Blast(12), AP(2), Indirect)	Fast, Impact(6), Tough(6)	-	365



UPGRADES	
A	Upgrade with one:
	Drill Sergeant (Battle Drills) +15pts
	Executioner (Set Example) +30pts
	Forward Observer (Take Aim) +35pts
	Munitioner (Focus Fire) +45pts
	Commander (Double Time) +65pts
B	Replace one Rifle and CCW with:
	Plasma Pistol (12", A1, AP(4)), Energy Sword (A2, AP(1), Rending) +15pts
	Replace up to two Rifles:
	Flamethrower (12", A6) +10pts
C	Upgrade with any:
	Dozer Blade (Strider) +20pts
	Camouflage Netting (Stealth) +60pts
	Hunter Missiles (24", A1, AP(2), Deadly(3), Lock-On) +35pts
	Upgrade with one:
	Storm Rifle (24", A3, AP(1)) +25pts
	Heavy Machinegun (30", A3, AP(1)) +35pts
D	Replace Nova Cannon:
	Battle Cannon (30", A2, Blast(3), AP(2)) +15pts
	Gatling Cannon (24", A12) +15pts
	Anti-Tank Cannon (30", A1, AP(3), Deadly(6)) +15pts
	Heavy Autocannon (36", A6, AP(2)) +45pts
	Siege Cannon (24", A3, Blast(3), AP(3), Indirect) +80pts
	Heavy Plasma Cannon (30", A2, Blast(6), AP(4)) +100pts
	Replace Twin Heavy Flamethrowers:
	Twin Heavy Machineguns (30", A6, AP(1)) +15pts

UPGRADES	
	Twin Plasma Cannons (30", A2, Blast(3), AP(4)) +40pts
	Twin Heavy Fusion Rifles (18", A2, AP(4), Deadly(6)) +45pts
	Upgrade with one:
	Heavy Flamethrower (12", A6, AP(1)) +25pts
	Heavy Machinegun (30", A3, AP(1)) +35pts
	Laser Cannon (36", A1, AP(3), Deadly(3)) +50pts
	Upgrade with:
	Commander (Double Time) +65pts
E	Replace all Hunting Lances:
	Heavy Lances (A2, AP(3)) +10pts
	Replace one Hunting Lance:
	Anti-Tank Lance (A1, AP(2), Deadly(3)) +5pts
	Replace one Hunting Lance:
	Energy Sword (A2, AP(1), Rending) +5pts
	Replace one Pistol:
	Fusion Rifle (12", A1, AP(4), Deadly(3)) +10pts
	Flamethrower (12", A6) +10pts
	Plasma Rifle (24", A1, AP(4)) +5pts
	Grenade Launcher (24", A1, Blast(3)) +10pts
	Shred Rifle (18", A3, Rending) +10pts
F	Replace Rocket Battery:
	Field Cannon (30", A2, Blast(3), AP(2)) +5pts
	Heavy Laser Cannon (36", A1, AP(3), Deadly(6)) +20pts
G	Replace any Mortar:
	Heavy Machinegun (30", A3, AP(1)) +5pts
	Missile Launcher (30", A1, AP(2), Deadly(3), Lock-On) +10pts

UPGRADES	
	Laser Cannon (36", A1, AP(3), Deadly(3)) +15pts
	Autocannon (36", A3, AP(2)) +15pts
H	Replace one Pistol:
	Plasma Pistol (12", A1, AP(4)) +5pts
	Replace one CCW:
	Energy Sword (A2, AP(1), Rending) +10pts
	Energy Fist (A2, AP(4)) +10pts
I	Replace one Heavy Rifle and CCW:
	Heavy Pistol (12", A1, AP(1)), CCW (A2) free
	Replace one Heavy Pistol:
	Shred Pistol (6", A3, Rending) +5pts
	Plasma Pistol (12", A1, AP(4)) +5pts
	Replace one CCW:
	Energy Sword (A2, AP(1), Rending) +10pts
	Upgrade one model with one:
	Field Radio +5pts
	Medical Training +55pts
	Company Standard +30pts
	Replace up to two Heavy Rifles:
	Plasma Rifle (24", A1, AP(4)) +5pts
	Fusion Rifle (12", A1, AP(4), Deadly(3)) +10pts
	Heavy Volley Gun (24", A4, AP(1)) +25pts
J	Replace Rapid Plasma Cannon :
	Rapid Laser Machinegun (30", A6, AP(3)) +10pts
	Rapid Laser Cannon (36", A2, AP(3), Deadly(3)) +10pts
	Rapid Autocannon (36", A6, AP(2)) +10pts



UPGRADES	
	Upgrade with any:
	Forward Observer (Scout) +15pts
	Upgrade with one:
	Camouflage Netting (Stealth) +30pts
	Heavy Frame (Tough(+3)) +45pts
K	Upgrade with:
	Commander (Double Time) +65pts

SPECIAL RULES:

Battle Drills: The hero and its unit get +1 attack in melee when charging.

Company Standard: Once per activation, pick 2 friendly units within 12", which get +1 to their next morale test roll.

Double Time: Once per activation, before attacking, pick one other friendly unit within 12" of this model, which may move by up to 6".

Field Radio: If this unit has a hero with the Double Time, Focus Fire or Take Aim rule, then it may use it on units that have a Field Radio up to 24" away.

Focus Fire: Once per activation, before attacking, pick one friendly unit within 12" of this model, which gets AP(+1) next time it shoots.

Medical Training: This model and its unit get the Regeneration rule.

Set Example: Whenever the hero's unit fails a morale test, you must kill one of its models, and the morale test counts as passed instead.

Shield Wall: Attacks targeting units where all models have this rule count as having AP(-1), to a min. of AP(0).

Take Aim: Once per activation, before attacking, pick one friendly unit within 12" of this model, which gets +1 to hit next time it shoots.

Repair: Once per activation, if within 2" of a unit with Tough, roll one die. On a 2+ you may repair D3 wounds from the target.

PSYCHIC SPELLS

Flame Breath (4+): Target enemy unit within 6" takes 3 hits with AP(2).

Foresight (4+): Target 2 friendly units within 6" get +1 to hit next time they shoot.

Expel (5+): Target enemy unit within 6" takes 1 hit with AP(4) and Deadly(3).

Protective Dome (5+): Target 2 friendly units within 12" get Stealth next time they are shot at.

Psychic Speed (6+): Target 2 friendly units within 6" get +3" next time they Advance, or +6" next time they Charge/Rush.

Tempest (6+): Target enemy unit within 6" rolls as many dice as models in it, and takes 1 hit for each 2+ rolled.