

# Space Marines – Superheavies & Flyers

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Stormtalon [1]	3+	Linked Minigun (Rending), Linked Machinegun	Armored, Flyer, Tough(3)	A	120pts
Stormhawk [1]	3+	Linked Minigun (Rending), Linked Machinegun, Las-Talon (24", A2p, Rending)	Armored, Flyer, Tough(3)	B	150pts
Stormraven [1]	3+	Linked Minigun (Rending), Linked Machinegun, 4x Stormstrike Missiles (48", A3x, Limited)	Armored, Flyer, Rear Grapples, Tough(6), Transport(11)	C	245pts

## A | **Replace Linked Machinegun:**

Skyhammer Launcher (48", A3p)	+25pts
Typhoon Launcher (48", AD3p*2)	+30pts
Linked Lascannon	+105pts

## B | **Replace Las-Talon:**

Icarus Stormcannon (48", A3p)	+40pts
<b>Replace Linked Machinegun:</b>	
Skyhammer Launcher (48", A3p)	+25pts
Typhoon Launcher (48", AD3p*2)	+30pts

## C | **Replace Linked Minigun:**

Linked Plasma Cannon	+30pts
Linked Lascannon	+110pts

## **Replace Linked Machinegun:**

Typhoon Launcher (48", AD3p*2)	+30pts
Linked Multi-Melta	+30pts

## **Upgrade with:**

2x Hurricane Bolters (24", A3, Linked)	+60pts
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## **Flyers**

**Special Rules:** These units are considered to be flying far above the battlefield, and don't physically interact with any other models or terrain. They may not be charged, and non-flyer units targeting them count as being +12" away when measuring.

**Using Flyers:** These units are not deployed with your army, but are instead kept in reserve. At the beginning of each round roll one die, on a 4+ you may place the flyer model on any table edge. When activated it may pivot by up to 45° and then must move a full 18" to 36" in a straight line. If this move puts it on top of another unit or terrain it must keep moving straight until it has space to be placed on the table. If this movement brings it outside of the table then it is placed back in reserves. Note that flyers can always shoot all of their weapons, even though they have moved.

## **Army Special Rules**

**Rear Grapples:** This unit may transport a single Dreadnought in addition to any other units that it is transporting.

# Imperial Guard / Astra Militarum – Superheavies & Flyers

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Baneblade [1]	4+	Autocannon, Linked Machinegun, Baneblade Cannon (48", A15p, Rending) Demolisher Cannon (24", A9p, Rending)	Tough(15), Vehicle	A	635pts
Valkyre [1]	4+	Machinegun, 2x Hellstrike Missiles (48", A3x, Limited)	Armored, Flyer, Tough(6), Transport(11)	B	130pts
Vendetta [1]	4+	Linked Lascannon, 2x Hellfury Missiles (48", A9, Limited)	Armored, Flyer, Tough(6)	C	230pts

## A | **Take any:**

Hunter-Killer Missile (Missile Launcher (Limited))	+10pts
PintleMount(Stormbolter(24",A2))	+10pts
Pintle Mount (Machinegun)	+25pts

### **Take up to two:**

Lascannon and Linked Machinegun	+125pts
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## B | **Replace Machinegun:**

Lascannon	+65pts
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### **Replace 2x Hellstrike Missiles:**

2x Multiple Rocket Pods (24", A9)	+85pts
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### **Upgrade with:**

2x Machineguns	+55pts
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## C | **Replace 2x Hellfury Missiles:**

2x Linked Lascannons	+185pts
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### **Upgrade with:**

2x Machineguns	+55pts
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## Flyers

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# Orks – Superheavies & Flyers

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Grot Tank [1]	5+	Grenade Launcher	Git Shootaz, Strider, Tough(3), Vehicle	G	40pts
Grot Mega-Tank [1]	5+	2x Linked Grenade Launcher, 3x Grenade Launcher	Git Shootaz, Strider, Tough(6), Vehicle	H	145pts
Big Squiggoth [1]	4+	Heavy Claws (Piercing)	Armored, Fear, Impact(D3), Tough(3), Transport (11)	E	70pts
Gargantuan Squiggoth [1]	4+	2x Supa-Lobba (48", A12p), 2x Machinegun, Force Claws (Piercing, Rending)	Armored, Furious, Lumbering Behemoth, Stomp, Tough(9), Transport(21)	F	415pts
Stompa [1]	4+	3x Machinegun, Linked Machinegun, 3x Missile Launcher (Limited), Heavy Flamer, Deff Kannon (48", A12p, Rending), Supa-Gatler (48", A6D6p)	Armored, Lumbering Behemoth, Stomp, Tough(18), Transport(21)	A	1065pts
Dakkajet [1]	4+	2x Linked Machinegun	Armored, Flyer, Tough(3)	B	100pts
Burna-Bommer [1]	4+	2x Linked Machinegun, 2x Burna Bombs (6", A9, Ignores Cover, Limited)	Armored, Flyer, Tough(3)	C	110pts
Blitza-Bommer [1]	4+	Linked Machinegun, Machinegun, 2x Boom Bombs (6", A14p, Limited)	Armored, Flyer, Tough(3)	-	110pts
Wazbom Blasta [1]	4+	Linked Mega-Kannon (36", A3p), Smasha Gun (36", AD6x)	Armored, Flyer, tough(3)	D	125pts

## Flyers

### A | Take up to two:

Missile Launcher (Limited) +10pts

### B | Take one:

Linked Machinegun +35pts

### C | Take up to six:

Skorcha Missile +5pts  
(24", A3, Ignores Cover, Limited)

### D | Replace Linked Mega-Kannon:

Linked Tellyport Blasta Free  
(18", A3p, Deadly)

#### Upgrade with:

GitbustaTurret(LinkedMachinegun) +25pts

#### Take one:

Stikkbom Flinga (Regeneration) +10pts

### E | Take one:

Kannon (36", AD3p) +25pts

Lobba (48", A3, Indirect) +45pts

Zzap Gun (36", AD6x, Shake) +50pts

### F | Take up to four:

Machinegun +25pts

### G | Replace Grenade Launcher:

Heavy Flamer +10pts

Plasmagun +10pts

Machinegun +10pts

Grotzooka (18", A6p) +25pts

#### Upgrade with any:

Carbine +5pts

Red Paint Job (Fast) +5pts

### H | Replace any Linked Grenade Launcher:

Linked Heavy Flamer +10pts

Linked Plasmagun +10pts

Linked Machinegun +10pts

Linked Grotzooka (18", A6p) +30pts

#### Replace any Grenade Launcher:

Heavy Flamer +10pts

Plasmagun +10pts

Machinegun +10pts

Grotzooka (18", A6p) +25pts

#### Upgrade with any:

Carbine +5pts

Red Paint Job (Fast) +5pts

Wreckin' Ball (Impact(+D6)) +10pts

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## Army Special Rules

**Deadly:** Whenever this weapon hits an Infantry model on a roll of 6 it takes D3+1 automatic wounds. Note that these hits can't be ignored by the Armored special rule.

**Git Shootaz:** This unit shoots at Quality 4+.

**Lumbering Behemoth:** This unit moves 12" when taking Walk actions.

**Shake:** Whenever this weapon hits an enemy unit roll one die. On a 4+ the target may not move until the end of its next activation.

**Stomp:** Whenever this unit is fighting in Melee it deals D3\*3p automatic hits.

# Eldar – Superheavies & Flyers

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Wraithfighter [1]	3+	2x Heavy D-Scythes (18", A3, Rendng)	Armored, Flyer, Psyker(1), Tough(3)	-	105pts
Crimson Hunter [1]	3+	2x Starcannons (36", A2p), Autocannon	Armored, Flyer, Tough(3)	A	155pts
<b>A</b>	<b>Replace 2x Starcannons:</b>				
2x Bright Lances (36", A6x)	+110pts				

## Flyers

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**Using Flyers:** These units are not deployed with your army, but are instead kept in reserve. At the beginning of each round roll one die, on a 4+ you may place the flyer model on any table edge. When activated it may pivot by up to 45° and then must move a full 18" to 36" in a straight line. If this move puts it on top of another unit or terrain it must keep moving straight until it has space to be placed on the table. If this movement brings it outside of the table then it is placed back in reserves. Note that flyers can always shoot all of their weapons, even though they have moved.

## Psychic Powers

Reveal (6+): Target enemy unit within 18" doesn't get benefits from cover until the end of the round.

Conceal (6+): The psyker and his unit get the Stealth special rule until the end of the round.

Destructor (7+): Target enemy unit within 12" takes D6 automatic hits.

Renewer (7+): Target friendly model within 18" removes 1 Wound from its Tough count.

Guide (9+): Target friendly unit within 24" gets Linked shooting until the end of the round.

Executioner (10+): Target enemy unit within 24" takes 3p automatic hits.

# Chaos Space Marines – Superheavies & Flyers

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Heldrake [1]	4+	Baleflamer (18", A6p)	Armored, Flyer, Regeneration, Tough(6)	A	115pts
<b>A</b>	<b>Replace Baleflamer:</b>				
Hades Autocannon (36", A4p)		+15pts			

## Flyers

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# Tau – Superheavies & Flyers

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
KV128 Stormsurge [1]	4+	Linked Smart Missiles (30", A4, Indirect), Cluster Rocket System (48", A4D6), Pulse Driver Cannon (48", A9p, Rending), 4x Destroyer Missiles (48", A3x, Limited)	Armored, Lumbering Behemoth, Stomp, Tough(9)	A	590pts
AX3 Razorshark [1]	4+	Quad Ion Turret (30", A9p), Burst Cannon (18", A4), 2x Seeker Missiles	Armored, Flyer, Tough(3)	B	165pts
AX39 Sun Shark [1]	4+	Pulse Bombs (6", A9), 2x Seeker Missiles, Missile Pod (36", A2p), Markerlight, 2x Linked Ion Rifles (30", A3p)	Armored, Flyer, Tough(3)	C	190pts

## A | Take one:

Linked Flamer	+25pts
Linked Burst Cannon (18", A4)	+25pts
Fragmentation Projector (18", A9, Indirect, Ignores Cover)	+55pts
<b>Replace Pulse Driver Cannon:</b>	
Pulse Blastcannon (30", A18p)	+15pts

## B | Replace Burst Cannon:

Missile Pod (36", A2p)	+10pts
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## C | Replace Missile Pod:

Linked Missile Pod (36", A2p)	+10pts
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## Army Special Rules

**Lumbering Behemoth:** This unit moves 12" when taking Walk actions.

**Markerlight:** Models may fire a markerlight at an enemy unit within 36" instead of shooting their weapons by taking a Quality test. If successful place 1 markerlight counter on the target. Friendly units targeting an enemy with markerlight counters may remove 1 to either ignore Cover or to get the Linked rule. Note that units may not fire markerlights and remove markerlights as part of the same shooting.

**Seeker Missile:** This weapon counts as a Missile Launcher (Limited) that may get the Indirect rule by removing 1 markerlight counter from the target.

**Stomp:** Whenever this unit is fighting in Melee it deals D3\*3p automatic hits.

# Necrons – Superheavies & Flyers

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Obelisk [1]	3+	4x Tesla Spheres (24", A5p, Tesla)	Deep Strike, Gravity Pulse, Strider, Tough(12), Vehicle	-	430pts
Tesseract Vault [1]	3+	4x Tesla Spheres (24", A5p, Tesla)	Strider, Tough(15), Vehicle	A	450pts
Night Scythe [1]	3+	Linked Tesla Destructor (24", A4p, Tesla)	Armored, Flyer, Tough(3), Transport(16)	-	135pts
Doom Scythe [1]	3+	Linked Tesla Destructor (24", A4p, Tesla), Death Ray (24", A5p, Rending)	Armored, Flyer, Tough(3)	-	180pts

## A | Take up to two:

Grand Illusion	+10pts
Writhing Worldscape	+10pts
Gaze of Death	+35pts
Dread	+45pts

## Take one:

Transdimensional Thunderbolt (24", A6x, Tesla)	+85pts
Time's Arrow (24", A9x)	+115pts
Antimatter Meteor (24", A9p)	+135pts
Cosmic Fire (24", A9p, Ignores Cover)	+150pts
Seismic Assault (24", A10p)	+150pts
Sky of Falling Stars (24", A18p, Indirect)	+340pts

## Flyers

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**Using Flyers:** These units are not deployed with your army, but are instead kept in reserve. At the beginning of each round roll one die, on a 4+ you may place the flyer model on any table edge. When activated it may pivot by up to 45° and then must move a full 18" to 36" in a straight line. If this move puts it on top of another unit or terrain it must keep moving straight until it has space to be placed on the table. If this movement brings it outside of the table then it is placed back in reserves. Note that flyers can always shoot all of their weapons, even though they have moved.

## Army Special Rules

**Dread:** All enemy units within 12" must re-roll successful morale tests.

**Gaze of Death:** Whenever this unit is activated you may pick one enemy unit within 12" and inflict D3 automatic wounds.

**Grand Illusion:** You may re-deploy D3 units within 12" of this unit after Scouts are deployed.

**Gravity Pulse:** All units with the Flyer special rule within 18" must take a Dangerous Terrain test whenever they are activated.

**Tesla:** For every 6 rolled when firing this weapon the target takes two additional automatic hits.

**Writhing Worldscape:** All enemy units within 6" treat open ground as Difficult Terrain.

# Tyranids – Superheavies & Flyers

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Hive Crone [1]	4+	Drool Cannon (12", A6p), 4x Tentaclids (36", A1p, Haywire, Limited)	Armored, Fearless, Flyer, Tough(6)	A	115pts
Harpy [1]	4+	Linked Venom Cannon (36", A3p), Mine Bombs	Armored, Fearless, Flyer, Tough(6)	A, B	120pts
Spore Mines [3]	6+	Explosive Head	Float	-	-
Mucolid Spore [1]	6+	Explosive Head	Float, Stealth, Tough(3)	-	-

## A | Take one:

Stinger Salvo (18", A4) +20pts

Cluster Spines (18", A9) +40pts

### Upgrade with:

Regeneration +20pts

## B | Replace Linked Venom Cannon:

Linked Strangler Cannon (36", A9p) +110pts

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## Army Special Rules

**Float:** This unit moves 3" when using Walk actions and 6" when using Run/Assault actions, and it has the Strider special rule.

**Mine Bombs:** After this unit has moved, you may target one enemy unit within 6" and roll one die. On a 4+ the target takes D3+3 automatic hits, else you may Deep Strike a unit of 3 Spore Mines or 1 Mucolid Spore exactly 6" away from the target.

**Haywire:** When hitting Vehicles this weapon ignores Armored and is only blocked on rolls of 6.



# Dark Eldar – Superheavies & Flyers

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Voidraven Bomber [1]	3+	2x Dark Scythes (24", A5p), Void Mine (6", A14p, Rending, Limited)	Armored, Flyer, Tough(3)	A	200pts
Razorwing Jetfighter [1]	3+	Linked Assault Rifle (Poison), 2x Disintegrator Cannons (36", A3p), 4x Shatterfield Missiles (48", A9, Limited)	Armored, Flyer, Tough(3)	B	300pts

## A | **Replace 2x Dark Scythes:**

2x Void Lances (36", A9x) +75pts

### **Take up to four:**

Implosion Missile (48", A3p, Limited) +20pts

Shatterfield Missile (48", A9, Limited) +35pts

## B | **Replace 2x Disintegrator Cannons:**

2x Dark Lances (36", A6x) +70pts

### **Replace Linked Assault Rifle:**

Splinter Cannon (36", A5, Poison) +65pts

### **Replace any Shatterfield Missile with any:**

Necrotoxin Missile (48", A9, Poison, Limited) +10pts

Monoscythe Missile (48", A9p, Limited) +20pts

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# Space Marine Chapters – Superheavies & Flyers

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Dark Talon [1]	3+	2x Hurricane Bolter (24", A3, Linked), Rift Cannon (18", A3p, Rending), Stasis Bomb (6", A9, Deadly, Limited)	Armored, Flyer, Tough(3)	-	160pts
Nephilim [1]	3+	Linked Machinegun, Avenger Mega Bolter (48", A5p), 6x Blackword Missiles (36", A3x, Limited)	Armored, Flyer, Tough(3)	A	270pts
Stormfang [1]	3+	2x Linked Machineguns, Helfrost Destructor (24", A9p), 2x Stormstrike Missiles (48", A3x, Limited)	Armored, Flyer, Tough(6), Transport(6)	B, C	310pts
Stormwolf [1]	3+	2x Linked Machineguns, Linked Lascannon, Linked Helfrost Cannon (24", A3p)	Armored, Flyer, Tough(6), Transport (16)	C	385pts
Blackstar [1]	3+	Linked Minigun (Rending), Cluster Launcher (6", A9, Ignores Cover), 4x Stormstrike Missiles (48", A3x, Limited)	Armored, Flyer, Tough(3), Transport(11)	D	180pts

## A | **Replace Avenger Mega Bolter:**

Linked Lascannon +30pts

## B | **Replace 2x Stormstrike Missiles:**

Linked Lascannon +120pts

## C | **Replace 2x Linked Machineguns:**

2x Skyhammer Launcher (48", A3p) +55pts

2x Linked Multi-Meltas +60pts

## D | **Replace Linked Minigun:**

Linked Lascannon +110pts

## **Replace 4x Stormstrike Missiles:**

Linked Blackstar Launcher +15pts  
(30", AD6p, Ignores Cover)

## Flyers

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# Imperial Knights – Superheavies & Flyers

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Knight Gallant [1]	3+	Machinegun, Thunderstrike Gauntlet (Deadly Stomp)	Armored, Lumbering Behemoth, Stomp, Tough(9)	A, B	220pts
Knight Errant [1]	3+	Thermal Cannon, Machinegun	Armored, Lumbering Behemoth, Stomp, Tough(9)	A, B, D	415pts
Knight Warden [1]	3+	Gatling Cannon, Heavy Flamer, Machinegun	Armored, Lumbering Behemoth, Stomp, Tough(9)	A, B, D	455pts
Knight Paladin [1]	3+	Rapid-Fire Cannon, 2x Machinegun	Armored, Lumbering Behemoth, Stomp, Tough(9)	A, B, D	635pts
Knight Crusader [1]	3+	Gatling Cannon, Thermal Cannon, Heavy Flamer, Machinegun	Armored, Lumbering Behemoth, Stomp, Tough(9)	A, B, C	705pts

## A | Take one:

Icarus Autocannon	+60pts
Stormspear Rockets	+145pts
Ironstorm Missiles	+180pts

## B | Replace any Machinegun:

Meltagun	Free
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## C | Replace Thermal Cannon:

Rapid-Fire Cannon and Machinegun	+215pts
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## D | Upgrade with:

Thunderstrike Gauntlet (Deadly Stomp)	+55pts
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## Imperial Knights Armory

Weapon Name	Rng.	Att.	Spc.
Gatling Cannon	36"	12p	Rending
Thermal Cannon	36"	14p	-
Icarus Autocannon	48"	2p	Linked
Stormspear Rockets	48"	D3*3p	-
Ironstorm Missiles	48"	9	Indirect
Rapid-Fire Cannon	48"	18p	-

## Army Special Rules

**Deadly:** Whenever this weapon hits an Infantry model on a roll of 6 it takes D3+1 automatic wounds. Note that these hits can't be ignored by the Armored special rule.

**Lumbering Behemoth:** This unit moves 12" when taking Walk actions.

**Stomp:** Whenever this unit is fighting in Melee it deals D3\*3p automatic hits.