

# RENEGADES AND HERETICS

## THE DEFENDERS OF VRAKS

The following army list enables you to field an Renegades and Heretics army and fight battles using the scenarios included in the Warhammer 40,000 rulebook.

### Renegades and Heretics

The Imperium is a vast bureaucracy, bound together by ancient oaths and intractable laws. With billions of people under its control, the Imperium is often beset by rebellions against its rule. Not all of these rebels are directly inspired by the Chaos Gods, but the Chaos Gods often find a way to corrupt the cause of the rebels to their own ends. Many such rebellions are led by powerful individuals, men who have been corrupted by that power and are seeking to break away from the Imperium's constricting laws. These are dangerous men, and the Inquisition constantly polices the Imperium for threats from 'the enemy within' as well as the enemy without. But the Inquisition cannot be everywhere...

### Why collect a Renegades Army?

The following army list is effectively a variation on the Imperial Guard codex lists, and players will recognise many of the unit entries. That said, it is not the same and this army does contain many unique units to give it a character of its own. Like the Imperial Guard this list is very broad, and can be played in a variety of different ways. It makes for a potent shooting army, equipped with heavy weapons and tanks, or a powerful offensive force utilising Ogryn Berserkers and massed infantry, such as the Workers Rabble, which, although poor in stat line, will deliver an avalanche of close combat attacks and will usually outnumber their opponents.

This army's drawback is its morale. You will never know until battle is joined whether your troops are true worshippers of the Chaos Gods, or are looking for the first chance to run away or desert. This unknowable factor should make for tense and exciting games, but players who do not wish to risk disloyalty should look to include Enforcers, Champions and reliable troops like the Disciples of Xaphan.

Of course this list represents the renegades on Vraks, but can be used in the wider galaxy to represent one of the many other rebellions which constantly plague the Imperium. The influence of Chaos here, whilst present, is not as strongly felt as in other Chaos lists (such as Chaos Space Marines), and as yet this force does not have the support of daemons and other infernal devices like daemonic engines. But as the war on Vraks escalates, so will Chaos' malign influence.

### Renegade and Heretic models

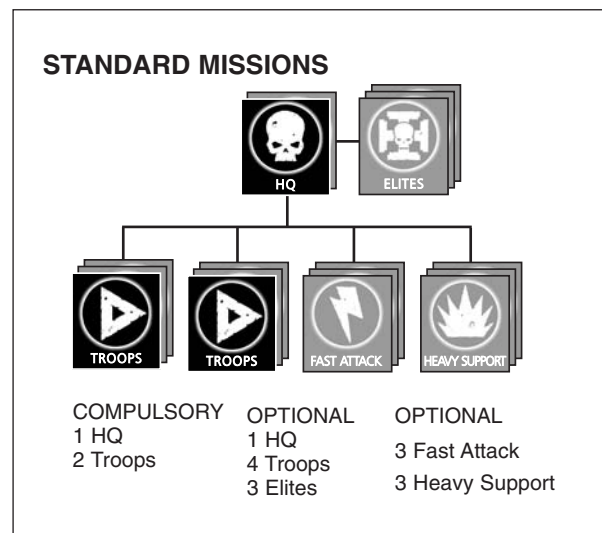
This is effectively a variant of the Imperial Guard army list, and as such uses many of the same models. All the renegades can be represented on the tabletop using Imperial Guardsmen as they have been equipped directly from Imperial Guard stores on Vraks. The best solution is to use Forge World's Renegade Militia conversion sets to turn standard guardsmen into heretical Chaos worshippers. These conversion sets can be used for Command squads, Disciples, Heavy Weapon squads, Infantry squads and Armoured Fist squads. They can also be used for Workers Rabbles. Other models worth considering for Apostate Priests, Enforcers or the Workers Rabble are House Cawdor, Redemptionists, Hired Guns and Scum from the Necromunda range. Also from the Necromunda range, Wyrds can be used as rogue psykers. Rogue psykers could also be found by using the daemonhosts from the Inquisitorial retinue range. Those willing to do some conversion work might also consider looking at the Cult of the Possessed from the Mordheim range for character models.

Vehicles are standard Imperial Guard types, crewed by renegades, and can have Chaos emblems, chains and sacrificial victims added to give them a more Chaotic look.

Alpha Legion models are available as Chaos Space Marines, or if you want to make them into a unit in disguise, try using standard Space Marines or a combination of both, painted in Alpha Legion colours of dark blue, with metallic and green trim.

### USING THE ARMY LIST

The Renegade army list is split into five sections: HQ, Elites, Troops, Fast Attack and Heavy Support. All of the squads, vehicles and characters in the army are placed into one of these sections depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle. Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can proceed to pick your army.



### USING A FORCE ORGANISATION CHART

The army list is used in conjunction with the force organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each grey-toned box indicates that you may make one choice from that section of the army list, while a dark-toned box indicates a compulsory selection.

This army list is primarily designed for use with the Standard Missions from the Warhammer 40,000 rulebook. We have included the chart used for Standard Missions below. This army list may be used in conjunction with other missions and scenarios that use the force organisation charts, but please note that play balance may be affected if they are used for anything other than a Standard Mission.

## ARMY LIST ENTRIES

Each entry in the army list represents a different unit.

Each unit entry in the Renegades and Heretics army list is split into several sections:

### Unit Name:

At the start of each army list entry you will find the name of the unit alongside the points cost of the unit without any upgrades.

### Unit Profile:

This section will show the profile of any models the unit can include.

### Unit Composition:

Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken.

### Unit Type:

This section refers to the Warhammer 40,000 Unit Type Rules chapter. For example, a unit may be classed as infantry, vehicle or cavalry, which will subject it to a number of rules regarding, movement, shooting, assault etc.

### Wargear:

This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit name.

### Special Rules:

Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail in either the Forces of the Imperial Guard section or the Universal Special Rules section of the Warhammer 40,000 rulebook.

### Dedicated Transport:

Where applicable, this section refers to any transport vehicles the unit may take. These have their own army list entry on page 99. The Transport Vehicles section of the Warhammer 40,000 rulebook explains how these dedicated transport vehicles work.

### Options:

This section lists all of the upgrades you may add to the unit if you wish to do so alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either, neither or both provided you pay the points cost.

## RENEGADES AND HERETICS SPECIAL RULES

### Mixed Weapons

Many squads of Renegades can mix weapons. Where given the option, a squad may take as many of the various weapon types as it likes, so a squad can freely mix lasguns, autoguns, shotguns, laspistols and close combat weapons. To avoid confusion, Renegades should only be armed with the weapons a model is actually carrying.

### Autoguns

This is the universal name for standard projectile firing assault rifles. They have the following profile:

Range: 24" Str: 3 AP:- Type: Rapid Fire

### Renegades

Renegades aren't always reliable troops. While some are fanatically loyal, others have been forced to fight and will run away at the first chance. This is represented by the Renegade's random Leadership. The first time a Renegade unit is required to take a Leadership test, roll a D6 and add 4 (giving a result of between 5 and 10). This is the squad's Leadership for the rest of the game. This Leadership characteristic is subject to all the usual modifiers.

If the squad is equipped with a vox-caster, you may re-roll this Leadership dice. The second result must be used, even if it is lower.

### Advisors

Advisors must be attached to squads at the start of the game. An Advisor may join a Command squad, Militia squad, Disciples of Xaphan squad, Renegade Armoured Fist squad or Workers Rabble. Unattached Advisors may not be used.

### Leadership

Any Renegade Militia unit within 12" of a Champion may use his Leadership instead of their own when taking Morale and Leadership tests – as long as the Champion isn't in close combat, falling back or pinned.

### Fanatical

A Preacher and the unit he is assigned to may re-roll any failed to hit rolls once in the turn they charge, whilst the Preacher lives.

### Summary Execution

Enforcers are tasked with ensuring unwavering loyalty to Cardinal Xaphan and are utterly intolerant of backsliders. If a unit with an Enforcer fails a Morale check for any reason, the Enforcer will summarily execute the Champion or Veteran leading the squad. This happens automatically. Remove the executed model as a casualty. The unit in question is then assumed to have passed the Morale test and continues to fight under the leadership of the Enforcer.

The knowledge that an Enforcer is looking over his shoulder for the slightest lapse focuses the mind of the Champion or Veteran. The presence of an Enforcer in a unit adds +1 to the Leadership characteristic of the Champion or Veteran commanding the unit but only for tests affecting that unit.

### Battle Fury

Such is the rage imbued by a Preacher's oratory, that a unit including one must charge in the Assault phase if there are enemy within reach. In addition, such is their state of agitation, they always count as moving even if the models are stationary, so would be unable to fire heavy weapons.

### Amphibious

An amphibious vehicle may treat water terrain such as rivers or marshes as clear ground.

### Chaos Banner

Units of Renegades (not including Chaos Space Marines or Ogryns) near the banner fight with greater fervour. Add +1 to the combat resolution of any assault that takes place at least partly within 6" of the Chaos Banner (ie, treat the renegades side as having scored one more wound). Renegade units with at least one model within 12" of the Chaos banner can re-roll failed Morale tests.

### Unholy Relic

An Apostate Priest may reveal the Unholy Relic once per battle. This may be done at any time, as long as the model with the relic does not move on the turn it is shown. On the turn the relic is revealed, all friendly models that are within 2D6" get +1 Attack bonus for the rest of that turn. The relic may be revealed in an opposing player's turn if you wish.

# HQ

## COMPANY COMMAND PLATOON

Each Company Command Platoon consists of 1 Company Command squad and 0-6 Heavy Weapon squads. These count as a single HQ choice on the force organisation chart when deploying, and are rolled for collectively when rolling for Reserves.

### COMPANY COMMAND SQUAD ..... 30 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Exalted Champ	4	4	3	3	2	4	3	D6+4	5+
Champion	3	3	3	3	1	3	2	D6+4	5+
Hvy Wpns Team	3	3	3	3	2	3	2	D6+4	5+
Renegade	3	3	3	3	1	3	1	D6+4	5+

**Unit Composition:**

- 1 Champion
- 4 Renegades

**Unit Type:**

- Infantry

**Wargear:**

- Lasgun, autogun or laspistol and close combat weapon
- Frag grenades

**Special Rules:**

- Combined Squad
- Renegades
- Leadership

**Dedicated Transport:**

- May select a Chimera

**OPTIONS:**

- The Champion may replace his lasgun/autogun or laspistol with a:
  - Bolt pistol .....2 points
  - Shotgun .....free
  - Plasma pistol .....10 points
- The Champion may replace his close combat weapon with a:
  - Power weapon .....10 points
  - Powerfist .....15 points
- The Champion may take any of the following:
  - Melta bombs .....5 points
  - Refractor field .....15 points
- The Champion may be upgraded to an Exalted Champion for .....15 points
- The entire squad may take Krak grenades for .....5 points
- One Renegade may carry a vox-caster for .....5 points
- One Renegade that has not been upgraded with an option above may carry a Chaos Banner for .....15 points
- One Renegade that has not been upgraded with an option above may carry one of the following:
  - Flamer .....5 points
  - Grenade launcher .....5 points
  - Meltagun .....10 points
  - Plasma gun .....15 points
- Two Renegades that have not been upgraded with an option above may form a heavy weapons team equipped with one of the following:
  - Heavy stubber .....5 points
  - Heavy bolter .....10 points
  - Autocannon .....10 points
  - Missile launcher .....15 points
  - Lascannon .....20 points

### HEAVY WEAPONS SQUAD\* ..... 60 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Hvy Weap Team	3	3	3	3	2	3	1	D6+4	5+

**Unit Composition:**

- 3 Heavy Weapons Teams

**Special Rules:**

- Combined Squad
- Renegades
- Leadership

**Unit Type:**

- Infantry

**Wargear:**

- Flak armour
- Mortar
- Lasgun
- Close combat weapon
- Frag grenades

**OPTIONS:**

- Any Heavy Weapons team may exchange its mortar for a:
  - Heavy stubber .....free
  - Heavy bolter .....5 points
  - Autocannon .....5 points
  - Missile launcher .....10 points
  - Lascannon .....15 points
- The entire squad may have Krak grenades . . .5 points

*\*Note that this unit may not be chosen individually - only as part of a Company Command Platoon*

# HQ

## 0-5 ENFORCERS\* ..... 40 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Enforcer	4	4	3	3	2	4	2	10	5+

### Unit Composition:

- 1 Enforcer

### Unit Type:

- Infantry

### Wargear:

- Laspistol
- Close combat weapon
- Frag and krak grenades

*\* Although bought as a HQ choice, Enforcers do not use up any Force Organisation chart selections.*

### OPTIONS:

- The Enforcer may replace his laspistol with a:
  - Bolt pistol .....2 points
  - Plasma pistol ..... 10 points
- The Enforcer may take one of the following:
  - Lasgun or autogun .....1 point
  - Shotgun .....1 point
- The Enforcer may replace his close combat weapon with a:
  - Power weapon .....10 points
  - Powerfist ..... 15 points
- The Enforcer may take any of the following:
  - Melta bombs ..... .5 points
  - Carapace armour ..... .5 points
  - Refractor field .....15 points
  - Demolition charge ..... .20 points

## 0-5 ROGUE PSYKER\* ..... 15 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Rogue psyker	2	2	3	3	1	3	1	8	5+
Possessed	4	2	4	3	1	4	3	10	5+/5+

### Unit Composition:

- 1 Rogue Psyker

### Unit Type:

- Infantry

### Wargear:

- Close combat weapon

*\* Although bought as a HQ choice, Psykers do not use up any Force Organisation chart selections.*

### Options:

- The Rogue Psyker may take one of the following:
  - Additional close combat weapon .....+1 point
  - Bolt pistol .....+2 points
  - Plasma pistol ..... +10 points
  - Power weapon .....+10 points
- The Rogue Psyker may purchase a second roll on the Psychic Power table for +10 pts

**Daemonic Possession:** If a Rogue Psyker suffers a 'Perils of the Warp' attack while using a psychic power then he becomes possessed. He will now have the profile given above. He gains a 5+ invulnerable save and has daemonic talons (giving him the Rending special ability). Once possessed he loses all his psychic powers. Any equipment taken is also lost.

**PSYCHIC POWERS:** The Rogue Psyker has one random psychic power for the game roll a D6 and consulting the table below.

- 1 No usable power:** The fickle Gods of Chaos have not seen fit to gift this psyker with a power.
- 2 Protection of the Gods:** This power is used at the start of the enemy Shooting phase. It requires a Psychic test. If successful, one squad (not a vehicle) within a 12" range gains a 6+ Invulnerable save for that Shooting phase. Note that models which already have an Invulnerable save use that one instead.
- 3 Warp Fist:** This power is used in the Renegade player's Assault phase. After a successful Psychic test, the psyker is considered to be armed with a powerfist for this phase.
- 4 Psychic Lash:** The psyker focuses his power to burst his enemy's internal organs. Make a Psychic test at the start of the Renegade player's Assault phase. If successful the power remains in play until the next Renegade Assault phase. Psychic lash is used in close combat instead of the psyker's normal attacks. The psyker gets D3 attacks (with no bonus for charging or additional close combat weapons) at Strength 3, with any wounds ignoring armour saves (even if the target is not in base-to-base contact with the psyker).
- 5 Battle Fury:** This power is used in the Renegade player's Assault phase. It requires a Psychic test. If successful, one friendly squad (not walker or other vehicle) within 12" gains +1 WS for that phase. If unsuccessful the squad suffer -1 WS instead.
- 6 Lightning Arc:** Lightning surrounds the psyker before being hurled at the enemy. This power is used in the Renegade player's Shooting phase instead of normal shooting and requires a Psychic test.  
Lightning Arc – Range 24"; Str: 3; AP: 6; Heavy D6

# HQ

## 0-5 APOSTATE PREACHERS . . . . 40 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Preacher	3	3	3	3	2	4	2	8	-

**Unit Composition:**

- 1 Preacher

**Unit Type:**

- Infantry

**Wargear:**

- Laspistol
- Close combat weapon

**Special Rules:**

- Advisor
- Fanatical
- Battle Fury

*\* Although bought as a HQ choice, Apostate Preachers do not use up any Force Organisation chart selections.*

**OPTIONS:**

- The Preacher may replace his laspistol with a:
  - Bolt pistol . . . . .2 points
  - Plasma pistol . . . . .10 points
- May replace his close combat weapon with a:
  - Power weapon . . . . .10 points
  - Powerfist . . . . .15 points
  - Eviscerator . . . . .25 points
- One Preacher in the army may take an:
  - Unholy relic (see special rules p157) . . . . .30 points
- The Preacher may take one of the following:
  - Refractor field . . . . .15 points
  - Rosarius . . . . .25 points
- The Preacher may take any of the following:
  - Melta bombs . . . . .5 points

# ELITES

## DISCIPLES OF XAPHAN . . . . . 8 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Champion	3	4	3	3	1	3	2	9	5+
Disciple	3	4	3	3	1	3	1	9	5+
Hvy Wpns Team	3	4	3	3	2	3	2	9	5+

**Unit Composition:**

- 1 Champion
- 4-9 Disciples

**Unit Type:**

- Infantry

**Wargear:**

- Lasgun or autogun or shotgun or laspistol and Close combat weapon
- Frag grenades

**Special Rules:**

- Infiltrate

**Dedicated Transport:**

- May select a Chimera (the squad may not infiltrate if it has a Chimera).

**OPTIONS:**

- The Champion may replace his lasgun/autogun/shotgun or laspistol with a:
  - bolt pistol . . . . .2 points
  - plasma pistol . . . . .10 points
  - sniper rifle . . . . .5 points

- The Champion may replace his close combat weapon with a:
  - Power weapon . . . . .10 points
  - Powerfist . . . . .15 points
- The Champion may take any of the following:
  - Melta bombs . . . . .5 points
  - Carapace armour . . . . .5 points
  - Demolition charge . . . . .20 points
- Up to three Disciples that have not been upgraded with one of the options above may carry one of the following:
  - Flamer . . . . .5 points
  - Grenade launcher . . . . .5 points
  - Meltagun . . . . .10 points
  - Plasma gun . . . . .15 points
- Two other Disciples may form a Heavy Weapons team equipped with one of the following:
  - Heavy bolter . . . . .10 points
  - Autocannon . . . . .10 points
  - Missile launcher . . . . .15 points
  - Lascannon . . . . .20 points
- The entire squad may take:
  - Krak grenades . . . . .1 point per model

## RENEGADE OGRYN BESERKERS . . . . . 40 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Ogryn Berserker	4	2	6	5	3	3	D6	8	5+

**Unit Composition:**

- 2-5 Ogryn Berserkers

**Unit Type:**

- Infantry

**Wargear:**

- Large improvised close combat weapon

**Special Rules:**

- Berserker Attack
- Fearless
- Feel No Pain
- On 'Slaughter

**SPECIAL RULES**

**Berserker Attack**  
When an Ogryn Berserker attacks in close combat roll a D6. This is his number of attacks that turn. Roll again each time the Berserker fights. The Ogryn Berserker still gains +1 attack for assaulting.

**On 'Slaughter**  
The drugs in the Berserker's system are as likely to kill him as the enemy. After the Berserker has finished his attacks, roll to see if he survives the drugs. Roll a dice, if it is equal to or greater than the number of attacks rolled, the Berserker is fine and may continue as normal. If the roll is less than the number of attacks made then he takes the number of wounds equal to the difference, ie, if the Berserker made five attacks then rolled a 3 he would take 2 wounds. If this is enough wounds to kill the Berserker remove him from play as a casualty. Do not roll on turns when the Ogryn is not in close combat.

**OPTIONS:**

- One model may be upgraded to carry a:
  - Power weapon . . . . .15 points

# ELITES

## ALPHA LEGION SQUAD ..... 15 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Aspiring Champion	4	4	4	4	1	4	2	10	3+
Chaos Marine	4	4	4	4	1	4	1	9	3+

### Unit Composition:

- 5-10 Chaos Space Marines

### Unit Type:

- Infantry

### Wargear:

- Power armour
- Boltgun
- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades

### Special Rules:

- Infiltrators

### Dedicated Transport:

- The squad may select a Rhino or a Dreadclaw. (If a squad has a transport vehicle it may no longer infiltrate).

### OPTIONS:

- One model may be upgraded to an:
  - Aspiring Champion ..... 10 points
- The Aspiring Champion may replace his close combat weapon with one of the following:
  - Power weapon ..... 15 points
  - Powerfist ..... 25 points
- The Aspiring Champion may replace his bolt pistol with a:
  - Plasma pistol ..... 15 points
- The Aspiring Champion may replace his boltgun with one of the following:
  - Twin-linked boltgun ..... 5 points
  - Combi weapon ..... 10 points
- The Aspiring Champion may take:
  - Melta bombs ..... 5 points
- One Chaos Space Marine may exchange their boltgun for:
  - Plasma pistol ..... 15 points
  - Plasma gun ..... 15 points
  - Meltagun ..... 10 points
  - Flamer ..... 5 points
- One Chaos Space Marine that has not been upgraded with an option above may take an:
  - Icon of Chaos Glory ..... 10 points

# TROOPS

## RENEGADE MILITIA PLATOON

Each Renegade Militia Platoon consists of 1 Militia Command squad and 2-5 Militia squads. The platoon counts as a single Troops choice on the force organisation chart when deploying, and is rolled for collectively when rolling for Reserves.

## MILITIA COMMAND SQUAD\* ..... 30 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Champion	4	3	3	3	1	3	2	D6+4	5+
Veteran	3	3	3	3	1	3	2	D6+4	5+
Renegade	3	3	3	3	1	3	1	D6+4	5+
Hvy Wpns Team	3	3	3	3	2	3	2	D6+4	5+

### Unit Composition:

- 1 Champion
- 4 Renegades

### Unit Type:

- Infantry

### Wargear:

- Lasgun or autogun or Laspistol and close combat weapon
- Frag grenades

### Special Rules:

- Renegades
- Leadership
- Combined Squad

### OPTIONS:

- The Champion may replace his lasgun/autogun or laspistol with a:
  - Bolt pistol ..... 2 points
  - Shotgun ..... free
  - Plasma pistol ..... 10 points
- The Champion may replace his close combat weapon with a:
  - Power weapon ..... 10 points
  - Powerfist ..... 15 points
- The Champion may take any of the following:
  - Melta bombs ..... 5 points
  - Carapace armour ..... 5 points
  - Refractor field ..... 15 points

- Any Renegade can be upgraded to a:
  - Veteran ..... 6 points per model
- One Renegade may carry a:
  - Vox-caster ..... 5 points
- One Renegade may carry one of the following:
  - Flamer ..... 5 points
  - Grenade launcher ..... 5 points
  - Meltagun ..... 10 points
  - Plasma gun ..... 15 points
- Replace two other Renegades with a Heavy Weapons Team armed with one of the following:
  - Heavy stubber ..... 5 points
  - Heavy bolter ..... 10 points
  - Autocannon ..... 10 points
  - Missile launcher ..... 15 points
  - Lascannon ..... 20 points
- The entire squad may take:
  - Krak grenades ..... 5 points

*\*Note that this unit may not be chosen individually- only as part of a Renegade Militia Platoon.*

**MILITIA SQUAD\* ..... 50 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	3	3	3	3	1	3	2	D6+4	5+
Renegade	3	3	3	3	1	3	1	D6+4	5+
Hvy Wpns Team	3	3	3	3	2	3	2	D6+4	5+

**Unit Composition:**

- 10 Renegades

**Unit Type:**

- Infantry

**Wargear:**

- Lasgun or autogun or shotgun or laspistol and close combat weapon
- Frag grenades

**Options:**

- One Renegade may be upgraded to a:
  - Veteran ..... 6 points
- The Veteran may replace his lasgun/autogun/shotgun or laspistol with a:
  - Bolt pistol ..... 2 points

**Special Rules:**

- Renegades
- Leadership
- Combined Squad

- The Veteran may take any of the following:
  - Melta bombs ..... 5 points
- One Renegade may carry a:
  - Vox-caster ..... 5 points
- One Renegade may carry one of the following:
  - Flamer ..... 5 points
  - Grenade launcher ..... 5 points
  - Meltagun ..... 10 points
  - Plasma gun ..... 15 points
- Replace two other Renegades with a Heavy Weapons Team armed with one of the following:
  - Heavy stubber ..... 5 points
  - Heavy bolter ..... 10 points
  - Autocannon ..... 10 points
  - Missile launcher ..... 15 points
  - Lascannon ..... 20 points
- The entire squad may take:
  - Krak grenades ..... 10 points

*\*Note that this unit may not be chosen individually- only as part of a Renegade Militia Platoon.*

**WORKERS RABBLE ..... 4 pts per model**

	WS	BS	S	T	W	I	A	Ld	Sv
Worker	2	2	3	3	1	2	1	6	6+

**Unit Composition:**

- 20-40 Workers

**Unit Type:**

- Infantry

**Wargear:**

- Laspistol and close combat weapon

**OPTIONS:**

- Any Worker may exchange his laspistol and close combat weapon for a:
  - Lasgun ..... free
  - Autogun ..... free
- One Worker in every ten (round fractions down) may carry one of the following:
  - Flamer ..... 5 points
  - Grenade launcher ..... 5 points
  - Heavy stubber ..... 10 points

**RENEGADE ARMoured FIST SQUAD ..... 105 pts**

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	3	3	3	3	1	3	2	D6+4	5+
Renegade	3	3	3	3	1	3	1	D6+4	5+
Hvy Wpns Team	3	3	3	3	2	3	2	D6+4	5+

**Unit Composition:**

- 10 Renegades

**Unit Type:**

- Infantry

**Wargear:**

- Lasgun or Autogun or Shotgun or Laspistol and close combat weapon
- Frag grenades

**Special Rules:**

- Renegades
- Leadership

**Dedicated Transport:**

- The squad are always equipped with a Chimera, upgrades for which must be chosen from the dedicated transport section.

**OPTIONS:**

- One Renegade may be upgraded to a:
  - Veteran ..... 6 points
- The Veteran may replace his lasgun/autogun/shotgun or laspistol with a:
  - Bolt pistol ..... 2 points
  - Plasma pistol ..... 10 points

- The Veteran may take any of the following:
  - Melta bombs ..... 5 points
- One Renegade may carry a:
  - Vox-caster ..... 5 points
- One Renegade that has not been upgraded with an option above may carry one of the following:
  - Flamer ..... 5 points
  - Grenade launcher ..... 5 points
  - Meltagun ..... 10 points
  - Plasma gun ..... 15 points
- Two Renegades that have not been upgraded with an option above may form a Heavy Weapons team equipped with one of the following:
  - Heavy stubber ..... 5 points
  - Heavy bolter ..... 10 points
  - Autocannon ..... 10 points
  - Missile launcher ..... 15 points
  - Lascannon ..... 20 points
- The entire squad may take:
  - Krak grenades ..... 10 points

# DEDICATED TRANSPORTS

Certain Renegade units have the option of selecting a dedicated transport vehicle. These vehicles do not use up any Force Organisation chart selections, but otherwise function as separate units. See the Vehicles section of the *Warhammer 40,000 rulebook* for details of how transport vehicles operate.

## CHIMERA ..... 55 POINTS

	BS	Armour		
		Front	Side	Rear
Chimera	3	12	10	10

**Unit Composition:**

- 1 Chimera

**Unit Type:**

- Vehicle (Tank)

**Access Points:**

- 1 – Rear Hatch

**Wargear:**

- Multi-laser
- Heavy bolter
- Searchlight
- Smoke launchers

**Transport Capacity:**

- 12 models

**Special Rules:**

- Amphibious

**OPTIONS:**

- May replace multi-laser with:
  - Heavy flamer .....free
  - Heavy bolter .....free
  - Autocannon .....5 points
  - Twin-linked heavy bolters .....10 points

May replace heavy bolter with:

- Heavy flamer .....free

May take any of the following:

- Hunter-killer missile .....10 points
- Pintle-mounted heavy stubber/storm bolter 10 points
- Dozerblade .....10 points
- Extra armour .....15 points
- Camo-netting .....20 points

## CHAOS RHINO ..... 35 POINTS

	BS	Armour		
		Front	Side	Rear
Rhino	4	11	11	10

**Unit Composition:**

- 1 Rhino

**Unit Type:**

- Vehicle (Tank)

**Access Points:**

- 3 – side and rear hatches

**Wargear:**

- Twin-linked bolter
- Searchlight
- Smoke launchers

**Transport capacity:**

- Ten models

**Special Rules:**

- Repair

**OPTIONS:**

- May take any of the following:
  - Dozer blade .....5 points
  - Extra armour .....15 points
  - Daemonic possession .....20 points
- May take an additional pintle-mounted weapon:
  - Twin-linked bolter .....5 points
  - Combi weapon .....10 points
  - Havoc launcher .....15 points

## DREADCLAW ASSAULT POD ..... 65 POINTS

	BS	Armour		
		Front	Side	Rear
Dreadclaw	-	12	12	12

**Unit Composition:**

- 1 Dreadclaw

**Unit Type:**

- Flyer

**Wargear:**

- None

**Transport capacity:**

- Ten models or one Chaos Dreadnought

**SPECIAL RULES**

**Deploying the Dreadclaw**

The Dreadclaw and any unit assigned to be transported by it will always begin the game in Reserve. When the Dreadclaw becomes available from Reserve, it is deployed using the Drop Pod rules.

**Difficult Ground**

A Dreadclaw is immobilised if it lands in difficult ground.

**Dreadclaw**

A Dreadclaw enters play just like other aircraft, arriving from Reserve and being placed anywhere on the table. Next turn it may move anywhere on the table, but at a minimum of 36" and lands. Place the Dreadclaw where you want it to land and then roll a Scatter dice. On a Hit, it is on target, on an arrow it deviates D6". Once on the ground the Dreadclaw opens and those within may deploy as if from a moving open-topped vehicle.

# FAST ATTACK

## HELLHOUND ..... 130 POINTS

	BS	Armour		
		Front	Side	Rear
Hellhound	3	12	12	10

**Unit Composition:**

- 1 Hellhound

**Wargear:**

- Inferno cannon
- Heavy bolter

**Unit Type:**

- Vehicle (Tank, Fast)

**OPTIONS:**

- A Hellhound may upgrade its heavy bolter for:
  - Heavy flamer ..... free
  - Multi-melta .....15 points
- A Hellhound may take any of the following:
  - Searchlight .....1 point
  - Smoke launchers .....5 points
  - Pintle-mounted storm bolter or heavy stubber .10 points
  - Hunter-killer missile .....10 points
  - Dozer blade .....10 points
  - Camo-netting .....20 points

## SCOUT SENTINEL SQUADRON ..... 35 POINTS PER MODEL

	WS	BS	S	Front	Side	Rear	I	A
Sentinel	3	3	5	10	10	10	3	1

**Unit Composition:**

- Vehicle squadron of 1-3 Scout Sentinels

**Wargear:**

- Multi-laser

**Special Rules:**

- Scout
- Move through Cover

**Unit Type:**

- Vehicle (walker, open-topped)

**OPTIONS:**

- Any Sentinel may upgrade its multi-laser for:
  - Heavy flamer ..... 5 points per model
  - Autocannon .....5 points per model
  - Missile launcher .....10 points per model
  - Lascannon .....15 points per model
  - Multiple rocket pod .....15 points per model
- Any Sentinel may take any of the following:
  - Searchlight .....1 point per model
  - Hunter-killer missile .....10 points per model
- The entire squadron may take:
  - Smoke launchers .....5 points per model
  - Camo-netting .....10 points per model

## ARMoured SENTINEL SQUADRON ... 55 POINTS PER MODEL

	WS	BS	S	Front	Side	Rear	I	A
Sentinel	3	3	5	12	10	10	3	1

**Unit Composition:**

- Vehicle squadron of 1-3 Armoured Sentinels

**Wargear:**

- Multi-laser
- Extra Armour

**Unit Type:**

- Vehicle (walker)

**OPTIONS:**

- Any Sentinel may upgrade its multi-laser for:
  - Heavy flamer ..... 5 points per model
  - Autocannon .....5 points per model
  - Missile launcher .....10 points per model
  - Lascannon .....15 points per model
  - Plasma cannon .....20 points per model
  - Multiple rocket pod .....15 points per model
- Any Sentinel may take any of the following:
  - Searchlight .....1 point per model
  - Hunter-killer missile .....10 points per model
- The entire squadron may take:
  - Smoke launchers .....5 points per model
  - Camo-netting .....10 points per model

## SALAMANDER SCOUT SQUADRON ... 55 POINTS PER MODEL

	BS	Armour		
		Front	Side	Rear
Salamander	3	12	10	10

**Unit Composition:**

- Vehicle squadron of 1-3 Salamander Scout Vehicles

**Wargear:**

- Autocannon
- Heavy Bolter
- Searchlight
- Smoke Launchers

**Unit Type:**

- Vehicle (tank, open-topped)

**Special Rules:**

- Overcharged Engines

**OPTIONS:**

- Any Salamander may take any of the following:
  - Pintle-mounted storm bolter or heavy stubber .10 points
  - Hunter-killer missile .....10 points
  - Dozer blade .....10 points
  - Extra armour .....15 points
- The entire squadron may take:
  - Camo-netting .....20 points per model

# HEAVY SUPPORT

## RENEGADE MILITIA HEAVY WEAPONS PLATOON

A Renegade Heavy Weapons Platoon consists of 1 Militia Command squad, 1-3 Militia Heavy Weapons squads and 0-1 Sabre Gun Platform Battery. The platoon counts as a single Heavy Support choice on the force organisation chart when deploying, and is rolled for collectively when rolling for reserves.

### MILITIA COMMAND SQUAD\* ..... 30 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Champion	4	3	3	3	1	3	2	D6+4	5+
Veteran	3	3	3	3	1	3	2	D6+4	5+
Renegade	3	3	3	3	1	3	1	D6+4	5+
Hvy Wpns Team	3	3	3	3	2	3	2	D6+4	5+

#### Unit Composition:

- 1 Champion
- 4 Renegades

#### Unit Type:

- Infantry

#### Wargear:

- Lasgun or autogun or Laspistol and close combat weapon
- Frag grenades

#### Special Rules:

- Combined Squad
- Renegades
- Leadership

#### OPTIONS:

- The Champion may replace his lasgun/autogun or laspistol with a:
  - Bolt pistol ..... 2 points
  - Shotgun .....free
  - Plasma pistol ..... 10 points
- The Champion may replace his close combat weapon with a:
  - Power weapon .....10 points
  - Powerfist ..... 15 points
- The Champion may take any of the following:
  - Melta bombs .....5 points
  - Carapace armour ..... 5 points
  - Refractor field .....15 points

- Any Renegade can be upgraded to a:
  - Veteran ..... 6 points per model
- One Renegade may carry a:
  - Vox-caster .....5 points
- One Renegade may carry one of the following:
  - Flamer .....5 points
  - Grenade launcher ..... 5 points
  - Meltagun .....10 points
  - Plasma gun .....15 points
- Replace two other Renegades with a Heavy Weapons Team armed with one of the following:
  - Heavy stubber .....5 points
  - Heavy bolter .....10 points
  - Autocannon .....10 points
  - Missile launcher .....15 points
  - Lascannon .....20 points
- The entire squad may take:
  - Krak grenades .....5 points

*\*Note that this unit may not be chosen individually- only as part of a Renegade Militia Heavy Weapons Platoon.*

### HEAVY WEAPONS SQUAD\* ..... 60 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Hvy Wpns Team	3	3	3	3	2	3	2	D6+4	5+

#### Unit Composition:

- 3 Heavy Weapons Teams

#### Unit Type:

- Infantry

#### Special Rules:

- Combined Squad
- Renegades
- Leadership

#### Wargear:

- Flak armour
- Mortar
- Lasgun
- Close combat weapon
- Frag grenades

#### OPTIONS:

- Any Heavy Weapons team may exchange its mortar for a:
  - Heavy stubber .....free
  - Heavy bolter .....5 points
  - Autocannon .....5 points
  - Missile launcher .....10 points
  - Lascannon .....15 points
- The entire squad may have krak grenades . . .5 points

*\*Note that this unit may not be chosen individually- only as part of a Renegade Militia Heavy Weapons Platoon.*

**SABRE WEAPONS BATTERY\* . . . 20 POINTS PER MODEL**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Crew	3	3	3	3	2	3	1	D6+4	5+

**Unit Composition:**

- 1-3 Sabre Gun Platforms with 2 Crew per Platform

**Unit Type:**

- Artillery (immobile)

**Wargear:**

- Twin-linked heavy bolters

**Wargear (crew):**

- Flak armour
- Lasgun
- Close combat weapon
- Frag grenades

**Special Rules:**

- Combined Squad\*
- Renegades
- Leadership

**OPTIONS:**

- Any Platform may replace its twin-linked heavy bolters with:
  - Two twin-linked heavy stubbers . . . . .10 points
  - Twin-linked autocannons . . . . .10 points
  - Twin-linked lascannons . . . . .20 points
- Any heavy bolter, heavy stubber or autocannon platform can be upgraded to an:
  - AA mount . . . . .10 points

*\*Note that this unit may not be chosen individually- only as part of a Renegade Militia Heavy Weapons Platoon.*

**SENTRY GUN BATTERY . . . . . 15 POINTS PER MODEL**

		<b>Armour</b>		
	<b>BS</b>	<b>Front</b>	<b>Side</b>	<b>Rear</b>
Tarantula	2	10	10	10

**Unit Composition:**

- 1-3 Tarantula Sentry Guns

**Unit Type:**

- Artillery (Immobile)

**Wargear:**

- Twin-linked heavy bolters

**Special Rules:**

- Fire Modes

**OPTIONS:**

- Any Tarantula may replace it's twin-linked heavy bolters with:
  - Twin-linked lascannons . . . . .10 points

**SPECIAL RULES**

**Firing Modes**

A sentry gun can fire in one of two ways. You must decide which mode the sentry gun will be set in before the start of the game. You cannot change mode once you have decided; it remains in that mode for the rest of the game.

**Point Defence Mode** The sentry gun is set up with a fixed firing arc, usually to provide covering fire over a particular area. In this mode the gun will engage enemy targets up to 36" away which are in a fixed 90° arc.

**Sentry Mode** In this mode, the gun is set up to fire at any enemy which comes near, and will always turn to fire at the nearest enemy target within 24" to which it can draw a line of sight. It can fire all round.

**Targeting**

Which enemy unit a Sentry gun will target is dictated by its armament. A Heavy Bolter equipped Sentry gun will fire at the nearest non-vehicle within its firing mode. Lascannon equipped sentry guns will fire at the closest enemy vehicle or large monster within its firing mode. If there is no preferred target then the nearest other target will be engaged. Only destroyed vehicles are ignored; immobilised vehicles will continue to be targeted.

**TURRET EMPLACEMENT . . . . . 80 POINTS**

		<b>Armour</b>		
	<b>BS</b>	<b>Front</b>	<b>Side</b>	<b>Rear</b>
Emplacement	3	13	13	12

**Unit Composition:**

- 1 Emplacement

**Unit Type:**

- Immobile

**Wargear:**

- Heavy Flamer
- Searchlight

**Options:**

- May replace the heavy flamer with any of the following:
  - Multi-laser . . . . .5 pts
  - Autocannon . . . . .5 pts
  - Missile launcher . . . . .5 pts
  - Twin-linked heavy bolters . . . . .10 pts
  - Lascannon . . . . .10 pts
  - Twin-linked autocannons . . . . .15 pts
  - Plasma cannon . . . . .15 pts
  - Inferno cannon . . . . .15 pts
  - Multi-melta . . . . .15 pts
  - Executioner plasma cannon . . . . .40 pts
  - Demolisher cannon . . . . .35 pts
  - Battle cannon . . . . .35 pts
  - Vanquisher cannon . . . . .40 pts

