

# all scars 2014 round 4 (1996pts)

2000pt Chaos Space Marines: Supplement - Black Legion (2013) v1, Chaos Space Marines: Supplement - Black Legion (2013) v1, Fortifications and Stronghold Assault (2013) v2 Roster (Combined Arms Detachment, Combined Arms Detachment, Fortification Detachment)

## Chaos Space Marines: Supplement - Black Legion (2013) v1 (Combined Arms Detachment) Selections:

### HQ (130pts)

| <p><b>WarpSmith (130pts)</b></p> <p><i>Champion of Chaos, Independent Character, Master of Mechanisms, Shatter Defences</i></p> <p>Aura of dark glory, Bolt Pistol, Power Axe, Veterans of the Long War</p> | <table border="1" style="width: 100%;"> <thead> <tr> <th>Name</th> <th>Unit Type</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Save</th> </tr> </thead> <tbody> <tr> <td>WarpSmith</td> <td>Infantry</td> <td>4</td> <td>5</td> <td>4</td> <td>4</td> <td>2</td> <td>4</td> <td>2</td> <td>10</td> <td>2+</td> </tr> </tbody> </table> <p><b>Champion of Chaos:</b></p> <p><b>Independent Character:</b></p> <p><b>Master of Mechanisms:</b></p> <p><b>Shatter Defences:</b></p> | Name | Unit Type | WS | BS | S | T | W | I  | A    | Ld | Save | WarpSmith | Infantry | 4 | 5 | 4 | 4 | 2 | 4 | 2 | 10 | 2+ |
|---|--|------|-----------|----|----|---|---|---|----|------|----|------|-----------|----------|---|---|---|---|---|---|---|----|----|
| Name  | Unit Type  | WS   | BS        | S  | T  | W | I | A | Ld | Save |    |      |           |          |   |   |   |   |   |   |   |    |    |
| WarpSmith   | Infantry   | 4    | 5         | 4  | 4  | 2 | 4 | 2 | 10 | 2+   |    |      |           |          |   |   |   |   |   |   |   |    |    |

### Troops (128pts)

| <p><b>Chaos Cultists (64pts)</b></p> <p><i>Champion of Chaos</i></p> <p>9x Autogun, Champion's upgrade, Heavy stubber, 10x Squad models (champion included)</p> | <table border="1" style="width: 100%;"> <thead> <tr> <th>Name</th> <th>Unit Type</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Save</th> </tr> </thead> <tbody> <tr> <td>Chaos Cultist</td> <td>Infantry</td> <td>3</td> <td>3</td> <td>3</td> <td>3</td> <td>1</td> <td>3</td> <td>1</td> <td>7</td> <td>6+</td> </tr> <tr> <td>Cultist Champion</td> <td>Infantry (Character)</td> <td>3</td> <td>3</td> <td>3</td> <td>3</td> <td>1</td> <td>3</td> <td>1</td> <td>8</td> <td>6+</td> </tr> </tbody> </table> <p><b>Champion of Chaos:</b></p> | Name | Unit Type | WS | BS | S | T | W | I  | A    | Ld | Save | Chaos Cultist | Infantry | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 6+ | Cultist Champion | Infantry (Character) | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | 6+ |
|---|---|------|-----------|----|----|---|---|---|----|------|----|------|---------------|----------|---|---|---|---|---|---|---|---|----|------------------|----------------------|---|---|---|---|---|---|---|---|----|
| Name  | Unit Type   | WS   | BS        | S  | T  | W | I | A | Ld | Save |    |      |               |          |   |   |   |   |   |   |   |   |    |                  |                      |   |   |   |   |   |   |   |   |    |
| Chaos Cultist   | Infantry  | 3    | 3         | 3  | 3  | 1 | 3 | 1 | 7  | 6+   |    |      |               |          |   |   |   |   |   |   |   |   |    |                  |                      |   |   |   |   |   |   |   |   |    |
| Cultist Champion  | Infantry (Character)  | 3    | 3         | 3  | 3  | 1 | 3 | 1 | 8  | 6+   |    |      |               |          |   |   |   |   |   |   |   |   |    |                  |                      |   |   |   |   |   |   |   |   |    |

| <p><b>Chaos Cultists (64pts)</b></p> <p><i>Champion of Chaos</i></p> <p>9x Autogun, Champion's upgrade, Heavy stubber, 10x Squad models (champion included)</p> | <table border="1" style="width: 100%;"> <thead> <tr> <th>Name</th> <th>Unit Type</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Save</th> </tr> </thead> <tbody> <tr> <td>Chaos Cultist</td> <td>Infantry</td> <td>3</td> <td>3</td> <td>3</td> <td>3</td> <td>1</td> <td>3</td> <td>1</td> <td>7</td> <td>6+</td> </tr> <tr> <td>Cultist Champion</td> <td>Infantry (Character)</td> <td>3</td> <td>3</td> <td>3</td> <td>3</td> <td>1</td> <td>3</td> <td>1</td> <td>8</td> <td>6+</td> </tr> </tbody> </table> <p><b>Champion of Chaos:</b></p> | Name | Unit Type | WS | BS | S | T | W | I  | A    | Ld | Save | Chaos Cultist | Infantry | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 6+ | Cultist Champion | Infantry (Character) | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | 6+ |
|---|---|------|-----------|----|----|---|---|---|----|------|----|------|---------------|----------|---|---|---|---|---|---|---|---|----|------------------|----------------------|---|---|---|---|---|---|---|---|----|
| Name  | Unit Type   | WS   | BS        | S  | T  | W | I | A | Ld | Save |    |      |               |          |   |   |   |   |   |   |   |   |    |                  |                      |   |   |   |   |   |   |   |   |    |
| Chaos Cultist   | Infantry  | 3    | 3         | 3  | 3  | 1 | 3 | 1 | 7  | 6+   |    |      |               |          |   |   |   |   |   |   |   |   |    |                  |                      |   |   |   |   |   |   |   |   |    |
| Cultist Champion  | Infantry (Character)  | 3    | 3         | 3  | 3  | 1 | 3 | 1 | 8  | 6+   |    |      |               |          |   |   |   |   |   |   |   |   |    |                  |                      |   |   |   |   |   |   |   |   |    |

### Fast Attack (170pts)

| <p><b>Heldrake (170pts)</b></p> <p><i>Daemon, Daemonforge, It Will Not Die, Meteroric Descent</i></p> <p>Hades Autocannon</p> | <table border="1" style="width: 100%;"> <thead> <tr> <th>Name</th> <th>BS</th> <th>Front</th> <th>Side</th> <th>Rear</th> <th>HP</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>Heldrake</td> <td>3</td> <td>12</td> <td>12</td> <td>10</td> <td>3</td> <td>Vehicle<br/>(Flyer, Hover)</td> </tr> </tbody> </table> <table border="1" style="width: 100%; margin-top: 10px;"> <thead> <tr> <th>Name</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>Daemonic possession</td> <td></td> </tr> </tbody> </table> <p><b>Daemon:</b></p> <p><b>Daemonforge:</b></p> <p><b>It Will Not Die:</b></p> <p><b>Meteroric Descent:</b></p> | Name  | BS   | Front | Side | Rear                      | HP | Type | Heldrake | 3 | 12 | 12 | 10 | 3 | Vehicle<br>(Flyer, Hover) | Name | Description | Daemonic possession |  |
|---|---|-------|------|-------|------|---------------------------|----|------|----------|---|----|----|----|---|---------------------------|------|-------------|---------------------|--|
| Name  | BS  | Front | Side | Rear  | HP   | Type                      |    |      |          |   |    |    |    |   |                           |      |             |                     |  |
| Heldrake  | 3   | 12    | 12   | 10    | 3    | Vehicle<br>(Flyer, Hover) |    |      |          |   |    |    |    |   |                           |      |             |                     |  |
| Name  | Description   |       |      |       |      |                           |    |      |          |   |    |    |    |   |                           |      |             |                     |  |
| Daemonic possession   |   |       |      |       |      |                           |    |      |          |   |    |    |    |   |                           |      |             |                     |  |

## Heavy Support (600pts)

| <p><b>Chaos Vindicator (150pts)</b></p> <p>Daemonic Possession, Siege Shield, Warpflame gargoyles</p>  | <table border="1"> <thead> <tr> <th>Name</th> <th>BS</th> <th>Front</th> <th>Side</th> <th>Rear</th> <th>HP</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td><b>Chaos Vindicator</b></td> <td>4</td> <td>13</td> <td>11</td> <td>10</td> <td>3</td> <td>Vehicle (Tank)</td> </tr> </tbody> </table>  | Name  | BS   | Front | Side | Rear           | HP   | Type | <b>Chaos Vindicator</b> | 4    | 13 | 11   | 10             | 3 | Vehicle (Tank) |   |    |    |    |   |   |   |  |
|--|--|-------|------|-------|------|----------------|------|------|-------------------------|------|----|------|----------------|---|----------------|---|----|----|----|---|---|---|--|
| Name   | BS   | Front | Side | Rear  | HP   | Type           |      |      |                         |      |    |      |                |   |                |   |    |    |    |   |   |   |  |
| <b>Chaos Vindicator</b>  | 4  | 13    | 11   | 10    | 3    | Vehicle (Tank) |      |      |                         |      |    |      |                |   |                |   |    |    |    |   |   |   |  |
| <p><b>Defiler (225pts)</b></p> <p><i>Daemon, Daemonforge, Fleet, It Will Not Die</i></p> <p>Daemonic possession, Power Scourge, Reaper Autocannon, Warpflame gargoyles</p> | <table border="1"> <thead> <tr> <th>Name</th> <th>WS</th> <th>BS</th> <th>S</th> <th>Front</th> <th>Side</th> <th>Rear</th> <th>I</th> <th>A</th> <th>HP</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td><b>Defiler</b></td> <td>3</td> <td>3</td> <td>8</td> <td>12</td> <td>12</td> <td>10</td> <td>3</td> <td>3</td> <td>4</td> <td></td> </tr> </tbody> </table> <p><b>Daemon:</b></p> <p><b>Daemonforge:</b></p> <p><b>Fleet:</b></p> <p><b>It Will Not Die:</b></p> | Name  | WS   | BS    | S    | Front          | Side | Rear | I                       | A    | HP | Type | <b>Defiler</b> | 3 | 3              | 8 | 12 | 12 | 10 | 3 | 3 | 4 |  |
| Name   | WS   | BS    | S    | Front | Side | Rear           | I    | A    | HP                      | Type |    |      |                |   |                |   |    |    |    |   |   |   |  |
| <b>Defiler</b>   | 3  | 3     | 8    | 12    | 12   | 10             | 3    | 3    | 4                       |      |    |      |                |   |                |   |    |    |    |   |   |   |  |
| <p><b>Defiler (225pts)</b></p> <p><i>Daemon, Daemonforge, Fleet, It Will Not Die</i></p> <p>Daemonic possession, Power Scourge, Reaper Autocannon, Warpflame gargoyles</p> | <table border="1"> <thead> <tr> <th>Name</th> <th>WS</th> <th>BS</th> <th>S</th> <th>Front</th> <th>Side</th> <th>Rear</th> <th>I</th> <th>A</th> <th>HP</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td><b>Defiler</b></td> <td>3</td> <td>3</td> <td>8</td> <td>12</td> <td>12</td> <td>10</td> <td>3</td> <td>3</td> <td>4</td> <td></td> </tr> </tbody> </table> <p><b>Daemon:</b></p> <p><b>Daemonforge:</b></p> <p><b>Fleet:</b></p> <p><b>It Will Not Die:</b></p> | Name  | WS   | BS    | S    | Front          | Side | Rear | I                       | A    | HP | Type | <b>Defiler</b> | 3 | 3              | 8 | 12 | 12 | 10 | 3 | 3 | 4 |  |
| Name   | WS   | BS    | S    | Front | Side | Rear           | I    | A    | HP                      | Type |    |      |                |   |                |   |    |    |    |   |   |   |  |
| <b>Defiler</b>   | 3  | 3     | 8    | 12    | 12   | 10             | 3    | 3    | 4                       |      |    |      |                |   |                |   |    |    |    |   |   |   |  |

## Chaos Space Marines: Supplement - Black Legion (2013) v1 (Combined Arms Detachment) Selections:

### HQ (120pts)

| <p><b>Sorcerer (120pts)</b></p> <p><i>Champion of Chaos, Independent Character, Psyker</i></p> <p>Last Memory of Yuranthos, Sigil of corruption, Veterans of the Long War</p> <p><b>Power Armour</b></p> <p>Bolt Pistol, Force Weapon</p> | <table border="1"> <thead> <tr> <th>Name</th> <th>Unit Type</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Save</th> </tr> </thead> <tbody> <tr> <td><b>Sorcerer</b></td> <td>Infantry (Character)</td> <td>5</td> <td>4</td> <td>4</td> <td>4</td> <td>2</td> <td>4</td> <td>2</td> <td>10</td> <td>3+</td> </tr> </tbody> </table> <p><b>Champion of Chaos:</b></p> <p><b>Independent Character:</b></p> <p><b>Psyker:</b></p> | Name | Unit Type | WS | BS | S | T | W | I  | A    | Ld | Save | <b>Sorcerer</b> | Infantry (Character) | 5 | 4 | 4 | 4 | 2 | 4 | 2 | 10 | 3+ |
|---|---|------|-----------|----|----|---|---|---|----|------|----|------|-----------------|----------------------|---|---|---|---|---|---|---|----|----|
| Name  | Unit Type   | WS   | BS        | S  | T  | W | I | A | Ld | Save |    |      |                 |                      |   |   |   |   |   |   |   |    |    |
| <b>Sorcerer</b>   | Infantry (Character)  | 5    | 4         | 4  | 4  | 2 | 4 | 2 | 10 | 3+   |    |      |                 |                      |   |   |   |   |   |   |   |    |    |

### Troops (560pts)

| <p><b>Chaos Space Marines (280pts)</b></p> <p>Autocannon, 9x Chaos Space Marine, Mark of Tzeentch, Plasma Gun, Veteran of the long war</p> <p><b>Aspiring Champion</b></p> <p><i>Champion of Chaos</i></p> <p>Bolt Pistol, Combi-bolter, Melta Bombs, Power Weapon</p> <p><b>Chaos Rhino</b></p> <p><i>Repair</i></p> | <table border="1"> <thead> <tr> <th>Name</th> <th>Unit Type</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Save</th> </tr> </thead> <tbody> <tr> <td><b>Aspiring Champion</b></td> <td>Infantry (Character)</td> <td>4</td> <td>4</td> <td>4</td> <td>4</td> <td>1</td> <td>4</td> <td>2</td> <td>9</td> <td>3+</td> </tr> <tr> <td><b>Chaos Space Marine</b></td> <td>Infantry</td> <td>4</td> <td>4</td> <td>4</td> <td>4</td> <td>1</td> <td>4</td> <td>1</td> <td>8</td> <td>3+</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th>Name</th> <th>BS</th> <th>Front</th> <th>Side</th> <th>Rear</th> <th>HP</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td><b>Chaos Rhino</b></td> <td>4</td> <td>11</td> <td>11</td> <td>10</td> <td>3</td> <td>Vehicle(Tank, Transport)</td> </tr> </tbody> </table> | Name  | Unit Type | WS   | BS | S                        | T | W | I  | A    | Ld | Save | <b>Aspiring Champion</b> | Infantry (Character) | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ | <b>Chaos Space Marine</b> | Infantry | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ | Name | BS | Front | Side | Rear | HP | Type | <b>Chaos Rhino</b> | 4 | 11 | 11 | 10 | 3 | Vehicle(Tank, Transport) |
|---|--|-------|-----------|------|----|--------------------------|---|---|----|------|----|------|--------------------------|----------------------|---|---|---|---|---|---|---|---|----|---------------------------|----------|---|---|---|---|---|---|---|---|----|------|----|-------|------|------|----|------|--------------------|---|----|----|----|---|--------------------------|
| Name  | Unit Type  | WS    | BS        | S    | T  | W                        | I | A | Ld | Save |    |      |                          |                      |   |   |   |   |   |   |   |   |    |                           |          |   |   |   |   |   |   |   |   |    |      |    |       |      |      |    |      |                    |   |    |    |    |   |                          |
| <b>Aspiring Champion</b>  | Infantry (Character)   | 4     | 4         | 4    | 4  | 1                        | 4 | 2 | 9  | 3+   |    |      |                          |                      |   |   |   |   |   |   |   |   |    |                           |          |   |   |   |   |   |   |   |   |    |      |    |       |      |      |    |      |                    |   |    |    |    |   |                          |
| <b>Chaos Space Marine</b>   | Infantry   | 4     | 4         | 4    | 4  | 1                        | 4 | 1 | 8  | 3+   |    |      |                          |                      |   |   |   |   |   |   |   |   |    |                           |          |   |   |   |   |   |   |   |   |    |      |    |       |      |      |    |      |                    |   |    |    |    |   |                          |
| Name  | BS   | Front | Side      | Rear | HP | Type                     |   |   |    |      |    |      |                          |                      |   |   |   |   |   |   |   |   |    |                           |          |   |   |   |   |   |   |   |   |    |      |    |       |      |      |    |      |                    |   |    |    |    |   |                          |
| <b>Chaos Rhino</b>  | 4  | 11    | 11        | 10   | 3  | Vehicle(Tank, Transport) |   |   |    |      |    |      |                          |                      |   |   |   |   |   |   |   |   |    |                           |          |   |   |   |   |   |   |   |   |    |      |    |       |      |      |    |      |                    |   |    |    |    |   |                          |

| <p>Combi-bolter, Extra Armour, Havoc Launcher, Searchlight, Smoke launchers, Warpflame gargoyles</p>   | <p><b>Champion of Chaos:</b></p> <p><b>Repair:</b></p>   |       |           |      |    |                          |   |   |    |      |    |      |                          |                      |   |   |   |   |   |   |   |   |    |                           |          |   |   |   |   |   |   |   |   |    |      |    |       |      |      |    |      |                    |   |    |    |    |   |                          |
|--|--|-------|-----------|------|----|--------------------------|---|---|----|------|----|------|--------------------------|----------------------|---|---|---|---|---|---|---|---|----|---------------------------|----------|---|---|---|---|---|---|---|---|----|------|----|-------|------|------|----|------|--------------------|---|----|----|----|---|--------------------------|
| <p><b>Chaos Space Marines (280pts)</b></p> <p>Autocannon, 9x Chaos Space Marine, Mark of Tzeentch, Plasma Gun, Veteran of the long war</p> <p><b>Aspiring Champion</b></p> <p style="padding-left: 20px;"><i>Champion of Chaos</i></p> <p>Bolt Pistol, Combi-bolter, Melta Bombs, Power Weapon</p> <p><b>Chaos Rhino</b></p> <p style="padding-left: 20px;"><i>Repair</i></p> <p>Combi-bolter, Extra Armour, Havoc Launcher, Searchlight, Smoke launchers, Warpflame gargoyles</p> | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Name</th> <th>Unit Type</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Save</th> </tr> </thead> <tbody> <tr> <td><b>Aspiring Champion</b></td> <td>Infantry (Character)</td> <td>4</td> <td>4</td> <td>4</td> <td>4</td> <td>1</td> <td>4</td> <td>2</td> <td>9</td> <td>3+</td> </tr> <tr> <td><b>Chaos Space Marine</b></td> <td>Infantry</td> <td>4</td> <td>4</td> <td>4</td> <td>4</td> <td>1</td> <td>4</td> <td>1</td> <td>8</td> <td>3+</td> </tr> </tbody> </table><br><table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Name</th> <th>BS</th> <th>Front</th> <th>Side</th> <th>Rear</th> <th>HP</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td><b>Chaos Rhino</b></td> <td>4</td> <td>11</td> <td>11</td> <td>10</td> <td>3</td> <td>Vehicle(Tank, Transport)</td> </tr> </tbody> </table> <p><b>Champion of Chaos:</b></p> <p><b>Repair:</b></p> | Name  | Unit Type | WS   | BS | S                        | T | W | I  | A    | Ld | Save | <b>Aspiring Champion</b> | Infantry (Character) | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ | <b>Chaos Space Marine</b> | Infantry | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ | Name | BS | Front | Side | Rear | HP | Type | <b>Chaos Rhino</b> | 4 | 11 | 11 | 10 | 3 | Vehicle(Tank, Transport) |
| Name   | Unit Type  | WS    | BS        | S    | T  | W                        | I | A | Ld | Save |    |      |                          |                      |   |   |   |   |   |   |   |   |    |                           |          |   |   |   |   |   |   |   |   |    |      |    |       |      |      |    |      |                    |   |    |    |    |   |                          |
| <b>Aspiring Champion</b>   | Infantry (Character)   | 4     | 4         | 4    | 4  | 1                        | 4 | 2 | 9  | 3+   |    |      |                          |                      |   |   |   |   |   |   |   |   |    |                           |          |   |   |   |   |   |   |   |   |    |      |    |       |      |      |    |      |                    |   |    |    |    |   |                          |
| <b>Chaos Space Marine</b>  | Infantry   | 4     | 4         | 4    | 4  | 1                        | 4 | 1 | 8  | 3+   |    |      |                          |                      |   |   |   |   |   |   |   |   |    |                           |          |   |   |   |   |   |   |   |   |    |      |    |       |      |      |    |      |                    |   |    |    |    |   |                          |
| Name   | BS   | Front | Side      | Rear | HP | Type                     |   |   |    |      |    |      |                          |                      |   |   |   |   |   |   |   |   |    |                           |          |   |   |   |   |   |   |   |   |    |      |    |       |      |      |    |      |                    |   |    |    |    |   |                          |
| <b>Chaos Rhino</b>   | 4  | 11    | 11        | 10   | 3  | Vehicle(Tank, Transport) |   |   |    |      |    |      |                          |                      |   |   |   |   |   |   |   |   |    |                           |          |   |   |   |   |   |   |   |   |    |      |    |       |      |      |    |      |                    |   |    |    |    |   |                          |

### Heavy Support (188pts)

| <p><b>Havocs (188pts)</b></p> <p>4x Havoc, Icon of Flame, 4x Lascannon, Mark of Tzeentch, Veteran of the long war</p> <p><b>Aspiring Champion</b></p> <p style="padding-left: 20px;">Bolt Pistol, Combi-bolter</p> | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Name</th> <th>Unit Type</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Save</th> </tr> </thead> <tbody> <tr> <td><b>Aspiring Champion</b></td> <td>Infantry</td> <td>4</td> <td>4</td> <td>4</td> <td>4</td> <td>1</td> <td>4</td> <td>2</td> <td>9</td> <td>3+</td> </tr> <tr> <td><b>Havoc</b></td> <td>Infantry</td> <td>4</td> <td>4</td> <td>4</td> <td>4</td> <td>1</td> <td>4</td> <td>1</td> <td>8</td> <td>3+</td> </tr> </tbody> </table> | Name | Unit Type | WS | BS | S | T | W | I  | A    | Ld | Save | <b>Aspiring Champion</b> | Infantry | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ | <b>Havoc</b> | Infantry | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ |
|--|--|------|-----------|----|----|---|---|---|----|------|----|------|--------------------------|----------|---|---|---|---|---|---|---|---|----|--------------|----------|---|---|---|---|---|---|---|---|----|
| Name   | Unit Type  | WS   | BS        | S  | T  | W | I | A | Ld | Save |    |      |                          |          |   |   |   |   |   |   |   |   |    |              |          |   |   |   |   |   |   |   |   |    |
| <b>Aspiring Champion</b>   | Infantry   | 4    | 4         | 4  | 4  | 1 | 4 | 2 | 9  | 3+   |    |      |                          |          |   |   |   |   |   |   |   |   |    |              |          |   |   |   |   |   |   |   |   |    |
| <b>Havoc</b>   | Infantry   | 4    | 4         | 4  | 4  | 1 | 4 | 1 | 8  | 3+   |    |      |                          |          |   |   |   |   |   |   |   |   |    |              |          |   |   |   |   |   |   |   |   |    |

### Fortifications and Stronghold Assault (2013) v2 (Fortification Detachment) Selections:

#### Fortification (100pts)

| <p><b>Aegis Defense Line (100pts)</b></p> <p>Gun Emplacement with Quad-gun</p> | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Name</th> <th>Unit Type</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Save</th> </tr> </thead> <tbody> <tr> <td><b>Gun Emplacement</b></td> <td>Gun Emplacement</td> <td>-</td> <td>-</td> <td>-</td> <td>7</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>3+</td> </tr> </tbody> </table><br><table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Name</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td><b>Aegis Defence Line</b></td> <td>A model in cover behind a defence line has a 4+ cover save. If a unit Goes to Ground, then models from the unit gain +2 to the cover save from the defence line rather than +1. Models that are in base contact with a defence line are treated as being in base contact with any enemy models who are directly opposite them and in base contact with the other side of that defence line. Units charging an enemy that is behind a defence line count as charging through difficult terrain.</td> </tr> <tr> <td><b>Gun Emplacement</b></td> <td>A model in cover behind a gun emplacement has a 4+ cover save. One non-vehicle model in base contact with a gun emplacement can fire it instead of firing its own weapons. A model that fires a gun emplacement has the Relentless special rule for that shooting attack. A gun emplacement can be shot at and attacked in close combat. It is hit automatically in close combat.</td> </tr> </tbody> </table><br><table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Name</th> <th>Range</th> <th>Strength</th> <th>AP</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td><b>Quad-gun</b></td> <td>48</td> <td>7</td> <td>4</td> <td>Heavy 4, Interceptor, Skyfire, Twin-linked</td> </tr> </tbody> </table> | Name     | Unit Type | WS   | BS | S | T | W | I  | A    | Ld | Save | <b>Gun Emplacement</b> | Gun Emplacement | - | - | - | 7 | 2 | - | - | - | 3+ | Name | Description | <b>Aegis Defence Line</b> | A model in cover behind a defence line has a 4+ cover save. If a unit Goes to Ground, then models from the unit gain +2 to the cover save from the defence line rather than +1. Models that are in base contact with a defence line are treated as being in base contact with any enemy models who are directly opposite them and in base contact with the other side of that defence line. Units charging an enemy that is behind a defence line count as charging through difficult terrain. | <b>Gun Emplacement</b> | A model in cover behind a gun emplacement has a 4+ cover save. One non-vehicle model in base contact with a gun emplacement can fire it instead of firing its own weapons. A model that fires a gun emplacement has the Relentless special rule for that shooting attack. A gun emplacement can be shot at and attacked in close combat. It is hit automatically in close combat. | Name | Range | Strength | AP | Type | <b>Quad-gun</b> | 48 | 7 | 4 | Heavy 4, Interceptor, Skyfire, Twin-linked |
|--|--|----------|-----------|--|----|---|---|---|----|------|----|------|------------------------|-----------------|---|---|---|---|---|---|---|---|----|------|-------------|---------------------------|--|------------------------|---|------|-------|----------|----|------|-----------------|----|---|---|--|
| Name   | Unit Type  | WS       | BS        | S  | T  | W | I | A | Ld | Save |    |      |                        |                 |   |   |   |   |   |   |   |   |    |      |             |                           |  |                        |   |      |       |          |    |      |                 |    |   |   |  |
| <b>Gun Emplacement</b>   | Gun Emplacement  | -        | -         | -  | 7  | 2 | - | - | -  | 3+   |    |      |                        |                 |   |   |   |   |   |   |   |   |    |      |             |                           |  |                        |   |      |       |          |    |      |                 |    |   |   |  |
| Name   | Description  |          |           |  |    |   |   |   |    |      |    |      |                        |                 |   |   |   |   |   |   |   |   |    |      |             |                           |  |                        |   |      |       |          |    |      |                 |    |   |   |  |
| <b>Aegis Defence Line</b>  | A model in cover behind a defence line has a 4+ cover save. If a unit Goes to Ground, then models from the unit gain +2 to the cover save from the defence line rather than +1. Models that are in base contact with a defence line are treated as being in base contact with any enemy models who are directly opposite them and in base contact with the other side of that defence line. Units charging an enemy that is behind a defence line count as charging through difficult terrain.   |          |           |  |    |   |   |   |    |      |    |      |                        |                 |   |   |   |   |   |   |   |   |    |      |             |                           |  |                        |   |      |       |          |    |      |                 |    |   |   |  |
| <b>Gun Emplacement</b>   | A model in cover behind a gun emplacement has a 4+ cover save. One non-vehicle model in base contact with a gun emplacement can fire it instead of firing its own weapons. A model that fires a gun emplacement has the Relentless special rule for that shooting attack. A gun emplacement can be shot at and attacked in close combat. It is hit automatically in close combat.  |          |           |  |    |   |   |   |    |      |    |      |                        |                 |   |   |   |   |   |   |   |   |    |      |             |                           |  |                        |   |      |       |          |    |      |                 |    |   |   |  |
| Name   | Range  | Strength | AP        | Type                                       |    |   |   |   |    |      |    |      |                        |                 |   |   |   |   |   |   |   |   |    |      |             |                           |  |                        |   |      |       |          |    |      |                 |    |   |   |  |
| <b>Quad-gun</b>  | 48   | 7        | 4         | Heavy 4, Interceptor, Skyfire, Twin-linked |    |   |   |   |    |      |    |      |                        |                 |   |   |   |   |   |   |   |   |    |      |             |                           |  |                        |   |      |       |          |    |      |                 |    |   |   |  |

