

**Warlord Traits:** You may buy one of these traits after rolling for 75pts

**1: Master Secutor:** Your Warlord gains Fleet, Crusader and +1 initiative in cc

**2: Master Samnite:** Your Warlord gains SNP , +1 Toughness, +1 wound and always strikes at initiative 1 in cc

**3: Master Provacator:** Your Warlord may take any number of Forbidden Wargear

**4: Master Cestus:** Your Warlord replaces any CCW he has with a Chainfist that has the Concussive special rule and gains +1 atk

**5: Master Arbelas:** Your Warlord gains Infiltrate and his attacks become Poisoned (2+)

**6: Master Andabate:** You Warlord gains Shrouded and Stealth but may not fire any ranged weapons

**The Warlords Head:** Unless the Thunder Warrior player kills the enemy Warlord or if their OWN warlord dies, they can only at most draw the game.

**USR: Thunder Warrior:** Combines Adamantium Will, Furious Charge and confers Preferred Enemy (Space Marines)

#### **Armory:**

**Special Issue Wargear:**

**Attack Bike 20pts**

**Jump Pack: 15pts**

**Camo Cloaks: 10points (Scout)**

**Siege Mantlet: 20pts**

**Melta bombs: 10pts**

**Master Crafted: 10pts**

**Tempest Forged Plate: 25pts 3+ Save (Fleet,Crusader)**

**Thunder Forged Plate: 15pts 3+ Save (Fleet)**

**Terran Forged (CCW): 5pts (+1 invul in CC, Replaces bolt pistol and grants +1atk if this is the second ccw)**

**Proto-Tactical Dreadnaught Armor: 40pts (2+ Save, IWND, Bulky or very bulky if already bulky, SNP).**

**Artificer Armor: 15pts**

**Combi-Weapons: 10pts**

**Thunder Mantle: 10pts (6+ Invul)**

**Tonitrus bolt shells: 5pts (+1str to bolter)**

**Breacher Charge: 35pts**

**Chainfist: 25pts**

**Digital Lasers: 10pts**

**Cyber Familiar: 15pts**

**Archaeotech Melee Weapon: 40pts (Treat this as a Master Crafted Power weapon with the Strike Down and Rending Special rules in addition to whatever power weapon traits it may have, Replaces a ccw)**

**Forbidden Wargear: (only one item may be selected per Army.)**

**Shackles of Terra 50pts (+2 atks, EW)**

**The Tyrants End 75pts (2+ 3++ Re-rollable Invul)**

**A Warriors Calling 100pts (+2d6 inches to charge distance to all TW's within 24"s)**

**Helm of the Conqueror 100pts (Your deployment zone is increased 6 inches)**

**King Slayer 100pts (str +2 ap 2 Instant death, Fleshbane, Unwieldy, Master Crafted)**

**Throne Taker 50pts (Master Crafted AutoPistol: Str3 ap- Pistol:10 Rending. )**

**Vehicle Armory:**

**Armored Ceramite 15pts**

**Auxiliary Drive 5pts**

**Extra Armor 5pts**

**Flare-Shield 20pts**

## Lords of War:

Arik Taranis: 450pts

WS:8 BS:4 S:6 T:7 W:6 I:4 A:7 LD:10 sv2+ 3++

Wargear: The Shackles of Terra, Tyrant's End, A Warrior's Calling, Helm of the Conqueror, King Slayer, Throne Taker

If Arik Taranis is Taken he must be your Warlord.

You may CHOOSE Arik Taranis's Warlord trait OR take the following Trait:

The First to be betrayed: confers hatred (Space marines) to all models in the Thunder Warrior army

Special Rules: The Lightning Bearer, The Victor of Gaduaré, The Last Rider, The Butcher of Scandia, The Throne-slayer: Arik's statistics other than wounds may not be altered negatively, In a challenge Arik's 3++ becomes a 2++ and he may re-roll any failed to hit against the challenged model, Eternal Warrior, Thunder Warrior, Fearless, IWND, Very Bulky, Might of the First Born, FNP (4+).

## HQ:

Thunder Lord: 150pts

WS:7 BS:5 S:5 T:5 W:4 I:4 A:5 LD:10 2+ 6++

Wargear: Artificer armor, Thunder Mantle, Power Weapon, Bolter, Bolt Pistol

Special rules: Bulky, Thunder Warrior, Furious Charge

May exchange his Bolter for a Tonitrus Bolt Carbine: free

May take option(s) from:

Special Issue Wargear

Forbidden Wargear

Tempest Forged Fabricator: 150pts

WS:4 BS:6 S:4 T:5 W:3 I:4 A:2 LD:10 2+ save 6++

Wargear: Artificer Armor, Thunder Mantle, PW, Archaeotech Pistol, Archaeotech Rifle(Str6 ap2 24" Rapid Fire)

May select option(s) from:

Special Issue Wargear

Forbidden Wargear

Rules: Bulky, Thunder Warrior, Master Frabricator: You May take Proto-Dreadnaught maniples as troop choices, Battle Smith, Technology Unleashed: Once per game during the Movement phase, a Tempest Forged Fabricator may forego his movement and attempt to unleash the full potential of a models weapon, on a roll of 3+ and you may increase the Str of the weapon by 2, the Range of the Weapon by 6" or the decrease AP value of a weapon by 1. (Note, you may not increase the range of a Melee weapon and these effects last until the end of the game)

Unblooded Champion: 60pts

WS:5 BS:3 S:5 T:5 W:3 I:4 A:4 LD:9 6+ save

Wargear: Primitive Armor, Autogun

May take options from:

Special Issue Wargear

Special Rules: Thunder Warrior, Bulky

## TROOPS:

Infantry Platoon 1 Platoon Command Squad, 2-5 Thunder Warrior Squads, 0-5 Unblooded, 0-3 Specialist Teams.

### Platoon Command Squad:

#### Squad Size 3 (150pts)

WS:5 BS:4 S:4 T:4 W:2 I:5 A:3 LD:9 3+ save (Platoon Commander)

WS:5 BS:4 S:4 T:4 W:1 I:4 A:2 LD:8 3+ save (Honor Guard)

Rules: Thunder Warrior, Counter Attack

Wargear: Power Armor, Power Weapon, Autogun, Bolt Pistol, Frag and Krak grenades

Any Honor Guard or Platoon Commander may take equipment form:

Special Issue Wargear

Any Honor Guard and/OR Platoon commander may exchange his Autogun for a Tonitrus Bolt Carbine: Free

### Thunder Warrior Squad:

#### Squad Size: 5-20 16pts each

WS:4 BS:4 S:4 T:4 W:1 I:4 A:2 LD:8 Save:3+

Special Rules: Thunder Warrior

One Thunder Warrior may be upgraded to a Champion for 10pts (+1atk, +1LD)

Wargear: Autogun, Bolt Pistol, CCW, Frag And Krak Grenades

Any Thunder Warrior may exchange their Autogun for a Tonitrus Bolt Carbine: 2pts each

One In Three Thunder Warriors may take one of the following:

Heavy Stubber: Free

Flamer 5pts

Rotor Cannon 5pts

Autocannon 10pts

Missile Launcher 15pts

Lascannon 20pts

Power Weapon 15pts

### Tonitrus Bolt Carbine

Range 18" S:5 AP:4 Assault 1

### The Unblooded:

#### Squad Size: 20-40 (7pts each)

WS:3 BS:3 S:4 T:4 W:1 I:3 A:2 LD:7 Save:6+

Special Rules: Thunder Warrior

Wargear: Primitive Armor, AutoGun

### Specialist team:

#### Squad size-5 (120pts)

WS:4 BS:4 S:4 T:4 W:1 I:4 A:2 LD:8 3+ save

Special rule: Thunder Warrior, Relentless

One Thunder Warrior may be upgraded to a Champion for 10pts (+1atk +1LD)

Wargear: Autocannon, Power Armor, Frag and Krak grenades

Each model may replace their autocannon with:

Heavy Flamer-Free

Heavy Stubber-Free

Rotor Cannon-Free

Lascannon-5pts

Multi-Melta-10pts

Missile Launcher-5pts

Provocator Maniple 5-20 models (27pts each)

WS:4 BS:4 S:4 T:4 W:2 I:4 A:2 LD:8 2+ 6++

Special rules: Thunder Warrior,

One Provocator may be upgraded to a Provocator Champion for 10pts (+1 Atk +1 LD)

Wargear: Power Armor, Storm Bolter, Power Weapon, Combat Shield

any model may take options from special issue wargear

ELITES:

1st Company Platoon 1-3 Thunder Bearers, 0-2 Proto-Dreadnaught Maniple, 0-5 Veteran Thunder Warriors, 0-1 Arbelas Strike Team

Thunder Bearers:

Squad size: 1-20 (65pts each)

WS:5 BS:4 S:4 T:5 W:2 I:4 A:3 LD:9 2+ save

Rules: Thunder Warrior, IWND, Relentless, Slow and Purposeful, Bulky, Might of the First Born: A challenged model must accept challenges issued by a model in this unit.

Wargear: Proto-Tactical Dreadnaught Armor, Assault Cannon, Power Weapon

Any Thunder Bearer may swap their Proto-Tactical Dreadnaught Armor and Assault cannon for Tempest Forged Plate, Archaeotech Power weapon and a Tonitrus Bolt Carbine: Free

Any Thunder bearer may take equipment from:

Special Issue Wargear

Proto-Dreadnaught Maniple: 1-3 (150pts each)

WS:5 BS:4 S:7 Front:13 Sides:13 Rear:11 I:4 A:1 HP:3

Wargear: Dreadnaught CCW, Twin-Linked autocannon, SNP

May be upgraded to an Entombed Champion for 20 pts +1atk, +1Initiative

-may take options from the vehicle armory

May replace its autocannon with one of the following:

Twin Linked Heavy Bolter-free

Twin Linked Heavy Flamer-free

Twin Linked Magna Melta-25pts

Twin Linked Plasma Cannon-25pts

Twin Linked Lascannon-30pts

USR: Thunder Warrior, Rampage

**Veteran Thunder Warriors: 5-20 models 40pts each**

**WS:5 BS:4 S:4 T:4 W:2 I:4 A:3 LD:9**

**Special Rules: Thunder Warrior, Veterans of the First War: After deployment, this model may choose to gain Split Fire, Rampage, Or Hatred(Everything) for the rest of the game,**

**Wargear: Power Armor, PW, Bolter, Bolt Pistol, Frag and Krak Grenades**

**Any model may replace his Bolter for:**

**Flamer: 5pts**

**Heavy Bolter: 5pts**

**Auto Cannon: 10pts**

**Las Cannon: 20pts**

**Any model may take options from:**

**Special Issue Wargear**

**Arbelas Strike Team:**

**Squad size-1-10 (65pts each)**

**WS:5 BS:4 S:4 T:4 W:2 I:4 A:2 LD:8 3+ save**

**Special rule: Thunder Warrior, Infiltrate, Move Through cover, Death is assured: once per game nominate a character or vehicle, for the rest of the game this squad may re-roll failed attempts to hit following the standard rules for re-rolling die.)**

**One Arbelas may be upgraded to an Arbelas Champion for (15pts) (+1atk +1LD)**

**Wargear: Power Armor, Sniper Rifle, Bolt Pistol, CCW, Frag and Krak grenades**

**Any model may swap their Sniper Rifle for a**

**Lascannon 20pts**

**Plasma Cannon 30pts**

**Heavy Support:**

**Samnite Maniple 1-5 (80 pts each)**

**WS:4 BS:4 S:5 T:6 W:3 I:1 A:2 LD:9 2+ 4++**

**Special Rules:Thunder Warrior, SNP, Very Bulky**

**One Samnite may be upgraded to a Samnite Champion for 30pts (+1atk +1LD +1W)**

**Wargear: Samnite plate: +1 Toughness, +1 Wound, always strikes at initiative 1, SNP, Power Fist, Auto-Cannon**

**May Replace their Auto-Cannon and power fist with:**

**Twin-Linked Lascannon: 15pts**

**Twin-Linked Multi-Melta: 10pts**

**Twin-Linked Plasma Cannon: 10pts**

**Twin-Linked Assault Cannon: 5pts**

**Twin-Linked Reaper Auto-Cannon: FREE**

**Twin-Linked Rotor-gun: FREE**

**May Replace their Auto-Cannon with:**

**Lascannon: 20pts**

**Multi-Melta: 15pts**

**Plasma Cannon: 15pts**

**Assault Canon: 10pts**

**Reaper Autocannon: 5pts**

**Rotor-gun: FREE**

May take options from Special Issue Wargear

Spartan Assault Tank:

300pts

BS:4 Front:14 Side:14 Rear:14 HP:5

Wargear: Two Sponson mounted quad Lascannon, Hull Mounted Twin-linked Autocannon, Search Light, Smoke Launcher, Extra Armor

Transport Capacity: 25models

Access points: One at the front and two on each side.

May take options from:

Vehicle Armory

Rules: Assault Vehicle

Fast Attack:

Storm Eagle Assault Carrier: 210pts

BS:4 Front:12 Side:12 Rear:12 HP:4

Wargear: A storm eagle may exchange it's Twin-Linked heavy bolter for:

Twin-Linked Multi Melta 15pts

Single Missile Launcher

A Storm Eagle may take one of the following upgrades:

Exchange it's for Tempest rockets for four Hellstrike missiles 20pts

Exchange it's four Tempest rockets for Twin-Linked Lascannon 40pts

May take options from the Vehicle Armory

Special Rules: Deep Strike, Assault Vehicle

Secutor Maniple 1-10 (60pts each)

WS:5 BS:3 S:4 T:4 W:2 I:6 A:3 LD:8 3+ save

Special rules: Thunder Warrior, Fleet, Crusader, Duelists: Gain +1 atk in cc for each point of initiative higher

One Secutor may be upgraded to a Secutor Champion for 20pts (+2tk +1LD)

Wargear: Archaeotech Melee Weapon, Secutor Plate: +2 initiative on the charge 5+ Invul in cc, Terran Forged CCW

May take options from Special Issue wargear

Cestus Maniple 1-10 (35pts each)

WS:5 BS:4 S:5 T:4 W:1 I:4 A:3 LD:8 3+

Special rules: Thunder Warrior, Jump Infantry, Fleet

One Cestus may be upgraded to a Cestus Champion for 15 pts (+1atk +1LD)

Wargear: Thunder forged plate, Jump pack, Cestus Pattern Chainfist (Concussive), Bolt Pistol

May take options from special issue wargear

Dedicated Transports: Any infantry unit may take a dedicated transport

Land Raider.....190 points (See Betrayal or Massacre Mechanicum lists)

Chimera Armoured Transport.....55 points (see codex Imperial Guard)

Rhino.....35 points (see codex SM)