

CADIAN INTERIOR GUARD

Cadian Interior Guard have a Strategy Rating of 2

Interior Ordo Malleus Forces

Ordo Malleus forces have Initiative rating 1+

Detachment	Units	Cost
Inquisitor	One Inquisitor plus seven Kasrkin units may have 4 Chimera transport vehicles OR 4 Valkyrie transport vehicles	300 points (+100 points) (+150 points)
Terminator Spearhead	4 Grey Knight Terminator units may add four Grey Knight Land Raider transport vehicles	400 points (+450 points)
Grey Knight Order	4 Grey Knight units may add two Grey Knight Land Raider transport vehicles	275 points (+250 points)
0-1 Fortress	One Obsidian Fortress	700 points

Cadian Defence Force Companies

Cadian Defence Force Companies have Initiative rating 2+

Detachment	Units	Cost
0-1 Kasrkin Regimental HQ	One Kasrkin Supreme Commander and seven Kasrkin units may have 4 Chimera transport vehicles OR 4 Valkyrie transports (no Company Upgrades may be selected)	300 points (+100 points) (+150 points)
Kasrkin Company	One Kasrkin Commander and seven Kasrkin units may have 4 Chimera transport vehicles	225 points (+100 points)
Kasrkin Airborne Company	One Kasrkin Commander, seven Kasrkin units & four Valkyrie transports may add 4 Vultures	375 points (+300 points)
Cadian Shock Troop Company	One Imperial Guard Command Unit, twelve Imperial Guard Infantry units	250 points

Cadian Defence Company Upgrades

Up to three upgrades may be taken per Defence Force Company except Kasrkin Airborne Companies

Upgrade	Units	Cost
Fire Support Platoon	Four Fire Support units*	+100 points
Infantry Platoon	Six Infantry units*	+100 points
Tank Squadron	Three Leman Russ or three Leman Russ Demolisher	+200 points
Hellhound Squadron	Three Hellhounds	+150 points
Griffon Battery	Three Griffons	+100 points
Snipers	Two Snipers*	+50 points
Flack	One Hydra	+50 points

*If attached to a Company with Chimera transports, these units must also have transport – add one Chimera per two additional units, each costing +25 points.

Cadian Defence Force Support Formations

Up to two may be taken per Defence Force Company

Cadian Defence Force Support Formations have Initiative rating 2+

Upgrade	Units	Cost
Rough Rider Platoon	Six Rough Rider units	150 points
Artillery Battery	Three units of the same type chosen from the following list: Basilisk, Bombard, Manticore	250 points
Sentinel Squadron	Four Sentinels	100 points
0-1 Deathstrike Missile Battery	Two Deathstrike Missile Launchers	200 points
Super-heavy Tank Platoon	One Baneblade or Shadowsword	200 points
Orbital Support	One Imperial Navy Lunar class cruiser OR one Emperor class battleship	150 points 300 points
Flack Battery	Three Hydra	150 points
Whiteshield Company	One Imperial Guard Command Unit, twenty Cadian Whiteshield units	350 points

Imperial Navy Formations

Initiative Rating 2+

Formation	Units	Points
Thunderbolt Squadron	Two Thunderbolt Fighters	150
Marauder Wing	Two Marauder Bombers	300

Titan Legion Battlegroups

Initiative Rating 1+

Formation	Units	Points
Warlord	One Warlord Class Titan	850
Reaver	One Reaver Class Titan	650
Warhound	One Warhound Titan	275
Warhound Pack	Two Warhound Titans	500

Cadian Inquisition Forces

Special rules:

Advisors

Cadian forces are highly disciplined and frequently attended by sanctioned psykers that can prove invaluable in combating the forces of Chaos. Cadian armies receive D6+1 advisors: these can be either Commissar characters or Sanctioned Psyker characters.

Roll to see how many advisor characters a player may add to their army at the start of the battle before either side sets up. If the army includes a Supreme Commander then the first advisor must be attached to the Supreme Commander's formation. Any further advisors may be attached to any other formations except Interior Ordo Malleus detachments, Navy or Titan formations. You may not include more than one advisor per formation. If you have more advisors than formations any excess is lost.

New Specialist Unit Abilities:

Rites of Exorcism; Any Daemon unit attacked by Grey Knights (whether from ranged combat or assaults) suffers -1 to their armour save and do cause Blast Markers on the parent unit. However, in the End Phase of every turn, Chaos armies may return one summoning point's worth of daemons that have been removed from play to the Daemon Pool for every unit with Rites of Exorcism on the board.

Shrouding; Any Indirect Fire or Aircraft attack, or any attack from a range greater than 45cm directed against a unit with the Shrouding suffers -1 to hit. This does not apply if the unit is in cover, or if the unit is in a Transport.

Grey Knight Terminators

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Storm Bolters	(15cm)	Small Arms		
Nemesis Force Weapons	Base Contact	Assault Weapons	MW; Extra attacks (+1)	
Holocaust	Base Contact	Assault Weapons	Extra attacks (+1)	
Psycannon	30cm	AP5+/AT6+	No <i>Invulnerable Save</i>	

Grey Knight Terminators

Notes: *Fearless; Teleport; Reinforced Armour; Thick Rear Armour; Rites of Exorcism, Shrouding*

Grey Knights

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Storm Bolters	(15cm)	Small Arms		
Nemesis Force Weapons	Base Contact	Assault Weapons	Extra attacks (+1)	
Psycannon	30cm	AP5+/AT6+	No <i>Invulnerable Save</i>	

Grey Knights

Notes: *Fearless; Rites of Exorcism; Shrouding*

Obsidian Fortress

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Eye of Judgment (psychic cannon)	120cm	MW3+	Titan Killer (D3)	
2x Battle Cannon	75cm	AP4+/AT4+	Forward Arc	
Battle Cannon	75cm	AP4+/AT4+	Left Arc	
Battle Cannon	75cm	AP4+/AT4+	Right Arc	

Damage Capacity 10; 5 Void Shields. Critical Hit Effect: the Obsidian Fortress' vulnerable track units are damaged, inflicting an additional point of damage and reducing the Speed of the machine by 5cm.

Notes: *Reinforced Armour, Thick Rear Armour, Fearless, Transport (15 infantry)*

Inquisition Mobile Fortress

Inquisitor

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Psychic Power: <i>Scourging</i>	(15cm)	Small Arms	MW; Extra Attacks (+1)	
Power Weapon	Base Contact	Assault Weapons	MW; Extra Attacks (+1)	

Notes: *Fearless, Invulnerable Save, Leader, Commander*

Inquisitor

Kasrkin

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Hellguns	(15cm)	Small Arms		
Plasma Gun	15cm	AP5+/AT5+		

Notes:

Stormtroopers

Kasrkin Commander

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
Hellguns	(15cm)	Small Arms		
Plasma Gun	15cm	AP5+/AT5+		
Chainswords	Base Contact	Assault Weapons		

Notes: *Commander*

Stormtroopers

Kasrkin Supreme Commander

Type	Speed	Armour	Close Combat	Firefight	
Infantry	15cm	5+	4+	4+	
Weapon	Range	Firepower	Notes		
Hellguns	(15cm)	Small Arms			
Plasma Gun	15cm	AP5+/AT5+			
Power Weapons	Base Contact	Assault Weapons	Macro Weapon, Extra attacks (+1)		Stormtroopers
Notes: <i>Supreme Commander</i>					

Cadian Whiteshields

Type	Speed	Armour	Close Combat	Firefight	
Infantry	15cm	-	6+	6+	
Weapon	Range	Firepower	Notes		
Lasguns	(15cm)	Small Arms			
Autocannon	45cm	AP5+/AT6+			Stormtroopers
Notes: <i>Only one unit in every two has an autocannon. Count up the number of whiteshield units in the formation that can fire at the target formation and divide by two (rounding up) to find the number of autocannon shots you may take.</i>					

Sanctioned Psykers

Type	Speed	Armour	Close Combat	Firefight	
Character	n/a	n/a	n/a	n/a	
Weapon	Range	Firepower	Notes		
Lightning Arc	(15cm)	Small Arms	First Strike, Extra attack (+1)		Stormtroopers
Notes: <i>Leader, First Strike, Invulnerable Save</i>					