

IMPERIAL MILITIA

HOR

CRUSADE IMPERIALIS, HORUS HERESY

This team list uses the special rules and wargear found in Crusade Imperialis Army Lists. If a rule differs from the book, it will be clearly stated.

FACTION KEYWORDS

All models in this list have the **Imperium, Militia, Loyalist, or Traitor** keywords.

SUPPORT UNIT

You may only have a number of models with the support unit special rule up to 50% of non-support unit models. Example, 5 Non-support unit model choices would allow you 2 Support Unit models.

PROVENANCES

Units that have the Provenance special rule benefit from the provenances on the next page

MILITIA OR CULTS

A kill team must be declared either Loyalist or Traitor. This affects model availability and provenance choices.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-30 Core models
- 0-5 Special models



TEAM WIDE PROVENANCES

An Imperial Militia and Cults Kill Team can have up to two provenances at the cost indicated (Commander must be selected)

<p>Warrior Elite – 10 pts All eligible units and models receive +1 to their Leadership value (to a maximum of 9). Militia Levy squads in a kill team with this Provenance gain the Support Unit special rule</p>	<p>Alchem-jackers – 8 pts All units with this Provenance do not suffer negative modifiers to their Leadership value in the Fight phase and, in addition, if they fail a Nerve test owing to casualties in the Shooting phase, they become pinned instead of Falling Back. Option – Frenzon: Any unit with this Provenance can have frenzon dispensers for +7 points per model (+15 points for an Ogryn Brute model), gaining +1 Attack. However, any model with these must always charge the nearest enemy model if it is able to.</p>
<p>Gene-Crafted – 20 pts All eligible units and models receive +1 to their strength values (to a maximum of 4, or 6 in the case of an Ogryn's Strength). Units and models with this Provenance may not benefit from a 6+ Feel No Pain roll against wounds.</p>	<p>Feral Warriors – 8 pts All eligible units and models receive a +1 bonus to their WS (to a maximum of +4) – Ogryns instead receive +1 Attack. Option – Blade and Fury: Any model with this Provenance, other than Ogryn Brutes, gains +1 Attack for +5 points per squad.</p>
<p>Cyber-augmentics – 8 pts All eligible units and models receive an invulnerable save of 6+ (or may improve an existing invulnerable save by +1 to a maximum of 3+). Units and models with this Provenance however must reduce any Run and Sweeping Advance rolls they make by -1. This Provenance may not be chosen in conjunction with the Genecrafting Provenance</p>	<p>Abhuman Helots – 8 pts All eligible units and models receive an increase of +1 to their Toughness value but also lower their Movement value by -1" (to a minimum of 1). Option – Discipline Collars : Any model with this Provenance may be given Discipline Collars for +3 points per model, and automatically pass test that require a Leadership check</p>
<p>Survivors of the Dark Age – 30 pts All eligible units and models receive an increase of +1 to their basic Armour save (5+ becoming 4+ and so on) to a maximum of 3+. However, the detachment's compulsory Core choices must be filled by Grenadiers, and in addition Inducted Levy squads in an army with this Provenance gain the Support Units special rule and this Provenance itself may not be used in conjunction with the Cult Horde or Tainted Flesh Provenances. Option – Advanced Weapons: The strength of its laspistols, lascarbines, lasrifles, laslocks, and rotor cannons used by its Grenadiers, Grenadier Sergeant and Team Leaders may be increased by +1 for +5 points per unit. If this option is taken, all such units in the army must be so upgraded.</p>	<p>TRAITORS ONLY – (tiny) Cult Horde - 8pts All eligible models with this Provenance gain the Zealot special rule. However, they must always charge an enemy if they are able, and may even charge if they have fired weapons in the Shooting phase which would make them ineligible to do so. Affected models with this Provenance may only make Snap Shots with their shooting attacks. Grenadier models may not be taken in a team which uses this Provenance and this Provenance may not be used in conjunction with the Survivors of the Dark Age Provenance.</p>
	<p>TRAITORS ONLY – Tainted Flesh – 8 pts All eligible models receive the a Feel No Pain (6+) special roll, and their close combat attacks gain the Rending special rule. However, the kill team must take at least two Levy squads, and it may not have more Infantry units, than it has Inducted Levy squads in total. For example, if it has three Inducted Levy squads, it can have a maximum of three additional Infantry units of other kinds. The only HQ choices the detachment can take are the Team Commander and Rogue Psyker entries Special Option – Mutant Spawn: Detachments with this Provenance have access to the Mutant Spawn Special unit. Restriction: This Provenance cannot be taken in conjunction with the Survivors of the Dark Age, Gene-crafted or Alchem-jacker Provenance</p>

TEAM LEADERS

COMMANDER

20

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Commander	6"	3+	3+	3	3	2	2	8	5+
EQUIPMENT	<ul style="list-style-type: none"> - Laspistol - CCW - Frag Grenades - Flak Armour 								
RULES	- Inspiring Presence, Provenances								
OPTIONS	<ul style="list-style-type: none"> - Can replace its Laspistol with an item from the Pistols Weapons List - Can replace its CCW with an item from the Melee Weapons List - Can take any item from the Wargear list 								
KEYWORDS	Imperium, Militia, Loyalist, or Traitor								

ROGUE PSYKER

(Traitor Choice Only)

15

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Psyker	6"	5+	5+	3	3	2	2	8	-
EQUIPMENT	- CCW								
RULES	<p>- Inspiring Presence, Feel No Pain 5+, Fear, Fearless, Possession, Psyker (Mastery Level 1)</p> <p>Possession: If the Rogue Psyker is killed either by losing wounds or as the result of suffering a Perils of the Warp attack, roll a D6. On a result of a 5+ normally or a 2+ in the case of Perils of the Warp, remove the model from play and replace them with a Possessed model. The Possessed model starts with a full complement of wounds</p> <p>Psychic Power: Rogue Psyker can choose from the Primaris Powers in Pyromancy, Biomancy, Telekinesis and Malefic Daemonology disciplines.</p>								
OPTIONS	-								
KEYWORDS	Imperium, Militia, Loyalist, or Traitor								

DISCIPLINE MASTER

15

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Master	6"	3+	4+	3	3	2	2	8	5+
EQUIPMENT	<ul style="list-style-type: none"> - Laspistol - Augmented Weapon - Frag Grenades - Flak Armour 								
RULES	<ul style="list-style-type: none"> - Inspiring Presence, Instill Order <p>Instill Order: If model within the Inspiring Radius of this model fails a Leadership test, the test can be rerolled - however, you then deal it a Wound (D3 Wounds for squads) at AP -.</p>								
OPTIONS	<ul style="list-style-type: none"> - Can replace its Laspistol with an item from the Pistols Weapons List - Can replace its CCW with an item from the Melee Weapons List - Can take any item from the Wargear list 								
KEYWORDS	<p>Imperium, Militia, Loyalist, or Traitor</p>								

CORE

IMPERIALIS MILITIA										4
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Militia	6"	4+	4+	3	3	1	1	6	5+	
EQUIPMENT	<ul style="list-style-type: none"> - Auxilia Lasrifle - CCW - Frag Grenades - Flak Armour 									
RULES	- Provenances									
OPTIONS	-									
KEYWORDS	Imperium, Militia, Loyalist, or Traitor									

INDUCTED LEVY										2
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Levy	6"	5+	5+	3	3	1	1	6	6+	
EQUIPMENT	<ul style="list-style-type: none"> - Auxilia Lasrifle - CCW - Sub Flak Armour 									
RULES	- Provenances									
OPTIONS	-									
KEYWORDS	Imperium, Militia, Loyalist, or Traitor									

GRENADIERS										5
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Grenadier	6"	4+	3+	3	3	1	1	7	4+	
EQUIPMENT	<ul style="list-style-type: none"> - Auxilia Lasrifle - CCW - Frag, Krak Grenades - Carapace Armour 									
RULES	- Provenances									
OPTIONS	- For every three Grenadiers, you may take one Special Weapons Grenadier armed with a grenade launcher for an additional 10 pts									
KEYWORDS	Imperium, Militia, Loyalist, or Traitor									

FIRE SUPPORT TEAM

15

(You may only take three Fire Support Teams in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Militia	6"	4+	4+	3	3	1	1	6	5+
EQUIPMENT	- Heavy Stubber - Laspistol - CCW - Frag Grenades - Flak Armour								
RULES	- Provenances, Bulky, Support Unit								
OPTIONS	- Can replace its Heavy Stubber with an item from the Heavy Weapons List								
KEYWORDS	Imperium, Militia, Loyalist, or Traitor								

RECON SQUAD

10

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Militia	7"	4+	3+	3	3	1	1	7	5+
EQUIPMENT	- Lascarbine/Autogun - CCW - Frag, Krak Grenades - Flak Armour								
RULES	- Provenances, Feigned Deployment: At the start of the first battle round but before the first turn begins, you can move this model up to 6". It cannot end this move within 9" of any enemy models. If both players have models that can do this, the player who is taking the first turn moves their models first. Advance Deployment: When you set up this model during deployment, it can be set up anywhere on the battlefield that is more than 18" from any enemy models								
OPTIONS	- Can take a Cameoline Cloak								
KEYWORDS	Imperium, Militia, Loyalist, or Traitor								

SPECIAL

ENGINEER ADEPT

(You may only take one Engineer in your kill team)

20

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Engineer	6"	4+	4+	3	3	1	1	8	3+
EQUIPMENT	- Laspistol - Power Axe - Servo Arm - Power Armour								
RULES	-								
OPTIONS	-								
KEYWORDS	Imperium, Militia, Loyalist, or Traitor								

SERVO-AUTOMATA

(You may only take one Servo-Automata in your kill team)

15

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Automata	6"	4+	4+	4	3	1	1	6	5+
EQUIPMENT	- CCW								
RULES	-								
OPTIONS	-								
KEYWORDS	Imperium, Militia, Loyalist, or Traitor								

MEDICAE ORDERLY

(You may only take one Servo-Automata in your kill team)

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Medicae	6"	4+	4+	3	3	1	1	8	4+
EQUIPMENT	- Laspistol - CCW - Medi-Pack - Void Armour								
RULES	- Close Formation Fighting, Disciplined Fire								
OPTIONS	-								
KEYWORDS	Imperium, Militia, Loyalist, or Traitor								

MUTANT SPAWN

(Traitor Choice Only, one per kill team)

30

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Spawn	7"	4+	-	5	5	3	D6	9	5+
EQUIPMENT	- Churning Fangs and Claws								
RULES	- Enemy models with 2" of this model reduce their Ld by 1 When a spawn makes a CC Attack, roll a D3 and consult the table below: <ol style="list-style-type: none"> 1- Razor Claws, CC attacks are AP -4 until end of Fight Phase 2- Graspong Pseudopods, +2 to the Attack Characteristic till the end of the fight phase 3- Toxic Heamorrhage, you can re-roll failed to wound rolls till the end of the fight phase 								
OPTIONS									
KEYWORDS	Imperium, Militia, Loyalist, or Traitor, Beast								

OGRYN BRUTE

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ogryn	4"	3+	5+	5	5	2	3	6	5+
EQUIPMENT	- CCW - Frag Grenades - Flak Armour								
RULES	- Provenances, On the turn this model makes a successful charge it can make one additional attack								
OPTIONS	- Can take Carapace Armour, Boarding Shield, and/or Combat Shield from the Wargear List - Can take an item from the Power Weapons list								
KEYWORDS	Imperium, Militia, Loyalist, or Traitor								

AUXILIA SENTINEL

30

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sentinel	8"	5+	3+	5	4	4	1	7	4+
EQUIPMENT	- Multi-Laser - Searchlight - Smoke Launcher								
RULES	- Feigned Deployment, Can move up to 6" after deployment but before the first turn is taken. When this model is reduced to 0 wounds, roll a D6, on a 6 all models within 3" take a mortal wound								
OPTIONS	- Can replace its Multi-Laser with an item from the Heavy Weapons List								
KEYWORDS	Imperium, Militia, Loyalist, or Traitor, Vehicle								

ARMOURY

COMBI WEAPONS

Combi-bolter
Combi-flamer
Combi-grenade launcher
Combi-melta
Combi-plasma
Combi-volkite

MELEE WEAPONS

Augmented Weapon
Charnabal sabre
Heavy chainsword
Paragon blade
Power fist
Power Weapons
Thunder hammer

POWER WEAPONS

Power axe
Power lance
Power maul
Power sword

PISTOLS

Bolt Pistol
Archaeotech pistol
Blast Pistol
Hand flamer
Plasma pistol
Needle Pistol
Volkite serpenta

WARGEAR

Boarding shield
Combat shield
Refractor field
Cyber-Familiar
Digital Lasers
Melta Bombs
Carapace Armour
Flakk Armour
Power Armour
Cameoline Cloak

HEAVY WEAPONS

Autocannon
Heavy Bolter
Heavy Flamer
Lascannon
Multi-Laser
Twin Heavy Stubber

SPECIAL WEAPONS

Flamer
Heavy bolter with suspensor web
Heavy chainsword
Heavy flamer
Heavy Stubber
Meltagun
Missile launcher (frag & krak
missiles) with suspensor web
Plasma gun
Volkite charger
Rotor Cannon

Weapons Chart

WEAPON	POINTS	RANGE	TYPE	S	AP	D	ABILITIES
Archaotech Pistol	6	12"	Pistol 1	6	-2	2	-
Blade struts	0	Melee	Melee	User	-2	2	-
Breaching charge	7	6"	Grenade D6	8	-3	D3	This weapon can only be used once per game.
Chainfist	14	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Charnabal sabre	2	Melee	Melee	User	-2	1	Every time you make a Hit roll of 6+ with this weapon, that attack is resolved with an AP of -4 instead of -2.
Combi-bolter	2	24"	Rapid Fire 2	4	0	1	-
Combi-flamer	11	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Flamer	-	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-grenade launcher	9	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Grenade launcher	-	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	-	24"	Assault D6	3	0	1	-
- Krak grenade	-	24"	Assault 1	6	-1	D3	-
Combi-melta	19	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Meltagun	-	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	15	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	13	When attacking with this weapon, choose one of the profiles below.					
- Standard	-	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	-	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Combi-volkite	8	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Volkite charger	-	15"	Assault 2	5	0	2	-
Flamer	9	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Force axe	10	Melee	Melee	+1	-2	D3	-
Force lance	9	Melee	Melee	+2	-1	D3	-
Force stave	8	Melee	Melee	+2	-1	D3	-
Force sword	8	Melee	Melee	User	-3	D3	-
Frag grenade	0	6"	Grenade D6	3	0	1	-
Graviton gun	15	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.

Grenade harness	8	12"	Assault D6	4	-1	1	-
Hand flamer	8	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Heavy bolter	10	36"	Heavy 3	5	-1	1	-
Heavy chainsword	2	Melee	Melee	+2	0	1	-
Heavy flamer	17	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Inferno pistol	9	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Light c-beam cannon	22	42"	Heavy D3	6	0	1	Attacks from a light c-beam cannon that target enemies at over half its range are resolved at Strength 8, AP -1 and Damage 2.
Lightning claw	8/12	Melee	Melee	User	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Lightning gun	12	18"	Heavy 1	7	0	1	You can re-roll failed wound rolls with this weapon. On a wound roll of 6+; change that hit's AP to -3 and Damage to 2.
Master-crafted boltgun	3	24"	Rapid Fire 1	4	-1	2	-
Melta bomb	5	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a Vehicle .
Meltagun	17	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher	25/20	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	-	48"	Heavy D6	4	0	1	-
- Krak missile	-	48"	Heavy 1	8	-2	D6	-
- Rad missile	*20	48"	Heavy D3	4	-2	1	Your opponent must subtract 1 from the Toughness characteristic of any Infantry or Biker units that have suffered any hits from rad grenades or rad missiles until the end of the turn.
Multi-laser	15	36"	Heavy 3	6	0	1	-
Multi-melta	27	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Needle pistol	2	12"	Pistol 1	1	0	1	A needle pistol always wounds on a 2+, unless the target model is a Vehicle
Paragon blade	21	Melee	Melee	+2	-3	D3	-
Phosphex bomb	8	6"	Grenade D3+1	5	-3	1	You can re-roll failed wound rolls against Infantry and Biker units. This weapon can only be used once per battle.
Phosphex discharger	20	18"	Heavy 2D3+2	5	-3	1	You can re-roll failed wound rolls against Infantry and Biker units. This weapon can only be used once per battle.
Plasma blaster	17	When attacking with this weapon, choose one of the profiles below.					
- Standard	-	18"	Assault 2	7	-3	1	-
- Supercharge	-	18"	Assault 2	8	-3	2	For each hit roll of 1, the bearer suffers one mortal wound after all this weapon's shots have been resolved.
Plasma gun	13	When attacking with this weapon, choose one of the profiles below.					
- Standard	-	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	-	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	7	When attacking with this weapon, choose one of the profiles below.					
- Standard	-	12"	Pistol 1	7	-3	1	-
- Supercharge	-	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power axe	5	Melee	Melee	+1	-2	1	-
Power fist	12	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	4	Melee	Melee	+2	-1	1	-
Power maul	4	Melee	Melee	+2	-1	1	-
Power sword	4	Melee	Melee	User	-3	1	-
Quad gun	30	48"	Heavy 8	7	-4	2	This weapon gets +1 to hit against units with the Fly keyword. However it gets -1 to hit all other units.
Quad heavy bolter	36	36"	Heavy 12	5	-1	1	-
Quad lascannon	80	48"	Heavy 4	9	-3	D6	-
Quad launcher	40	When attacking with this weapon, choose one of the profiles below.					

- Frag shells	+5	60"	Heavy 4D3	5	0	1	This weapon can target units that are not visible to the bearer.
- Shatter shells	+5	24"	Heavy 4	8	-2	3	-
- Incendiary shells	+5	60"	Heavy 4D3	4	0	1	This weapon can target units that are not visible to the bearer. Units targeted by this weapon do not gain any bonus to their saving throw for being in cover.
- Splinter shells	+5	36"	Heavy 4D3	2	0	1	This weapon can target units that are not visible to the bearer. On a wound roll of 6+; change this weapon's AP to -3.
- Phosphex canister shot	+40	36"	Heavy 2D6+2	5	-3	1	You can re-roll failed wound rolls against Infantry and Biker units. This weapon can target units that are not visible to the bearer.
Rad grenade	2	6"	Grenade D3	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from the Toughness characteristic of any Infantry or Biker units that have suffered any hits from rad grenades or rad missiles until the end of the turn.
Rotor cannon	6	30"	Rapid Fire 3	3	0	1	-
Rotor cannon (bio-corrosive rounds)	11	16"	Rapid Fire 3	1	0	1	This weapon always wounds on a 4+, unless the target model is a Vehicle
Shock chargers	20	Melee	Melee	User	-3	1	-
Shroud bombs	0	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for Infantry units that have suffered any hits from shroud bombs until the end of the turn.
Sniper rifle	4	36"	Heavy 1	4	0	1	This weapon can target a Character even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Space marine shotgun	0	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Special issue boltgun	3	When attacking with this weapon, choose one of the profiles below.					
- Standard Rounds	-	24"	Rapid Fire 1	4	0	1	-
- Kraken bolt shells	-	30"	Rapid Fire 1	4	-1	1	-
- Tempest bolt shells	-	18"	Rapid Fire D3	3	0	1	-
- Scorpius bolt shells	-	24"	Heavy 1	5	-3	2	You can re-roll failed wounds with this weapon
Volkite caliver	12	30"	Heavy 2	6	-1	2	Each time you make a wound roll of 6+ for this weapon, the target suffers 1 mortal wound in addition to any other damage
Volkite charger	6	15"	Assault 2	5	0	2	-
Volkite culverin	24	45"	Heavy 4	6	-1	2	Each time you make a wound roll of 6+ for this weapon, the target suffers D3 mortal wounds in addition to any other damage
Volkite serpenta	4	10"	Pistol 1	5	0	2	-