GENERIC OPUS
HOR

THE GREAT CRUSADE, CONQUEST, HORUS HERESY

This team list uses the FW Blackbook series, Black Library Novels, and Ben Smith's Conquest book as the basis for this army list. All rules not listed here will be drawn from there, mainly weapons profiles. If a rule differs from the Codex, it will be clearly stated.

FACTION KEYWORDS

All models in this list have the **Imperium, Adeptus Astartes, <Chapter>** keywords.

PLACEHOLDER

Placeholder

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MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-25 Core models
- 0-3 Special models

TEAM LEADERS

LESSER BROOD QUEEN (55)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Megarachnid	8"	3+	3+	5	4	3	4	10	3+

EQUIPMENT	- Arachnablades (2) - Aluminflesh
RULES	- Inspiring Presence, Scout, Eternal Warrior

OPTIONS	- May replace both Arachnablades with Heavy Arachnabaldes: 20 pts
	 - May take any of the following:
	     • Bile Ductflex 5 pts
	     • Web Katharact 10 pts
	     • Venarray 15 pts
	 - May upgrade Aluminflesh to Bonded Aluminflesh: 15 pts
	 - May be equipped with:
	     • Ferro-light Flechette Sphere 15pts

KEYWORDS	

CRESTED MEGARACHNID WARRIOR (35)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Megarachnid	8"	3+	5+	4	4	3	3	9	3+

EQUIPMENT	- Arachnablades (2) - Aluminflesh
RULES	- Inspiring Presence, Outflank
OPTIONS	- May upgrade Aluminflesh to Bonded Aluminflesh: 15 pts - May be equipped with: • Head Crest 10pts
KEYWORDS	

CORE

MEGARACHNID WARRIOR (25)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Megarachnid	8"	3+	5+	4	3	1	2	8	3+

EQUIPMENT	- Arachnablades (2) - Aluminflesh
RULES	- Scout, Outflank
KEYWORDS	

MEGARACHNID WARRIOR CLADE (30)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Megarachnid	8"	3+	5+	4	3	1	2	8	3+

EQUIPMENT	- Arachnablades (2) - Aluminflesh - Wings (Jump Pack)
RULES	- Deep Strike, Vector Strike, Hunter Gatherer
KEYWORDS	

MEGARACHNID BROOD LARVAE (15)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Megarachnid	12"	4+	--	3	3	1	1	7	5+

EQUIPMENT	- Maw (Counts as CCW)
RULES	- Ferromaw, Swarm, Fleet, Fearless, Non-Learning
OPTIONS	
KEYWORDS	

SPECIAL

SHADOW WIDOW
(You may only take one Shadow Widow in your kill team) (55)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Megarachnid	8"	2+	4+	4	4	2	2	9	3+

EQUIPMENT	- Arachnablades (2) - Bonded Aluminflesh - Advanced Headcrest
RULES	- Fleet, Infiltrate

OPTIONS	- May replace an Arachnablade with:
	    • Arachnalance 15 pts
	- May have any of the following:
	    • Bile Ductflex 5 pts
	    • Venarray 15 pts

KEYWORDS	

VENAMOR
(You may only take oneVenamor in your kill team) (55)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Megarachnid	-	2+	4+	4	4	2	2	8	3+

EQUIPMENT	- Arachnablades - Aluminflesh
RULES	- Infiltrate, Rampage, Bio-reflux
OPTIONS	- May replace both Arachnablades with: • Spinceps 20 pts - May upgrade Aluminflesh to Bonded Aluminflesh 15 pts
KEYWORDS	

LESSER MEGARANTULA

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Megarachnid	4"	4+	4+	6	6	3	3	7	3+

EQUIPMENT	- Arachnablades (2) - Bonded Aluminflesh - Web Katharact
RULES	- Hammer of Wrath, FnP (6+), Fearless, Fleet, It Will Not Succumb, Non-Learning

OPTIONS	- May replace an Arachnablade with a Heavy Arachanlance: 25 pts
	- May have any of the following:
	     • Bile Ductflex 5 pts
	     • Venarray 15 pts
	- May upgrade Web Katharact to Heavy Katharact: 35 pts
	- May replace all Arachnablades with:
	     • Bio-Toxin Archanacannon (Attacks reduced to 1) 50 pts

KEYWORDS	

MEGARACHNID BROOD TREE

(You may only take one Brood Tree in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Megarachnid	Φ	--	6+	0	5	3	0	0	4+

EQUIPMENT	-
RULES	- Non-Learning, Scout (After Initial deployment, may make a 6" scout move. Afterwards no further movement of model is allowed) If an enemy model is killed within 6" of a Brood Tree, that tree now causes fear the remainder of the game The Brood Tree operates as a tunnel system for the Megarachnids. An entrance marker will be placed in your deployment zone, and one model per turn may travel through (end movement within 4" of the Brood Tree)
OPTIONS	
KEYWORDS	

ARMOURY

Weapon	Range	Str	AP	Damage	Type
Bile Ductflex	6"	--	0	1	Assault 2, Poison 4+
Bio-toxin Arachnacannon	72"	8	-1	D6	Heavy 1, Blind, Rending
Venarray	Template	7	-2	D3	Fleshbane
Web Katharact	12"	3	0	1	Blast, Concussive
Heavy Web Katharact	36"	5	-1	1	Large Blast, Blind
Arachnabalde	--	User	-1	1	Melee, Rending, Shred, Specialist Weapon
Arachnalance	--	+2	-1	D3	Melee, Armourbane, Specialist Weapon
Heavy Arachnalance	--	+3	-1	D6	Melee, Armourbane, Specialist Weapon
Spinceps	--	User	-2	1	Melee, Poison 5+

Aluminflesh	Grants the bearer a 3+ save
Bonded Aluminflesh	Grants the bearer a 2+ save
Bio-reflux	During any combat phase where the model inflicts more wounds than it's _____, the model takes a Toughness test. If its failed, the model will explode. All models within D6 inches are hit with a S3 AP-1 hit that causes pinning
Ferro-light Flechette Sphere	Grants the bearer a 4+ Invulnerable save
Ferromaw	Model counts as being equipped with Melta bombs
Head Crest	Grants the bearer +1 Ld
Advanced Headcrest	Grants the bearer +2 Ld
Hunter Gatherer	During a vector strike, the model may choose to pickup the enemy unit instead of inflicting any hits. The enemy model must take a toughness test. If failed, the model is picked up. The models now count as locked into combat, however the player may choose to move the combat as if they were moving(with normal movement restrictions), no other models may join this combat. The model will drop the enemy model if a wound is inflicted. The enemy model is placed on the table per the deep strike rules.
Swarms	
Vector Strike	At the end of the movement phase choose one enemy the model has passed over. The enemy model takes 1 hit. Unless stated itherwise, the hit is resolved at unmodified strength and AP -4