

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

PLACEHOLDER

Placeholder

PLACEHOLDER

Placeholder

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

HIGHER BEING									
40									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Commander	6"	2+	4+	5	5	3	3	10	4+ Inv
EQUIPMENT	- Hand of the Progenitor								
RULES	- Inspiring Presence, Eternal Warrior, Fearless								
OPTIONS	- May choose two of the following powers, but they can only be used once per game: <ul style="list-style-type: none"> • Machine Curse 10 pts • Soul Syphon 10 pts • Martial Empathy 15 pts • Concussion Blast 25 pts • Master of Metal 30 pts • Black Hole Sun 35 pts • Refraction Sphere 40 pts • Mechanic of Time 40 pts • Bearer of Light 45 pts • Master of Matter 50 pts 								
KEYWORDS									

BATTLE NETWORK HUB									
30									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Commander	6"	--	3+	5	4	3	--	10	4+
EQUIPMENT	- Battle Network Relay Node								
RULES	- Inspiring Presence, Skimmer, Deep Strike, Stealth, Shrouded, Battle Network Paradigm								
OPTIONS	-								
KEYWORDS									

CORE

GRACILLES										5
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Infantry	6"	4+	4+	3	3	1	1	7	5+	
EQUIPMENT	- Flechette Launcher									
RULES	- Fearless									
OPTIONS	- Every 5 th Gracilles in your team may be equipped with the following: <ul style="list-style-type: none"> Battle Network Relay Node 25 pts 									
KEYWORDS										

BREVISSE										5
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Infantry	6"	4+	3+	3	3	1	1	7	5+	
EQUIPMENT	- Electro-talons (1)									
RULES	- Fearless									
OPTIONS	- Every 5 th Brevisse in your team may be equipped with the following: <ul style="list-style-type: none"> Battle Network Relay Node 25 pts 									
KEYWORDS										

ROBUSTS										35
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Infantry	6"	3+	3+	5	4	1	1	8	3+	
EQUIPMENT	- Electro-talons (2) - Battle Network Interface									
RULES	- Battle Network Paradigm									
OPTIONS	- May replace their Electro-talons with one of the following: <ul style="list-style-type: none"> Heat Beamer 15 pts Gravity Rifle 10 pts - May take a Matter Conveyer: 15 pts									
KEYWORDS										

SPECIAL

AUGMENTED ROBUSTS

(You may only take one Augmented Robust in your kill team)

45

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Infantry	6"	3+	3+	5	5	3	2	7	3+
EQUIPMENT	- Electro-talons (2) - Two Flechette Launchers - Battle Network Interface								
RULES	- Strikedown, Battle Network Paradigm								
OPTIONS	- May replace their Electro-talons with one of the following: <ul style="list-style-type: none"> • Pair of Power Tulwars 5 pts • Concussion Mace 10 pts • Accelerator Hammer 15 pts - May take a Matter Conveyer: 15 pts - May be upgraded to an Induz Pattern Robust 25 pts <ul style="list-style-type: none"> • +1 T, +1A, and 2+ Armour Save 								
KEYWORDS									

GRACILE WEAPON CREW

(You may only take two Weapon Crews in your kill team)

35

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Crew	6"	4+	4+	3	3	1	1	7	5+
Artillery	-	-	-	-	7	2	-	-	3+
EQUIPMENT	- Electro-talons and Flechette Launcher (Crew)								
RULES	- Fearless, Slow and Purposeful								
OPTIONS	- Artillery must be armed with one of the following: <ul style="list-style-type: none"> • Heat Beamer 15 pts • Gravity Rifle 10 pts - One Weapon Crew in your team may be equipped with: <ul style="list-style-type: none"> • Battle Network Relay Node 25 pts 								
KEYWORDS									

ROBUST SUPPORT UNIT

45

(You may only take one Robust Support Unit in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Infantry	6"	5+	3+	5	4	1	1	7	3+
EQUIPMENT	- Electro-talons - Two Flechette Launchers - Battle Network Interface								
RULES	- Battle Network Paradigm								
OPTIONS	- May replace their Electro-talons with one of the following: <ul style="list-style-type: none">• Heavy Heat Beamer 20 pts• Heavy Gravity Rifle 25 pts - May replace their Flechette Launchers with one of the following: <ul style="list-style-type: none">• Heavy Heat Beamer 30 pts• Heavy Gravity Rifle 35 pts - May take a Matter Conveyer: 15 pts								
KEYWORDS									

OLAMIC LAMP TOWER

35

(You may only take two Lamp Towers in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Emplacement	6"	--	3+	5	5	2	--	7	4+
EQUIPMENT	- Twin-linked Heavy Heat Beamer								
RULES	- Automated Fire								
OPTIONS									
KEYWORDS									

ARMOURY

Weapon	Range	Str	AP	Damage	Type
Heat Beamer	18"	8	3	1	Heavy 1, Melta
Heavy Heat Beamer	24"	8	2	D3	Heavy 2, Melta
Accelerator Hammer	--	X2	5	D3	Melee, Unweildy, Instant Death, Specialist Weapon
Concussion Mace	--	User	5	1	Melee, Concussive
Electo-talons	--	User	5	1	Melee
Power Tulwar	--	+1	4	1	Melee, Murderous Strike, Specialist Weapon
Matter Conveyor	A model with a Matter Conveyor may be held in reserves and enter play via Deep Strike, however they must do so within 12" of a Battle Network Relay Node. Any models unable to deploy due to no Relay Node, must wait in reserves till one is available.				
Battle Network Interface	Operates in the same manner as the Relay Node, and benefits from the Battle Network Paradigm Special Rule				
Battle Network Relay Node	When testing for leadership, any unit with a Relay Node may use the leadership of the Battle Network Hub, and additionally benefits from the Battle Network Paradigm Special Rule				
Battle Network Paradigm	<p>During the controlling players shooting phase, tally any friendly wounds caused by type of weapon that caused wound, example: Bolt, Las, Plasma, Melta, etc. If one or more weapon types caused 25% or more of the wounds, the player may choose which type triggers the Network Defense Protocols.</p> <p><i>Example, an Augmented Robust is targeted by 2 Bolters, 1 Flamer, and 1 Melta Gun. The result is 1 Flamer Wound, and 1 melta Wound. The player can then choose Melta for the defense protocol.</i></p>				
Battle Network Defense Protocols	Once the weapon type is identified, all friendly models that were within 3" of the casualty receive a 4+ Invul from weapons of that type until the next shooting phase				
Machine Curse	All attacks in Close Combat have the haywire special rule				
Soul Syphon	After all the Higher Beings CC Attacks have been resolved, all models within 3" suffer a S3 hit with no armour saves allowed. If any wounds are caused in this manner, the Higher Being gains back one Wound, to the max of it's starting Wounds				
Martial Empathy	After all deployment and Scout moves, roll a D3. You may redeploy this many friendly models, subject to the normal deployment rules for the mission. This power can be used to move models in and out of reserves				
Concussion Blast	Range 24" S9 AP-4 D D6 Assault 1, Concussive				
Master of Metal	Range 18" S4 AP-- D 1 Assault 8				

Black Hole Sun	All models with the vehicle keyword treat terrain within 6" of the Higher Being as Dangerous. Models deep striking within 6" of the Higher Being scatter 2D6 in a random direction (use scatter dice)
Refraction Sphere	Higher being is treated as having defensive and assault grenades. It also has the stealth and shrouded special rules
Mechanic of Time	After all enemy assault moves have been declared, but before combat is resolved, nominate one enemy model in B2B contact. They must take a Toughness test. If failed they are removed as a casualty with no saves allowed
Bearer of Light	Range 36" S7 AP-4 D D6 Heavy 1
Master of Matter	While on the table, all difficult terrain is treated as dangerous terrain. If terrain is already dangerous, a test is failed on a 1 or 2. Also add +1 to reserve rolls for any unit equipped with a Matter Conveyor