

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

MILITIA COMMANDER									
30									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Commander	6"	3+	3+	3	3	2	3	10	5+
EQUIPMENT	- Bolt Carbine Pistol - CCW - Arc Helm								
RULES	- Inspiring Presence, Chain of Command, Night Vision, Acute Senses								
OPTIONS	- May be equipped with any of the following: <ul style="list-style-type: none"> • Electro Glaive 15 pts • 00 pts - May replace CCW with one of the following: <ul style="list-style-type: none"> • Power Sword 5 pts • Crystalline Spear 15 pts 								
KEYWORDS									

STORM ELDER									
40									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Elder	4"	4+	4+	3	3	2	1	10	6+
EQUIPMENT	-								
RULES	- Inspiring Presence, Psyker (Mastery Level 1)								
OPTIONS	- May chose psychic powers from any of the following: <ul style="list-style-type: none"> • Divination • Telepathy - May be equipped with one of the following: <ul style="list-style-type: none"> • Staff of Office 15 pts • Crystalline Spear 15 pts 								
KEYWORDS									

ARTIFICIAL KING									
30									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
King	4"	2+	3+	4	5	2	4	10	2+
EQUIPMENT	- Electro Glaives (2)								
RULES	- Inspiring Presence, Extremely Bulky, Fleet, Hammer of Wrath, FnP (4+), Fearless, Non-Learning								
OPTIONS	- May be equipped with any of the following: <ul style="list-style-type: none"> • Electro Discharger 10 pts 								
KEYWORDS									

CORE

MILITIA										
										3
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Militia	6"	4+	3+	3	3	1	1	7	5+	
EQUIPMENT	- Bolt Carbine - CCW - Arc Helm									
RULES	- Night Vision, Acute Senses									
KEYWORDS										

ARC DRONE										
										8
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Drone	6"	3+	5+	3	3	1	3	7	6+	
EQUIPMENT	- Crystalline Spear									
RULES	- Night Vision, Acute Senses, Fleet									
KEYWORDS										

ARTIFICIAL MAW WARRIOR										
										35
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Maw Warrior	12"	3+	3+	4	5	1	2	10	2+	
EQUIPMENT	- Electro Discharger									
RULES	- Extremely Bulky, Fleet, Hammer of Wrath, FnP (5+), Fearless, Non-Learning									
OPTIONS										
KEYWORDS										

SPECIAL

ARTIFICIAL ARC WARRIOR

55

(You may only take one Arc Warrior in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Arc Warrior	4"	3+	3+	4	5	1	2	10	2+
EQUIPMENT	- Electro Arc Array								
RULES	- Extremely Bulky, Hammer of Wrath, FnP (5+), Fearless, Non-Learning								
OPTIONS	- May replace it's Electro Arc Array with one of the following: <ul style="list-style-type: none"> • 00 pts • Dual Crystalline Spears 25 pts 								
KEYWORDS									

ARC TOWER

90

(You may only take one Arc Tower in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tower	-	5+	3+	5	5	5	1	10	4+
EQUIPMENT	- Electro Arc Relay (2)								
RULES	- Automated Fire, Immobile, Non-Learning								
OPTIONS									
KEYWORDS									

OBSIDIAN

95

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Obsidian	4"	2+	6+	5	5	2	4	10	2+
EQUIPMENT	- Electro Glaives (2) - Heavy Electro Discharger								
RULES	- Extremely Bulky, Hammer of Wrath, FnP (6+), Fearless, Non-Learning								
OPTIONS									
KEYWORDS									

ARMOURY

Weapon	Range	Str	AP	Damage	Type
Electro Arc Array	24"	9	-4	D6	Heavy 1, Lance, Melta
Crystalline Spear	--	X2	--	D3	Melee,
Electro Discharger	Template	5	--	1	Assault 1
Heavy Electro Discharger	Template	8	-3	1	Assault 2
Electro Relay Arc	36"	8	-4	D3	Lance 1
Bolt Carbine Pistol	15"	3	--	1	Pistol
Bolt Carbine	26"	3	--	1	Assault 2
Electro Glaive	-	+2	-3	D3	Melee