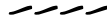


# ETERNAL WAR!

A Community Expansion for:  
W40K Gladius Relics of War  
**Work in Progress (just a Draft)**



Mod creator:  
**Elindos Phar**



Other modders featured:

*Artworks used with permission  
from the following mods:*

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name here?]

**Version 0.02**

(8th August 2018)

Feedback and steam discussion at:

Steam: <https://steamcommunity.com/app/489630/discussions/7/1760230437366837489/>

Slitherine forums: ...

Non-commercial expansion for hobbyists entertainment only.

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*The current document covers the available Imperial Guard factions, with details on their rules and all units available in this expansion. It is an adaptation of tabletop rules, but note that it is not a true, or faithful adaptation, it is only an effort. It takes its roots from the vanilla rules of Gladius Relics of War and expands from there.*

*It does not aim at infringing on DLCs released or already scheduled by Proxy Studios. It does not aim at being updated when the tabletop rules are updated. Last but not least, it does not base itself on the 7th or 8th editions of codexes, so as not to infringe on copyrights of recently published documents.*

*It is, however, a conversion made with great detail and thorough passion, aiming at consistency, fun of simulation.*

***Illustrations in this book are not made by the mod creator.***

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### *Main features*

- ❖ **More Units, Upgrades and Buildings:** the game features many more leaders and units, a reworked and expanded tech tree, and more buildings. Everything has been made in respect of existing codexes and to make it closer to tabletop version. Some existing units have also been reworked

Over \_\_ new units and variants, featuring \_\_ new weapons.

- ❖ **New Game System:** Spotting, Movement and Weapon Ranges have been heavily changed.
  - Vehicles move faster but lack spotting.
  - Air units and scout vehicles spot further.
  - Infantries move slower but most provide adequate spotting.
  - Weapon ranges go much further.
  - Most weapons cannot be used at melee range (1 hex range).

This basically means that you usually no longer move twice further in a round than the range you can fire at. Some units move the same range, others fire much further than they can charge. This sounded proper and I felt that it can inspire more varied tactics for pvp and cooperative multiplayer, and value scouting much. **But you should use recommended map settings.**

- ❖ **New Factions:** **you now have access to every possible Legion in the Imperium.** This means XX more factions, from the Steel Legion to the Cadians, Catachans, Mordians, Deathkorps of Krieg, ...

- ❖ **Lack of updated arts: artists are working as much as possible on updating artworks from the vanilla game, and on a 360° W40K experience.** In this mod units may be ready gamewise, but the ‘looks’ for many units still rely on existing arts and picking the right faction color.

Basically I used unit duplicates as placeholders for all units lacking updated arts; otherwise you would not have been able to play for months. No one can do everything at once! But with each version that should get better and better.

- ❖ **Pick your Regiment:** In addition to choosing your Faction and “Legion”, you will be allowed to “pick your regiment”.

Every brigade/regiment gives access to different starting units, army lists, tech tree, and some special units, to make flavour, challenge and replayability maximal.

And also, every brigade has its own solo campaign!

- ❖ **Unique Campaigns:** every faction and regiment features its own new solo campaigns, with some shared elements between regiments of a same legion.

And we also provide new recommended map parameters which should give you quite a challenge. This means you can play the game a large number of times too!

We love the game, so we love to extend the amount of time and pleasure you get from it.

The following pages will now detail each faction, and specifically for this document, the **Imperial Guard** units, Legions and Regiments.



## *I. The Imperial Guard*



Currently 30 Playable Units (in **bold**), some additional Variants

8 HQ Units	<b>Company Command Squad, Tank Commander, Lord Commissar.</b> Support Detachments: <b>Commissar, Primaris Psyker, Minister of Ordnance, Ministorium Priest, Enginseer.</b>
5 Troops	<b>Platoon Command, Infantry Platoon, Heavy Weapons Squad,</b> Special Weapon Squad, <b>Conscript, Veterans.</b>
4 Elites	<b>Ogryns, Bullgryns, Ratlings, Wyrdvane Psykers,</b> Militarum Tempestus Platoon, Militarum Tempestus Scions.
6 Fast Attacks	<b>Scout Sentinels, Armoured Sentinels, Rough Riders, Devil Dog, Hellhound, Banewolf, Valkyrie, Vendetta, Thunderbolt.</b>
1 Transports	<b>Chimera,</b> Taurox, Taurox Prime. Also Air transports.
6 Vehicles	<b>Leman Russ, Hydra, Basilisk, Wyvern, Manticore, Deathstrike.</b>

# *Imperial Guard New Content*

## **21 New Units**

*Bane Wolf*  
*Chimera APC*  
*Commissar*  
*Company Command*  
*Conscripts*  
*Young Conscripts*  
*Deathstrike*  
*Devil Dog*  
*Hellhound*  
*Manticore*  
*Master of Ordnance*  
*Ministorium Priest*  
*Ogryns*  
*Platoon Command*  
*Ratlings*  
*Tauros APC*  
*Veterans*  
*Wyvern*

## **9 New Weapons**

*Bayonet*  
*Chem Cannon*  
*Deathstrike Missile*  
*Inferno Cannon*  
*Melta Cannon*  
*Shotgun*  
*Sniper Rifle*  
*Storm Eagle Rockets*  
*Stormshard Mortar*

## **36 New Technologies**

### **12 Buildings:**

*Central Command*  
*Recruitment Office*  
*Propaganda Facility*  
*Light Vehicles Manuf.*  
*Medium Tank Manuf.*  
*Heavy Tank Manuf.*  
*SH Tank Manuf.*  
*Light Aircraft Manuf.*  
*Heavy Aircraft Manuf.*  
*Abhumans Quarters*  
*Psyker Quarters*  
*Veterans Quarters*

### **24 other Technologies:**

*12 New National Decisions*  
*3 New Upgrades*  
*9 Recruitment Techs*

# *Imperial Guard General Gameplay*

## **Chain of Command**

General soldiers accuracy and morale have been lowered.

But you may recruit 1 (and only one) *Company Command Squad* and as many *Platoon Command Squads* as felt necessary.

Company Command gives a 6-radius Discipline buff, and Platoon Command gives a separate 2-radius Discipline buff. They may be stacked but only with each other, but they also stack well with a *Commissar* Discipline buff.

Each Discipline buff gives a +1 Accuracy and a +1 Morale boost to infantry units.

## **New Transports**

Added Chimera APC and Taurox APC which can transport 2 units and 1 unit, respectively.

Valkyrie can transport 2 units.

## **Separate Vehicles**

Light and Support vehicles (sentinels, APC transports, *Hydra*, *Manticore*, *Wyvern*) cannot benefit from some vehicle upgrades such as *Extra Armor*, *Relic Plating* and *Hunting Missile*.

Medium Tanks (*Bane Wolves*, *Devil Dogs*, *Hellhounds*) can receive *Extra Armor* but cannot receive endgame upgrades such as *Relic Plating* and *Hunting Missile*.

Battle tanks, Heavy tanks and Super-Heavy Tanks can receive all upgrades.

## *Imperial Guard Unique Features*

### **New Buildings and Units**

7 Techs

Imperial Guard now has access to many different Manufactura, infantry-line Quarters, and HQ Quarters.

#### **New Manufactorum:**

The many **new and varied factories** allows the Imperial Guard to produce many vehicles at the same time as long as they have the required resources.

#### **New Infantry-line Quarters:**

**Veterans**, **Abhumans** and **Psyker** Quarters are added to the regular Infantry Quarters, and Central Command can also field **infantry commanders**.

#### **New Infantry types:**

The additional **Ogryns** give more power and good speed, **Ratlings** make excellent snipers, **Veterans** are very long to train but have excellent attributes, and the many **Conscripts** you will field will die for the Emperor and protect other units!

#### **New Minor Leaders:**

The **Master of Ordnance** give a long range artillery command skill, **Platoon Command** officers or **Commissars** add morale and resilience to otherwise low-quality infantry units. Please also explore the **Astropath** and **Ministorium Priest** abilities!

*... and much more!*



## Edicts

Early game power, 7 Techs

Edicts have been reworked. Vanilla Edicts have been removed and have been replaced by Edicts with advantages and disadvantages.

Edicts last for 10 turns and have a 20 turn cooldown.

They cost 25 Influence only (instead of 50).

**4 Imperial Guard Edicts** (same for all Legions)

**2 Legionary Edicts** (customized by Legion)

**1 Regimental Edict** (customized by Regiment)

### *“Seize All Civilian Resources!”*

Your Propaganda Facilities collect immediate ore and food, at the cost of city-wide unrest and reduced Loyalty, for the 10 next turns.

### *“Force Volunteers in the Army!”*

Your Recruitment Offices receive a production help which should help them field 1 Conscript unit per turn for the next 10 turns. However such forced induction will also reduce Loyalty a bit.

### *“Execute Traitors and Heretics!”*

By purging your population of the unworthy, Propaganda Facilities will reduce population growth and population limit for the 10 next turns, but also increase your Loyalty a lot.

### *“Induct Youth in the Army!”*

In the name of the Emperor, your Recruitment Offices can recruit more Conscripts, forcing even younger people into the army. This will cause some unrest and disruption to your city. Also removes a population point limit and reduces growth. But who would loiter in our streets, while others bravely die on the battlefield?

## **National Decisions**

Mid-game power, 7 Techs

National Decisions are like “once every game” powers. They immediately affect all your units and cities. Decisions last for 10 turns and have a 100 turns cooldown. They cost 100 Influence.

**4 Imperial Guard Decisions** (same for all Legions)

**2 Legionary Decisions** (customized by Legion)

**1 Regimental Decision** (customized by Regiment)

### *“Organize Quick Levies”*

Your Commissars gain an ability this turn to force civilians from the workforce into the army of the Emperor. This ability immediately raises 1 Conscript unit but has a cost in resources and Influence, and a resource drain every turn.

### *“Organize Vox Caster Propaganda”*

Increases Loyalty by 1 in all owned cities for 10 turns.  
Increases Morale by 2 for all units for 10 turns.

### *“Organize Static Defenses”*

Infantries temporarily receive the “Static Defense” trait which gives:  
Increased Armor by 4 for 10 turns.  
Reduced Movement to 0 for 10 turns.

### *“Organize Total Mobilization!”*

Fresh manpower is sent to the frontlines every day, replenishing the strength of your infantry units, but also putting a 20 % strain on your workforce.

## **Military Doctrines**

Late game power, 7 Techs

Military Doctrines are lasting nation-wide effects.  
They last for 30 turns and have a 60 turn cooldown.  
They have a weak Influence cost (50) and cost some maintenance (-3).

**4 Imperial Guard Doctrines**(same for all Legions)

**2 Legionary Doctrines** (customized by Legion)

**1 Regimental Doctrine** (customized by Regiment)

### *Doctrine Focus: Artillery Support*

Reduces cost for producing Basilisks  
Gives Basilisks +1 damage and +1 range.

### *Doctrine Focus: Guns and Butter*

Gives a bonus to Ore and Food production.

### *Doctrine Focus: Infantry Blitz*

Gives a +1 Movement and +1 Morale bonus  
to all infantry units.

### *Doctrine Focus: Heavy Firepower*

Gives a +3 damage bonus to all Baneblade weapons  
Gives +1 damage bonus to all Leman Russ Battle-tank weapons.

## Imperial Guard Legions and Bonuses

Several Regiments will be released as full playable Regiments.

Each Regiment will belong to one Imperial Guard Legion.

Every Legion and Regiment gives different Starting Units, colors, units, techs, army lists, and the following generic bonuses:

<i>INFANTRY</i>	<i>TRAIT</i>	
Steel Legion	<b>Mechanized</b>	Access to Chimera. Chimera has lower cost (-25 %). Access to Armageddon Patterns (armoured sentinel).
Attilan	<b>Attilan Cavalry</b>	Only Cavalry. Cavalry has +2 Movement, varied loadouts and better stats.
Cadian	<b>Improved Equipment</b>	Improved Accuracy and Armor for Shock Troopers.
Catachan	<b>Survivalists</b>	+1 Health and 'Fighting Techniques' as close combat weapon. Also, their frag grenades are superior.
Death Korps	<b>Attrition Specialists</b>	Fearless and specific siege equipment.
Elysian	<b>Advanced Deployment</b>	Drop Units. Units can be deployed anywhere on the map.
Mordian	<b>Drilled</b>	Fearless trait on all units.
Tallarn	<b>Mobile Specialists</b>	Bonus 2 Movement on all light and medium tanks and cavalry. Bonus 1 Movement on all other units.
Tanith First	<b>Light Units</b>	Bonus Spotting. Silver war knife. Light Infantry bonus movement and quality. Good when in cover.
Valhallan Ice Warriors		
Vostroyan Firstborn	<b>Cyber Implants</b>	

# Imperial Guard Playable Regiments 1 / 3

## Unit Branches (Starting Units in parenthesis)

INFANTRY	HQ	Platoons, Veterans	Light Inf., Conscripts	Elite/Heavy Infantry	Fire Support, AA	Transports
<b>Steel Legion, 47th Infantry</b>	<b>6</b>	<b>6</b>	<b>2</b>	<b>7</b>	<b>6</b>	<b>1</b>
Steel Legion, 273rd Armoured 'The Steel Vultures'	1	2			2	1
Steel Legion, 16th Fast Attack 'The Tank Busters'	1	2		1	2	1
Steel Legion, 116th Mechanized	1	2	1	1	6	1
Attilan, 264th Cavalry Regiment	2					
Cadian, 8th Shock Troopers 'The Lord Castellan's Own'						
Cadian, 43rd Shock Troopers 'The Broken Sword'						
Cadian, 172nd Air Support Regiment						
Cadian, 212th Armored Regiment						
SUPPORT	Cavalry	Light Vehicles	Battle Tanks	SH Tanks	Artillery or SP Art.	AA, Air Support
<b>Steel Legion, 47th Infantry</b>		<b>1</b>			<b>2</b>	
Steel Legion, 273rd Armoured 'The Steel Vultures'		1	12	Some Maps	4	2
Steel Legion, 16th Fast Attack 'The Tank Busters'	1	6	2		3	8
Steel Legion, 116th Mechanized	1	2	2		7	1
Attilan, 264th Cavalry Regiment	12					
Cadian, 8th Shock Troopers 'The Lord Castellan's Own'						
Cadian, 43rd Shock Troopers 'The Broken Sword'						
Cadian, 172nd Air Support Regiment						
Cadian, 212th Armored Regiment						

# Imperial Guard Playable Regiments 2 / 3

## Unit Branches (Starting Units in parenthesis)

<b>INFANTRY</b>	<b>HQ</b>	<b>Platoons, Veterans</b>	<b>Light Inf., Conscripts</b>	<b>Elite/Heavy Infantry</b>	<b>AA, Fire Support</b>	<b>Transports</b>
Catachan, 2nd Regiment <i>'The Green Vipers'</i>						
Catachan, 17th Sniper Regiment <i>'The Screaming Devils'</i>						
Catachan, 110th Regiment <i>'The Red Cobras'</i>						
Death Korps, 1st Armored Division <i>'Emperors Loyal Shield'</i>						
Death Korps, 152nd Siege Regiment						
Death Korps, 616th Line Regiment						
Mordian, 50th Infantry Regiment <i>'Fort Baton Regulars'</i>						
Mordian, 12th Armored Regiment						
Mordian, 3rd Heavy Tank Company						
<b>SUPPORT</b>	<b>Cavalry</b>	<b>Light Vehicles</b>	<b>Battle Tanks</b>	<b>SH Tanks</b>	<b>Artillery or SP Art.</b>	<b>AA, Air Support</b>
Catachan, 2nd Regiment <i>'The Green Vipers'</i>						
Catachan, 17th Sniper Regiment <i>'The Screaming Devils'</i>						
Catachan, 110th Regiment <i>'The Red Cobras'</i>						
Death Korps, 1st Armored Division <i>'Emperors Loyal Shield'</i>						
Death Korps, 152nd Siege Regiment						
Death Korps, 616th Line Regiment						
Mordian, 50th Infantry Regiment <i>'Fort Baton Regulars'</i>						
Mordian, 12th Armored Regiment						
Mordian, 3rd Heavy Tank Company						

# Imperial Guard Playable Regiments 3 / 3

## Unit Branches (Starting Units in parenthesis)

<b>INFANTRY</b>	<b>HQ</b>	<b>Platoons, Veterans</b>	<b>Light Inf., Conscripts</b>	<b>Elite/Heavy Infantry</b>	<b>AA, Fire Support</b>	<b>Transports</b>
Tallarn, 16th Infantry Regiment 'The Gravediggers'						
Tallarn, 9th Heavy Tank Regiment 'The Blue Devils'						
Tanith First, 2nd Light Infantry						
Valhallan, 2nd Polar Guard						
Valhallan, 18th Light Infantry 'The Tundra Wolves'						
Valhallan, 888th Artillery 'The Frostburners'						
Vostroyan, 241st Firstborn 'Improvised Regiment'						
Vostroyan, 24th Heavy Armored 'The Iron Bloods'						
<b>SUPPORT</b>	<b>Cavalry</b>	<b>Light Vehicles</b>	<b>Battle Tanks</b>	<b>SH Tanks</b>	<b>Artillery or SP Art.</b>	<b>AA, Air Support</b>
Tallarn, 16th Infantry Regiment 'The Gravediggers'						
Tallarn, 9th Heavy Tank Regiment 'The Blue Devils'						
Tanith First, 2nd Light Infantry						
Valhallan, 2nd Polar Guard						
Valhallan, 18th Light Infantry 'The Tundra Wolves'						
Valhallan, 888th Artillery 'The Frostburners'						
Vostroyan, 241st Firstborn 'Improvised Regiment'						
Vostroyan, 24th Heavy Armored 'The Iron Bloods'						

# The Steel Legion

*"The Steel Legion regiments are primarily Mechanized Infantry, and Armageddon produces many armoured fighting vehicles for the Imperium, such as Chimera APCs. This allows them to launch rapid attacks in which the Chimeras overrun enemy lines before the infantry disembarks to finish them off. Regiments are sometimes supported by Conscript Platoons and Ratling snipers. The mechanized regiments of the Steel legion are extremely mobile and can be shifted within the shortest time to the front or to support a threatened front section."*

- Excerpt from the Lexicanum

## Available to players in this Mod:

<p>47th Infantry Regiment</p>	<p>Steel Legion mechanized tree and many infantry, fire support, long range artillery, heavy infantry and large infantry formations.</p> <p>Unique Units: Storm Troopers, special Infantry HQ Units, large infantry formations.</p> <p>Weak departments: heavy armour, air support. Unit Branch Markers: None, Inf, Inf Core.</p>
<p>273rd Armoured Regiment, 'Steel Vultures'</p>	<p>Steel Legion mechanized tree, Tank commanders, all tank units and variants, self-propelled artillery, infantry support.</p> <p>Unique Units: Tank Commanders, Super Heavy Tanks.</p> <p>Weak departments: infantry variants, heavy infantry, air support. Unit Branch Markers: None, Arm, Arm Core.</p>
<p>16th Fast attack Regiment, 'Tank Stormers'</p>	<p>Steel Legion mechanized tree, fast attack units and variants, anti-tank, anti-air, air support, infantry support. Reduced cost for transports.</p> <p>Unique Units: Taurox Prime, some anti-air, some air support. Unique Feature: Reduced cost for transports.</p> <p>Weak departments: some infantry variants, heavy armour. Unit Branch Markers: None, Fast, Fast Core.</p>
<p>116th Mechanized Regiment</p>	<p>Lacks every Unique Unit of other regiments, but has access to everything else.</p> <p>Weak departments: heavy armour. Unit Branch Markers: None, Inf, Arm, Fast. (no Core allowed)</p>



**EVERYTHING below is just a Work In Progress, as everything is being adapted from my Armageddon's mod**

## Company Command Squad (HQ Unit)

Company Commander provides Leadership skills. He is escorted by 4 veterans equipped with grenades and **Lasguns**. You may only have one unit on the field.

	Cost	Acc	Melee	Déf	M v	Sp	In i	Weapons
(5) Company Command	300	75	50	50 4 HP	2	4	6	Lasguns, Frag Grenades, Melee Weapons
(5) Company Command (Close Combat)	300 (Inf)	75	60	50 4 HP	2	4	7	Laspistols, Frag Grenades, Melee Weapons
(5) Heavy Command Squad**	400 (Inf)	75	50	50 4 HP	2	4	6	Heavy Flamers, Frag Grenades, Laspistols
(4) Flag Command** (bonus Leadership)	375 (Inf)	75	50	50 4 HP	2	4	6	Lasguns, Frag Grenades, Melee Weapons
(5) Special Forces Command	400 (Inf, Fast)	75	50	70 4 HP	2	6	7	Lasguns, Krak Grenades, Power Swords
(6) Ordnance Command Squad	400 (Inf Core)	75	50	50 3 HP	2	3	6	Artillery, Lasguns, Melee Weapons
(6) Heavy Ordnance Cmd**	450 (Inf Core)	75	50	50 3 HP	2	3	6	Artillery, Heavy Flamers, Laspistols
(6) Astropath Command Squad (Terror, Fearless)	400 (Inf Core)	75	50	50 3 HP	2	5	6	Lasguns, Frag Grenades, Melee Weapons

\*\* temporarily removed from mod, for balance reasons or gameplay or current modding capabilities

*Flag Command* carries additional standards and has less fighting units.

*Close Combat* variant is equipped with **Laspistols** instead, and has more focus on Melee.

*Heavy Command* variant carries **Heavy Flamers** instead of Lasguns.

*Special Forces Command* is equipped with Camo and Carapace armour, giving it better defense (+20), has superior Spotting (+2) and Initiative (+1), and uses **Krak grenades** and better melee weapons.

The *Ordnance Command* receives a 'Master of Ordnance' as additional member. He can request **Artillery Bombardments** anywhere on the map!

The *Astropath Command* receives one 'Astropath' as additional member, and +1 Spotting, **Fearless** and **Terror** traits thanks to his Telepathy Psyker skills.

## Gentleman Rules

These rules could not be implemented because of current engine options, but you are strongly encouraged to follow these rules.

'Chain of Command' Gentleman Rule:

1 HQ unit must be fielded every 6 non-HQ units fielded (rounded up).

'Command Limit' Gentleman Rule:

you can't field more HQ Units than the rule above.

## Platoon Command Squad

One Platoon Commander and four guardsmen equipped with grenades and **Lasguns**. *Flag Platoon Command* carries additional standards and has less fighting units, but has Leadership bonus.

*Close Combat* variant is equipped with **Laspistols** instead, and has more focus on Melee. *Heavy Flamer* variant carries **Heavy Flamers** instead of Lasguns, *Heavy Plasma* carries **Plasma Guns** and plasma pistols.

**Work In Progress, being adapted from my Armageddon's mod**

	Cost	Acc	Melee	Déf	M v	Sp	In i	Weapons
<b>(5) Platoon Command**</b>	150	50	50	50 2 HP	2	4	6	Lasguns, Frag Grenades, Melee Weapons
<b>(5) Platoon Command (Close Combat)**</b>	150 (Inf)	50	60	50 2 HP	2	4	7	Laspistols, Frag Grenades, Melee Weapons
<b>(4) Flag Command (bonus leadership)</b>	200 (Inf)	50	50	50 2 HP	2	4	6	Lasguns, Frag Grenades, Melee Weapons (Leadership)

**'Infantry Platoon' Gentleman Rule:**

***1 Platoon Command unit must be fielded if you also field Platoon units, with 1 required every 6 Platoon units.***

## *Platoon Infantry Squads*

## *Platoon Heavy Weapons Squads*

One Sergeant and nine guardsmen equipped with grenades and **Lasguns** and Bayonet. Several **Heavy Weapon Squads** squads are also available with limited melee weapons.

**Work In Progress, being adapted from my Armageddon's mod**

	Cost	Acc	Melee	Déf	M v	Sp	In i	Weapons
<b>(10) Platoon Squad</b>	250	45	40	50 2 HP	2	4	6	Lasguns, Frag Grenades, Bayonet
<b>(2) Platoon Heavy Bolter</b>	75	45	40	50 2 HP	2	2	6	Heavy Bolter, Defense Weapons
<b>(2) Platoon Heavy Flamer</b>	75	45	40	50 2 HP	2	2	6	Heavy Flamer, Defense Weapons
<b>(2) Platoon Heavy Stubber</b>	75 (Inf)	45	40	50 2 HP	2	2	6	Heavy Stubber, Defense Weapons
<b>(2) Platoon Lascannon</b>	75 (Inf)	45	40	50 2 HP	2	2	6	Lascannon, Defense Weapons
<b>(2) Platoon Autocannon</b>	75 (Inf)	45	40	50 2 HP	2	2	6	Autocannon, Defense Weapons
<b>(2) Platoon Melta Cannon</b>	75 (Inf)	45	40	50 2 HP	2	2	6	Melta Cannon, Defense Weapons
<b>(2) Platoon Mortar</b>	75	45	40	50 2 HP	2	2	6	Mortar, Defense Weapons
<b>(2) Platoon Plasma Cannon</b>	75 (Inf)	45	40	50 2 HP	2	2	6	Plasma Cannon, Defense Weapons
<b>(2) Platoon Missile Launcher</b>	75 (Inf, Fast)	45	40	50 2 HP	2	2	6	Flakk Missile, Defense Weapons

## Conscripts

20 Conscripts with **Lasguns** and **Bayonets**, or a full 50 Conscripts formation.

**Work In Progress, being adapted from my Armageddon's mod**

	Cost	Acc	Melee	Déf	M v	Sp	In i	Weapons
<b>(20) Conscripts Formation</b>	300	30	30	35 2 HP	2	3	5	Lasguns, Frag Grenades, Bayonet
<b>(50) Large Conscripts Formation</b>	900 (Inf)	30	30	30 2 HP	2	3	5	Lasguns, Frag Grenades, Bayonet

## Veterans

**Work In Progress, being adapted from my Armageddon's mod**

Veterans are available with **Lasguns** or **Shotguns**.

*Grenadiers* use camo and carapace armour and more grenades.

Demolitionists have everything they need to destroy armoured units!

	Cost	Acc	Melee	Déf	M v	Sp	In i	Weapons
<b>(5) Veterans</b>	300	45	45	50 2 HP	2	4	7	Lasguns, Frag Grenades, Melee Weapon
<b>(5) Veterans (Shotguns)</b>	300	45	45	50 2 HP	2	4	7	Shotguns, Frag Grenades, Melee Weapon
<b>(5) Grenadiers Veterans</b>	420 (Inf, Fast)	45	45	65 2 HP	2	4	7	Lasguns, Frag Grenades, Frag Grenades, Melee Weapon
<b>(5) Demolitionists</b>	450 (Inf, Fast)	45	45	50 2 HP	2	4	7	Shotguns, Demolition Charges, Melee Weapon

## Ogryns (*Elite*)

## Bullgryns (*Elite*)

Ogryns use **Ripper guns**.

Bullgryns wear heavier carapace armour and slabshields for defense, and may use **Grenadier Gauntlets** or **Power Mauls** for attack. They suffer from lower initiative, intelligence and spotting reaction.

**Work In Progress, being adapted from my Armageddon's mod**

	Cost	Acc	Melee	Déf	M v	Sp	In i	Weapons
<b>(3) Ogryns</b>	650	45	60	70 5 HP	2	3	4	Ripper Guns, Frag Grenades, Giant Melee Weapon
<b>(10) Ogryns Large Formation</b>	2050 (Inf)	45	60	65 5 HP	2	3	4	Ripper Guns, Frag Grenades, Giant Melee Weapon
<b>(3) Bullgryns</b>	725 (Inf)	45	60	80 7 HP	2	1	3	Grenadier Gauntlets, Frag Grenades
<b>(10) Bullgryns Large Formation</b>	2200 (Inf)	45	60	75 7 HP	2	1	3	Grenadier Gauntlets, Frag Grenades
<b>(3) Bullgryns (Maul and Shield)</b>	950 (Inf)	45	60	85 7 HP	2	1	3	Power Maul
<b>(10) Bullgryns Maul Formation</b>	3800 (Inf)	45	60	80 7 HP	2	1	3	Power Maul

***'Elite Units' Gentleman Rule:***

*You may only field 1 Elite unit for 10 other units you field (rounded up).*

*Large formations count as double units (one every 20 other units you field), rounded down!*