

CATACHAN DEATHWORLD VETERANS ARMY LIST v1.5

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(Inspired by previous efforts on the Catachan and Armageddon Ork-Hunters army lists.)

A Deathworld Veterans army has a Strategy Rating of 2. All formations have an initiative of 2+.

DEATHWORLD VETERANS COMPANIES

FORMATION	CORE UNITS	COST
0-1 Deathworld Regimental HQ	One Supreme Command unit, plus nine Imperial Guard Infantry units	300 points
0-1 Deathworld Air Cavalry Company	One Imperial Guard Command unit, plus nine Imperial Guard Infantry units, plus 5 Valkyrie Transport vehicles (Any infantry upgrades must be equipped with Valkyrie transport vehicles.)	450 points
Deathworld Infantry Company	One Imperial Guard Command unit, plus nine Imperial Guard Infantry units	200 points

DEATHWORLD VETERANS UPGRADES

(Up to three may be added to each Deathworld Veterans Company)

UPGRADE	UNITS	COST
Deathworld Infantry Platoon	Six Imperial Guard Infantry units*	+100 points
Deathworld Fire Support Platoon	Four Imperial Guard Support units*	+100 points
Deathworld Mortar Section	Three Mortar Team units	+75 points
Deathworld Snipers	One or Two Sniper units*	+25 points each
Ogryns	Two Ogryn units	+50 points
Vulture Support	Two Vultures	+150 points

*these upgrades may include up to three Valkyrie transport vehicles for +50 points each, up to minimum transport requirement

DEATHWORLD VETERANS SUPPORT FORMATIONS

(Up to two support formations may be take for each Deathworld Veterans Company.)

FORMATION	UNITS	COST
0-1 Catachan Devils	Six Catachan Devil units. These units may be split up and added to the Regimental HQ or one or more Infantry Companies in the army, or fielded as a single formation in their own right.	300 points
0-2 Ogryn Platoon	Six Imperial Guard Ogryn units	200 points
Deathworld Mortar Platoon	Six Mortar Team units.	150 points
Deathworld Sentinel Squadron	Four Sentinels (Catachan Pattern)	150 points
Deathworld Veterans Platoon	Six Deathworld Veteran units (may have three Valkyrie transport vehicles)	200 points (+100 points)
Hellhound Squadron	Four Imperial Guard Hellhounds	200 points
Support Tank Squadron	Four Leman Russ Demolishers	275 points

NAVAL SUPPORT

(Up to one third of the army's points may be spent on Naval support.)

FORMATION	UNITS	COST
Orbital Support	<i>Choose one:</i> One Imperial Navy Lunar class cruiser One Emperor class Battleship	150 points 300 points
Thunderbolt Squadron	Three Thunderbolt Fighters	250 points
Marauder Squadron	Two Marauder Bombers	300 points

Special Rule – Oops! Sorry, sir!

Deathworlders don't take kindly to strangers telling them what to do or threatening their friends; this makes it difficult for Commissars to maintain order without succumbing to "accidents" when dealing with such Guardsmen.

When determining the number of Commissars assigned to a Deathworld Veterans formation halve the number generated. All other rules regarding Commissars apply.

Special Rule – Air Cavalry

Infantry units in any Deathworld Veterans formation with assigned Valkyrie transports may use their transport slots as normal.

NEW UNITS

CATACHAN DEVILS

CATACHAN DEVILS					
Type	Speed	Armour	Close Combat	Firefight	
Inf	15cm	5+	4+	5+	
Weapons	Range	Firepower	Notes		
Sniper Rifles	30cm	AP5+	<i>Sniper</i>		
Booby Traps	(15cm)	Small Arms	Extra attacks (+1), First Strike		
Catachan Knives	(Base Contact)	Assault Weapons			
Notes: <i>Infiltrator, Scouts, Teleport</i>					

MORTAR TEAM

MORTAR TEAM					
Type	Speed	Armour	Close Combat	Firefight	
Inf	15cm	-	6+	6+	
Weapons	Range	Firepower	Notes		
Lasguns	(15cm)	Small Arms			
2 x Mortars	30cm	AP5+	Indirect		
Notes: -					

SENTINEL (CATACHAN PATTERN)

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Type	Speed	Armour	Close Combat	Firefight	
LV	20cm	6+	5+	5+	
Weapons	Range	Firepower	Notes		
Heavy Flamer	15cm	AP5+	Ignore Cover		
Chainsaw	base contact	Assault Weapon			
Notes: <i>Scouts, Walker, treats jungle terrain as Dangerous instead of Impassable.</i>					

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Type	Speed	Armour	Close Combat	Firefight	
Infantry	15cm	6+	4+	5+	
Weapons	Range	Firepower	Notes		
Demolition Charges	(base contact)	Assault Weapons	<i>Extra Attack (+1), Macro-weapon, One Shot</i>		
Heavy Flamer	15cm	AP4+	<i>Ignore Cover</i>		
	OR	(15cm)	Small Arms	<i>Ignore Cover</i>	
Notes: <i>Scouts, Infiltrators</i>					