

VRAKSIAN RENEGADES ARMY LIST

Vraksian armies have a strategy rating of 2.

All formations have an initiative rating of 2+.

Up to 33% of your points allowance may be spent on Vraksian Aircraft Formations.

VRAKSIAN COMPANIES

FORMATION	UNITS	COST
Regimental HQ	One Supreme Command unit, Twelve Imperial Guard Infantry units, and seven Chimera transport vehicles.	500 Points
Infantry Company	Imperial Guard Command unit plus Twelve Imperial Guard Infantry units.	250 Points
Mechanised Infantry Company	Imperial Guard Command unit plus Twelve Imperial Guard Infantry units, and seven Chimera transport vehicles.	400 Points
Tank Company	Ten Leman Russ tanks. One Leman Russ may be upgraded to a Vanquisher command tank at no additional cost.	650 Points
Super-Heavy Tank Company	Three Stormblades, Stormswords, Baneblades or Shadowswords, or any mix of the four types.	500 Points
Artillery Company	Nine units chosen from the following list: Basilisk, Manticore	650 Points

VRAKSIAN SUPPORT FORMATIONS

(Two may be taken per Company)

UPGRADE	UNITS	COST
Artillery Battery	Three units of the same type chosen from the following list: Basilisk, Bombard, Manticore	250 Points
Sentinel Squadron	Four Sentinels	100 Points
Super-Heavy Tank	One Stormblade, Stormsword, Baneblade or Shadowsword.	200 Points
Flak Battery	Three Hydras	150 Points
Disciples of Xaphan	Eight Disciples of Xaphan units (May have four Chimeras)	200 Points (+100 Points)
0-1 Alpha Legion Formation	Eight Chaos Space Marine Units with one Chaos Space Marine Lord and four Rhinos.	325 Points
Workers Rabble	Ten Workers Rabble Units.	175 Points
Heavy Tank Platoon	Two Macharius tanks and one Macharius command tank, or Three Malcador Tanks.	350 Points

VRAKSIAN COMPANY UPGRADES

(Three may be taken per Company)

UPGRADE	UNITS	COST
Fire Support Platoon	Four Fire Support*	100 Points
Infantry Platoon	Six Infantry Units*	100 Points
Tank Squadron	Three Leman Russ or three Leman Russ Demolisher.	200 Points
Hellhound Squadron	Three Hellhounds	150 Points
Griffon Battery	Three Griffons	100 Points
Ogryn Berzerkers	Four Ogryn Units*	100 Points
Flak	One Hydra	50 Points
Rogue Psyker	One Rogue Psyker Unit*	50 Points
Apostate Preacher	One Apostate Preacher Unit*	50 Points

*These unit's formations may have Chimera transport vehicles. Each Chimera costs 25 points. You must take enough Chimeras to transport the whole formation if any are taken, but you may not take more than one Chimera per unit in the formation.

VRAKSIAN AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 Points
Two Marauder Bombers	300 Points

Vraksian armies receive one Enforcer for every 500 Points.

In all respects, they are treated as normal Imperial Guard Commissars.

Disciples of Xaphan				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Meltaguns	15cm (15cm)	MW6+ <i>and</i> (Small Arms)	Macro-Weapon	

Workers Rabble				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	6+	6+
Weapon	Range	Firepower	Notes	
Pistols	(15cm)	Small Arms		

Rogue Psyker				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Psychic Touch	(15cm) <i>and</i> (Base Contact)	Small Arms Assault Weapon	+1 Extra Attack, Macro Weapon +1 Extra Attack, Macro Weapon	
<i>Invulnerable Save</i>				

Apostate Preacher				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	3+	5+
Weapon	Range	Firepower	Notes	
Power Weapons	(Base Contact)	Assault Weapon	+1 Extra Attack, Macro Weapon	
<i>Fearless</i>				

Malcador Heavy Tank				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
7x Heavy Bolter	30cm <i>and</i> (15cm)	AP5+ (Small Arms)	Extra Attacks +1	
Demolisher Cannon	30cm	AP3+ / AT4+	Ignore Cover, Fixed Forwards	
<i>Damage Capacity 2, Critical hit effect: Destroyed. Reinforced Armour.</i>				