



# Cadian Shock Troops

## Cadian Shock Troops Army List

### Version 2.2 -

Resource: <http://www.taccmd.tacticalwargames.net/viewtopic.php?f=74&t=7763>

## Background

"Cadia is a bleak, merciless and wind-blown planet, where only the strongest survive to adulthood and discipline is learned at the earliest age. Cold winds howl across wide, sundered plains where armies train with live ammunition and every day not spent training is a day wasted. Every city, or Kasr, is a fortress, with the streets and buildings fashioned with great cunning by the finest military architects. Every Cadian is taught the skills of the warrior as soon as they can walk and they are much sought after by commanders throughout the galaxy. Such a planet breeds hardy and determined warriors and the Cadian regiments have a well-deserved reputation for both honour and fighting spirit. From the earliest age, Cadians are taught to field strip a weapon with their eyes shut, and tactical doctrine is taught before reading and writing. One soldier in every ten is recruited into the Interior Guard, regardless of ability or achievements, and as a result some of the most able soldiers spend their entire military service on Cadia and the soldiers of the Cadian Planetary Defence Force are among the most effective and skilled fighting men in the galaxy."

-- Codex: Eye of Terror

The Imperial Guard contains countless regiments raised on innumerable worlds. Amongst these, several have achieved a glorious reputation in the Emperor's service. Few, if any have been as loyal, resourceful or courageous as the Cadian shock troops. Ever since the Horus Heresy, Cadia has guarded the entrance to the Eye of Terror and as a consequence the entire world is given over to mastering the art of battle and constructing the weapons of war. In addition to guarding against Chaos, Cadian regiments have fought in thousands of Imperial Crusades and have served all over the Imperium. Even on the distant worlds of the Eastern Fringe there are colonies formed around the veterans of mustered-out Cadian regiments. Such is their reputation that many other regiments emulate their equipment and tactical doctrines, although few can match their prowess.

Cadian regiments campaigning away from Cadia for long periods will often fill their ranks with local recruits and may even include abhumans such as Ogryns in their formations. Such regiments use the standard Steel Legion Imperial Guard list. This list covers regiments that have maintained their links with their home world.

-? Adapted from Codex: EOT

The Cadian Imperial Guard places more emphasis on operational flexibility and aggressive tactics than that of many other worlds. Perhaps the eternal responsibility for protecting the Cadian Gate fosters a degree of discipline and training that favours a more fluid strategy than the attrition-based tactics standard in other regiments. Others postulate that the pervasiveness of officers trained in the elite Kasrkin corps has influenced their choice of small-unit tactics over sledgehammer formations.

Cadian military structure is less granular than that of most worlds, with regiments often comprising smaller, but more numerous companies coordinating their efforts in a particular theatre, engaging the enemy relentlessly and punishing with deadly force any tactical mistakes the harried enemy makes. These 'Strike Force' tactics are the core of a Cadian regiment and have ensured victories in countless campaigns throughout the Imperium.

Additional info on the Cadian forces in the Third War for Armageddon can be found [here](#).



## Units

A Cadian Shock Troop List may use the following new units:

### SANCTIONED PSYKERS

Only a tiny number of Human psykers are judged resilient enough to withstand the constant psychic pressure of the Cadian Gate. They are employed primarily for their precognitive abilities, but are often pressed into service as makeshift communications links when vox casting becomes unreliable.



Type	Speed	Armour	CC	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower		
Psyker Powers	15cm	MW5+		
Notes: Leader, Invulnerable Save				

### KASRKIN SUPREME COMMAND

Of all the long list of distinguished heroes to command the forces of Cadia, the most famous is Ursurkar Creed, Commander of the 8th Cadian Regiment and Lord Castellan of Cadia. Recognised for his devotion to the Imperial cause and born leadership and tactical ability, Creed rose from Whiteshield recruit to command of a Kasrkin Company, then the entire Cadian defense force through bravery, indomitable will and mastery of the arts of war.



Type	Speed	Armour	CC	Firefight
Infantry	15cm	5+	3+	4+
Weapon	Range	Firepower		
2 x Plasma guns	15cm	AP5+/AT5+		
Chainswords	(base contact)			
Hellguns	(15cm)	Small Arms		
Notes: Supreme Commander, Infiltrator, Leader				

### KASRKIN COMMAND

Kasrkin company commanders are tasked with leading an entire company of Kasrkin - invariably the same company from which they were promoted. Renowned for their tradition of leading from the fore, Kasrkin commanders quickly become even more brutally efficient in battle: troops they lead.



Type	Speed	Armour	CC	Firefight
Infantry	15cm	5+	4+ 4+	
Weapon	Range	Firepower		
2 x Plasma guns	15cm	AP5+/AT5+		
Chainswords	(base contact)			
Hellguns	(15cm)	Small Arms		
Notes: Commander, Infiltrator, Leader				



### KASRKIN COMBAT SQUAD

The Kasrkin are the elite of the Cadian military. They are marked out while they are still in the Youth Armies and enrolled in special academies where they receive training that is more than a match for that provided to Imperial Storm troopers. They are utterly dedicated to the preservation of Cadia and follow an ethos of duty and honour that is both impressive and intimidating.



Type	Speed	Armour	CC	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower		
Plasma guns	15cm	AP5+/AT5+		
Hellguns	(15cm)	Small Arms		
Infiltrators				

### KASRKIN ASSAULT SQUAD

Kasrkin platoons are expected to perform a variety of roles, from clearing objectives of the enemy, to assaulting armoured columns in an urban environment. Kasrkin assault squads excel at close-quarters engagements.



Type	Speed	Armour	CC	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower		
Heavy Flamer	15cm	AP4+ ignore cover		
Heavy Flamer	(15cm)	Small Arms ignore cover		
Infiltrators				

### WHITESHIELDS

The Cadian Youth Armies are teenage cadets. They spend much of their time training at a castellum in the wilderness, drilling under the supervision of Shock Troopers and fighting mock battles with other youth armies. This prepares them superbly for life in the Shock Troop regiments. There is no hesitation in testing the youth armies in the crucible of battle and every Cadet yearns to be recognised for his courage and recruited into the shock troops. Serving shock troops sometimes refer to the Youth Armies as 'Whiteshields' because of the probationary Cadian badge they wear.



Type	Speed	Armour	CC	Firefight
Infantry	15cm	None	6+	6+
Weapon	Range	Firepower		
Autocannon	45cm	AP5+ / AT6+		
Notes: Whiteshields. Only every second unit has an autocannon, in the same manner as Imperial Guard Infantry.				



### SALAMANDER SCOUT VEHICLE

The Salamander scout vehicle is based on the Chimera chassis. Speed modifications to the gas turbine engines and the removal of the turret and the associated weight reductions resulted in a fast-moving, long-range recon platform that has seen use in campaigns throughout the Imperium.



Type	Speed	Armour	CC	Firefight
Armored Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower		
Autocannon	45cm	AP5+ / AT6+		
Heavy Bolter	30cm	AP5+		
Notes: Scout				

### CAPITOL IMPERIALIS

Like its smaller cousin, the Leviathan, the Capitol Imperialis serves as the communications hub of an entire battlefield. During the 13th Black Crusade, scores of Capitols stood as impregnable bastions as the besieged Kasrs buckled under the onslaught of Abaddon's forces.

Type	Speed	Armour	CC	Firefight
War Engine	20cm	4+	6+	4+
Weapon	Range	Firepower		
Behemoth Cannon	60cm	3BP, Macro Weapon, Ignore Cover, FFA	Front fire arc	
Battle Cannon	75cm	AP4+/AT4+	Front fire arc	
Tarantula Turrets	30cm	6x AP4+	All around	(small arms) Extra Attacks (+6)

Notes: Damage Capacity 10. 5 Void Shields. May transport 19 infantry units and up to 4 armoured vehicles. Critical hit effect: 1d3 transported units of the defender's choice are destroyed. If no units are being transported, an extra hit is caused. Commander, Fearless, Leader, Reinforced Armour, Thick Rear Armour





## ARMY LIST

Cadian Shock Troop armies have a strategy rating of 3.  
 Imperial Navy formations have an initiative rating of 2+. Titan Legions formations have an initiative rating of 1+. The Capitol Imperialis likewise has an initiative of 1+. All other Cadian formations have an initiative of 2+. No more than one third of your total army value may be imperial navy, titan legions or Capitol Imperialis formations.

Cadian Shock Troops		
Companies		
name	cost	description
0-1 Regimental HQ	350 points	1 Kasrkin Supreme Command unit and 8 Kasrkin Combat Squads.
Kasrkin Company	250 points	1 Kasrkin Command and 8 Kasrkin Combat Squads.
Infantry Company	250 points	1 Imperial Guard Command unit and 12 Imperial Guard Infantry units.
Tank Company	450 points	7 Leman Russ tanks. You may upgrade one Leman Russ to a Vanquisher for free.
Artillery Company	400 points	6 Basilisks.
Super Heavy Tank Company	500 points	3 Baneblades or Shadowswords, or a combination of both.
<b>Support Formations (up to 2 for company)</b>		
name	cost	description
Artillery Battery	250pts	3 Basilisks, Bombards or Manticores
Salamander Scout Platoon	150 points	6 salamander scout chimera vehicle
Sentinel Platoon	100 points	4 Sentinels
Cadian Snipers	100 points	4 Snipers
0-1 Cadian Youth Army per Infantry Company	150 points	1 Imperial Guard Command unit and 12 Whiteshields units.
0-1 Capitol Imperialis	500 points	1 Capitol Imperialis
0-1 Deathstrike Missile Battery	200 points	2 Deathstrike Missiles
Flak Battery	150 points	3 Hydras
Super Heavy Tank Platoon	200 points	1 Baneblade or Shadowsword
Orbital Support	150 points (300)	One Lunar cruiser for 150 points, or one Emperor Battleship for 300 points.
Storm Trooper Platoon	350 points	8 Storm troopers and 4 Valkyries.
Vulture Squadron	300 points	4 Vultures.
<b>Company Upgrades (up to 3 for company)</b>		
name	cost	description
Assault Gun Battery	200pts	Add 3 Basilisks.
Chimeras	25 points each	Add the minimum number of Chimeras to transport the formation.
Fire Support	100 points	Add 4 Fire Support squads
Flak	50 points	Add 1 Hydra
Hellhounds	150 points	Add 3 Hellhounds
Infantry Platoon	100 points	Add 6 Imperial Guard Infantry units
Kasrkin Assault	100 points	Add 4 Kasrkin Assault Squads
Kasrkin Combat	100 points	Add 4 Kasrkin Combat Squads
Recon	50 points	<i>Kasrkin units gain Scout.</i>
Snipers	50 points	Add 2 Snipers
Super Heavy Tank	175 points	Add 1 Baneblade
Tank Platoon	200 points	Add 3 Leman Russ or Leman Russ Demolisher tanks.
<b>Imperial Navy formations</b>		
As per Steel Legion list		
<b>Titan Legions formations</b>		
As per Steel Legion list		



## **Special Rules**

### **Commissars**

You are allowed 2d6 Commissars per army at no extra point cost, in the same manner as the Steel Legion army list.

### **Whiteshields**

Whiteshields are well-trained by Imperial standards, but suffer from inexperience at true battlefield conditions. To represent their lack of combat experience, Whiteshield units suffer an additional blast marker for coming under fire.

### **Sanctioned Psykers**

You may elect to replace Commissar characters with Sanctioned Psyker characters in a one-for-one basis. You may not have more Sanctioned Psyker characters in your army than Commissars