

INFERNUS HIVE WAR

The serpent head

REINFORCEMENT ENTRY POINT. FACTION COMPARISON

WAAGH ORKS

4° TURNO 3000 pt

MEGA Gargant + Mekboy Big Boss SUPREME COM + big mak [1350PT]

PF: 6+1D6+D3

DC: 18, 2x leader, commander

Attacchi extra: 2 C/C MW, 1 F/F MW

Weapon System da scheda ufficiale

Blitz brigade [335PT]

- 2 contraeree
 - 2 zemoventi
 - 1 fortezza zparante + **Soopa Zapp Gun**: 60 cm MW 3+ TK D3
- DC: 3

Stompa mob [475PT]

- 1 soopa stompa (6BP MW) + **Gaze of mork**: 30cm MW4+ TK1
- 3 stomper (3 BIG GUNZ)

Ork Drop Rock [200PT]

Mounted in

Snappa mob [325PT]

- 6 dreadnought
- 6 lattine

Kult of speed [500PT]

- 8 bike
- 8 buggies
- 8 scorcha

Orkotteri [250PT]

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ARMY OF THE IMPERIUM

4° TURNO 3000 pt

Leman russ armoured company [700PT] + COMMISSARIO

- + antiaerea

Warlord Titan 850pt + 50+50 = [750PT]

Veteran princeps 50pt (commander, leader):

Sacred Icon 50pt (inspiring)

ARM1: **Turbolaser Destructor** 60cm 4x AP5+ / AT3+

ARM2: **Turbolaser Destructor** 60cm 4x AP5+ / AT3+

CARAPACE1: **Volcano Cannon** 90cm MW2+ Titan Killer (D3)

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LANCERI [150PT] + COMMISSARIO

Compagnia di artiglieria 6 basilisk, 3 manticore [700PT]

+ antiaerea

Compagnia antiaerea [150PT]

sentinel [100PT]

Missili deathstrike [200PT]