

INFERNUS HIVE WAR

The serpent head

REINFORCEMENT ENTRY POINT. FACTION COMPARISON

WAAGH ORKS

1° TURNO 3000 pt

Great Gargant + SUPREME COMMANDER [850PT]

PF: 3+D3

DC: 12, leader, commander

Attacchi extra: 1 C/C MW, 1C/C normale

Weapon System

Soopa Gun binate: 60 cm, 5BP, MW

Soopa Zapp Gun: 60 cm MW 3+ TK D3

Gaze of mork: 30cm MW4+ TK1

torrette: 2X 45cm AF5+/AT5+

Banda di cannoni [475PT]

- 12 cannoni

- 3 cannoni Soopa Zapp Gun: 60 cm, 3+ TKD3

- 1 nobz + SUPREME COMMANDER

Kult of speed [350PT]

- 4 bike

- 3 buggies

- 9 scorcha

Blasta Gargant + big mak [425PT]

PF: 2D3

DC: 6, leader

Attacchi extra: 1 C/C MW

Weapon System da scheda ufficiale

Warhordo [325PT]

- 2 nobz

- 6 boyz

- 2 gretchin

- 1 roccaforti da Guerra trasporto

1° DC: 3

Warhordo [300PT]

- 2 nobz

- 10 boyz

- 6 gretchin

Soopa Stompa + big mak [300PT]

PF: 2D3

DC: 4, leader

Attacchi extra: 1 C/C MW

Weapon System (6BP MW)

Gaze of mork: 30cm MW4+ TK1

COMPLETATO

ARMY OF THE IMPERIUM

1° TURNO 3000 pt – 1.125pt prestabiliti

Governor palace & battle system [650PT]

Il palazzo del governatore.

Area controllo Obiettivo

Detiene questo obiettivo chi occupa esclusivamente con una qualsiasi sua formazione l'edificio del governatore, se una formazione nemica qualsiasi si trova all'interno dell'edificio, l'obiettivo è conteso e non può essere usato. NB. Il sistema battlecannon resterà sempre nelle mani del giocatore imperiale.

~~BATTLECANNON SYSTEM. (l'intera area del palazzo, sarebbero le torrette)~~

~~TYPE: war engine, fearless, C/e0 F/F 4+~~

~~DC: 8, armour: 4+ reinforced, tick rear armour, Critico: +1 danno~~

~~8x battlecannon all around: 75 cm AF4+/AT4+ (misurare da un qualsiasi lato dell'edificio per sparare con tutti) E' e resta una formazione dalla parte imperiale.~~

~~Gate: Questo gate può essere aperto e chiuso a piacere di chi controlla il palazzo.~~

~~Non conta come azione, quando si vuole si può aprire e chiudere. Per il nemico all'esterno è terreno impassabile~~

~~TYPE: war engine, fearless~~

~~DC: 4, armour: 4+ reinforced, Critico: +1 danno~~

~~Attraverso il gate NON può passare nessuna war engine superiore ai 3DC.~~

~~Il palazzo del governatore conta come le regole della fortezza, è un unico blocco.~~

~~DC: 18~~

~~Critico: (come per la fortezza)~~

~~Fix defence torrette mitragliatrici [425PT]~~

~~Fix defence piattaforma hydra [125PT]~~

~~Fix defence piattaforma cannone pesante [225PT]~~

Reggimento di Fanteria [250PT] + COMMISSARIO

3 bombard [250PT]

WARLORD CLASS TITAN IMPERIALE CLASSICO [850PT]

~~Reggimento di Fanteria [500PT] + COMMISSARIO~~

~~+ leman-russ-conqueror~~

~~Ogryn~~

~~Antiaerea~~

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WAAGH ORKS

3° TURNO 1000 pt

SCHEDULARE OPERAZIONI SPAZIALI PER INGRESSO DROP ROCK AL 4° TURNO

Warhorde [400PT]

- 2 nobz
- 14 boyz
- 10 gretchin

Caccia bomma [150PT]

- 3 cacciabomma

Ork Landa [200PT]

Mounted in

Warhorde [230PT]

- 3 nobz
- 6 boyz
- 2 gretchin

ARMY OF THE IMPERIUM

3° TURNO 1000 pt

Fanteria meccanizzata [700PT] + COMMISSARIO

- + griffon
- hellhound

CACCIA BOMBARDIERI MARAUDER [300PT]

COMPLETATO

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REINFORCEMENT ENTRY POINT. FACTION COMPARISON

WAAGH ORKS

4° TURNO 3000 pt

MEGA Gargant + Mekboy Big Boss SUPREME COM + big mak [1500PT]

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]

- 8 orkotteri

ARMY OF THE IMPERIUM

4° TURNO 3000 pt

Leman russ armoured company [700PT] + COMMISSARIO

- + antiaerea

~~Warlord Titan 850pt + 50+50 [50PT]~~

~~Veteran princeps 50pt (commander, leader):~~

~~Sacred Leon 50pt (inspiring)~~

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

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

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

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

~~LANCERI [150PT] + COMMISSARIO~~

~~Compagnia di artiglieria 6 basilisk, 3 mantico [700PT]~~

~~+ antiaerea~~

~~Compagnia antiaerea [150PT]~~

~~sentinel [140PT]~~

~~Missili deathstrike [200PT]~~

COMPLETATO

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REINFORCEMENT ENTRY POINT. FACTION COMPARISON

WAAGH ORKS

7° TURNO 4000 pt

Great Gargant + big mak [850PT]

PF: 3+D3

DC: 12, leader

Attacchi extra: 1 C/C MW

Weapon System

Death Kannon: 100 cm, MW 3+ TK 2

2X Gatling Kannon: 45 cm 6x AF4+/AT5+

Gaze of mork: 30cm MW4+ TK1

torrette: 2X 45cm AF5+/AT5+

Warhorde [475PT]

- ~~2 nobz~~
- 14 boyz
- ~~10 gretchin~~
- ~~1 stompa(3 BIG GUNZ)~~

Warhorde [500PT]

- 6 nobz
- 18 boyz
- 6 gretchin

Caccia bomma [300PT]

- 6 caccia bomma

Blitz brigade [350PT]

- 2 contraeree
- 4 zemoventi
- 2 zemoventi + Soopa Zapp Gun: 60 cm MW 3+ TK D3

Fortress Zapp Mob [420PT]

- 2 contraeree
- 3 zapp fortress
- 1° DC: 2, PF:1 2° DC: 2, PF:1 3° DC: 2, PF:1

Warhorde [600PT]

- ~~4 nobz~~
- ~~12 boyz~~
- ~~4 gretchin~~
- ~~2 roccaforti da Guerra trasporto~~
- 1° DC: 3 2° DC: 3

~~Mekboy Kustom Gargant + big mak [425PT]~~

~~PF: 1D6 + 1D3~~

~~DC: 6, leader~~

~~Attacchi extra: 1 C/C MW~~

~~Weapon System~~

~~3 x Soopa Lifta Droppa: 45 cm, MW 4+, TKD6~~

~~Gaze of mork: 30cm MW4+ TK1~~

ARMY OF THE IMPERIUM

7° TURNO 4000 pt

EMPEROR CLASS TITAN 1250+100= 1350 [1350PT]

Legate 100pt (supreme commander): Defence Turret 15 cm Small Arms MW, Extra Attacks (+1)

Reggimento di Fanteria [500PT] + COMMISSARIO

- + 6 fanti
- + 4 supporti di fuoco
- + 2 sniper

~~LANCERI [150PT] + COMMISSARIO~~

~~CACCIA THUNDERBOLT [150PT]~~

~~Warlord Titan 850pt + 50+50= [950PT]~~

~~Veteran princeps 50pt (commander, leader):~~

~~Sacred Icon 50pt (inspiring)~~

~~ARM1: Plasma Cannon 60cm 4 x MW4+ Slow Fire~~

~~ARM2: Chain Fist, CC extra att. +6 MW~~

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

~~CARAPACE1: Turbolaser Destructor 60cm 4x AP5+ / AT3+~~

Reaver Titan 650pt + 50 +50= 750pt

Veteran princeps 50pt (commander, leader):

Sacred Icon 50pt (inspiring)

ARM1: CARAPACE1: Melta Cannon: 30cm 2 x MW3+ Titan Killer (D3) |

And (15cm) Small Arms Extra Attacks (+1), Titan Killer (1),

ARM2: Plasma Cannon 60cm 4 x MW4+ Slow Fire

CARAPACE1: Vortex Missile Unlimited MW2+ Single Shot, Titan Killer(D6), No LOF required

~~sentinel [400PT]~~

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WAAGH ORKS

10° TURNO 1000 pt

SCHEDULARE OPERAZIONI SPAZIALI PER INGRESSO NAVE AL 12° TURNO

Gargant [650PT]

PF: 3+D3

DC: 8,

Weapon System

Soopa Gun binate: 60 cm, 4BP, MW

Soopa Zapp Gun: 60 cm MW 3+ TK D3

Gaze of mork: 30cm MW4+ TK1

Blitz brigade [350PT]

- 2 contraeree
- 4 zemoventi
- 2 zemoventi + Soopa Zapp Gun: 60 cm MW 3+ TK D3

ARMY OF THE IMPERIUM

10° TURNO 1000 pt

SCHEDULARE TURNO DI INGRESSO DAL 12° IN POI E DOVE ARRIVERA' IL BOMBARDAMENTO EMPEROR NAVE SPAZIALE

QG reggimentale supreme commander [100PT] + COMMISSARIO

- + antiaerea
- 2 ogryn + 1 chimera
- hellhound

~~Warhound Titan 250 pt [250PT]~~

~~ARM1: Light Vulcan Mega Bolter 45cm 4x AP3+ / AT5+~~

~~ARM2: Light Vulcan Mega Bolter 45cm 4x AP3+ / AT5+~~

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WAAGH ORKS

12° TURNO 3000 pt

Incrociatore Pesante Nave spaziale [250PT]

Mounted in

Ork Landa [200PT]

Mounted in

Warhorde [260PT]

- o 3 nobz
- o 6 boyz
- o 2 gretchin
- o 1 lattina assassina

Big Krawler + big mak [500PT]

PF:3 + 2D3

DC: 8, leader

Attacchi extra: 1 C/C MW

Weapon System da scheda ufficiale

Mounted in

Snappa mob [250PT]

- 4 dreadnought
- 4 lattine

Boarboyz horde feral orks [250PT]

- 15 boarboyz

Blitz brigade [400PT]

- 2 contraeree
- 6 zemoventi
- 2 zemoventi + **Soopa Zapp Gun: 60 cm MW 3+ TK D3**

Warhorde [325PT]

- 2 nobz
 - 6 boyz
 - 2 gretchin
 - 1 roccaforti da Guerra trasporto
- 1° DC: 3

Fortress Zapp Mob [420PT]

- 2 contraeree
 - 3 zapp fortress
- 1° DC: 2, PF:1 2° DC: 2, PF:1 3° DC: 2, PF:1

ARMY OF THE IMPERIUM

12° TURNO 3000 pt

Vascello da sbarco imperiale [400PT]

Mounted in

Leman russ armoured company [700PT] + COMMISSARIO

- + antiaerea

Fanti scelti su valkyrie [350PT] + COMMISSARIO

Fanti scelti su valkyrie [350PT] + COMMISSARIO

SUPPORTO ORBITALE CLASSE EMPEROR NAVE SPAZIALE [300PT]

Ordinatus Armageddon [500PT]

1 shadowsword [200PT]

1 stormhammer [200PT]

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WAAGH ORKS

14° TURNO 1000 pt

Banda di cannoni [325PT]

- 8 cannoni
- 2 cannoni Soopa Gun: 60 cm, 2BP, MW

Warhorde feral orks [650PT]

- 2 nobz
- 6 boyz
- 2 gretchin
- 6 wildboyz
- 3 squig katapult
- 1 orkeosauro
- 3 squiggoth

ARMY OF THE IMPERIUM

14° TURNO 1000 pt

3 shadowsword supercorazzati [500PT]

Warhound Titan 250 pt [250PT]

ARM1: Light Turbolaser Destructor 45cm 4x AP5+ / AT3+

ARM2: Light Turbolaser Destructor 45cm 4x AP5+ / AT3+

3 manticore [250PT]

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REINFORCEMENT ENTRY POINT. FACTION COMPARISON

WAAGH ORKS

16° TURNO tutte le rimanenti formazioni

Great Gargant [850PT]

PF: 3+D3

DC: 12,

Attacchi extra: 1C/C normale

Weapon System

Soopa Gun binate: 60 cm, 5BP, MW

Soopa Zapp Gun: 60 cm MW 3+ TK D3

Gaze of mork: 30cm MW4+ TK1

torrette: 2X 45cm AF5+/AT5+

Blitz brigade [335PT]

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

Warhorde [340PT]

- 2 nobz
- 6 boyz
- 2 gretchin
- 4 battlewagon

Stompa mob [675PT]

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

Warhorde [685PT]

- 8 nobz
- 12 boyz
- 4 gretchin
- 6 commando
- 2 dreadnought

Stormboyz [300PT]

- 12 stormboyz

Blitz brigade [350PT]

- 2 contraeree
- 4 zemoventi
- 2 zemoventi + Soopa Zapp Gun: 60 cm MW 3+ TK D3

Fortress Zapp Mob [420PT]

- 2 contraeree
 - 3 zapp fortress
- 1° DC: 2, PF:1 2° DC: 2, PF:1 3° DC: 2, PF:1

Caccia bomma [250PT]

- 5 cacciaomma

20.225 pt

ARMY OF THE IMPERIUM

16° TURNO tutte le rimanenti formazioni

Fanti scelti su valkyrie [350PT] + COMMISSARIO

Squadrone di Vulture [300PT]

3 baneblade supercorazzati [500PT]

3 stormblade supercorazzati [500PT]

CACCIA THUNDERBOLT [150PT]

Capitol Imperialis Supreme commander [500PT] + COMMISSARIO

Mounted in

Karskin company [500PT] + COMMISSARIO

- + karskin assault
- + karskin combat

- + recon (scout ability for all karskin)

support

Paladin Household 200 + 200 + 200= [600PT]

- 6 Paladin
- 1 Baron

Knight Crusader 500pt [500PT]

- 3 Knight Crusader

Knight Castellan 500pt [500PT]

- 3 Knight Castellan

20.225 pt