

THE GAPING MAW ARMY LIST

The Warbands of the Gaping Maw legion prefer close quarter combat, and are known to charge fearlessly into melee.

Armor

Terminator Armor (with stormbolter and power fist)	49
Terminator Armor (with lightning claws)	49
Terminator Armor (with stormbolter and chain fist)	51
Terminator Armor (with stormbolter and power sword)	45

Assault Weapons

Chain Blade (axe or sword)	2
Power Blade (axe or sword)	7
Power Fist	10
Bolt Pistol	2
Hand Flamer	7
Plasma Pistol	8

Special Weapons

Bolt Gun	3
Flamer	9
Meltagun	8
Plasma Gun	8

Heavy Weapons

Heavy Bolter	15
Lascannon	45
Mult-Melta	65
Heavy Plasma Gun	40

Terminator Heavy Weapons

Assault Cannon	41
Heavy Flamer	21

Terminator Assault Weapons

Power Sword	6
Lightning Claws	7
Chain Fist	2

WARBAND RESAR (Chief) 95 points

A Warband must be led by a Resar.

M	4	Wargear
WS	7	Bolt Pistol
BS	7	Frag Grenades
S	5	Power Armor (3+)
T	5	
W	3	Strategy Rating: 5
I	7	
A	3	
Ld	10	

Optional Wargear: May have additional equipment from the Armor, Assault Weapons, and Special Weapons.

Special: Any warrior of his Warband within 12" may use his Ld when taking a leadership test.

WARBAND STANDARD 55 points

A Warband can have 1 standard bearer if desired.

M	4	Wargear
WS	5	Bolt Pistol
BS	5	Frag Grenades
S	4	Power Armor (3+)
T	4	
W	1	
I	5	
A	1	
Ld	9	

Optional Wargear: May have additional equipment from the Armor, Assault Weapons, and Special Weapons.

Special: Any member of the same warband within 12" of the standard may re-roll the dice if they fail a break test.

VETERAN SERGEANT +5 points
 A Veteran Sergeant can be purchased as a replacement for any Assault or Tactical squad.

M	4	Wargear
WS	5	Bolt Pistol
BS	5	Frag Grenades
S	4	Power Armor (3+)
T	4	
W	1	
I	5	
A	1	
Ld	9	

Optional Wargear: May have additional equipment from the Armor, Assault Weapons, and Special Weapons.

VETERAN SQUAD 30 points/model

M	4	Wargear
WS	5	Bolt Pistol
BS	5	Frag Grenades
S	4	Power Armor (3+)
T	4	
W	1	
I	5	
A	1	
Ld	9	

Optional Wargear: May have additional equipment from the Assault Weapons, or Special Weapons. Up to one model may take a weapon from the Heavy Weapons list.

ASSAULT SQUAD 25 points/model

M	4	Wargear
WS	4	Bolt Pistol
BS	4	Frag Grenades
S	4	Power Armor (3+)
T	4	
W	1	
I	4	
A	1	
Ld	8	

Optional Wargear: May have additional equipment from the Assault Weapons list. Up to 2 models may be equipped from the Special Weapons list.

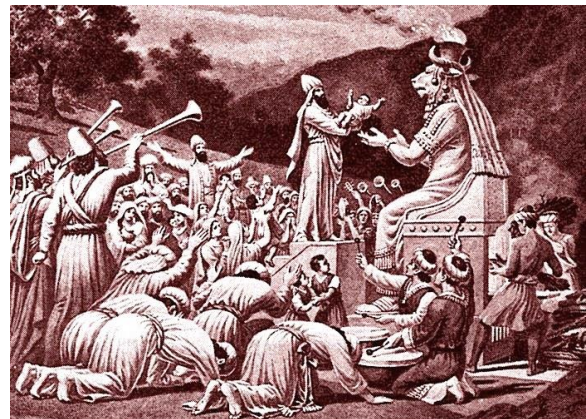
The entire squad may be equipped with Jump Packs for +5 points/model.

TACTICAL SQUAD 25 points/model

M	4	Wargear
WS	4	Bolt Pistol
BS	4	Frag Grenades
S	4	Power Armor (3+)
T	4	
W	1	
I	4	
A	1	
Ld	8	

Optional Wargear: Up to 1 model may be equipped from the Heavy Weapons list.

Up to 2 models may be equipped from the Special Weapons list.



A new recruit is presented to a priest of Moloch on Puwwar VII.