

Name	Type	Speed	Armr	CC	FF	Weapon	Range	Firepower	Notes
Warriors	Inf	15cm	6+	5+	5+	Missile Launcher	45cm	AP5+ / AT6+	
Beserkers	Inf	15cm	6+	5+	5+	Bolt Pistols	(15cm)	Small Arms	
Thunderers	Inf	15cm	6+	6+	4+	3x Missile Launchers	45cm	AP5+ / AT6+	
Warlord	Inf	15cm	4+	3+	4+	2x Hvy Missile Lchrs	45cm	AP5+ / AT6+, MW	Supreme Commander, Invulnerable Save, Reinforced Armour.
Hearthguard	Inf	15cm	4+	3+	5+	Heavy Missile launcher	45cm	AP5+ / AT6+, MW	Commander.
Living Ancestor	Inf	15cm	5+	6+	6+	Laspistols	(15cm)	Small Arms	Commander, Inspiring. Whilst alive Infantry in the formation have <i>Reinforced Armour</i> .
Guild Bikers	Inf	30cm	5+	4+	6+	Boltguns	(15cm)	Small Arms	Mounted
Guildmaster	Inf	30cm	4+	3+	6+	Lascannon	45cm	AT5+	Leader, Mounted, Commander
Guild Trike	LV	30cm	5+	4+	5+	Multi-Melta	15cm (15cm)	MW5+ Ext Att(+1), MW	
Overlord Armoured Airship	WE	25cm	3+	6+	3+	6x Long Range Light Cannon 4x Long Range Autocannon Melta bombs Defensive Guns	90cm 60cm 15cm (15cm)	AP5+ / AT5+ AP5+ / AT6+ 4BP, MW Sml, Arms, FStrk	DC3. Critical : Destroyed, units with 15cm take a hit on a 3+.  Reinforced Armour. Support Craft.  Arguably the autocannons would have AA these days.