

# 35k Codex Supplement

## Codex: Imperial Guard 3.5 Edition v. 0.9



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### Introduction

This supplement is intended to add new rules and units to the base 3.5 edition Codex: Imperial Guard, which was used throughout 4<sup>th</sup> edition 40k. By doing this, we aim to add units from later books that you can incorporate into your armies, adjust some rules, and give more options in creating your own Imperial Guard regiments.

35k uses 4<sup>th</sup> edition Codex books due to their generally higher level of customisability and overall level of balance compared to 5<sup>th</sup> edition books. At the same time, we use a modified 5<sup>th</sup> edition ruleset to incorporate many features (such as running) that players of Horus Heresy and more recent editions of 40k may be familiar with, while fixing some of the issues that edition has through our core rules. A consequence of this is that many rules are missing from several books and several newer models are unavailable for you to play with. This document rectifies this.

This supplement is designed to be printed in sections, minimising the number of pages that you have to slip inside your Codex for reference. If you only want the core changes and additions, you can print Part I (pages 1-4). If you want to use Nova Terra-specific units you can also print part II (pages 5-6). If you want to include relic units from Horus Heresy, you can additionally print the units in Part II (pages 6-7).

**New Units:** This PDF adds many new patterns of vehicles and artillery which were available through the Forge World books, 5<sup>th</sup> edition books, and also units introduced more recently, such as the newer Imperial Guard artillery teams and Taurox.

**Adjusted Weaponry:** Many of the weapons in the 5<sup>th</sup> edition Codex: Imperial Guard, particularly for tanks, were adjusted quite dramatically in 5<sup>th</sup> edition. We have tried to incorporate many of these new stats while keeping weapons – such as the Demolisher Cannon and Battle Cannon – distinct from one another.

**Relic Units:** The events of the Nova Terra Interregnum occurred four millennia after the Horus Heresy, a long time after but not nearly as long after as the events of the 41<sup>st</sup> Millennium. As such, weapons and vehicles from the period of the Horus Heresy would still exist but would not be in widespread use. The relic special rule means that, for most regiments, you are limited to one relic unit per 1,500 points.

### Sections:

#### Pages 1-4 – Core Rules Additions and changes

This section includes the core rules changes to Codex: Imperial Guard 3.5 edition for use in 35k. This includes new rules, doctrines, drawbacks, units, and weapons. This is recommended for all Imperial Guard players.

#### Pages 5-6 Nova Terra Specific Units

This section introduces units that can only be taken by Nova Terran armies in this period. While the Nova Terrans had less access to Vanquisher Cannons due to their isolation from Tigrus, they still had some in stock – a supply that dwindled over the Interregnum.

#### Pages 6-7 – Relics of the Imperial Guard

Four millennia after the Horus Heresy, some relic units were still available to armies in greater numbers than in the 41<sup>st</sup> millennium. This section is intended to allow players to draw on their own wider collections or the range of Horus Heresy units available from Games Workshop. Use of this is optional to players.

This is an **unofficial fan-made document**. A copy of Codex: Imperial Guard 3.5 edition (2003) is required to use these rules.

Author: Calgacus, 11/2025.



# Part I - Core Rules Additions and Changes

## Rules References and New Additions

Rule	Effect
<b>Relic</b>	<b>Add:</b> By M35, many units survive from the era of the Horus Heresy. However, over the intervening millennia and the fragmentation of Space Marine chapters, these units have become increasingly rare. Armies may only take one unit with the relic rule per 1,500 points.

Unit	Changes
<b>Fire Support Squads</b>	<b>Add:</b> May take Heavy Flamer for +10 points or a twin-linker Heavy Stubber for +10 points.
<b>Sentinel</b>	<b>Add:</b> Mordian Pattern – Missile Launcher (+15 points). Vostroyan Pattern – Plasma Cannon (+20 points).
<b>Basilisk</b>	<b>Add:</b> With its improved gun this now costs 140 points. This gun now automatically includes indirect fire training, as do all variants of the Basilisk shown below. Note the Basilisk's gun now uses a large blast template.
<b>Ordnance</b>	In 4th edition, all Ordnance weapons used large blast templates. In 5th edition, this was altered to Ordnance weapons no longer specifically having large or small templates. This supplement uses the 5th edition logic, where an Ordnance weapon may have no blast, a small blast (3"), or large blast (5"). Ordnance weapons in the 3.5 edition Imperial Guard Codex, such as the Demolisher Cannon, Earthshaker and Battle Cannon, with the Ordnance rule should be assumed to be Large Blast as the rule intended.

### New Doctrines

**RELIC KEEPERS:** This regiment has unusual access to relic weaponry from millennia past. They may take up to two relic units per 1,500 points of army size.

**ARMoured COMPANY:** This army may take Lemman Russ Tank Squadrons as Troops choices. These consist of between 1 and 3 Lemman Russ tanks. All vehicles in the squadron must be the same type. It must be led by a Tank Commander at +20 points, which automatically comes with the 'Improved Comms' upgrade and acts as the army's warlord.

**VOIDBORNE:** This unit is used to fighting in the void alongside the Navis Imperialis. They make replace their Lasguns with Shotguns for no cost. Add the Rotor Cannon to the available Special Weapons for Infantry, Armoured Fist and Hardened Veteran squads, available for +10 points. **Rotor Cannon:** 18" Str: 5 AP: 5, Rapid Fire 3.

**HUMAN WAVE:** When an infantry or conscript squad has been wholly destroyed in a battle, roll a D6. On a 5+ this unit returns to the battle from the board edge of the player's deployment zone. If the player has no board edge in their deployment zone, they must nominate a point on a board edge more than 18" from any enemy units. This may not be taken with the Grenadiers doctrine.

**OGRYN LEVIES:** This army may take Ogryns as Troops choices. Ogryns taken as Troops choices may not travel in transports and do not have access to Bone'eads. This may not be taken with Hardened Fighters, Close Order Drill, or Grenadiers.

**INFANTRY MUTATIONS:** The following doctrines apply to: Infantry Squads, Command Squads, Conscript Squads, Armoured Fist Squads, Veteran Squads, Heavy Weapon/Support Squads. They cannot be combined with one another.

- **Beastmen Levies:** Infantry units with this special rule gain +1 WS and the Furious Charge ability but lose -1 to their BS. You should attempt to model this doctrine into your army. This cannot be combined with Hardened Fighters.
- **Gland Warriors:** For +1 point per infantry model, the model gains the Fleet special rule.

**TAINTED WARRIORS:** This regiment has become so mutated it is no longer tolerated by the Imperium. It may not ally any Imperium forces. At the start of a battle, for each infantry unit roll a D3 and apply the result: 1 – the unit gains fleet; 2 – the unit gains +1 strength; 3 – the unit gains +1 toughness. May not be taken with Infantry Mutations and may not ally with Witch Hunter, Daemon Hunter, or Xeno Hunter armies.

# New Weapon Profiles

## Leman Russ Chassis Variants

Ranged Weapons	Range	Strength	AP	Special Rules
Conqueror Cannon	36"	7	3	Heavy 1, Blast
Eradicator Nova Cannon	36"	6	4	Ordnance 1, Large Blast, Ignores Cover*
Executioner Plasma Cannon	48"	7	2	Heavy 1, Large Blast
Exterminator Autocannon	48"	7	4	Heavy 2, Twin-Linked
Punisher Gatling Cannon	24"	5	-	Heavy 20
Vanquisher Battle Cannon	72"	8	2	Ordnance 1
Heavy Lascannon	48"	9	2	Ordnance 1, Lance

**Ignores Cover:** Units may not use a cover save against this weapon.

## Chimera Chassis Variants

Ranged Weapons	Range	Strength	AP	Special Rules
Collosus Siege Mortar	24"-240"	6	3	Ordnance Barrage 1, Large Blast, Ignores Cover, Indirect
Deathstrike Missile	12"-960"	10	1	Ordnance Barrage, Apocalyptic Blast, Limited Ammunition 1, Launch Protocols, Indirect
Heavy Mortar	12"-48"	6	4	Ordnance Barrage 1, Large Blast, Indirect
Medusa Siege Cannon	36"	10	2	Ordnance Barrage 1, Large Blast
Bastion Breacher Shells	48"	10	1	Heavy 1, Blast
Hydra Autocannon	12"-72"	7	4	Heavy 2, Anti-Air
Manticore Missile	24"-120"	10	4	Ordnance Barrage 1/Large Blast, Limited Ammunition 4, Indirect

**Limited Ammunition X:** This unit may only fire their weapon the number of times specified after this rule.

**Launch Protocols:** This weapon may not fire on the first turn of the game after which it has been deployed or arrived. Once it is ready to shoot, roll a D6. On a 5+ it may fire. For each subsequent round this unit has been deployed, it gains +1 to this roll.

**Anti-Air:** This weapon gains +1 to hit when shooting at skimmers and uses its normal BS when shooting aircraft.

**Indirect:** This weapon cannot be fired directly.

## Hellhound Variants

Ranged Weapons	Range	Strength	AP	Special Rules
Melta Cannon	24"	8	1	Heavy 1, Melta
Chem Cannon	Flame Template	1	3	Heavy 1, Always wounds targets with a toughness value on a 2+

## Artillery Variants

Ranged Weapons	Range	Strength	AP	Special Rules
Heavy Mortar	12"-48"	6	4	Ordnance Barrage 1, Large Blast
Quad Launcher	12"-60"	6	5	Heavy 4, Barrage, Blast
Rocket Battery	12"-60"	4	5	Heavy 6, Barrage, Blast
Siege Cannon	12"-72"	8	3	Heavy 1, Blast
Field Gun	48"	7	4	Heavy 1, Blast
Kalliope Rocket Launcher	12"-48"	4	5	Heavy 3, Barrage, Blast
Heavy Lascannon	48"	9	2	Ordnance 1, Lance

## Taurox Variants

Ranged Weapons	Range	Strength	AP	Special Rules
Taurox Battle Cannon	48"	7	4	Heavy 1, Blast
Taurox Gatling Cannon	24"	4	-	Heavy 10

## New Units



### Field Ordnance Battery

**25 points/gun**

Unit Name	WS	BS	S	T	W	I	A	LD	Sv
Field Gun and Crew	3	3	3	3	1	3	1	7	5+

**Type:** Artillery

**Number/Squad:** 1-2 field ordnance weapons each with three crew.

**Weapons:** All crew members have lasguns.

**Options:** Each field ordnance weapon must be armed with one of the following: field gun for +35 points, kalliope rocket launcher for +40 points or a heavy lascannon for +50 points.



### Artillery Team

**25 points/gun**

Unit Name	WS	BS	S	T	W	I	A	LD	Sv
Artillery Gun and Crew	3	3	3	3	1	3	1	7	5+

**Type:** Artillery

**Number/Squad:** An Artillery Team consists of one artillery gun and three crew.

**Weapons:** All crew members have lasguns.

**Options:** The artillery gun must be armed with one of the following: a quad mortar for +40 points, a heavy mortar for +50 points, a rocket battery for +70 points or a siege cannon for +80 points.



### Leman Russ Variants

Leman Russ variants, including the standard Leman Russ, may replace their hull-mounted heavy bolter with a Heavy Flamer for free. The Leman Russ may replace its Battle Cannon following weapons, taking this new base cost:

Weapon	Cost
Annihilator Twin-Linked Lascannon	135 points
Conqueror Cannon	130 points
Eradicator Nova Cannon	150 points
Executioner Plasma Cannon	145 points
Exterminator Twin-Linked Autocannon	130 points
Punisher Gatling Cannon	170 points
Vanquisher Battle Cannon	150 points. Vanquishers are 0-1 choices for Nova Terran forces



### Hellhound Variants

The Hellhound may replace its Inferno Cannon with a:

Weapon	Cost
Chem Cannon	+10 points
Melta Cannon	+15 points



### Basilisk Variants

The Basilisk (140 points) may replace its Earthshaker Cannon, with the vehicle taking on the following base cost:

Weapon	Cost
Colossus Siege Mortar	155 points
Deathstrike Missile	160 points
Heavy Mortar	110 points
Medusa Siege Cannon (plus Bastion Breacher Shells)	165 points
Hydra Autocannon	95 points
Manticore Missiles	160 points





## Taurox

100 points

Unit Name	BS	Front	Side	Rear
Taurox Transport	3	11	10	10

**Wargear:** Twin-linked autocannon, rough terrain modification.

**Options:** The Taurox may be given any vehicle upgrades from the Imperial Guard Codex, except track guards.

**Fire points:** Two models may fire from each side of the Taurox's hull.

**Access Points:** The Taurox has one access point on each side of the hull and one at the rear.

**Transport Capacity:** The Taurox may transport up to 12 passengers. It may be taken in place of a Chimera as a transport.



## Taurox Prime

110 points

Unit Name	BS	Front	Side	Rear
Taurox Prime	3	11	10	10

**Wargear:** Taurox battle cannon, twin-linked hellgun, rough terrain modification.

**Options:** The Taurox Prime may replace its Taurox battle cannon with a twin-linked gatling cannon for +10 points, a missile launcher for +20 points. The Taurox Prime may be given any vehicle upgrades from the Imperial Guard Codex except track guards.

**Fire points:** Two models may fire from each side of the Taurox's hull.

**Access Points:** The Taurox has one access point on each side of the hull and one at the rear.

**Transport Capacity:** The Taurox may transport 10 passengers. It is a dedicated transport for Stormtroopers only.



## Malcador Tank

175 points

Unit Name	BS	Front	Side	Rear
Malcador Tank	3	13	13	12

**Wargear:** Turret-mounted twin-linked lascannon, hull-mounted heavy bolter, two heavy stubber sponsons.

**Options:** The twin-linked lascannon can be replaced with a battle cannon for +25 points or a vanquisher cannon for +50 points.

The hull-mounted heavy bolter can be swapped for a multi-laser for free, a lascannon for +10 points, an autocannon for +10 points, a heavy flamer for +free, or a demolisher cannon for +40 points. The two heavy stubber sponsons can be replaced by two autocannons: for +30 points, multi-lasers for +10 points, heavy flamers for +10 points and sponson-mounted lascannons for +40 points. The Malcador may be given any vehicle upgrades from the Imperial Guard Codex.

**Armoured Behemoth:** The Malcador ignores Crew Shaken results on a 4+ due to its reinforced command systems.



## Hermes Light Sentinel

15 points

Unit Name	WS	BS	S	Front	Side	Rear	I	A
Hermes Light Sentinel	3	3	5	10	8	8	3	1

**Type:** Walker

**Squadron:** A squadron consists of between one and three Hermes Light Sentinels.

**Weapons:** The Light Sentinel comes armed with a grenade launcher.

**Upgrades:** The Light Sentinel may take side armour, bringing its side armour to 10 for +8 points. The Light Sentinel may swap its grenade launcher for a heavy flamer for +15 points or a multi-laser for +10 points.

**Special Rules:** Scouts.

## Part II: Units of Nova Terra

The following units are only available to armies which have aligned themselves to the secessionist forces of Nova Terra.



### 0-1 Member of the Seventy

60 points

The Seventy were the Space Marines who appeared on Nova Terran space alongside Lord Hrakon in the early days of the Interregnum. Their elite, ancient knowledge of warfare made them exceptional commanders on the battlefield, often leading in the most decisive battles of Nova Terra. These warriors were most often found clad in ancient robed black armour.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Member of the Seventy	5	5	4	4	2	5	3	10	3+

**Options:** A Member of the Seventy can be given any equipment from the Space Marine Armoury (Codex: Space Marines 4<sup>th</sup> edition).

**Command Squad:** A Member of the Seventy is an Independent Character. However, they can be joined by an Imperial Guard Command Squad, taking the role of an Officer.

**Enemy of the Dark Angels:** Dark Angels are suspiciously interested in destroying or capturing the Seventy. Dark Angels and Members of the Seventy receive Preferred Enemy against one another.



### 0-1 Ur-Guard

15 points/model

The Ur-Guard were the most elite of the Ur-Council's forces, representing their will on every world under their command and personally protecting councillors on every visit. While varied in their uniforms, all were personally hand-picked and trained to the same high standards by Lord Marcus and his successors.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Ur-Guard	4	4	3	3	1	4	1	8	4+
Ur-Guard Optae	4	4	3	3	1	4	2	9	4+

**Number/Squad:** Between one and nine Ur-Guard.

**Weapons:** Ur-Guard are armed with boltguns and close combat weapons.

**Options:** One Ur-Guard can be promoted to an Optae for +10 points. The Ur-Guard Optae is armed with a bolt pistol and power weapon.

Any Ur-Guard may replace their boltgun with a shotgun for free. Up to two Ur-Guard can be upgraded with a power weapon for +5 points each. Up to two Ur-Guard who have not been armed with a power weapon may choose one of the following weapons: a meltagun for +10 points, a plasma gun for +10 points, a grenade launcher for +8 points, a flamer for +6 points.

**Transport:** The squad may be mounted in a Chimera, Aurox, or Rhino.



### Cornelius Tank

185 points

The Cornelius Tank was a specialised tank produced by Nova Terran Forge Worlds to act as mobile fortifications. This tank can be represented by creating the hull-mounted cannon conversion of the Rogal Dorn tank.

Unit Name	BS	Front	Side	Rear
Cornelius Tank	3	14	13	11

**Weapons and Equipment:** Hull mounted Heavy Lascannon.

**Options:** The hatch may be armed with a pintle-mounted heavy stubber for +10 points or autocannon for +20 points. The hull mounted heavy lascannon can be replaced with a demolisher cannon for +15 points or a battle cannon for +15 points.

**Sponsons:** The Cornelius may be upgraded with two side sponsons armed with a pair of multi-meltas at +30 points, a pair of plasma cannons at +20 points, or a pair of heavy bolters at +10 points. The Cornelius Tank can be upgraded with any upgrades from the Vehicle Armoury.

**Armoured Behemoth:** The Cornelius ignores Crew Shaken results on a 4+ due to its reinforced command systems.

**Lumbering Behemoth:** The Cornelius tank may fire one ordnance weapon and one other weapon if it does not move.



## Aurox/Rhino

**40 points**

Supply issues in the Nova Terran production chain led to the increasing adoption of older patterns of tank. The number of Forge Worlds within Nova Terran space with specialism in the production of the Rhino made this notably common in its usage by Nova Terran Imperial Guard regiments.

Unit Name	BS	Front	Side	Rear
Aurox/Rhino Transport	3	11	11	10

**Wargear:** Heavy Stubber.

**Options:** An Aurox may exchange its heavy stubber for a heavy flamer for +10 points. A rhino may exchange its heavy stubber for a storm bolter for +10 points. Auroxes may be given any vehicle upgrades from the Imperial Guard Codex. Rhinos may be given any upgrades from the Space Marines Codex (4<sup>th</sup> edition).

**Fire points:** Two models may fire from the Rhino/Aurox's top hatch but this will make the Rhino/Aurox count as an open-topped vehicle for the purposes of resolving shooting attacks in the next enemy turn.

**Access Points:** The Rhino/Aurox has one access point on each side of the hull and one at the rear.

**Transport Capacity:** The Rhino/Aurox may transport up to 12 passengers but may not carry Terminators.



## Stygies Tank Hunter

**140 points**

The lack of supply of Vanquisher Cannons from Tigrus to the Nova Terrans resulted in stock becoming an increasing problem as the Interregnum continued. Similar supply-chain issues surrounded the production of turret rings and their associated technologies. In an effort to manage these issues, Stygies began the production of Heavy Lascannon armed tanks to fill the gap created by missing Vanquishers, birthing the famed Stygies Tank Hunter.

Unit Name	BS	Front	Side	Rear
Aurox/Rhino Transport	3	14	12	10

**Wargear:** A Tank Hunter is armed with a single heavy lascannon.

**Options:** The Tank Hunter may be given any vehicle upgrades from the Imperial Guard Codex.

The heavy lascannon can be mounted on a turret for +10 points. This allows for the tank to take one of the following hull weapons: a lascannon at +15 points, a heavy flamer for +5 points, or a heavy bolter at +5 points. Lemman Russ variants, including the standard Lemman Russ, may replace their hull-mounted heavy bolter with a heavy flamer for free. The Stygies Tank Hunter may be given any vehicle upgrades from the Imperial Guard Codex.



## Nova Terran Turretless Lemman Russ

Supply chain issues in the early Interregnum led to innovations and stop-gaps to continue the production of Lemman Russ tanks for Nova Terran forces. The creation of the Stygies Tank Hunter led to further patterns of hull-mounted Lemman Russ tanks, something which continued throughout the Interregnum as Nova Terran Tank regiments grew used to these vehicles and as they became an iconic symbol of Nova Terran Imperial Guard regiments.

Nova Terran armies can choose to hull-mount the turret weapon of their chosen Lemman Russ for -10 points per model. This unit loses access to its potential hull-mounted secondary weapon, but can still use sponsons. This conversion should be represented on the model.

## Part II: Relics of the Imperial Guard



### Dracosan Transport

155 points

Unit Name	BS	Front	Side	Rear
Dracosan Transport	3	13	12	11

**Type:** Relic Tank.

**Wargear:** Hull mounted twin-linked lascannon.

**Options:** The hull-mounted twin-linked lascannon can be swapped for a demolisher cannon for +25 points. The Dracosan may take one of the following pintle-mounted weapons: a heavy stubber for +10 points, a multi-laser for +10 points, or a heavy flamer for +10 points.

The Dracosan may be given any vehicle upgrades from the Imperial Guard Codex.

**Access points:** The Dracosan has two access points, one at each side. The Dracosan can contain up to 22 models.

**Armoured Behemoth:** The Dracosan ignores Crew Shaken results on a 4+ due to its reinforced command systems.



### Aethon Heavy Sentinel

75 points

Unit Name	WS	BS	S	Front	Side	Rear	I	A
Aethon Heavy Sentinel	3	3	6	11	11	11	3	1

**Type:** Relic Walker

**Weapons:** The Heavy Sentinel comes armed with a missile launcher.

**Upgrades:** The Heavy Sentinel must choose one of the following weapons: A multi-laser for +10 points, an autocannon for +15 points, a lascannon for +20 points, a heavy flamer for +5 points, or a multi-melta for +20 points. The Heavy Sentinel may replace its missile launcher with 4 hunter-killer missiles for +20 points. The Heavy Sentinel may take upgrades from the Imperial Guard armoury.



### Valdor Tank Hunter

220 points

Unit Name	BS	Front	Side	Rear
Valdor Tank Hunter	3	13	13	12

**Type:** Relic Tank.

**Wargear:** Neutron laser, one sponson-mounted heavy bolter.

**Options:** The sponson-mounted heavy bolter can be replaced by a multi-laser for free, a heavy flamer for free or a heavy stubber for +free. The Valdor tank hunter can take a pintle-mounted heavy stubber for +10 points, a pintle mounted multi-laser for +10 points, or a pintle mounted heavy flamer for +10 points. The Valdor may be given any vehicle upgrades from the Imperial Guard Codex.

**Armoured Behemoth:** The Valdor Tank Hunter ignores Crew Shaken results on a 4+ due to its reinforced command systems.

Ranged Weapons	Range	Strength	AP	Special Rules
Neutron Laser	72"	10	1	Ordnance 1, shock pulse, feedback

**Shock Pulse:** Any non-super-heavy vehicle hit by this weapon suffers an automatic Crew Stunned result in addition to any damage normally caused by this weapon.

**Feedback:** If the neutron laser fails its penetration roll against a target's armour, roll a D6. On the result of a 1, the Valdor receives an automatic glancing hit.

**'With us you are liberated, for Terra blinds you no more to the truth of His desires.'**

- Anti-Ecclesiarch Cornelius I, Addresses of the First Anti-Ecclesiarch, 107.M35





## Malcador Infernus

190 points

Unit Name	BS	Front	Side	Rear
Malcador Infernus	3	13	13	12

**Type:** Relic Tank.

**Wargear:** Inferno cannon, two sponson-mounted heavy flammers.

**Options:** The heavy flamer sponsons can be replaced by autocannons for +10 points, multi-lasers for free, heavy bolters for free or sponson-mounted lascannons for +20 points. The Malcador Infernus can take a pintle-mounted heavy stubber for +10 points, a pintle mounted multi-laser for +10 points, or a pintle mounted heavy flamer for +10 points. The Malcador may be given any vehicle upgrades from the Imperial Guard Codex.

**Armoured Behemoth:** The Malcador Infernus ignores Crew Shaken results on a 4+ due to its reinforced command systems.

**Unstable:** Add +1 to the vehicle damage result when the vehicle has been penetrated. On a 6, the vehicle suffers a catastrophic explosion 3+D6” from the vehicle.

Ranged Weapons	Range	Strength	AP	Special Rules
Inferno Cannon	Hellstorm Template	7	3	Heavy 1
Chemical Inferno Cannon	Hellstorm Template	1	2	Heavy 1, Poisoned (2+)

**'I swear that I have heard his word,  
That those of the Western Stars,  
Shall unify the Holy Church,  
With the Technokin of Alars.'**

- Oath of Alorean Belief