The Horus Heresy

Battles in the Age of Darkness An 8ed compilation for Warhammer 40,000

VERSION 1.20

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BATTLES IN THE AGE OF DARKNESS



PLAYING GAMES IN THE AGE OF DARKNESS

In games set in the Age of Darkness, we recommend that armies be Battle-forged and that you use the Matched Play rules as described on page 215 of the Warhammer 40,000 rulebook and summarised below. Armies may be built using any combination of detachments avaliable in the main rulebook, though we recommend sticking to the maximum detachment numbers in the table below depending on the size of game.

Psychic focus: With the exception of Smite, each psychic powr may be attempted only once per turn.

Strategic Discipline: The same Stratagem cannot be used by the same player more than once during any single phase.

Tactical Reserves: When setting up your army, at least half the total number of units in your army must be set up on the battlefield, even if they may be set up as reinforcements. Any unit that does not arrive on the battlefield by the end of the third battle round is destroyed.

Sudden Death: If, at the end of any battle round, one player has no models left on the battlefield, the game ends immediately and that player loses. Fortifications do not count for the purposes of this rule.

WARLORDS

Your army must include a Warlord, which can be any model. If the warlord is a Character, you can pick a warlord trait from the list in the respective army book.

STRATAGEMS

The standard three Stratagems from the rulebook are available for any army to use, in addition to any found in their army book.

LORDS OF WAR

Your armies may include detachments of Lords of War as normal, but the total points value/power rating of Lords of War in your army may not be more that 25% the total army points value/power rating, rounding up.

For example, in a 2000pt game, your army may include up to 500pts of Lords of War. In a 150 PR game, your army may include up to 38 PR of Lords of War.

Keywords

<FEALTY>

In games set in the Age of Darkness, your army will either fight on the side of the loyalists or the traitors. When you build your army, pick which you wish it to be. If you pick loyalist, then all units with the **<FEALTY>** keyword have this keyword changed to **LOYALIST**. If you pick traitor, then all units with the **<FEALTY>** keyword have this keyword changed to **TRAITOR**.

All units in your army must have the same allegiance. Some unique characters or specific units can already have **TRAITOR** or **LOYALIST** printed on their datasheet, in which case they can only be taken in armies with the matching allegiance.

SUPPORT

A unit with this keyword cannot be taken as a compulsory choice for the category of the Force Organisation chart that it is in.

ABILITIES

OBJECTIVE SECURED

If your army is Battle-forged, all Troops units in your army gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.

MISSIONS

Matched play games use missions. Matched play missions come in sets of six, and any of the missions in the Warhammer 40,000 rulebook are available to play. In addition, the six standard Horus Heresy missions are available below.

Having picked the set of missions you wish to use, you can either select one of the six missions, or roll randomly to select one by using the appropriate table.

Civil V	VAR TABLE
D6 Roll	Result
I	Blood Feud
2	Shatter Strike
3	Onslaught
4	Dominion
5	Tide of Carnage
6	War of Lies

GAME SIZES & DETACHMENTS

GAME SIZE (PTS)	GAME SIZE (POWER)	MAXIMUM DETACHMENTS	GAME LENGTH	BOARD SIZE
Up to 1000	Up to 50	Up to 2 per army	Up to 2 hours	4x4
1000 - 2000	50 - 100	Up to 3 per army	2 to 3 hours	6x4
2000 - 3000	100 - 150	Up to 4 per army	3 or more hours	8x4
3000 - 4000	150 - 200	Up to 5 per army	really long	really big

CIVIL WAR BLOOD FEUD

The betrayal of the Horus Heresy scattered forces across the galaxy, and for many of these forces, stranded and unaware of the wider war, there was only one goal - find your enemy, crush them utterly and move on to the next.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up the terrain.

DEPLOYMENT

The players roll off - whoever rolls highest determines which of the standard deployment maps will be used and picks one of the deploment zones for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who **did not** pick deployment zone. A player's models must be set up in their own deployment zone. Continue until both sides have finished setting up their army.

After deployment, both players must secretly pick a Blood Feud target for the game, and note this down.

FIRST TURN

The player who finished setting up their army first can choose to go first or second.

Whichever player goes second may choose to sieze the initiative, and rolls a D6; on a result of a 6, they go first instead!

BATTLE LENGTH

This battle lasts for six battle rounds.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Death Toll: At the end of the game, each player scores 1 victory point for each enemy unit that is destroyed.

Blood Feud: At the end of the game, each player's Blood Feud target is revealed. Each player gains a number of additional victory points for each enemy unit that is destroyed with the correct set of keywords.

Slay the Warlord: If the enemy warlord has been slain during the battle, you score 1 victory point. This is in addition to any victory points you score from Death Toll and Blood Feud.

Last Man Standing: If you have more units on the battlefield at the end of the game than your opponent, you score 1 victory point.

BLOOD FEUD

Pick one of the following types of unit. You gain the additional points listed for each unit destroyed that meets all the criteria:

- **Infantry**: Units with the **INFANTRY** keyword but without the **CHARACTER** keyword are worth 1 victory point.
- **Characters**: Units with the **CHARACTER** keyword are worth 2 victory points.
- **Tanks:** Units with the **TANK** keyword are worth 1 victory point.
- Dreadnoughts: Units with the DREADNOUGHT keyword are worth 1 victory point.
- **Flyers:** Units with the **FLV** and **TITANIC** keyworda and/or any unit taken with the Flyer battlefield role are worth 2 victory points.
- **Monstrous Creatures:** Units with the **Monster** keyword are worth 2 victory points.
- **Outriders:** Units with the **BIKER** keyword and **Vehicles** with the **FIX** keyword but not taken in the Flyer battlefield role are worth 1 victory point.
- **Super-heavy Vehicles:** Units with the **VEHICLE** and **TITANIC** keywords but without the **FLY** keyword are with 2 vicory points.



Civil War Onslaught

Legion warfare often utilised a 'speartip' assault directly into the heart of the enemy formations, a precise and overwhelming applicatio of force. But with both sides attempting rip the heart from the enemy, success required splitting of the armies into offensive and defensive forces.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up the terrain.

DEPLOYMENT

The players roll off - whoever rolls highest determines which of the standard deployment maps will be used and picks one of the deploment zones for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who **did not** pick deployment zone. They must deploy their units using the Staged Desployment order. A player's models must be set up in their own deployment zone. Continue until both sides have finished setting up their army.

After deployment, starting with the player that finished setting up their army first, each player sets up I objective marker anywhere in the enemy deployment zone that is more than 6" from a table edge.

FIRST TURN

The player who finished setting up their army first can choose to go first or second.

Whichever player goes second may choose to sieze the initiative, and rolls a D6; on a result of a 6, they go first instead!

BATTLE LENGTH This battle lasts for six battle rounds.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Onslaught Attack: In the first battle round, each player scores 1 victory point for each enemy unit that is destroyed.

Tactical Objectives: At the end of the game, each objective marker is worth 5 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent.

Slay the Warlord: If the enemy warlord has been slain during the battle, you score I victory point. This is in addition to any victory points you score from Onslaught Attack.

Attrition: If, at the end of the game, you have destroyed more enemy units than your opponent has destroyed of yours, you score I victory point.

STAGED DEPLOYMENT

When deploying your army, units must be set up in a specific order based on their battlefield role:

- **Ist:** Fortifications
- **2nd:** Lords of War
- **3rd**: Heavy Support
- 4th: Troops
- **5th**: Elites
- **6th**: Headquarters
- **7th:** Flyers
- 8th: Fast Attack

Dedicated Transports are set up at the stage their transported unit would set up. If they contain multiple units, then you must set up the transport when the first opportunity arises, along with all transported units.

If there are any Dedicated Transports left empty, these are set up after everything else.



Civil War Shatter Strike

As the war progressed, fronts and choke points developed which needed to be broken through to allow the scattered battlegroups to co-ordinate with each other. Fast moving elements were tasked with smashing the enemy aside and moving on, deep into enemy territory.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up the terrain.

DEPLOYMENT

The players roll off - whoever rolls highest determines which of the standard deployment maps will be used and picks one of the deploment zones for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who **did not** pick deployment zone. A player's models must be set up in their own deployment zone. Continue until both sides have finished setting up their army.

First Turn

The player who finished setting up their army first can choose to go first or second.

Whichever player goes second may choose to sieze the initiative, and rolls a D6; on a result of a 6, they go first instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a roll of 4+, a sixth and final battle round is played.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Shatter Strike: At the end of the game, each player scores 1 victory point for each of their units inside the enemy deployment zone, or 2 victory points if the unit has the Objective Secured ability.

The Price of Failure: At the end of the game, each player scores 1 victory point for each enemy Lord of War unit that is destroyed

Slay the Warlord: If the enemy warlord has been slain during the battle, you score 1 victory point.

Attrition: If, at the end of the game, you have destroyed more enemy units than your opponent has destroyed of yours, you score I victory point.



Civil War Dominion

The Great Crusade was a war of conquest, and this hard-won territory had to be held during the Heresy period, both for vital supplies and as a matter of honour. Sites of tactical import must be made secure and defneded from the enemy.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up the terrain.

Next, the players set up 5 objective markers; the players should roll off and, starting with whoever rolls highest, the players alternate placing objective markers until all 5 have been set up.

Objective markers may be placed anywhere on the board outside the players' deployment zones, as long as the centre of each is more than 12" from the centre of another objective marker and more than 6" from the edge of the battlefield.

DEPLOYMENT

The players roll off - whoever rolls highest determines which of the standard deployment maps will be used and picks one of the deploment zones for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who **did not** pick deployment zone. A player's models must be set up in their own deployment zone. Continue until both sides have finished setting up their army.

FIRST TURN

The player who finished setting up their army first can choose to go first or second.

Whichever player goes second may choose to sieze the initiative, and rolls a D6; on a result of a 6, they go first instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a roll of 4+, a sixth and final battle round is played.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Dominion Objectives: At the start of your turn, they gain I victory point for each of objective marker you control at that moment. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent.

The Price of Failure: At the end of the game, each player scores 1 victory point for each enemy Lord of War unit that is destroyed

Slay the Warlord: If the enemy warlord has been slain during the battle, you score D₃ victory points.

Attrition: If, at the end of the game, you have destroyed more enemy units than your opponent has destroyed of yours, you score D₃ victory points.

Objective Terrain

Rather than use objective markers, if both sides agree, individual pieces of terrain may be used instead.

In this case, it is recommended that only three pieces of objective terrain are used instead of the normal five. Each piece of terrain should measure at least 6x6" and no more than 12x12".

For the purposes of scoring, a player controls a piece of objective terrain if they have more models within 3" of the centre of the ground floor than their opponent.

Civil War Tide of Carnage

The large massed battles of the Heresy era were greater than anything known today - vast forces of heavy units sweep through an area, destorying anything in order to push through no-man's land and swamp the enemy lines.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up the terrain.

DEPLOYMENT

The players roll off - whoever rolls highest determines which of the standard deployment maps will be used and picks one of the deploment zones for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who **did not** pick deployment zone. A player's models must be set up in their own deployment zone. Continue until both sides have finished setting up their army.

FIRST TURN

The player who finished setting up their army first can choose to go first or second.

Whichever player goes second may choose to sieze the initiative, and rolls a D6; on a result of a 6, they go first instead!

BATTLE LENGTH

This battle lasts for five battle rounds.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Tide of Carnage: At the end of the game, each player scores victory points for controlling areas of the battlefield. In order to control an area, a player must have one or more units with the Objective Secured ability in the area, and the enemy must have no units with the Objective Secured ability in the area.

Controlling your own deployment zone is worth 3 victory points at the end of the game.

Controlling the enemy deployment zone is worth 7 victory points at the end of the game.

Controlling the area which is part of neither deployment zone is worth 5 victory points at the end of the game.

The Price of Failure: At the end of the game, each player scores 1 victory point for each enemy Lord of War unit that is destroyed

Slay the Warlord: If the enemy warlord has been slain during the battle, you score 1 victory point.

Last Man Standing: If you have more units on the battlefield at the end of the game than your opponent, you score 1 victory point.

HEAVY ARMOUR

In this mission, all **VEHICLE** units with the **TANK** keyword gain the Objective Secured ability.



Civil War War of Lies

After the scattering of forces at the outset of the Heresy, information was often garbled and contradisctory. Force elements would be sent in search of technologies or supplies that never existed, or were elsewhere entirely. The only option was to attempt control the entire theatre.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up the terrain.

Next, the players set up 3 objective markers. The first marker is set up in the centre of the table. Then, the players should roll off and, starting with whoever rolls highest, the players place the remaining two markers.

These two objective markers may be placed anywhere on the board, as long as the centre of each is more than 12" from the centre of another objective marker and more than 6" from the edge of the battlefield.

DEPLOYMENT

The players roll off - whoever rolls highest determines which of the standard deployment maps will be used and picks one of the deploment zones for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who **did not** pick deployment zone. A player's models must be set up in their own deployment zone. Continue until both sides have finished setting up their army.

FIRST TURN

The player who finished setting up their army first can choose to go first or second.

Whichever player goes second may choose to sieze the initiative, and rolls a D6; on a result of a 6, they go first instead!

BATTLE LENGTH

This battle lasts for six battle rounds.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Death Toll: At the end of the game, each player scores 1 victory point for each enemy unit that is destroyed.

War of Lies: At the end of the game, each objective marker is worth a number of victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent.

Once control has been established, roll on the War of Lies table to determine how many victory points each marker is worth.

Slay the Warlord: If the enemy warlord has been slain during the battle, you score 1 victory point.

WAR OF LIES

- o victory points
- 1 victory point
- 1 victory point
- 2 victory points

4

- 3 victory points
- Lose D3 victory points!





CRUSADE RESERVES



CRUSADE RESERVE DETACHMENTS

There are a number of units which are common to many armies in the Age of Darkness, even if they are not part of the official order of battle of any of them. The Great Crusade absorbed a number of smaller formations as it grew, and various specialist vehicles may have been assigned to Legions for specific missions.

In addition, forge worlds rediscovered by particular Legions may make their own patterns of combat vehicle, and formations drawn from newly-compliant worlds may come with their own indigenous designs. In the Heresy, some of these vehicles are still available to your army. These units are represented by crusade reserves. You may include units of **CRUSADE RESERVE** models in your army, in either Superheavy, Super-heavy Auxiliary or Orbital Strike Wing detachments.

If a detachment contains a **CRUSADE RESERVE** model, all models in that detachment must be **CRUSADE RESERVE** models using the same datasheet.

The datasheets and points costs for crusade reserves are included in this document.

LORDS OF WAR

Unit	Models per Unit	Points per Model *
Crusade Baneblade Super-heavy Tank	I	390
Crusade Banesword Super-heavy Tank	I	390
Crusade Crassus Assault Vehicle	I	200
Crusade Dominus Siege Bombard	I	450
Crusade Macharius Heavy Tank	I	345
Crusade Macharius Omega	I	355
Crusade Macharius Vanquisher	I	360
Crusade Macharius Vulkan	I	250
Crusade Marauder Bomber	I	252
Crusade Marauder Destroyer	I	146
Crusade Minotaur Artillery Tank	I	280
Crusade Praetor Assault Launcher	I	350
Crusade Shadowsword Super-heavy Tank	I	390
Crusade Stormlord Super-heavy Tank	I	430
Crusade Stormsword Super-heavy Tank	I	390

OTHER WARGEAR

Wargear	Points per Item
Autokrator control	30
Battle servitor control	15
Ground tracking auguries	IO
Ramjet-diffraction grid	15
Space marine crew	20

Flyer

POINTS COSTS

Unit	Models per Unit	Points per Model*
Crusade Thunderbolt Heavy Fighter	I	125

WEAPONS

WEAPON	Points per Weapon
Adamantium tracks	0
Autocannon	12
Baneblade cannon	0
Combi-bolter	2
Demolisher cannon	0
Dominus triple bombard	0
Heavy bolter	8
Heavy flamer	17
Heavy stubber	4
Hellstrike missile	20
Hunter-killer missile	6
Lascannon	20
Macharius battle cannon	0
Macharius vanquisher cannon	0
Macharius vulcan mega-bolter	0
Omega-pattern plasma blastgun	0
Praetor launcher	0
Quake cannon	0
Stormsword siege cannon	0
Skystrike missile	15
Twin autocannon	0
Twin earthshaker cannon	0
Twin heavy rotor cannon	0
Twin heavy bolter (included as standard)	0
Twin heavy bolter (sponsons)	14
Twin heavy flamer	0

Twin lascannonoVolcano cannonoVulcan mega-boltero	Twin heavy stubber	7
	Twin lascannon	0
Vulcan mega-bolter o	Volcano cannon	0
	Vulcan mega-bolter	0

* Does not include wargear

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CRUSADE THUNDERBOLT HEAVY FIGHTER



\sim									
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
	20-45"		3+			7-15			
Thunderbolt	20-30"	6+	4+	7	7	4-6	3	7	3+
	20"		5+			1-3			

A Thunderbolt Heavy Fighter is a single model equipped with a twin lascannon and two twin autocannon.

	RANGE	TYPE	S	AP	D	ABILITIES
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin autocannon	48"	Heavy 4	7	-1	2	-
Kinetic piercer missile	60"	Heavy 1	7	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can FLX . Subtract 1 from all hit rolls made for this weapon against other targets.
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Sunfury missile	36"	Heavy D6	6	-2	I	-
WARGEAR OPTIONS ABILITIES	piercer 1 • This mo • This mo	nissiles. del can take gro del can take a ra	ound-trae amjet dif	cking aug ffraction §	guries. grid.	ons: four sunfury missiles, four hellstrike missiles, four kinetic charged by units that can Fix , and can only attack or be attacked
	Crash and	phase by units d Burn: If this explodes, and e	model i	is reduced		ounds, roll a D6 before removing it from the battlefield; on a 6 it
	the model m When this m Hard to H Battle sen weapons the Ground-tr a unit that d	ic: Each time t noves), and then nodel Advances lit: Your oppon rvitor contro at target a VEHI racking augu loes not have th	this mod n move t s increas ent mus ol: A mo cle unit uries: A te Fix ke	lel moves the model se its Mov at subtract odel with a model w eyword.	first pir straigh e charao 1 from Battle vith gro	s D3 mortal wounds. vot it on the spot up to 90° (this does not contribute to how far t forwards. Note that it cannot pivot again after the initial pivot. cteristic by 20" until the end of the phase - do not roll a dice. hit rolls for attacks that target this model in the Shooting phase. Servitor Control increases by one the Strength of any ranged und-tracking auguries can re-roll hit rolls of a '1' when targeting nvulnerable save against ranged weapons.
FACTION KEYWORDS	the model m When this m Hard to H Battle sen weapons the Ground-tr a unit that d Ramjet di	ic: Each time t noves), and then nodel Advances lit: Your oppon rvitor contro at target a VEHI racking augu loes not have th	this mod n move t s increas ent mus ol: A mo cLE unit uries: A he FLY ke id: This	lel moves the model se its Mov at subtract odel with a model w eyword.	first pir straigh e charao 1 from Battle vith gro	vot it on the spot up to 90° (this does not contribute to how far t forwards. Note that it cannot pivot again after the initial pivot. cteristic by 20" until the end of the phase - do not roll a dice. hit rolls for attacks that target this model in the Shooting phase. Servitor Control increases by one the Strength of any ranged und-tracking auguries can re-roll hit rolls of a '1' when targeting





CRUSADE MARAUDER BOMBER



NAME	М	WS	BS	S	Т	W	A	Ld	Sv
	20-45"		4+			11-20			
Marauder Bomber	20-30"	6+	5+	7	7	5-10	3	7	3+
	20"		5+			1-4			

A Marauder Bomber is a single model equipped with a twin lascannon two twin heavy bolters and a cluster of heavy bombs.

WEAPON	RANGE TYPE S AP D ABILITIES
Twin lascannon	48" Heavy 2 9 -3 D6 -
Twin heavy bolter	36" Heavy 6 5 -1 I -
Hellstorm bombs	See Hellstormbombs below Each Hellstorm bomb choice can only be used once per battle
Heavy bombs	See Heavy bombs below Each Heavy bomb choice can only be used once per battle.
WARGEAR OPTIONS	 This model can replace its cluster of heavy bombs for a cluster of hellstorm bombs. This model can take battle-servitor control.
ABILITIES	Airborne: This model cannot charge, can only be charged by units that can FLX , and can only attack or be attacked in the Fight phase by units that can FLX .
	Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
	Heavy Bombs *: On three separate turns during the battle, a Marauder Bomber with heavy bombs can drop them as it flies over enemy units in its Movement phase. After the Marauder Bomber has moved, pick one enemy unit that it flew over. Then roll a D6 for each model in the unit, up to a maximum of 12 dice (roll 3 dice for each Vehicle or Monster in the unit). For each roll of a 4+, the unit being bombed suffers a mortal wound.
	Hellstorm Bombs*: On three separate turns during the battle, a Marauder Bomber with heavy bombs can drop them as it flies over enemy units in its Movement phase. After the Marauder Bomber has moved, pick one enemy unit that it flew over. Then roll a D6 for each model in the unit, up to a maximum of 10 dice (roll 2 dice for each VEHICLE or MONSTER in the unit). For each roll of a 3+, the unit being bombed suffers a mortal wound.
	* Note that a Marauder Bomber will only have one of these abilities, which should be noted before the game begins.
	Sky-Fortress: This model does not suffer the penalty for shooting Heavy weapons on a turn in which it has moved.
	Supersonic: Each time this model moves first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances increase its Move characteristic by 20" until the end of the phase - do not roll a dice.
FACTION KEYWORDS	<fealty>, CRUSADE RESERVE</fealty>
KEYWORDS	Vehicle, Titanic, Fly, Marauder, Marauder Bomber





Crusade Marauder Destroyer



NAME	М	WS	BS	S	Т	W	A	Ld	Sv
	20-45"		4+			11-20			
Marauder Destroyer	20-30"	6+	5+	7	7	5-10	3	7	3+
	20"		5+			1-4			

A Marauder Destroyer is a single model equipped with three twin autocannon, a twin heavy rotor cannon, a twin heavy bolter and a cluster of heavy bombs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin heavy rotor cannon	24"	Heavy 12	6	-1	I	
Twin heavy bolter	36"	Heavy 6	5	-1	I	-
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Heavy bombs		See Heavy	bombs b	elow		Each Heavy bomb choice can only be used once per battle.
WARGEAR OPTIONS		del can take eig del can take ba				
ABILITIES	in the Fight	phase by units	that car	FLY.		charged by units that can Fix , and can only attack or be attacked
	crashes and	explodes, and	each uni	it within 6	" suffer	ounds, roll a D6 before removing it from the battlefield; on a 6 it s D3 mortal wounds. hit rolls for attacks that target this model in the Shooting phase.
	units in its roll a D6 for	Movement pha r each model ii	se. After n the un	the Mara it, up to a	uder D maxim	stroyer with heavy bombs can drop them as it flies over enemy estroyer has moved, pick one enemy unit that it flew over. Then um of 12 dice (roll 3 dice for each VEHICLE or MONSTER in the uffers a mortal wound.
	Sky-Fortr	ess: This mode	el does n	ot suffer t	he pena	lty for shooting Heavy weapons on a turn in which it has moved.
	the model r	noves), and the	n move	the model	straigh	vot it on the spot up to 90° (this does not contribute to how far at forwards. Note that it cannot pivot again after the initial pivot. cteristic by 20" until the end of the phase - do not roll a dice.
FACTION KEYWORDS	<fealty>,</fealty>	Crusade R esei	RVE			





CRUSADE MACHARIUS HEAVY TANK



NAME	М	WS	BS	S	Т	W	A	Ld	Sv
Macharius	10" 7"	5+	4+ 5+	8	8	11-22 6-10	3 D3	8	3+
	4"		6+			1-5	I		

A Macharius is a single model equipped with a Macharius battle cannon, a twin heavy stubber and two heavy stubbers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	I	-
Heavy bolter	36"	Heavy 3	5	-1	I	
Heavy flamer	8	Heavy D6	5	-1	I	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	I	
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Macharius battle cannon	72"	Heavy 2d6	8	-2	D6	
Twin heavy stubber	36"	Heavy 6	4	0	I	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	I	This weapon automatically hits its target.
WARGEAR OPTIONS	• This mo	· ^	its two	heavy stu	bbers w	with two heavy bolters or two heavy flamers.
	 This mo If the an includes Explodes 	del may replace my includes a < s a MECHANICUM d : If this model is	its two Lecion etachm reduce	heavy stu > detachm hent, this i ed to o wor	bbers w nent, th model c unds, ro	is model can take space marine crew. Alternatively, if the army an take autokrator control. Il a D6 before removing it from the battlefield; on a 6 it explodes
OPTIONS	 This motion If the arrival includes Explodes and each ur Smoke La its smoke la weapons the steel Beh controlling flamers can 	del may replace my includes a s a MECHANICUM d : If this model is nit within 2D6" s nunchers : Once aunchers; until y at target this veh emoth: This re player's turn. It of target units with	its two LEGION: etachm reduce uffers I ce per g your ne nicle. nodel c can fire	heavy stu detachm ent, this r ed to o wor D6 mortal ame, inste ext Shooti an Fall Ba its weapor fit - other	bbers w nent, th model c unds, ro wound ead of sl ng pha ack in t ns if ene guns m	is model can take space marine crew. Alternatively, if the army an take autokrator control. Ill a D6 before removing it from the battlefield; on a 6 it explodes s. hooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged the Movement phase and still shoot and/or charge during the emy units are within 1" of it (but only it's heavy bolters and heavy ust target other units). In addition, this model only gains a bonus
OPTIONS	 This motion If the anincludes Explodes and each un Smoke La its smoke la weapons th Steel Beh controlling flamers canito its save in 	del may replace my includes a s a MECHANICUM d : If this model is nit within 2D6" s nunchers : Once aunchers; until y at target this veh emoth: This re player's turn. It of target units with	its two LECION: etachm reduce uffers I ce per g your ne nicle. nodel c can fire nin 1" of half of	heavy stu detachm ent, this r ed to o wor D6 mortal ame, inste ext Shooti an Fall Ba its weapor fit - other	bbers w nent, th model c unds, ro wound ead of sl ng pha ack in t ns if ene guns m	is model can take space marine crew. Alternatively, if the army an take autokrator control. Ill a D6 before removing it from the battlefield; on a 6 it explodes s. hooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged the Movement phase and still shoot and/or charge during the





CRUSADE MACHARIUS OMEGA



NAME	М	WS	BS	S	Т	W	A	Ld	Sv
Macharius	10" 7"	5+	4+ 5+	8	8	11-22 6-10	3 D3	8	3+
	4"		6+			1-5	I		

A Macharius Omega is a single model equipped with an Omega-pattern plasma blastgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Combi-bolter	24"	Rapid Fire 2	4	0	I	
Heavy bolter	36"	Heavy 3	5	-1	I	-
Heavy flamer	8	Heavy D6	5	-1	I	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	I	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Omega-pattern plasma blastgun	When attacking	g with this weapon, c	hoose one	e of the profi	les below	
- Pulsed bolts	60"	Heavy 2D6	8	-3	2	-
- Maximal bolts	60"	Heavy 2D6	9	-3	3	For each hit roll of 1, the bearer suffers a mortal wound after all this weapon's shots have been resolved.
		· ·		annon, tw	o heavy	v bolters or two heavy flamers.
	includes	s a Mechanicum d	letachm	ent, this 1	ent, th nodel c	is model can take space marine crew. Alternatively, if the army an take autokrator control.
ABILITIES	includes Explodes and each un Smoke La its smoke la	s a MECHANICUM d i If this model is hit within 2D6" s aunchers: Onc	letachm reduce suffers I ce per ga your ne	ent, this 1 d to 0 wou 06 mortal ame, inste	ent, th nodel c inds, ro wound ead of sl	is model can take space marine crew. Alternatively, if the army an take autokrator control. Il a D6 before removing it from the battlefield; on a 6 it explodes
ABILITIES	includes Explodes and each un Smoke La its smoke la weapons that Steel Beh controlling flamers can to its save in	a MECHANICUM d i If this model is hit within 2D6" s cunchers: Once aunchers; until y at target this veh emoth: This r player's turn. It co target units with a cover if at least	etachm reduce suffers I ce per ga your ne nicle. nodel ca can fire i nin 1" of half of	ent, this 1 d to 0 wou D6 mortal ame, inste xt Shooti an Fall Ba its weapon it - other ;	ent, the nodel c inds, ro wound ead of sl ng phas nck in t ns if ene guns m	is model can take space marine crew. Alternatively, if the army an take autokrator control. Il a D6 before removing it from the battlefield; on a 6 it explodes s. hooting any weapons in the Shooting phase, this model can use
ABILITIES FACTION KEYWORDS	includes Explodes and each un Smoke La its smoke la weapons that Steel Beh controlling flamers can to its save in	a MECHANICUM d i If this model is nit within 2D6" s cunchers: Once aunchers; until y at target this veh emoth: This re player's turn. It co target units with	etachm reduce suffers I ce per ga your ne nicle. nodel ca can fire i nin 1" of half of	ent, this 1 d to 0 wou D6 mortal ame, inste xt Shooti an Fall Ba its weapon it - other ;	ent, the nodel c inds, ro wound ead of sl ng phas nck in t ns if ene guns m	is model can take space marine crew. Alternatively, if the army an take autokrator control. Ill a D6 before removing it from the battlefield; on a 6 it explodes s. hooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged the Movement phase and still shoot and/or charge during the emy units are within 1" of it (but only it's heavy bolters and heavy ust target other units). In addition, this model only gains a bonus





CRUSADE MACHARIUS VANQUISHER



NAME	М	WS	BS	S	Т	W	A	Ld	Sv
Macharius	10" 7"	5+	4+ 5+	8	8	11-22 6-10	3 D3	8	3+
	4"		6+			1-5	I		

A Macharius Vanquisher is a single model equipped with a Macharius vanquisher cannon, a twin heavy stubber and two heavy stubbers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	I	-
Heavy bolter	36"	Heavy 3	5	-1	I	
Heavy flamer	8	Heavy D6	5	-1	I	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	I	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Macharius vanquisher cannon	When attacking	g with this weapon, c	hoose on	e of the profil	es below:	
- Blast shells	72"	Heavy 2D6	8	-2	D3	
- AP shells	72"	Heavy 2	9	-3	D6	Roll two dice whn inflicting damage with this weapon and discard the lowest result.
Twin heavy stubber	36"	Heavy 6	4	0	I	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	I	This weapon automatically hits its target.
OPTIONS	This moIf the ar includes	my includes a < s a Mechanicum d	its two Lecion etachm	heavy stul detachm ent, this n	bbers w ent, thi nodel c	rith two heavy bolters or two heavy flamers. is model can take space marine crew. Alternatively, if the army an take autokrator control.
ABILITIES	-	: If this model is nit within 2D6" s				ll a D6 before removing it from the battlefield; on a 6 it explodes s.
	its smoke la		your ne			nooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged
	controlling flamers can	player's turn. It o target units with	can fire 1 n 1" of	its weapor fit - other g	ns if ene guns m	he Movement phase and still shoot and/or charge during the emy units are within 1" of it (but only it's heavy bolters and heavy ust target other units). In addition, this model only gains a bonus cured from the bearer.
FACTION KEYWORDS	<fealty>,</fealty>	Crusade R eserv	VIE			
KEYWORDS	VEHICLE, T	ITANIC, MACHAR	ius, M	CHARIUS	VANQUI	sher, Tank





CRUSADE MACHARIUS VULCAN



NAME	М	WS	BS	S	Т	w	Α	Ld	Sv
	10"		4+			11-22	3		
Macharius	7"	5+	5+	8	8	6-10	D3	8	3+
	4"		6+			1-5	I		

A Macharius Vulcan is a single model equipped with a Macharius vulcan mega-bolter, a twin heavy stubber and two heavy stubbers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	I	
Heavy bolter	36"	Heavy 3	5	-1	I	
Heavy flamer	8	Heavy D6	5	-1	I	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	I	
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Macharius vulcan mega-bolter	60"	Heavy 15	6	-2	2	If the model does not move during the Movement phase, change this weapon's type to Heavy 30 until the end of the turn.
Twin heavy stubber	36"	Heavy 6	4	0	I	
ABILITIES	 If the arrincludes Explodes and each un Smoke La its smoke la 	my includes a < s a Mechanicum d : If this model is hit within 2D6" s unchers: Onc	Lecion etachm reduce uffers I e per g your ne	detachm ent, this 1 d to 0 wor 06 mortal ame, inste	ent, th nodel o inds, ro wound ead of s	with two heavy bolters or two heavy flamers. his model can take space marine crew. Alternatively, if the army can take autokrator control. foll a D6 before removing it from the battlefield; on a 6 it explodes ls. hooting any weapons in the Shooting phase, this model can use heavy opponent must subtract 1 from all hit rolls for ranged
	controlling flamers can	player's turn. It c target units with	an fire in 1" of	its weapon it - other	ns if en guns m	the Movement phase and still shoot and/or charge during the emy units are within 1" of it (but only it's heavy bolters and heavy sust target other units). In addition, this model only gains a bonus cured from the bearer.
FACTION KEYWORDS	<fealty>,</fealty>	Crusade Reserv	7E			
KEYWORDS	VEHICLE, TI	TANIC, MACHAR	IUS. MA	CHARIUS	VIIICAN	TANK





CRUSADE MINOTAUR ARTILLERY TANK



NAME	М	WS	BS	S	Т	W	A	Ld	Sv
	10"		4+			11-22	3		
Minotaur	7"	5+	5+	8	8	6-10	D3	8	3+
	4"		6+			1-5	I		

A Minotaur Artillery Tank is a single model equipped with a twin earthshaker cannon and two heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Combi-bolter	24"	Rapid Fire 2	4	0	I	-		
Heavy bolter	36"	Heavy 3	5	-1	I			
Heavy stubber	36"	Heavy 3	4	0	I	-		
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.		
Twin earthshaker cannon	240"	Heavy 2D6	9	-2	D3	Roll 4 dice for the number of attacks when firing this weapon and discard the lowest two results. This weapon can target units not visible to the bearer.		
WARGEAR OPTIONS	This moIf the ar includes	a Mechanicum d	nunter-k : Lecion : letachm	iller missi detachm ent, this r	le. ent, th nodel c	is model can take space marine crew. Alternatively, if the army can take autokrator control.		
ABILITIES	and each un	it within 2D6" s	suffers I	06 mortal	wound	oll a D6 before removing it from the battlefield; on a 6 it explodes s. wulnerable save against shooting attacks.		
	its smoke la		your ne			hooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged		
	Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only it's heavy bolters can target units within 1" of it - other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.							
FACTION KEYWORDS	<fealty>, Crusade Reserve</fealty>							
KEYWORDS	VEHICLE, T	TANIC, MINOTAI	UR ARTI	LLERY TAN	k, Tan	K		





CRUSADE CRASSUS ASSAULT VEHICLE



NAME	М	WS	BS	S	Т	W	A	Ld	Sv
	10"		4+			10-20	3		
Crassus	7"	5+	5+	8	8	5-9	D3	8	3+
	4"		6+			I-4	I		

A Crassus Assault Vehicle is a single model equipped with four heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Autocannon	48"	Heavy 2	7	-1	2	-			
Combi-bolter	24"	Rapid Fire 2	4	0	I				
Heavy bolter	36"	Heavy 3	5	-1	I	-			
Heavy flamer	8	Heavy D6	5	-1	I	This weapon automatically hits its target.			
Heavy stubber	36"	Heavy 3	4	0	I	-			
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.			
Lascannon	48"	Heavy 1	9	-3	D6	-			
OPTIONS	This more autocantIf the arr includes	non or lascanno my includes a < а Месналісим d	e any c n. Lecion: etachm	or all its h detachm aent, this n	eavy b ent, th nodel c	olters with any combination of the following: heavy flamers is model can take space marine crew. Alternatively, if the army an take autokrator control. Il a D6 before removing it from the battlefield; on a 6 it explodes			
	and each unit within 2D6" suffers D6 mortal wounds. Overdrive: This model may still fire all its weapons in the Shooting phase if it Advanced in the previous Movement phase.								
	Overdrive phase.	e: This model ma	ay still f	ire all its w	veapons	s in the Shooting phase if it Advanced in the previous Movement			
	Overdrive phase. Smoke La its smoke la	e: This model ma unchers: Onc	ay still f ce per g your ne	ire all its w ame, inste	veapons ad of sl				
	Overdrive phase. Smoke La its smoke la weapons tha Steel Beh controlling flamers can	e: This model ma nunchers: Onco aunchers; until y at target this veh emoth: This m player's turn. It o target units with	ay still f ce per g your ne hicle. nodel c can fire hin 1" of	ame, inste ame, inste ext Shootin an Fall Ba its weapor Fit - other g	ad of sl ng pha ock in t ns if eno	s in the Shooting phase if it Advanced in the previous Movement hooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged the Movement phase and still shoot and/or charge during the emy units are within 1" of it (but only it's heavy bolters and heavy			
TRANSPORT	Overdrive phase. Smoke La its smoke la weapons tha Steel Beh controlling flamers can to its save in This model each Militia	e: This model ma nunchers: Onco aunchers; until y at target this veh emoth: This m player's turn. It o target units with a cover if at least can transport 35	e per g your ne nodel c can fire half of INFAN Charo	ame, inste ame, inste ext Shootin an Fall Ba its weapor fit - other g the model rry model nite takes	ad of sing pha ack in the sif end guns m is obsets. Each up the	s in the Shooting phase if it Advanced in the previous Movement hooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged the Movement phase and still shoot and/or charge during the emy units are within 1" of it (but only it's heavy bolters and heavy ust target other units). In addition, this model only gains a bonus cured from the bearer. Militia Fireteam takes up the space of two other models and space of three other models. Each JUMP PACK , TERMINATOR or			
TRANSPORT FACTION KEYWORDS	Overdrive phase. Smoke La its smoke la weapons tha Steel Beh controlling flamers can to its save in This model each Militia PRIMARCH I	e: This model ma cunchers: Once aunchers; until y at target this veh emoth: This re player's turn. It of target units with a cover if at least can transport 35 Brute or Ogryn	e per g your ne licle. nodel c can fire half of INFAN Charon he spac	ame, inste ame, inste ext Shootin an Fall Ba its weapor fit - other g the model rry model nite takes	ad of sing pha ack in the sif end guns m is obsets. Each up the	s in the Shooting phase if it Advanced in the previous Movement hooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged the Movement phase and still shoot and/or charge during the emy units are within 1" of it (but only it's heavy bolters and heavy ust target other units). In addition, this model only gains a bonus cured from the bearer. Militia Fireteam takes up the space of two other models and space of three other models. Each JUMP PACK , TERMINATOR or			





CRUSADE PRAETOR ASSAULT LAUNCHER



NAME	М	WS	BS	S	Т	W	A	Ld	Sv
	10"		4+			10-20	3		
Praetor	7"	5+	5+	8	8	5-9	D3	8	3+
	4"		6+			1-4	I		

A Praetor Assault Launcher is a single model equipped with a praetor launcher and two heavy bolters.

WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES			
Autocannon	48"	Heavy 2	7	-1	2	-			
Combi-bolter	24"	Rapid Fire 2	4	0	I				
Heavy bolter	36"	Heavy 3	5	-1	I	-			
Heavy flamer	8	Heavy D6	5	-1	I	This weapon automatically hits its target.			
Heavy stubber	36"	Heavy 3	4	0	I	-			
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.			
Praetor launcher	When attacking	g with this weapon,	choose one	of the profi	les below:				
- Foehammer	12-120"	Heavy 2D6	8	-2	D6	-			
- Firestorm	12-120"	Heavy 2D6	6	-2	2	Units attacked by this weapon do not get any benefits to their saving throws for being in cover.			
- Pilum	72"	Heavy D6	8	-2	D6	This model may add 1 to all hit rolls when attacking a model with the F1X keyword.			
Lascannon	48"	Heavy 1	9	-3	D6				
	autocaniIf the ar includes	non or lascanno my includes a s a Mechanicum (on. < Lecion> detachme	detach n ent, this 1	nent, thi model c	olters with any combination of the following: heavy flamers, is model can take space marine crew. Alternatively, if the army an take autokrator control.			
ABILITIES	and each un Smoke La its smoke la weapons tha Steel Beh controlling flamers can	 Explodes: If this model is reduced to o wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only it's heavy bolters and heavy flamers can target units within 1" of it - other guns must target other units). In addition, this model only gains a bonus 							
FACTION KEYWORDS	to its save in cover if at least half of the model is obscured from the bearer. FEALTY>, CRUSADE RESERVE								





CRUSADE DOMINUS SIEGE BOMBARD



NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
	10"		4+			10-20	3		
Dominus	7"	5+	5+	8	8	5-9	D3	8	3+
	4"		6+			1- 4	I		

A Dominus Siege Bombard is a single model equipped with a dominus triple bombard and two heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Combi-bolter	24"	Rapid Fire 2	4	0	I	
Dominus triple bombard	When attackin	g with this weapon, c	choose on	e of the prof	iles below	:
- Mobile	36"	Heavy 2D6	10	-2	D3	This weapon can target units that are not visible to the bearer.
- Stationary	60"	Heavy 3D6	10	-3	D6	This profile can only be chosen if the model did not move in the preceding Movement phase. This weapon can target units that are not visible to the bearer.
Heavy bolter	36"	Heavy 3	5	-1	I	
Heavy flamer	8	Heavy D6	5	-1	I	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	I	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
WARGEAR OPTIONS	This mo autocanIf the ar	non or lascanno my includes a «	e any c n. : Lecion :	or all its l detachn	heavy b nent, th	oolters with any combination of the following: heavy flamers, is model can take space marine crew. Alternatively, if the army
OPTIONS	This mo autocanIf the ar includes	odel may replac non or lascanno my includes a « s a Mechanicum c	e any c n. : Lecion : letachm	or all its l detachn aent, this :	heavy b nent, th model c	
	 This more autocan autocan. If the arrincludes Explodes and each ur Smoke La its smoke la weapons the steel Beh controlling flamers can 	odel may replac non or lascanno my includes a s a MECHANICUM of a lf this model is nit within 2D6" s cunchers: Ond aunchers; until at target this veh emoth: This r player's turn. It of target units with	e any c n. Lecion: letachm s reduce suffers I ce per g your ne nicle. model c can fire nin 1" of	or all its l detachm nent, this ed to o wo D6 mortal ame, inste ext Shooti an Fall B its weapo fit - other	heavy b nent, th model c unds, rc wound ead of sl ing pha ack in t ns if end guns m	is model can take space marine crew. Alternatively, if the army can take autokrator control. Ill a D6 before removing it from the battlefield; on a 6 it explodes
OPTIONS	 This more autocan autocan. If the arrincludes Explodes and each ur Smoke La its smoke la weapons the Steel Beh controlling flamers can to its save in to its save in the statement of the save in the same in the save in the save	odel may replac non or lascanno my includes a s a MECHANICUM of a lf this model is nit within 2D6" s cunchers: Ond aunchers; until at target this veh emoth: This r player's turn. It of target units with	e any c n. Lecion: letachm s reduce suffers I ce per g your ne nicle. nodel c can fire nin 1" of	or all its l detachm nent, this ed to o wo D6 mortal ame, inste ext Shooti an Fall B its weapo fit - other	heavy b nent, th model c unds, rc wound ead of sl ing pha ack in t ns if end guns m	is model can take space marine crew. Alternatively, if the army can take autokrator control. oll a D6 before removing it from the battlefield; on a 6 it explodes s. hooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged the Movement phase and still shoot and/or charge during the emy units are within 1" of it (but only it's heavy bolters and heavy ust target other units). In addition, this model only gains a bonus





CRUSADE BANEBLADE SUPER-HEAVY TANK



<u> </u>									
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
	10"		4+			14-26	9		
Baneblade	7"	5+	5+	9	8	7-13	6	8	3+
	4"		6+			1-6	3		

A Baneblade is a single model equipped with an autocannon, a Baneblade cannon, a demolisher cannon, a twin heavy bolter and adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Adamantium tracks	Melee	Melee	User	-2	D3	-			
Baneblade cannon	72"	Heavy 3D6	9	-3	3				
Combi-bolter	24"	Rapid Fire 2	4	0	I	-			
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.			
Heavy stubber	36"	Heavy 3	4	0	I	-			
Lascannon	48"	Heavy 1	9	-3	D6				
Twin heavy bolter	36"	Heavy 6	5	-1	I	-			
Twin heavy flamer	8"	Heavy 2D6	5	-1	I	This weapon automatically hits its target.			
ABILITIES	includes Explodes and each un	MECHANICUM If this model i it within 2D6"	detachm s reduceo suffers D	ent, this 1 d to 0 wor 06 mortal	model c unds, ro wound	is model can take space marine crew. Alternatively, if the army an take autokrator control. Il a D6 before removing it from the battlefield; on a 6 it explodes s. nooting any weapons in the Shooting phase, this model can use			
	its smoke la		your ne			se your opponent must subtract 1 from all hit rolls for ranged			
	controlling twin heavy	Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only it's twin heavy bolters and twin heavy flamers can target units within 1" of it - other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.							
FACTION KEYWORDS	<fealty>,</fealty>	<fealty>, CRUSADE RESERVE</fealty>							
KEYWORDS	VEHICLE, TI	TANIC, BANEBL	ADE, TAN	К					





CRUSADE BANESWORD SUPER-HEAVY TANK



NAME	М	WS	BS	S	Т	W	A	Ld	Sv
	10"		4+			14-26	9		
Banesword	7"	5+	5+	9	8	7-13	6	8	3+
	4"		6+			1-6	3		

A Banesword is a single model equipped with a quake cannon, a twin heavy bolter and adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Adamantium tracks	Melee	Melee	User	-2	D3	-				
Combi-bolter	24"	Rapid Fire 2	4	0	I					
Heavy stubber	36"	Heavy 3	4	0	I	-				
Quake cannon	140"	Heavy 2D6	14	-4	D6	When rolling for this weapon's damage, treat results of a 1 or 2 as 3 instead.				
Lascannon	48"	Heavy 1	9	-3	D6	-				
Twin heavy bolter	36"	Heavy 6	5	-1	I	-				
Twin heavy flamer	8"	Heavy 2D6	5	-1	I	This weapon automatically hits its target.				
WARGEAR OPTIONS ABILITIES	 This mo a twin h If the ar includes Explodes and each un Smoke La its smoke la 	eavy bolter or tr my includes a a Mechanicum i If this model i hit within 2D6" cunchers: On	her two s win heav < LEGION > detachmo s reduced suffers D ce per ga your nex	ponsons y flamer. detachn ent, this l to o wo 6 mortal me, insta	s or four hent, th model c unds, rc wound ead of sl	sponsons; each sponson is equipped with a lascannon and either is model can take space marine crew. Alternatively, if the army can take autokrator control. Il a D6 before removing it from the battlefield; on a 6 it explodes				
	controlling twin heavy : gains a bonu	Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only it's twin heavy bolters and twin heavy flamers can target units within 1" of it - other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.								
FACTION KEYWORDS	<fealty>, CRUSADE RESERVE</fealty>									
KEYWORDS	VEHICLE, TI	ITANIC, BANESW	ord, Tan	ĸ						





CRUSADE SHADOWSWORD SUPER-HEAVY TANK



NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
	10"		4+			14-26	9		
Shadowsword	7"	5+	5+	9	8	7-13	6	8	3+
	4"		6+			1-6	3		

A Shadowsword is a single model equipped with a volcano cannon, a twin heavy bolter and adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Combi-bolter	24"	Rapid Fire 2	4	0	I	-
Heavy stubber	36"	Heavy 3	4	0	I	-
Volcano cannon	120"	Heavy 3D3	16	-5	2D6	You can re-roll failed wound rolls when targetting TITANIC units with this weapon.
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	I	
Twin heavy flamer	8"	Heavy 2D6	5	-1	I	This weapon automatically hits its target.
OPTIONS	a twin h If the ar includes 	eavy bolter or t my includes a s a Mechanicum	win heav <lecion></lecion> detachme	y flamer. detachm ent, this 1	nent, thi model c	sponsons; each sponson is equipped with a lascannon and either is model can take space marine crew. Alternatively, if the army an take autokrator control.
ABILITIES	and each un Smoke La its smoke la weapons the Shadowsv Steel Beh controlling twin heavy	nit within 2D6" nunchers: On aunchers; until at target this ve word Targete emoth: This player's turn. It flamers can targ	suffers D ce per ga your nex hicle. rs: Add model ca can fire i get units	6 mortal me, inste at Shooti 1 to any l n Fall Ba ts weapo within 1'	wound ead of sl ng phas hit rolls ack in t ns if en ' of it - c	nooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged you make for this model for attacks that target TITANIC units. he Movement phase and still shoot and/or charge during the emy units are within 1" of it (but only it's twin heavy bolters and other guns must target other units). In addition, this model only
FACTION KEYWORDS	U	Crusade Reser		t ieast ila		e model is obscured from the bearer.
KEYWORDS	Vehicle, T	itanic, Shadow	vsword,	Tank		





CRUSADE STORMLORD SUPER-HEAVY TANK



NAME	М	WS	BS	S	Т	W	A	Ld	Sv
a 1 1	10"		4+			14-26	9		
Stormlord	7"	5+	5+	9	8	7-13	6	8	3+
	4″		6+			1-6	3		

A Stormlord is a single model equipped with a vulcan mega-bolter, a twin heavy bolter, two heavy stubbers and adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Combi-bolter	24"	Rapid Fire 2	4	0	I	
Heavy stubber	36"	Heavy 3	4	0	I	-
Vulcan mega-bolter	60"	Heavy 20	6	-2	2	
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	I	
Twin heavy flamer	8"	Heavy 2D6	5	-1	I	This weapon automatically hits its target.
OPTIONS	a twin h • If the ar	eavy bolter or ty my includes a a Mechanicum of	win heavy < Lecion > letachme	y flamer. detachn ent, this :	nent, th model c	sponsons; each sponson is equipped with a lascannon and either is model can take space marine crew. Alternatively, if the army an take autokrator control.
ABILITIES	-	If this model is it within 2D6" :				C I
ABILITIES	and each un Extended measuring a moved if the Smoke La its smoke la weapons tha	it within 2D6" s Firing Deck and drawing lin ey or the Storm aunchers : On aunchers; until at target this vel	suffers D Up to 2 e of sight lord mov ce per ga your nex hicle.	6 mortal 20 mode 5 from an ed in the me, inste ct Shooti	wound ls being ny point e preced ead of sl ing pha	s. g transported by a Stormlord can shoot in their shooting phase, on the vehicle. Units that shoot in this manner count as having ing movement phase. hooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged
ABILITIES	and each un Extended measuring a moved if the Smoke La its smoke la weapons tha Steel Beh controlling twin heavy t	it within 2D6" s Firing Deck and drawing lin ey or the Storm cunchers : One nunchers; until at target this vel emoth: This p player's turn. It flamers can targ	suffers D : Up to 2 e of sight lord mov ce per ga your nex hicle. model ca can fire i get units	6 mortal 20 mode 1 from an red in the me, instea at Shooti n Fall B ts weapo within 1	wound ls being ny point e preced ing pha ack in t ons if en " of it - c	s. transported by a Stormlord can shoot in their shooting phase, on the vehicle. Units that shoot in this manner count as having ing movement phase. hooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged he Movement phase and still shoot and/or charge during the emy units are within 1" of it (but only it's twin heavy bolters and
ABILITIES	and each un Extended measuring a moved if the Smoke La its smoke la weapons tha Steel Beh controlling twin heavy to gains a bond This model each Militia	it within 2D6" a Firing Deck and drawing lin ey or the Storm cunchers: Onto at target this vel emoth: This a player's turn. It flamers can targon us to its save in a can transport 40	suffers D : Up to 2 e of sight lord mov ce per ga your nex hicle. model ca can fire i get units cover if a o INFANT o Charon	6 mortal 20 mode 1 from an red in the me, inste at Shooti n Fall B ts weapo within 1 t least ha RY mode ite takes	wound ls being ny point e preced ing pha ack in t ons if en " of it - c alf of the up the	transported by a Stormlord can shoot in their shooting phase, on the vehicle. Units that shoot in this manner count as having ing movement phase. hooting any weapons in the Shooting phase, this model can use se your opponent must subtract I from all hit rolls for ranged he Movement phase and still shoot and/or charge during the emy units are within I" of it (but only it's twin heavy bolters and other guns must target other units). In addition, this model only e model is obscured from the bearer. Militia Fireteam takes up the space of two other models and space of three other models. Each JUMP PACK , TERMINATOR or
	and each un Extended measuring a moved if the Smoke La its smoke la weapons tha Steel Beh controlling twin heavy a gains a bond This model each Militia PRIMARCH I	it within 2D6" s Firing Deck and drawing lin ey or the Storm cunchers : On- nunchers; until at target this vel emoth: This re player's turn. It flamers can targon us to its save in one can transport 40 Brute or Ogryn	suffers D : Up to 2 e of sight lord mov ce per ga your nex hicle. model ca can fire i get units cover if a o INFANT h Charon the space	6 mortal 20 mode 1 from an red in the me, inste at Shooti n Fall B ts weapo within 1 t least ha RY mode ite takes	wound ls being ny point e preced ing pha ack in t ons if en " of it - c alf of the up the	s. transported by a Stormlord can shoot in their shooting phase, on the vehicle. Units that shoot in this manner count as having ing movement phase. hooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged the Movement phase and still shoot and/or charge during the emy units are within 1" of it (but only it's twin heavy bolters and other guns must target other units). In addition, this model only e model is obscured from the bearer. Militia Fireteam takes up the space of two other models and space of three other models. Each JUMP PACK , TERMINATOR or





CRUSADE STORMSWORD SUPER-HEAVY TANK



NAME	М	WS	BS	S	Т	W	A	Ld	Sv
	10"		4+			14-26	9		
Stormsword	7"	5+	5+	9	8	7-13	6	8	3+
	4"		6+			1-6	3		

A Stormsword is a single model equipped with a Stormsword siege cannon, a twin heavy bolter and adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Combi-bolter	24"	Rapid Fire 2	4	0	I	-
Heavy stubber	36"	Heavy 3	4	0	I	-
Stormsword siege cannon	36"	Heavy 2D6	10	-4	D6	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. Re-roll damage rolls of 1 for this weapon.
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	I	
Twin heavy flamer	8"	Heavy 2D6	5	-1	I	This weapon automatically hits its target.
ABILITIES	includes Explodes	a Mechanicum	letachme s reduced	nt, this 1 to 0 wou	model c unds, rc	is model can take space marine crew. Alternatively, if the army an take autokrator control. Il a D6 before removing it from the battlefield; on a 6 it explodes
						3.
	its smoke la		your nex			nooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged
	its smoke la weapons tha Steel Beh controlling cannon and	aunchers; until at target this ve emoth: This player's turn. It	your nex hicle. model car can fire i nnon whic	t Shooti n Fall Ba ts weapc ch must	ng pha ack in t ons if er target c	hooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged the Movement phase and still shoot and/or charge during the nemy units are within 1" of it (except for its fellblade accelerator ther units). In addition, this model only gains a bonus to its save
FACTION KEYWORDS	its smoke la weapons tha Steel Beh controlling cannon and in cover if a	aunchers; until at target this ver emoth: This player's turn. It demolisher car	your nex hicle. model can can fire i non whic e model i	t Shooti n Fall Ba ts weapc ch must	ng pha ack in t ons if er target c	hooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged the Movement phase and still shoot and/or charge during the nemy units are within 1" of it (except for its fellblade accelerator ther units). In addition, this model only gains a bonus to its save



WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Autocannon	48"	Heavy 2	7	-1	2	- State State Balling State Barry State Barry State
Baneblade cannon	72"	Heavy 3D6	9	-3	3	-
Combi-bolter	24"	Rapid Fire 2	4	0	I	
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heav D6.
Dominus triple bombard	When attackin	g with this weapon,	choose one	e of the prof	files below	
- Mobile	36"	Heavy 2D6	10	-2	D3	This weapon can target units that are not visible to the bearer.
- Stationary	60"	Heavy 3D6	10	-3	D6	This profile can only be chosen if the model did not move in the precedin Movement phase. This weapon can target units that are not visible to the bearer
Heavy bolter	36"	Heavy 3	5	-1	I	-
Heavy flamer	8	Heavy D6	5	-1	I	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	I	-
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowes result.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Macharius battle cannon	72"	Heavy 2d6	8	-2	D6	
Macharius vanquisher cannon	When attackin	g with this weapon,	choose one	e of the prof	files below	:
Blast shells	72"	Heavy 2D6	8	-2	D3	
- AP shells	72"	Heavy 2	9	-3	D6	Roll two dice whn inflicting damage with this weapon and discard the lowe result.
Macharius vulcan mega-bolter	60"	Heavy 15	6	-2	2	If the model does not move during the Movement phase, change this weapor type to Heavy 30 until the end of the turn.
Omega-pattern plasma blastgun	When attackin	g with this weapon,	choose one	e of the prof	files below	:
- Pulsed bolts	60"	Heavy 2D6	8	-3	2	
- Maximal bolts	60"	Heavy 2D6	9	-3	3	For each hit roll of 1, the bearer suffers a mortal wound after all this weapor shots have been resolved.
Praetor launcher	When attackin	g with this weapon,	choose one	e of the prof	files below	:
- Foehammer	12-120"	Heavy 2D6	8	-2	D6	-
Firestorm	12-120"	Heavy 2D6	6	-2	2	Units attacked by this weapon do not get any benefits to their saving throws for being in cover.
- Pilum	72"	Heavy D6	8	-2	D6	This model may add 1 to all hit rolls when attacking a model with the F1x keywor
Quake cannon	140"	Heavy 2D6	14	-4	D6	When rolling for this weapon's damage, treat results of a 1 or 2 as 3 instead.
Stormsword siege cannon	36"	Heavy 2D6	10	-4	D6	Roll two dice for the number of attacks when firing this weapon and discard th lowest result. Units attacked by this weapon do not gain any bonus to their savir throws for being in cover. Re-roll damage rolls of 1 for this weapon.
Kinetic piercer missile	60"	Heavy 1	7	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can Fix . Subtract from all hit rolls made for this weapon against other targets.
Twin autocannon	48"	Heavy 4	7	-1	2	
Twin earthshaker cannon	240"	Heavy 2D6	9	-2	D3	Roll 4 dice for the number of attacks when firing this weapon and discard th lowest two results. This weapon can target units not visible to the bearer.
Twin heavy rotor cannon	24"	Heavy 12	6	-I	I	-
Twin heavy bolter	36"	Heavy 6	5	-1	I	
Twin heavy flamer	36 8"	,	-			- This weapon automatically hits its target.
I will neavy hamer	0	Heavy 2D6	5	-1	I	This weapon automatically fills its larget.

I will neavy numer	U	ficary 200	5	-	-	The weapon automational into the gen
Twin heavy stubber	36"	Heavy 6	4	0	I	-
Twin lascannon	48"	Heavy 2	9	-3	D6	
Volcano cannon	120"	Heavy 3D3	16	-5	2D6	You can re-roll failed wound rolls when targetting TITANIC units with this weapon.
Vulcan mega-bolter	60"	Heavy 20	6	-2	2	

WARGEAR	DESCRIPTION
Autokrator Control	This upgrade increases the model's Ballistic Skill characteristic to 3+, and increases its Wounds characteristic by 1.
Battle servitor control	A model with Battle Servitor Control increases by one the Strength of any ranged weapons that target a VEHICLE unit.
Ground tracking auguries	A model with ground-tracking auguries can re-roll hit rolls of a '1' when targeting a unit that does not have the F1x keyword.
Ramjet-diffraction grid	This model has a 5+ invulnerable save against ranged weapons.
Space marine crew	This upgrade increases the model's Ballistic Skill characteristic to 3+.

