

### INDEX: FORCES OF THE ADEPTUS ASTARTES





### INDEX: FORCES OF THE ADEPTUS ASTARTES

Forge World



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## INTRODUCTION

Welcome to Imperial Armour – Index: Forces of the Adeptus Astartes. This book is designed to update the rules for Forge World's current and recent ranges of models for use with the latest incarnation of the Warhammer 40,000 game. Inside you will find rules for Forge World's Space Marines, Grey Knights, Inquisition and Sisters of Battle units, including ancient relics from the age of the Horus Heresy for your Adeptus Astartes forces, as well as revisiting characters from Forge World's Badab Wars campaign.

This book and its contents are fully compatible with *Warhammer 40,000 – Index: Imperium 1* and *Warhammer 40,000 – Index: Imperium 2*, expanding on the range of datasheets to be found there and contain all the information which you will need to field your Forge World models in the new edition of the Warhammer 40,000 game. Also included are both Power Ratings and an appendix for their use in Battle-forged armies.

You will need copies of the *Warhammer 40,000* rulebook, *Warhammer 40,000 – Index: Imperium 1* and *Warhammer 40,000 – Index: Imperium 2* to make full use of this book and its contents.

### **ADDITIONAL RULES**

While the majority of the rules found within this book should be familiar to you from *Warhammer 40,000 – Index: Imperium 1* and the *Warhammer 40,000* rulebook, owing to the sheer size and scale of some of the units we produce, we've had to create certain new overarching rules to encompass them, which you can find detailed here:

#### MACRO WEAPONS

This is an additional weapon type to the five types presented in the main *Warhammer 40,000* rulebook. Macro weapons are truly gigantic in proportion, often the size of armoured vehicles in their own right in many cases. Such mighty weapons are unwieldy and only able to be mounted on the largest of war engines such as Titans, but their power is enough to annihilate the most well-protected target and is particularly effective against fortifications and the largest war machines, against which their power can be fully spent.

A model armed with a Macro weapon may not fire it if it has moved previously in the turn, unless the firing unit also has the **TITANIC** keyword. No Macro weapon may be used to make Overwatch attacks. When used against units with the **TITANIC** or **BUILDING** keyword, the damage inflicted by a Macro weapon is doubled (this doubling takes place after any randomised damage has been rolled for).

#### RELIC

If your army is Battle-forged, no Detachment may contain more **RELIC** units than it does non-**RELIC** units of the same battlefield role.

In addition, as long as a Battle-forged army includes at least one **RELIC** unit, you gain access to the following Stratagem:



#### RELIC OF ANCIENT GLORY

Stratagem This Stratagem is used at the beginning of your Fight phase. Choose a single friendly **RELIC** unit, all friendly **ADEPTUS ASTARTES** models within 6" of the chosen **RELIC** unit may re-roll the first failed hit roll of that phase.

### DATASHEETS

#### 1. Battlefield Role

This is typically used when making a Battle-forged army.

#### 2. Power Rating

The higher this is, the more powerful the unit! You can determine the Power Level of your entire army by adding up the Power Ratings of all the units in your army.

#### 3. Unit Name

Models move and fight in units, which can have one or more models. Here you'll find the name of the unit.

#### 4. Profiles

These contain the following characteristics that tell you how mighty the models in the unit are:

**Move (M):** This is the speed at which a model moves across the battlefield.

Weapon Skill (WS): This tells you a model's skill at hand-to-hand fighting. If a model has a Weapon Skill of '-', it is unable to fight in melee and cannot make close combat attacks at all.

**Ballistic Skill (BS):** This shows how accurate a model is when shooting with ranged weapons. If a model has a Ballistic Skill of <sup>C</sup>, it has no proficiency with ranged weapons and cannot make shooting attacks at all.

**Strength (S):** This indicates how strong a model is and how likely it is to inflict damage in hand-to-hand combat.

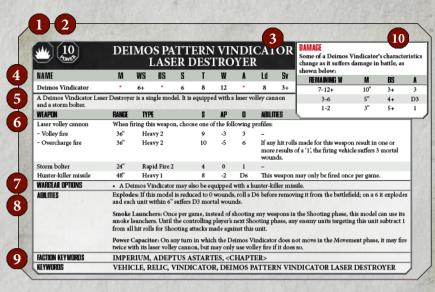
**Toughness (T):** This reflects the model's resilience against physical harm.

**Wounds (W):** Wounds show how much damage a model can sustain before it succumbs to its injuries.

Attacks (A): This tells you how many times a model can strike blows in hand-to-hand combat.

Leadership (Ld): This reveals how courageous, determined or self-controlled a model is.

**Save (Sv):** This indicates the protection a model's armour gives.



#### 5. Unit Composition & Wargear

This tells you what models are in the unit and covers the basic weapons and equipment the models are armed with.

#### 6. Weapons

The weapons that a unit comes equipped with are described using a set of characteristics as follows:

**Range:** How far the weapon can shoot. Weapons with a range of 'Melee' can only be used in hand-to-hand combat. All other weapons are referred to as ranged weapons.

**Type:** These are all explained under the Shooting and Fight phases of the core rules.

**Strength (S):** How likely the weapon is to inflict damage. If a weapon's Strength lists 'User', it is equal to the wielder's current Strength. If a weapon lists a modifier such as '+1' or 'x2', you should modify the user's current Strength characteristic as shown to determine the weapon's Strength. For example, if a weapon's Strength was 'x2', and the user had a Strength characteristic of 6, that weapon has Strength 12.

**Armour Penetration (AP):** How good it is at getting through armour.

**Damage (D):** The amount of damage inflicted by a successful hit.

#### 7. Wargear Options

Some units have a number of choices as to which gear they take into battle – this section describes these options. Weapons which a unit may take as an optional choice are typically described in the Appendices.

#### 8. Abilities

Many units have exciting special abilities that are not covered by the core rules; these will be described here.

#### 9. Keywords

All datasheets have a list of keywords, sometimes separated into Faction keywords and other keywords. The former can be used as a guide to help decide which models to include in your army, but otherwise, both sets of keywords are functionally the same. Sometimes a rule will say that it applies to models that have a specific keyword. For example, a rule might say that it applies to 'all **ORKS** models'. This means it would only apply to models that have the **ORKS** keyword on their datasheet.

#### 10. Damage

Some large models' characteristics can change as the model suffers damage, these characteristics are indicated with the '\*' symbol instead of a number – here you will find a table that details how these characteristics change as wounds are lost. To determine the characteristics of a model with a Damage table, check the model's remaining wounds and consult the appropriate row of the chart on their datasheet. Not all units have Damage tables. If one is not included on a datasheet then that unit's characteristics do not change as it loses wounds.

# ADEPTUS ASTARTES BATTLE ARRADUR

|                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | D<br>R                                                                           | EIN<br>ELI                                                              |                                  | S PA<br>PRE          |                    | ľER<br>TO              | N<br>R                                       |                                                                        | <b>DAMAGE</b><br>Some of a Deimos F<br>change as it suffers                                                                                                                                                             |                                                                                 |                                                              | stics |
|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------|-------------------------------------------------------------------------|----------------------------------|----------------------|--------------------|------------------------|----------------------------------------------|------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------|--------------------------------------------------------------|-------|
| NAME                      | М                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | WS                                                                               | BS                                                                      | S                                | T                    | W                  | A                      | Ld                                           | Sv                                                                     | shown below:<br>REMAINING W                                                                                                                                                                                             | М                                                                               | BS                                                           | A     |
| Deimos Predator           | *                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | 6+                                                                               | *                                                                       | 6                                | 7                    | 12                 | *                      | 8                                            | 3+                                                                     | 7-12+                                                                                                                                                                                                                   | 12"                                                                             | 3+                                                           | -     |
| A Deimos Predator is a si | ngle model                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | It is ear                                                                        | uipped v                                                                | vith a p                         | lasma de             | estrover           | 1. 2                   |                                              |                                                                        | 3-6                                                                                                                                                                                                                     | 12<br>6"                                                                        | 3+<br>4+                                                     | D     |
| WEAPON                    | RANGE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | TYP                                                                              |                                                                         |                                  | S                    | AP                 | D                      | ABILI                                        | TIES                                                                   | 1-2                                                                                                                                                                                                                     | 3"                                                                              | 5+                                                           |       |
| Storm bolter              | 24"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Rap                                                                              | oid Fire 2                                                              |                                  | 4                    | 0                  | 1                      | -                                            |                                                                        | <u> </u>                                                                                                                                                                                                                |                                                                                 |                                                              | _     |
| Hunter-killer missile     | 48"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                  | vy 1                                                                    |                                  | 8                    | -2                 | D6                     | This                                         | weapon                                                                 | can only be fired once                                                                                                                                                                                                  | per game                                                                        |                                                              |       |
| Infernus cannon           | 8"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Hea                                                                              | vy 2D6                                                                  |                                  | 5                    | -1                 | 2                      |                                              | -                                                                      | hits its target automat                                                                                                                                                                                                 |                                                                                 |                                                              | Ъ     |
| Magna-melta cannon        | 24"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Hea                                                                              | ivy D3                                                                  |                                  | 10                   | -4                 | D6                     | rang                                         | e, roll ai                                                             | of an attack by this wea<br>n additional dice when<br>the lowest result.                                                                                                                                                |                                                                                 |                                                              |       |
| C-beam cannon             | 72"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Hea                                                                              | wy 1                                                                    |                                  | 6                    | -3                 | D3                     | mod<br>betw<br>by +<br>from<br>weap<br>at St | lel carry<br>veen the<br>2 and th<br>1 play as<br>pon, the<br>rength 6 | a may not be fired on ar<br>ing it has moved. In ad<br>bearer and the target, i<br>he Damage by +D3. If a<br>a casualty due to wour<br>n the target unit suffers<br>5, AP 0, causing 1 Dama<br>rigger further hits then | dition, for<br>ncrease th<br>model is r<br>ads caused<br>2D6 addi<br>age. These | each 24"<br>te Strength<br>removed<br>by this<br>tional hits |       |
| Plasma destroyer          | 36"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Hea                                                                              | wy 2D3                                                                  |                                  | 7                    | -3                 | 2                      | -                                            |                                                                        |                                                                                                                                                                                                                         |                                                                                 |                                                              |       |
| Twin lascannon            | 48"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Hea                                                                              | wy 2                                                                    |                                  | 9                    | -3                 | D6                     | -                                            |                                                                        |                                                                                                                                                                                                                         |                                                                                 |                                                              |       |
| Predator autocannon       | 48"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Hea                                                                              | wy 2D3                                                                  |                                  | 7                    | -1                 | 3                      | -                                            |                                                                        |                                                                                                                                                                                                                         |                                                                                 |                                                              |       |
| Lascannon                 | 48"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Hea                                                                              | vy 1                                                                    |                                  | 9                    | -3                 | D6                     | -                                            |                                                                        |                                                                                                                                                                                                                         |                                                                                 |                                                              |       |
| Heavy bolter              | 36"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Hea                                                                              | ivy 3                                                                   |                                  | 5                    | -1                 | 1                      | -                                            |                                                                        |                                                                                                                                                                                                                         |                                                                                 |                                                              |       |
| Heavy flamer              | 8"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Hea                                                                              | wy D6                                                                   |                                  | 5                    | -1                 | 1                      | This                                         | weapon                                                                 | hits its target automat                                                                                                                                                                                                 | ically.                                                                         |                                                              |       |
| WARGEAR OPTIONS           | - Ma<br>- C-<br>- Inf<br>- Pro<br>- Tw<br>• A Do<br>• A Do                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | igna-me<br>beam ca<br>ernus ca<br>edator ar<br>rin lasca<br>eimos Pr<br>eimos Pr | lta canno<br>nnon<br>unon<br>utocanno<br>nnon<br>redator r<br>redator r | on<br>on<br>nay also<br>nay also | o be equ<br>o be equ | ipped w<br>ipped w | ith eithe<br>ith a sto | er two h<br>rm bolt                          | eavy bol<br>er.                                                        | of the following weapon<br>lters, two lascannon or<br>le.                                                                                                                                                               |                                                                                 | flamers.                                                     |       |
| ABILITIES                 | <ul> <li>A Deimos Predator may also be equipped with a hunter-killer missile.</li> <li>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.</li> <li>Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.</li> </ul> |                                                                                  |                                                                         |                                  |                      |                    |                        |                                              |                                                                        |                                                                                                                                                                                                                         |                                                                                 |                                                              |       |
| FACTION KEYWORDS          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                  | ADEP'                                                                   |                                  |                      |                    |                        |                                              |                                                                        |                                                                                                                                                                                                                         |                                                                                 |                                                              |       |
|                           | IIVII L.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                  |                                                                         | 1001                             | O I III              |                    |                        |                                              |                                                                        |                                                                                                                                                                                                                         |                                                                                 |                                                              | -     |

|                                                | DE                                                                                                                                           |                                                          |                                                            |                                                          |                                                            | I VII<br>TRO                                                                        |                                                     | CAT<br>R                       | 'OR                              | DAMAGE<br>Some of a Deimos V<br>change as it suffers<br>shown below:                                       |                          |                           |        |
|------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------|------------------------------------------------------------|----------------------------------------------------------|------------------------------------------------------------|-------------------------------------------------------------------------------------|-----------------------------------------------------|--------------------------------|----------------------------------|------------------------------------------------------------------------------------------------------------|--------------------------|---------------------------|--------|
| NAME                                           | М                                                                                                                                            | WS                                                       | BS                                                         | S                                                        | T                                                          | W                                                                                   | A                                                   | Ld                             | Sv                               | REMAINING W                                                                                                | м                        | RS                        | A      |
| Deimos Vindicator                              | *                                                                                                                                            | 6+                                                       | *                                                          | 6                                                        | 8                                                          | 12                                                                                  | *                                                   | 8                              | 3+                               | 7-12+                                                                                                      | 10"                      | 3+                        | 3      |
| A Deimos Vindicator Las<br>and a storm bolter. | ser Destroye                                                                                                                                 | er is a sii                                              | ngle moo                                                   | del. It is                                               | equipp                                                     | ed with a                                                                           | a laser v                                           | olley can                      | non                              | 3-6                                                                                                        | 5"<br>3"                 | 4+<br>5+                  | Da     |
| WEAPON                                         | RANGE                                                                                                                                        | TYP                                                      | E                                                          |                                                          | S                                                          | AP                                                                                  | D                                                   | ABILIT                         | TIES                             | 1-2                                                                                                        | 3                        | 5+                        | 1      |
| Laser volley cannon                            | When                                                                                                                                         | firing th                                                | is weapo                                                   | on, choo                                                 | se one o                                                   | of the fol                                                                          | lowing                                              | profiles:                      |                                  |                                                                                                            |                          |                           |        |
| - Volley fire                                  | 36"                                                                                                                                          | Hea                                                      | wy 2                                                       |                                                          | 9                                                          | -3                                                                                  | 3                                                   | -                              |                                  |                                                                                                            |                          |                           |        |
| - Overcharge fire                              | 36" Heavy 2 10 -5 6 If any hit rolls made for this weapon result in one or more results of a '1', the firing vehicle suffers 3 morta wounds. |                                                          |                                                            |                                                          |                                                            |                                                                                     |                                                     |                                |                                  |                                                                                                            |                          |                           |        |
| Storm bolter                                   | 24"                                                                                                                                          | Rap                                                      | id Fire 2                                                  | 2                                                        | 4                                                          | 0                                                                                   | 1                                                   | -                              |                                  |                                                                                                            |                          |                           | - 33   |
| Hunter-killer missile                          | 48"                                                                                                                                          | Hea                                                      | wy 1                                                       |                                                          | 8                                                          | -2                                                                                  | D6                                                  | This                           | weapon                           | may only be fired once                                                                                     | e per game               | 2.                        |        |
| WARGEAR OPTIONS                                | • A D                                                                                                                                        | eimos V                                                  | indicato                                                   | r may a                                                  | lso be e                                                   | quipped                                                                             | with a ł                                            | unter-ki                       | iller mis                        | sile.                                                                                                      |                          |                           | 18     |
| ABILITIES                                      | and eac<br>Smoke<br>smoke<br>from al<br><b>Power</b>                                                                                         | ch unit v<br>Launch<br>launche<br>ll hit roll<br>Capacit | vithin 6"<br>ers: On<br>rs. Until<br>s for Sho<br>or: On a | ' suffers<br>ce per g<br>the cor<br>ooting a<br>any turr | D3 mon<br>ame, ins<br>atrolling<br>attacks n<br>a in which | rtal woun<br>stead of a<br>player's<br>nade aga<br>ch the D                         | nds.<br>shooting<br>next Sh<br>inst this<br>eimos V | g any wea<br>ooting p<br>unit. | apons in<br>hase, an<br>r does n | ing it from the battlefi<br>the Shooting phase, t<br>y enemy units targetin<br>ot move in the Moven<br>so. | his model<br>g this unit | can use it:<br>t subtract | s<br>1 |
| FACTION KEYWORDS                               |                                                                                                                                              |                                                          |                                                            |                                                          |                                                            | ΓES, <c< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td></c<> |                                                     |                                |                                  |                                                                                                            |                          |                           |        |
| KEYWORDS                                       | VEHI                                                                                                                                         |                                                          |                                                            |                                                          |                                                            |                                                                                     |                                                     |                                |                                  |                                                                                                            |                          |                           |        |

| 5<br>-5wft                |                                                                                                                                                                                                                          | INI                        | FER<br>R/                                 | NU<br>AZ(                       | JM<br>DRI              | PA'<br>BAC                        | FTE<br>CK                       | RN                                 |                      | DAMAGE<br>Some of an Infernu<br>characteristics chan<br>battle, as shown bel                             | ge as it su         |             | •      |
|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------|-------------------------------------------|---------------------------------|------------------------|-----------------------------------|---------------------------------|------------------------------------|----------------------|----------------------------------------------------------------------------------------------------------|---------------------|-------------|--------|
| NAME                      | М                                                                                                                                                                                                                        | WS                         | BS                                        | S                               | T                      | W                                 | A                               | Ld                                 | Sv                   | REMAINING W                                                                                              | M                   | BS          | A      |
| Infernum Razorback        | *                                                                                                                                                                                                                        | 6+                         | *                                         | 6                               | 7                      | 10                                | *                               | 8                                  | 3+                   | 6-10+                                                                                                    | 12"                 | 3+          | 3      |
| An Infernum Pattern Razon | rback is a                                                                                                                                                                                                               | single n                   | nodel. It                                 | is equip                        | pped wit               | h a mult                          | i-melta.                        |                                    | 21.18                | 3-5                                                                                                      | 6"                  | 4+          | D3     |
| WEAPON                    | RANGE                                                                                                                                                                                                                    | TYP                        | E                                         |                                 | S                      | AP                                | D                               | ABILIT                             | TIES                 | 1-2                                                                                                      | 3"                  | 5+          | 1      |
| Storm bolter              | 24"                                                                                                                                                                                                                      | Rap                        | id Fire 2                                 | 2                               | 4                      | 0                                 | 1                               | -                                  |                      |                                                                                                          |                     |             | $\neg$ |
| Hunter-killer missile     | 48"                                                                                                                                                                                                                      | Hea                        | wy 1                                      |                                 | 8                      | -2                                | D6                              | This                               | weapon               | can only be fired once                                                                                   | per game.           |             | 139    |
| Multi-melta               | 24"       Heavy 1       8       -4       D6       If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.                                         |                            |                                           |                                 |                        |                                   |                                 |                                    |                      |                                                                                                          |                     |             |        |
| WARGEAR OPTIONS           |                                                                                                                                                                                                                          |                            |                                           |                                 |                        |                                   |                                 | iller miss<br>d with a             |                      | oolter.                                                                                                  | 12                  | 115         |        |
| TRANSPORT                 | A Infernum Pattern Razorback may also be equipped with a storm bolter.  ANSPORT This model can transport 6 <chapter> INFANTRY models. It cannot transport JUMP PACK, TERMINATOR, PRIMARIS or CENTURION models.</chapter> |                            |                                           |                                 |                        |                                   |                                 |                                    |                      |                                                                                                          |                     |             |        |
| ABILITIES                 | embark<br>Smoke<br>smoke l                                                                                                                                                                                               | ed mod<br>Launch<br>aunche | els diser<br>e <b>rs:</b> On<br>rs. Until | nbark; o<br>ce per g<br>the cor | on a 6 it<br>game, ins | explode<br>stead of s<br>player's | s and ea<br>shooting<br>next Sh | ch unit v<br>g any wea<br>ooting p | within 6<br>apons ir | ring it from the battlefi<br>" suffers D3 mortal wo<br>n the Shooting phase, t<br>y enemy units targetir | ounds.<br>his model | can use its |        |
| FACTION KEYWORDS          | IMPE                                                                                                                                                                                                                     | RIUM,                      | ADEP                                      | TUS A                           | STAR                   | ΓES, <(                           | СНАРТ                           | 'ER>                               |                      |                                                                                                          |                     | 1522        | 100    |
| KEYWORDS                  | VEHI                                                                                                                                                                                                                     | CLE, T                     | RANSI                                     | PORT,                           | RAZO                   | RBAC                              | K, INF                          | ERNUN                              | И РАТ                | TERN RAZORBAC                                                                                            | K                   |             |        |

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| Storm bolter              | 24"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        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|
| TRANSPORT                 | - Hea<br>- Mu<br>- Twi<br>- Twi<br>- A Rel<br>• A Rel<br>This mo<br>takes up                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               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Each                                                                                     | ler missile.                                                                                                                                                                                                                                        | MP PAC                                                                                            | K model                                                                  |       |
| TRANSPORT<br>Abilities    | - Hea<br>- Mu<br>- Twi<br>- Twi<br>• A Rel<br>• A Rel<br>This mo<br>takes up<br>cannot t                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   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Each<br>N mode                                                                           | ler missile.<br>ier.<br>TERMINATOR or JU                                                                                                                                                                                                            | MP PACI<br>three mod                                                                              | K model                                                                  |       |
|                           | <ul> <li>Heat</li> <li>Mu</li> <li>Twith</li> <li>Twith</li> <li>A Relevant</li> <li>A</li></ul> | avy bolt<br>lti-melt<br>in heavy<br>in heavy<br>lic Land<br>lic Land<br>odel can<br>o the spa<br>transpor<br>of the M<br>veapons<br>es: If thi                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          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Each<br>N mode<br>enalty to<br>e remov                                                   | ler missile.<br>ter.<br><b>TERMINATOR</b> or <b>JU</b><br>I takes up the space of                                                                                                                                                                   | MP PACI<br>three mod<br>nd firing<br>eld and bo                                                   | C model<br>lels. It                                                      |       |
|                           | <ul> <li>Hea</li> <li>Mu</li> <li>Twi</li> <li>Twi</li> <li>A Rel</li> <li>A Rel</li> <li>A Rel</li> <li>This motakes up cannot to</li> <li>Power of</li> <li>Heavy w</li> <li>Explode</li> <li>embarket</li> <li>Smoke Is</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | avy bolt<br>lti-melt<br>in heavy<br>in heavy<br>lic Land<br>lic Land<br>odel can<br>o the spa<br>transpor<br>of the M<br>veapons<br>es: If thi<br>ed mod<br>Launche                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | er<br>a<br>/ bolter<br>/ flamer<br>  Raider<br>  Raider<br>transpon<br>ace of tw<br>rt <b>PRIM</b><br>(achine S<br>).<br>is model<br>els disen<br>ers: Once<br>rs. Until                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Proteus<br>Proteus<br>Proteus<br>rt 10 <0<br>o other<br><b>ARIS</b> r<br>Spirit: '<br>is redu<br>abark; o<br>ce per g<br>the con                                        | s may tal<br>s may als<br>s may als<br><b>CHAPT</b><br>models.<br>This models.<br>acced to 0<br>on a 6 it<br>game, ins                                                                                                                                                                                                                                                                                                                                   | se one o<br>so be eq<br>so be eq<br><b>ER&gt; IN</b><br>, and ea<br>del does<br>wound:<br>explode<br>tead of :<br>player's                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | of the foll<br>uipped v<br>FANTR<br>ch CEN<br>a not suff<br>s, roll a I<br>s and eau<br>shooting<br>next Sho                                                  | vith a hu<br>vith a sto<br>Y model<br><b>TURIO</b><br>fer the po-<br>C6 befor<br>ch unit v<br>3 any we<br>sooting p             | ptions:<br>inter-kil<br>orm boli<br>s. Each<br>N mode<br>enalty to<br>e remov<br>within 6<br>apons ir                           | ler missile.<br>ter.<br><b>TERMINATOR</b> or <b>JU</b><br>l takes up the space of<br>o hit rolls for moving a<br>ring it from the battlefi                                                                                                          | MP PACI<br>three mod<br>nd firing<br>eld and bo<br>unds.<br>his model                             | C model<br>lels. It<br>efore any<br>can use its                          |       |
|                           | <ul> <li>Hea</li> <li>Mu</li> <li>Twi</li> <li>Twi</li> <li>A Rel</li> <li>A Rel</li> <li>A Rel</li> <li>This mo</li> <li>takes up</li> <li>cannot t</li> <li>Power of</li> <li>Heavy w</li> <li>Explode</li> <li>embarket</li> <li>Smoke Is</li> <li>from all</li> <li>Explorat</li> <li>deploy of</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             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tw<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>transpo-<br>trans | Proteus<br>Proteus<br>Proteus<br>rt 10 <0<br>o other<br>ARIS r<br>Spirit: '<br>is redu<br>nbark; c<br>ce per g<br>the com<br>boting a<br>cb: Ener<br>rmal de            | s may tal<br>s may als<br>s may als<br>cHAPT<br>models.<br>This models.<br>This models.<br>acced to 0<br>on a 6 it<br>same, ins<br>atrolling<br>tttacks m<br>my units                                                                                                                                                                                                                                                                                    | se one o<br>so be eq<br>so be eq<br><b>ER&gt; IN</b><br>, and ea<br>del does<br>wounds<br>explode<br>tead of<br>player's<br>nade aga<br>opting<br>nt zone o                                                                                                                                                                                                                                       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Each<br>N mode<br>enalty to<br>e remove<br>within 6<br>apons in<br>hase, an<br>abilities | ler missile.<br>ter.<br><b>TERMINATOR</b> or <b>JU</b><br>I takes up the space of<br>b hit rolls for moving a<br>ring it from the battlefi<br>" suffers D6 mortal wo<br>h the Shooting phase, t                                                     | MP PACI<br>three mod<br>nd firing<br>eld and bo<br>unds.<br>his model<br>g this uni<br>h allow th | C model<br>lels. It<br>efore any<br>can use its<br>t subtract 1<br>em to |       |
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Until<br>s for Sho<br>gury We<br>their non<br>Relic Lar                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Proteus<br>Proteus<br>Proteus<br>rt 10 <0<br>o other<br>ARIS r<br>Spirit: '<br>is redu<br>nbark; o<br>ce per g<br>the com<br>ooting a<br>eb: Ener<br>rmal de<br>nd Raid | s may tal<br>s may als<br>s may als<br>cHAPT:<br>models.<br>This models.<br>This models. | se one o<br>so be eq<br>so be eq<br><b>ER&gt; IN</b><br>del does<br>wounds<br>explode<br>tead of f<br>player's<br>nade aga<br>opting<br>nt zone (<br>us.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | uipped v<br>uipped v<br>FANTR<br>ch CEN<br>s, roll a I<br>s, roll a I<br>s, roll a I<br>s, and ea<br>shooting<br>next Sh<br>inst this<br>to deplo<br>(such as | vith a hu<br>vith a str<br>Y model<br><b>FURIO</b><br>fer the po-<br>ch unit we<br>sooting p<br>unit.<br>y using a<br>via telep | ptions:<br>unter-kil<br>prm boli<br>s. Each<br>N mode<br>enalty to<br>e remove<br>within 6<br>apons in<br>hase, an<br>abilities | ler missile.<br>ter.<br><b>TERMINATOR</b> or <b>JU</b><br>I takes up the space of<br>b hit rolls for moving a<br>ring it from the battlefi<br>" suffers D6 mortal wo<br>a the Shooting phase, t<br>y enemy units targetin<br>during the battle whic | MP PACI<br>three mod<br>nd firing<br>eld and bo<br>unds.<br>his model<br>g this uni<br>h allow th | C model<br>lels. It<br>efore any<br>can use its<br>t subtract 1<br>em to |       |

| 20<br>20                                      |              | LAN                 | <b>1D</b> ] | RA       | IDI        | ER H     | HEI      | JOS           | S         | DAMAGE<br>Some of a Land Rai<br>change as it suffers<br>shown below: |              |          |         |  |
|-----------------------------------------------|--------------|---------------------|-------------|----------|------------|----------|----------|---------------|-----------|----------------------------------------------------------------------|--------------|----------|---------|--|
| NAME                                          | М            | WS                  | BS          | S        | T          | W        | A        | Ld            | Sv        | REMAINING W                                                          | М            | BS       | A       |  |
| Land Raider Helios                            | *            | 6+                  | *           | 8        | 8          | 16       | *        | 9             | 2+        | 8-16+                                                                | 10"          | 3+       | 6       |  |
| A Land Raider Helios is a two twin lascannon. | a single moo | del. It is          | equippe     | d with a | a helios l | auncher  | and      |               |           | 4-7                                                                  | 5"<br>3"     | 4+<br>5+ | D6<br>1 |  |
| WEAPON                                        | RANGE        | TYP                 | E           |          | S          | AP       | D        | ABILIT        | IES       | 1-3                                                                  | 5            | 57       | 1       |  |
| Helios launcher                               | 72"          | Hea                 | wy 2D6      |          | 7          | -1       | 1        | This<br>the b |           | can target units that a                                              | re not visil | ole to   |         |  |
| Twin lascannon                                | 48"          | Hea                 | ivy 2       |          | 9          | -3       | D6       | -             |           |                                                                      |              |          | - 12    |  |
| Storm bolter                                  | 24"          | Rap                 | id Fire 2   | 2        | 4          | 0        | 1        | -             |           |                                                                      |              |          | 1       |  |
| Hunter-killer missile                         | 48"          | Hea                 | vy 1        |          | 8          | -2       | D6       | This          | weapon    | can only be fired once                                               | e per game   |          |         |  |
| WARGEAR OPTIONS                               |              |                     |             |          |            |          |          |               |           |                                                                      |              |          |         |  |
| TRANSPORT                                     | takes u      |                     | ace of tw   | o other  | models     |          |          |               |           | <b>ERMINATOR</b> or <b>JUN</b><br>up the space of three of           |              |          |         |  |
| ABILITIES                                     | smoke        | launche             | rs. Until   | the cor  | ntrolling  | player's |          | ooting p      |           | n the Shooting phase, t<br>ay enemy units targetin                   |              |          |         |  |
|                                               |              | of the M<br>weapons |             | Spirit:  | This mo    | del does | not suff | fer the po    | enalty to | o hit rolls for moving a                                             | and firing   |          |         |  |
|                                               |              |                     |             |          |            |          |          |               |           | ving it from the battlefi<br>" suffers D6 mortal wo                  |              | fore any |         |  |
| FACTION KEYWORDS                              | IMPE         | RIUM,               | ADEP        | TUS A    | STAR       | ΓES, <0  | СНАРТ    | 'ER>          |           |                                                                      |              |          |         |  |
| KEYWORDS                                      | VELI         | CLET                | DANCE       | ODT      | LAND       | DAID     |          | NDDA          | IDED      | HELIOS                                                               |              |          |         |  |

| 20<br>20                     |                                                                                           |                                             |                                           | <b>DN</b>                         | ) RA<br>1ET                             | ĤÆ                                                                                                | US                            |                               |                             | DAMAGE<br>Some of a Land Raid<br>characteristics chan<br>battle, as shown bel  | ge as it su |           | ige in |
|------------------------------|-------------------------------------------------------------------------------------------|---------------------------------------------|-------------------------------------------|-----------------------------------|-----------------------------------------|---------------------------------------------------------------------------------------------------|-------------------------------|-------------------------------|-----------------------------|--------------------------------------------------------------------------------|-------------|-----------|--------|
| NAME                         | М                                                                                         | WS                                          | BS                                        | S                                 | T                                       | W                                                                                                 | A                             | Ld                            | Sv                          | REMAINING W                                                                    | M           | BS        | A      |
| Land Raider Prometheus       | *                                                                                         | 6+                                          | *                                         | 8                                 | 8                                       | 16                                                                                                | *                             | 9                             | 2+                          | 9-16+                                                                          | 10"         | 3+        | 6      |
| A Land Raider Prometheus     | is a single                                                                               | e model.                                    | It is equi                                | pped                              | with two                                | quad h                                                                                            | eavy bol                      | ters.                         |                             | 5-8                                                                            | 5"          | 4+        | D6     |
| WEAPON                       | RANGE                                                                                     | TYP                                         | E                                         |                                   | S                                       | AP                                                                                                | D                             | ABILI                         | TIES                        | 1-4                                                                            | 3"          | 5+        | 1      |
| Quad heavy bolter            | 36"                                                                                       | Hea                                         | vy 12                                     |                                   | 5                                       | -1                                                                                                | 1                             | -                             |                             |                                                                                |             |           | 200    |
| Storm bolter                 | 24"                                                                                       | Rap                                         | id Fire 2                                 |                                   | 4                                       | 0                                                                                                 | 1                             | -                             |                             |                                                                                |             |           | - 53   |
| Multi-melta                  | 24"                                                                                       | Hea                                         | vy 1                                      |                                   | 8                                       | -4                                                                                                | D6                            | two c                         |                             | is within half range of t<br>en inflicting damage w<br>                        |             |           |        |
| Hunter-killer missile        | 48"                                                                                       | Hea                                         | vy 1                                      |                                   | 8                                       | -2                                                                                                | D6                            | This                          | weapon                      | can only be fired once                                                         | per game    | 2.        | 124    |
| WARGEAR OPTIONS<br>TRANSPORT | <ul> <li>A Land</li> <li>A Land</li> <li>This model</li> <li>takes upper state</li> </ul> | nd Raid<br>nd Raid<br>odel can<br>o the spa |                                           | theus<br>theus<br>t 10 <<br>other | may be a<br>may be a<br>CHAPT<br>models | equippe<br>equippe<br>ER> IN                                                                      | d with a<br>d with a<br>FANTR | storm b<br>multi-m<br>Y model | olter.<br>nelta.<br>s (each | <b>TERMINATOR</b> , or <b>JU</b><br>el takes up the space of                   |             |           |        |
| ABILITIES                    | smoke la<br>from all                                                                      | auncher<br>hit roll:<br>of the M            | s. Until t<br>for Shoo<br><b>achine S</b> | he con                            | ntrolling<br>attacks m                  | player's<br>1ade aga                                                                              | next Sho<br>inst this         | ooting p<br>unit.             | hase, ar                    | n the Shooting phase, t<br>ny enemy units targetin<br>o hit rolls for moving a | ig this uni |           |        |
|                              |                                                                                           |                                             |                                           |                                   |                                         |                                                                                                   |                               |                               |                             | ving it from the battlefi<br>5" suffers D6 mortal wo                           |             | efore any | 1      |
|                              |                                                                                           |                                             | Enemy u<br>with this                      |                                   |                                         | eive the                                                                                          | benefit                       | to their                      | saving t                    | hrows for being in cov                                                         | er against  | attacks   |        |
|                              |                                                                                           |                                             |                                           |                                   |                                         |                                                                                                   |                               |                               |                             | model, one Stratagem<br>o a minimum of 1).                                     | played in   | a turn by | 23     |
| FACTION KEYWORDS             | IMPE                                                                                      | RIUM,                                       | ADEPT                                     | 'US A                             | START                                   | TES, <c< td=""><td>CHAPT</td><td>'ER&gt;</td><td></td><td></td><td></td><td></td><td>12</td></c<> | CHAPT                         | 'ER>                          |                             |                                                                                |             |           | 12     |
| KEYWORDS                     | VEHIC                                                                                     | TET                                         | PANSD                                     | DPT                               | LAND                                    | RAID                                                                                              | ED IA                         | NDRA                          | IDED                        | PROMETHEUS                                                                     |             |           | 18.5   |

| 21<br>                                           |            |                     |            |           | DEF      | ****     |           |         |                   | <b>DAMAGE</b><br>Some of a Land Rai<br>characteristics char<br>battle, as shown bel | nge as it su |           | age in  |
|--------------------------------------------------|------------|---------------------|------------|-----------|----------|----------|-----------|---------|-------------------|-------------------------------------------------------------------------------------|--------------|-----------|---------|
| NAME                                             | М          | WS                  | BS         | S         | T        | W        | A         | Ld      | Sv                | REMAINING W                                                                         | М            | BS        | A       |
| Land Raider Achilles                             | *          | 6+                  | *          | 8         | 8        | 19       | *         | 9       | 2+ (4++           | ) 10-19+                                                                            | 10"          | 3+        | 6       |
| A Land Raider Achilles is two twin multi-meltas. | a single m | odel. It i          | s equipp   | ed with   | one qua  | ad laund | her and   |         |                   | 5-9                                                                                 | 5"<br>3"     | 4+<br>5+  | D6<br>1 |
| WEAPON                                           | RANGE      | TYP                 | E          |           | S        | AP       | D         | ABI     | LITIES            |                                                                                     |              |           |         |
| Twin multi-melta                                 | 24"        | Неа                 | ivy 2      |           | 8        | -4       | D6        | two     |                   | is within half range of<br>en inflicting damage w<br>t.                             |              |           | 2       |
| Quad launcher                                    | When       | firing th           | is weapo   | n, selec  | t one of | the two  | profiles  | below   | :                 |                                                                                     |              |           | 3       |
| - Shatter shells                                 | 24"        | Hea                 | wy 4       |           | 8        | -2       | 3         | -       |                   |                                                                                     |              |           | 2       |
| - Thunderfire shells                             | 60"        | Hea                 | wy 4D3     |           | 5        | 0        | 1         |         | is weapor<br>del. | n can target units not v                                                            | isible to th | e firing  | 8       |
| Storm bolter                                     | 24"        | Rap                 | oid Fire 2 | 2         | 4        | 0        | 1         | -       |                   |                                                                                     |              |           | 13      |
| Hunter-killer missile                            | 48"        | Hea                 | wy 1       |           | 8        | -2       | D6        | Thi     | is weapor         | n can only be fired once                                                            | e per game   | 2.        |         |
| WARGEAR OPTIONS                                  | • A La     | ind Raid            | er Achil   | les may   | also be  | equippe  | ed with a | hunte   | er-killer r       | nissile and/or a storm l                                                            | bolter.      |           |         |
| TRANSPORT                                        | takes u    | p the spa           | ace of tw  | o other   |          | , and ea |           |         |                   | <b>TERMINATOR</b> and <b>JU</b><br>s up the space of three of                       |              |           |         |
| ABILITIES                                        | Inviola    | te Arm              | our: Thi   | s model   | has a 4- | + invulr | erable s  | ave.    |                   | 19.18                                                                               |              | 1.        |         |
|                                                  | smoke      | launche             | rs. Until  | the cor   |          | player's | next Sh   | ooting  |                   | n the Shooting phase, t<br>ny enemy units targetin                                  |              |           |         |
|                                                  |            | of the M<br>weapons |            | Spirit: ' | This mo  | del does | not suf   | fer the | penalty t         | to hit rolls for moving a                                                           | and firing   |           |         |
|                                                  |            |                     |            |           |          |          |           |         |                   | wing it from the battlef<br>6" suffers D6 mortal wo                                 |              | efore any |         |
| FACTION KEYWORDS                                 | IMPE       | RIUM,               | ADEP       | TUS A     | STAR     | ΓES, <0  | СНАРТ     | 'ER>    |                   |                                                                                     |              |           |         |
| KEYWORDS                                         | VEHI       | CLE, T              | RANSE      | PORT.     | LAND     | RAID     | ER. LA    | NDE     | AIDEE             | RACHILLES                                                                           |              |           |         |

|                                                   |                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                  | BA                             | TT                            | SIC<br>LE                       | TA)                     |                    |                                |         | DAMAGE<br>Some of a Relic Sica<br>change as it suffers<br>shown below: |              |      |   |  |
|---------------------------------------------------|--------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------|-------------------------------|---------------------------------|-------------------------|--------------------|--------------------------------|---------|------------------------------------------------------------------------|--------------|------|---|--|
| NAME                                              | М                        | WS                                                                                                                                                                                                                                                                                                                                                                                                                                               | BS                             | S                             | I                               | W                       | A                  | Ld                             | Sv      | REMAINING W                                                            | М            | BS   |   |  |
| Relic Sicaran                                     | *                        | 6+                                                                                                                                                                                                                                                                                                                                                                                                                                               | *                              | 6                             | 7                               | 14                      | *                  | 8                              | 3+      | 7-14+                                                                  | 14"          | 3+   | _ |  |
| A Relic Sicaran Battle Tar<br>and a heavy bolter. | nk is a single           | e model                                                                                                                                                                                                                                                                                                                                                                                                                                          | . It is equ                    | iipped                        | with twi                        | n accele                | rator aut          | ocanno                         | n       | 3-6                                                                    | 10"          | 4+   |   |  |
| WEAPON                                            | RANGE                    | TYP                                                                                                                                                                                                                                                                                                                                                                                                                                              | E                              |                               | S                               | AP                      | D                  | ABILI                          | TIES    | 1-2                                                                    | 8            | 5+   |   |  |
| Twin accelerator<br>autocannon                    | 48"                      | Assault 8       7       -1       2       Attacks made with this weapon suffer no penalty to its hit roll when targeting units with the FLY         48"       Assault 8       7       -1       2       keyword. In addition, every wound roll of 6+ made with this weapon increases the AP of that individual wound to -3.         48"       Heavy 1       9       -3       D6       -         66"       Heavy 3       5       -1       1       - |                                |                               |                                 |                         |                    |                                |         |                                                                        |              |      |   |  |
| Lascannon                                         | 48"                      | He                                                                                                                                                                                                                                                                                                                                                                                                                                               | avy 1                          |                               | 9                               | -3                      | D6                 | -                              |         |                                                                        |              |      |   |  |
| Heavy bolter                                      | 36"                      | Hea                                                                                                                                                                                                                                                                                                                                                                                                                                              | avy 3                          |                               | 5                               | -1                      | 1                  | -                              |         |                                                                        |              |      |   |  |
| Storm bolter                                      | 24"                      | Rap                                                                                                                                                                                                                                                                                                                                                                                                                                              | oid Fire 2                     | 2                             | 4                               | 0                       | 1                  | -                              |         |                                                                        |              |      |   |  |
| Hunter-killer missile                             | 48"                      | He                                                                                                                                                                                                                                                                                                                                                                                                                                               | avy 1                          |                               | 8                               | -2                      | D6                 | This                           | weapon  | a can only be fired once                                               | e per game   | :.   |   |  |
| WARGEAR OPTIONS<br>Abilities                      | A Re     A Re     Explod | lic Sicar<br>lic Sicar<br>es: If th                                                                                                                                                                                                                                                                                                                                                                                                              | ran may<br>ran may<br>is model | also be<br>also be<br>is redu | equippe<br>equippe<br>aced to 0 | d with a d with a wound | hunter-<br>storm b | killer m<br>olter.<br>06 befor | issile. | or two lascannon.<br>ving it from the battlef                          | ield; on a 6 | 5 it |   |  |
|                                                   | smoke l                  | aunche                                                                                                                                                                                                                                                                                                                                                                                                                                           | rs. Until                      | the cor                       | ntrolling                       | player's                |                    | ooting p                       |         | n the Shooting phase, t<br>ny enemy units targetir                     |              |      |   |  |
| FACTION KEYWORDS                                  | IMPE                     | RIUM,                                                                                                                                                                                                                                                                                                                                                                                                                                            | ADEP                           | TUS A                         | STAR                            | ΓES, <0                 | CHAPT              | ER>                            |         |                                                                        |              |      |   |  |
| KEYWORDS                                          | VEHIC                    | CLE, R                                                                                                                                                                                                                                                                                                                                                                                                                                           | ELIC,                          | RELIC                         | SICAL                           | RAN B                   | ATTLE              | TANK                           |         |                                                                        |              |      |   |  |

| - tows                                            |                        | T         | AN        | ΧD         | RA<br>DES                           | Γ̈́R(                                                                                           | <b>DYE</b> | R              |           | characteristics chan                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | ge as it su  |             | ge i |
|---------------------------------------------------|------------------------|-----------|-----------|------------|-------------------------------------|-------------------------------------------------------------------------------------------------|------------|----------------|-----------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|-------------|------|
| NAME                                              | М                      | WS        | BS        | S          | T                                   | W                                                                                               | A          | Ld             | Sv        | battle, as shown belo<br>REMAINING W                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | ow:<br>M     | BS          | A    |
| Relic Sicaran Venator                             | *                      | 6+        | *         | 6          | 7                                   | 14                                                                                              | *          | 8              | 3+        | 7-14+                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 14"          | 3+          | 4    |
| A Relic Sicaran Venator Ba<br>and a heavy bolter. | attle Tank i           | s a singl | e model   | . It is ea | quipped                             | with a n                                                                                        | eutron l   | aser can       | non       | 3-6                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 10"<br>8"    | 4+<br>5+    | 3    |
| WEAPON                                            | RANGE                  | TYP       | E         |            | S                                   | AP                                                                                              | D          | ABILI          | TIES      | 1-2                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 0            | 5+          |      |
| Neutron pulse cannon                              | 48"                    | Hea       | wy 3      |            | 12                                  | -4                                                                                              | D6         | but is<br>Shoo | s not sla | LE which suffers woun<br>in must subtract 1 fron<br>ase until the end of its c                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | n its hit ro | olls in the |      |
| Lascannon                                         | 48"                    | Hea       | vy 1      |            | 9                                   | -3                                                                                              | D6         | -              |           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |              |             |      |
| Heavy bolter                                      | 36"                    | Hea       | vy 3      |            | 5                                   | -1                                                                                              | 1          | -              |           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |              |             |      |
| Storm bolter                                      | 24"                    | Rap       | id Fire 2 | !          | 4                                   | 0                                                                                               | 1          | -              |           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |              |             |      |
| Hunter-killer missile                             | 48"                    | Hea       | vy 1      |            | 8                                   | -2                                                                                              | D6         | This           | weapon    | can only be fired once                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | per game     |             |      |
| WARGEAR OPTIONS                                   | • A Re                 | lic Sicar | an Vena   | tor may    | y also be<br>y also be<br>y also be | equippe                                                                                         | ed with a  | hunter         | -killer n | v bolters or two lascann<br>nissile.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | on.          |             |      |
| ABILITIES                                         |                        |           |           |            | iced to 0<br>D6 mor                 |                                                                                                 |            | 06 befor       | e remov   | ving it from the battlefi                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | eld; on a 6  | it explodes | ;    |
|                                                   | smoke                  | auncher   | rs. Until | the cor    |                                     | player's                                                                                        | next Sho   | ooting p       |           | n the Shooting phase, the shooting phase, the short of th |              |             |      |
|                                                   | <b>Gyro-s</b><br>Heavy |           |           | ting: Th   | nis mode                            | l does n                                                                                        | ot suffer  | the pen        | alty to I | hit rolls for moving and                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | l firing     |             |      |
| FACTION KEYWORDS                                  | IMPE                   | RIUM,     | ADEP      | TUS A      | STAR                                | TES, <c< td=""><td>CHAPT</td><td>ER&gt;</td><td></td><td></td><td></td><td></td><td>1</td></c<> | CHAPT      | ER>            |           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |              |             | 1    |
| KEYWORDS                                          |                        |           |           |            |                                     |                                                                                                 |            |                |           | STROYER                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |              |             | -1   |

|                                               |                                        | NI                                      | SHE                                           | ER                        | SIC<br>ASS                            |                                 | LT                              | TAI                          |                       | <b>DAMAGE</b><br>Some of a Relic Sica<br>characteristics chan<br>battle, as shown bel            | ge as it su      |           | age in |
|-----------------------------------------------|----------------------------------------|-----------------------------------------|-----------------------------------------------|---------------------------|---------------------------------------|---------------------------------|---------------------------------|------------------------------|-----------------------|--------------------------------------------------------------------------------------------------|------------------|-----------|--------|
| NAME                                          | М                                      | WS                                      | BS                                            | S                         |                                       | VV                              | A                               | Ld                           | Sv                    | REMAINING W                                                                                      | М                | BS        | A      |
| Relic Sicaran Punisher                        | *                                      | 6+                                      | *                                             | 6                         | 7                                     | 14                              | *                               | 8                            | 3+                    | 7-14+                                                                                            | 14"              | 3+        | 4      |
| A Relic Sicaran Punisher is a a heavy bolter. | a single n                             | nodel. I                                | is equip                                      | ped w                     | ith a pun                             | isher ro                        | tary can                        | non and                      |                       | 3-6<br>1-2                                                                                       | 10"<br>8"        | 4+<br>5+  | 3<br>2 |
| WEAPON                                        | RANGE                                  | TYP                                     | E                                             |                           | S                                     | AP                              | D                               | ABILIT                       | TIES                  | 1-2                                                                                              | 0                | 51        |        |
| Punisher rotary cannon                        | 36"                                    | Hea                                     | wy 18                                         |                           | 5                                     | -1                              | 1                               | -                            |                       |                                                                                                  |                  |           |        |
| Heavy bolter                                  | 36"                                    | Hea                                     | wy 3                                          |                           | 5                                     | -1                              | 1                               | -                            |                       |                                                                                                  |                  |           |        |
| Lascannon                                     | 48"                                    | Hea                                     | wy 1                                          |                           | 9                                     | -3                              | D6                              | -                            |                       |                                                                                                  |                  |           | 13     |
| Storm bolter                                  | 24"                                    | Rap                                     | oid Fire 2                                    | !                         | 4                                     | 0                               | 1                               | -                            |                       |                                                                                                  |                  |           |        |
| Hunter-killer missile                         | 48"                                    | Hea                                     | wy 1                                          |                           | 8                                     | -2                              | D6                              | Thisy                        | weapon                | may only be fired onc                                                                            | e per gam        | e.        | 100    |
| WARGEAR OPTIONS                               | <ul> <li>A Re</li> <li>A Re</li> </ul> | lic Sicar<br>lic Sicar                  | an Puni<br>an Puni                            | sher m<br>sher m          | ay also b<br>ay also b                | e equipp<br>e equipp            | ed with<br>ed with              | either tw<br>a hunte         | wo heav<br>r-killer i | y bolters or two lascar<br>missile and/or a storm                                                | nnon.<br>bolter. |           |        |
| ABILITIES                                     | explode<br>Rolling<br>failed h         | es and e<br>T <b>hunc</b><br>it rolls o | ach unit<br>l <b>er:</b> If the<br>of '1' for | within<br>Sicar<br>the Pu | a 6" suffer<br>an Punish<br>nisher ro | s D6 mc<br>ner does<br>tary can | ortal wor<br>not mo<br>non in t | unds.<br>ve or Ad<br>he Shoo | vance ir<br>ting pha  | ring it from the battlef<br>n the Movement phase<br>ase of that turn.<br>n the Shooting phase, t | , it may re      | -roll all | .s     |
|                                               | smoke l<br>from all                    | aunche<br>l hit roll                    | rs. Until                                     | the co<br>ooting          | ntrolling<br>attacks m                | player's<br>ade aga             | next Sh<br>inst this            | ooting pl<br>unit.           |                       | y enemy units targetir                                                                           |                  |           |        |
| FACTION KEYWORDS                              |                                        |                                         |                                               |                           |                                       |                                 |                                 |                              |                       |                                                                                                  |                  |           |        |

# ABEFTUS ASTARTES HEAVY ARAMOUR

| 23                                                          |                                                                                                                  | ]                                                                                                 | REI<br>ASS                                                                                                                          | IC<br>Al                                                                                | SPA<br>JLT                                                                             | RT<br>TA                                                                       | 'AN<br>NK                                                                                    |                                                                              |                                                         | DAMAGE<br>Some of a Relic Spar<br>as it suffers damage                                                                                   | in battle, a                                       | as shown b                           |    |
|-------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------|--------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------|------------------------------------------------------------------------------|---------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------|--------------------------------------|----|
| NAME                                                        | М                                                                                                                | WS                                                                                                | BS                                                                                                                                  | S                                                                                       | T                                                                                      | W                                                                              | A                                                                                            | Ld                                                                           | Sv                                                      | REMAINING W                                                                                                                              | М                                                  | BS                                   | A  |
| Relic Spartan                                               | *                                                                                                                | 5+                                                                                                | *                                                                                                                                   | 8                                                                                       | 8                                                                                      | 20                                                                             | *                                                                                            | 9                                                                            | 2+                                                      | 12-20+                                                                                                                                   | 10"                                                | 3+                                   | 8  |
| A Relic Spartan is a sing<br>and crushing tracks.<br>WEAPON | gle model. It is<br>RANGE                                                                                        | s equipp<br><b>TYP</b>                                                                            |                                                                                                                                     | a twin                                                                                  | heavy bo                                                                               | lter, two                                                                      | o quad la<br>N                                                                               | ABILI                                                                        |                                                         | 6-11<br>1-5                                                                                                                              | 5"<br>3"                                           | 4+<br>5+                             | D  |
| Crushing tracks                                             | Melee                                                                                                            | Me                                                                                                |                                                                                                                                     |                                                                                         | User                                                                                   | -2                                                                             | D3                                                                                           | -                                                                            |                                                         |                                                                                                                                          |                                                    |                                      | -1 |
| Twin heavy bolter                                           | 36"                                                                                                              |                                                                                                   | ivy 6                                                                                                                               |                                                                                         | 5                                                                                      | -1                                                                             | 1                                                                                            | -                                                                            |                                                         |                                                                                                                                          |                                                    |                                      |    |
| Quad lascannon                                              | 48"                                                                                                              |                                                                                                   | vy 4                                                                                                                                |                                                                                         | 9                                                                                      | -3                                                                             | D6                                                                                           | -                                                                            |                                                         |                                                                                                                                          |                                                    |                                      | Т  |
| Twin heavy flamer                                           | 8"                                                                                                               |                                                                                                   | vy 2D6                                                                                                                              |                                                                                         | 5                                                                                      | -1                                                                             | 1                                                                                            | This                                                                         | weapon                                                  | hits its target automat                                                                                                                  | ically.                                            |                                      |    |
| Heavy bolter                                                | 36"                                                                                                              |                                                                                                   | ivy 3                                                                                                                               |                                                                                         | 5                                                                                      | -1                                                                             | 1                                                                                            | _                                                                            | 1                                                       | 5                                                                                                                                        |                                                    |                                      |    |
| Multi-melta                                                 | 24"                                                                                                              |                                                                                                   | ivy 1                                                                                                                               |                                                                                         | 8                                                                                      | -4                                                                             | D6                                                                                           | two d                                                                        | 0                                                       | is within half range of t<br>en inflicting damage wi                                                                                     | 1                                                  |                                      |    |
| Heavy flamer                                                | 8"                                                                                                               | Hea                                                                                               | wy D6                                                                                                                               |                                                                                         | 5                                                                                      | -1                                                                             | 1                                                                                            | This                                                                         | weapon                                                  | hits its target automat                                                                                                                  | ically.                                            |                                      |    |
| Storm bolter                                                | 24"                                                                                                              | Rap                                                                                               | oid Fire 2                                                                                                                          |                                                                                         | 4                                                                                      | 0                                                                              | 1                                                                                            | -                                                                            |                                                         |                                                                                                                                          |                                                    |                                      |    |
| Laser destroyer                                             | 36"                                                                                                              | Hea                                                                                               | wy 1                                                                                                                                |                                                                                         | 12                                                                                     | -4                                                                             | D6                                                                                           | addit<br>dama                                                                | ional D<br>ge is in                                     | n successfully inflicts of<br>6. On a result of a '3-5'<br>creased to 2D6. On a r<br>nage is increased to 3D                             | , the weap<br>esult of a '                         | on's                                 |    |
| WARGEAR OPTIONS<br>TRANSPORT                                | <ul> <li>A Rel</li> <li>A Rel</li> <li>Hea</li> <li>Hea</li> <li>Mu</li> <li>Stor</li> <li>This model</li> </ul> | lic Spar<br>lic Spar<br>avy bolt<br>avy flan<br>lti-melt<br>rm bolt<br>odel can                   | tan may<br>tan may<br>er<br>her<br>a<br>er<br>transpo:                                                                              | replace<br>also be<br>rt 25 <0                                                          |                                                                                        | heavy b<br>d with o<br>ER> IN                                                  | olter wit<br>one of th<br>FANTRY                                                             | h a twir<br>e follow<br>Y model                                              | heavy<br>ing:<br>s (each                                |                                                                                                                                          |                                                    |                                      |    |
|                                                             |                                                                                                                  |                                                                                                   | rt <b>PRIM</b>                                                                                                                      |                                                                                         |                                                                                        | and ead                                                                        |                                                                                              | URIOI                                                                        | N takes                                                 | up the space of three o                                                                                                                  | ther mod                                           | eis). It                             |    |
|                                                             |                                                                                                                  | TC.1                                                                                              |                                                                                                                                     |                                                                                         | -                                                                                      |                                                                                | 11 г                                                                                         | × 1 f                                                                        |                                                         | ing it from the bettlef                                                                                                                  |                                                    | it explode                           | _  |
| ABILITIES                                                   |                                                                                                                  |                                                                                                   |                                                                                                                                     |                                                                                         | iced to 0<br>ers D6 m                                                                  |                                                                                |                                                                                              | b Defor                                                                      | e remov                                                 | ving it from the battlefi                                                                                                                | eld; on a 6                                        | , it explore                         | s  |
| ABILITIES                                                   | and eacl                                                                                                         | h unit v<br>of the M                                                                              | vithin 2D<br><b>Iachine</b> S                                                                                                       | 6" suff                                                                                 | ers D6 m                                                                               | ortal w                                                                        | ounds.                                                                                       |                                                                              |                                                         | o hit rolls for moving a                                                                                                                 |                                                    | , it explore                         | s  |
| ABILITIES                                                   | and each<br>Power o<br>Heavy v<br>Smoke l<br>smoke l                                                             | h unit v<br>of the M<br>veapons<br>Launch<br>aunche                                               | vithin 2D<br>Iachine S<br>S.<br>e <b>rs:</b> Onc<br>rs. Until                                                                       | 96" suff<br>Spirit: '<br>e per g<br>the cor                                             | ers D6 m<br>This moc<br>ame, ins                                                       | ortal w<br>lel does<br>cead of s                                               | ounds.<br>not suff<br>shooting<br>next Sho                                                   | er the pe<br>any we<br>poting p                                              | enalty to<br>apons in                                   |                                                                                                                                          | nd firing<br>his model                             | can use its                          |    |
| ABILITIES                                                   | and each<br>Power of<br>Heavy v<br>Smoke I<br>smoke I<br>from all<br>Steel Be<br>controll                        | h unit v<br>of the M<br>veapons<br>Launch<br>aunche<br>hit roll<br>chemot<br>ing play             | vithin 2D<br>Iachine S<br>s.<br>ers: Once<br>rs. Until<br>s for Sho<br>h: This m<br>ver's turn                                      | 96" suff<br>Spirit: '<br>e per g<br>the cor<br>oting a<br>nodel n<br>. It may           | This moc<br>This moc<br>ame, ins<br>atrolling<br>attacks m<br>hay Fall H<br>y fire its | ortal w<br>lel does<br>cead of s<br>player's<br>ade aga<br>Back in t<br>weapon | ounds.<br>not suff<br>shooting<br>next Sho<br>inst this<br>the Move<br>s if enem             | er the po<br>any wea<br>ooting p<br>unit.<br>ement p<br>y units              | enalty t<br>apons in<br>hase, ar<br>hase an<br>are with | o hit rolls for moving a<br>n the Shooting phase, t                                                                                      | nd firing<br>his model<br>g this uni<br>arge durin | can use its<br>t subtract 1<br>g the |    |
| ABILITIES<br>Faction keywords                               | and each<br>Power of<br>Heavy v<br>Smoke 1:<br>from all<br>Steel Be<br>controll<br>gains a l                     | h unit v<br>of the N<br>veapons<br>Launche<br>aunche<br>hit roll<br>chemot<br>ing play<br>bonus t | vithin 2D<br><b>Jachine S</b><br><b>S.</b><br><b>Cers:</b> Once<br>rs. Until<br>s for Sho<br>h: This m<br>ver's turn<br>to its save | 96" suff<br>Spirit: '<br>e per g<br>the cor<br>oting a<br>nodel n<br>. It may<br>in cov | This moc<br>This moc<br>ame, ins<br>atrolling<br>attacks m<br>hay Fall H<br>y fire its | ortal w<br>lel does<br>player's<br>ade aga<br>Back in t<br>weapon:<br>ast half | ounds.<br>not suff<br>shooting<br>next Sho<br>inst this<br>the Move<br>s if enem<br>of the m | er the po<br>any wea<br>ooting p<br>unit.<br>ement p<br>y units<br>odel is c | enalty t<br>apons in<br>hase, ar<br>hase an<br>are with | o hit rolls for moving a<br>n the Shooting phase, t<br>ny enemy units targetin<br>d still shoot and/or cha<br>nin 1" of it. In addition, | nd firing<br>his model<br>g this uni<br>arge durin | can use its<br>t subtract 1<br>g the |    |

| 27<br>Event                                       |                                                                                                   |                                                                                                    | REI<br>EAV                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | TY<br>SIEC                                                                        | PH<br>7E'                                                               | ON<br>ΓAΙ                                                               | NK_                                                              |                                             | DAMAGE<br>Some of a Relic Typh<br>as it suffers damage i                                                     |                                                    |                              |         |
|---------------------------------------------------|---------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------|-------------------------------------------------------------------------|------------------------------------------------------------------|---------------------------------------------|--------------------------------------------------------------------------------------------------------------|----------------------------------------------------|------------------------------|---------|
| NAME                                              | М                                                                                                 | WS                                                                                                 | BS                                                                                                 | S                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | T                                                                                 | W                                                                       | A                                                                       | Ld                                                               | Sv                                          | REMAINING W                                                                                                  | М                                                  | BS                           | A       |
| Relic Typhon                                      | *                                                                                                 | 5+                                                                                                 | *                                                                                                  | 8                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | . 9                                                                               | 22                                                                      | *                                                                       | 9                                                                | 2+                                          | 17-22+                                                                                                       | 10"                                                | 3+                           | 8       |
| A Relic Typhon is a singl<br>and crushing tracks. |                                                                                                   | •••                                                                                                |                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | -                                                                                 |                                                                         |                                                                         | 9                                                                | 2+                                          | . 6-16<br>1-5                                                                                                | 5"<br>3"                                           | 4+<br>5+                     | 6<br>D: |
| WEAPON                                            | RANGE                                                                                             | TYP                                                                                                | E                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | S                                                                                 | AP                                                                      | D                                                                       | ABILI                                                            | TES                                         |                                                                                                              |                                                    |                              | 1       |
| Crushing tracks                                   | Melee                                                                                             | Mel                                                                                                | ee                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | User                                                                              | -2                                                                      | D3                                                                      | -                                                                |                                             |                                                                                                              |                                                    |                              | 1       |
| Heavy bolter                                      | 36"                                                                                               | Hea                                                                                                | .vy 3                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 5                                                                                 | -1                                                                      | 1                                                                       | -                                                                |                                             |                                                                                                              |                                                    |                              |         |
| Lascannon                                         | 48"                                                                                               | Hea                                                                                                | vy 1                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 9                                                                                 | -3                                                                      | D6                                                                      | -                                                                |                                             |                                                                                                              |                                                    |                              |         |
| Heavy flamer                                      | 8"                                                                                                | Hea                                                                                                | vy D6                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 5                                                                                 | -1                                                                      | 1                                                                       | This                                                             | weapon                                      | hits its target automati                                                                                     | cally.                                             |                              |         |
| Multi-melta                                       | 24"                                                                                               | Hea                                                                                                | vy 1                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 8                                                                                 | -4                                                                      | D6                                                                      | two c                                                            |                                             | s within half range of t<br>en inflicting damage wi                                                          |                                                    |                              |         |
| Storm bolter                                      | 24"                                                                                               | Rap                                                                                                | id Fire 2                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 4                                                                                 | 0                                                                       | 1                                                                       | -                                                                |                                             |                                                                                                              |                                                    |                              |         |
| Dreadhammer siege<br>cannon                       | 24"                                                                                               | Hea                                                                                                | vy 2D6                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 10                                                                                | -5                                                                      | 3                                                                       | phase                                                            | e, then t                                   | yphon does not move i<br>he range of this weapon<br>ion of the current turn.                                 | n is increa                                        |                              |         |
| WARGEAR OPTIONS                                   | <ul> <li>A Re</li> <li>He:</li> <li>He:</li> <li>Mu</li> <li>Sto</li> </ul>                       | lic Typh<br>avy bolt<br>avy flam<br>lti-melt<br>rm bolt<br>es: If thi                              | on may<br>er<br>ier<br>a<br>er<br>is model                                                         | also be<br>is redu                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | iced to 0                                                                         | d with o                                                                | one of th                                                               | e follow                                                         | ing add                                     | itional weapons:                                                                                             | eld; on a <del>(</del>                             | it explode:                  |         |
|                                                   |                                                                                                   |                                                                                                    |                                                                                                    | )6" s11H                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | fers D6 m                                                                         | iortal w                                                                | ounds.                                                                  |                                                                  |                                             |                                                                                                              |                                                    |                              | 5       |
|                                                   |                                                                                                   | of the M                                                                                           | achine                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | This moc                                                                          | lel does                                                                | not suff                                                                | fer the po                                                       | enalty to                                   | o hit rolls for moving a                                                                                     | nd firing                                          |                              | 6       |
|                                                   | Power of<br>Heavy v<br>Smoke<br>smoke l                                                           | of the M<br>veapons<br>Launch<br>auncher                                                           | achine s<br>ers: Onc<br>rs. Until                                                                  | Spirit:<br>te per g                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | game, ins                                                                         | tead of s<br>player's                                                   | shooting<br>next Sho                                                    | , any we<br>poting p                                             | apons ir                                    | o hit rolls for moving an<br>n the Shooting phase, th<br>y enemy units targetin                              | nis model                                          |                              |         |
|                                                   | Power of<br>Heavy v<br>Smoke 1<br>from all<br>Steel Bo<br>controll<br>cannon                      | of the M<br>weapons<br>Launch<br>auncher<br>hit roll<br>chemoth<br>ing play<br>which r             | achine s<br>ers: Once<br>rs. Until<br>s for Sho<br>n: This n<br>rer's turn<br>nust targ            | Spirit:<br>ce per g<br>the con<br>ooting a<br>nodel n<br>It ma<br>get oth                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | game, ins<br>ntrolling<br>attacks m<br>nay Fall F<br>y fire its y                 | tead of s<br>player's<br>ade aga<br>Back in<br>weapon<br>In addi        | shooting<br>next Sho<br>inst this<br>the Mov<br>s if enen               | any weat<br>boting p<br>unit.<br>ement p<br>ny units             | apons ir<br>hase, an<br>hase an<br>are with | the Shooting phase, th                                                                                       | nis model<br>g this uni<br>arge durin<br>s dreadha | subtract 1<br>ng the<br>mmer |         |
| FACTION KEYWORDS                                  | Power of<br>Heavy v<br>Smoke<br>smoke l<br>from all<br>Steel Bo<br>controll<br>cannon<br>of the n | of the M<br>veapons<br>Launch<br>auncher<br>hit roll<br>chemotl<br>ing play<br>which r<br>nodel is | achine S<br>ers: Onc<br>rs. Until<br>s for Sho<br>h: This n<br>rer's turn<br>nust targ<br>obscured | Spirit:<br>the control of the control o | game, ins<br>ntrolling j<br>attacks m<br>nay Fall I<br>y fire its v<br>er units). | tead of s<br>player's<br>ade aga<br>Back in<br>weapon<br>In addi<br>er. | shooting<br>next Sho<br>inst this<br>the Mov<br>s if enen<br>ition, thi | g any wes<br>boting p<br>unit.<br>ement p<br>ny units<br>s model | apons ir<br>hase, an<br>hase an<br>are with | n the Shooting phase, th<br>y enemy units targetin<br>d still shoot and/or Cha<br>in 1" of it (except for it | nis model<br>g this uni<br>arge durin<br>s dreadha | subtract 1<br>ng the<br>mmer |         |

| × 26                         | RI                                                                          | ELI<br>TA                                                   | C CI<br>ANK          | ERI<br>D          | BER<br>EST             | RUS<br>FRC         | S HI<br>DYE | EAV<br>CR      | /Y                   | DAMAGE<br>Some of a Relic Cerl<br>change as it suffers of<br>shown below:           |             |               | s  |
|------------------------------|-----------------------------------------------------------------------------|-------------------------------------------------------------|----------------------|-------------------|------------------------|--------------------|-------------|----------------|----------------------|-------------------------------------------------------------------------------------|-------------|---------------|----|
| NAME                         | Μ                                                                           | WS                                                          | BS                   | S                 | T                      | W                  | A           | Ld             | Sv                   | REMAINING W                                                                         | М           | BS            | A  |
| Relic Cerberus               | *                                                                           | 5+                                                          | *                    | 8                 | 9                      | 22                 | *           | 9              | 2+                   | 17-22+                                                                              | 10"         | 3+            | 8  |
| A Relic Cerberus is a single | model. It                                                                   | is equip                                                    | ped with             | a heav            | y neutro               | on laser           | r array an  | d              |                      | 6-16                                                                                | 5"          | 4+            | 6  |
| crushing tracks.<br>WEAPNN   | RANGE                                                                       | TYPE                                                        | -                    |                   | S                      | AP                 | 0           | ABILI          | rice                 | 1-5                                                                                 | 3"          | 5+            | D  |
|                              |                                                                             |                                                             |                      |                   |                        |                    |             |                | 1169                 |                                                                                     |             |               | -1 |
| Crushing tracks              | Melee                                                                       | Mel                                                         |                      |                   | User                   | -2                 | D3          | -              |                      |                                                                                     |             |               | ł  |
| Heavy bolter                 | 36"                                                                         | Hea                                                         | 1                    |                   | 5                      | -1                 | 1           | -              |                      |                                                                                     |             |               |    |
| Lascannon                    | 48"                                                                         | Hea                                                         | '                    |                   | 9                      | -3                 | D6          | -              |                      | • • •                                                                               |             |               | 4  |
| Heavy flamer                 | 8"                                                                          | Hea                                                         | vy D6                |                   | 5                      | -1                 | 1           |                | 1                    | hits its target automat                                                             |             |               |    |
| Multi-melta                  | 24"                                                                         | Hea                                                         | vy 1                 |                   | 8                      | -4                 | D6          | two o          |                      | is within half range of t<br>en inflicting damage wi                                |             |               |    |
| Storm bolter                 | 24"                                                                         | Rap                                                         | id Fire 2            |                   | 4                      | 0                  | 1           | -              |                      |                                                                                     |             |               |    |
| Heavy neutron pulse array    | 72"                                                                         | Hea                                                         |                      |                   | 14                     | -4                 | 3+D6        | hit ro<br>Shoo | olls unti<br>ting ph |                                                                                     |             |               |    |
| WARGEAR OPTIONS              | <ul> <li>A Re</li> <li>Her</li> <li>Her</li> <li>Mu</li> <li>Sto</li> </ul> | lic Cerb<br>avy bolte<br>avy flam<br>llti-melta<br>rm bolte | er<br>ier<br>a<br>er | also be           | e equipp               | ed with            | h one of t  | he follo       | wing ac              | rs.<br>Iditional weapons:<br>pre removing it from th                                | e battlafie | ld: on a 5 l  |    |
| ADILITICƏ                    |                                                                             |                                                             | each unit            |                   |                        |                    |             |                |                      | ore removing it from in                                                             | e battiene  | ia; on a 5+   |    |
|                              |                                                                             | of the M<br>weapons                                         | -                    | pirit: T          | 'his mod               | lel doe            | s not suffe | er the p       | enalty t             | o hit rolls for moving a                                                            | nd firing   |               |    |
|                              | controll<br>laser ar                                                        | ling play<br>ray whic                                       | er's turn.           | It may<br>rget ot | fire its v<br>her unit | weapon<br>s). In a | ns if enem  | y units        | are with             | nd still shoot and/or Ch<br>hin 1" of it (except for i<br>7 gains a bonus to its sa | ts heavy n  | eutron        |    |
|                              |                                                                             |                                                             |                      |                   |                        |                    |             |                |                      | n the Shooting phase, t<br>ny enemy units targetin                                  |             |               |    |
|                              |                                                                             |                                                             | s for Shoo           |                   |                        | ade aga            | ainst this  | unit.          |                      |                                                                                     | 0           | e out trutt i |    |
| FACTION KEYWORDS             | from all                                                                    | hit rolls                                                   |                      | oting at          | tacks m                | -                  |             |                |                      |                                                                                     |             |               | -  |

| 35                                            |                                                                                                   |                                                                             | ELI<br>PEF                                      |                                | FELI<br>IEA                            | LBI<br>VY                       | LAD<br>TA                | DE<br>NK                     |                      | <b>DAMAGE</b><br>Some of a Relic Fell<br>change as it suffers of                                             |                            |                    | cs |
|-----------------------------------------------|---------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------|-------------------------------------------------|--------------------------------|----------------------------------------|---------------------------------|--------------------------|------------------------------|----------------------|--------------------------------------------------------------------------------------------------------------|----------------------------|--------------------|----|
| NAME                                          | М                                                                                                 | WS                                                                          | BS                                              | S                              | T                                      | W                               | A                        | Ld                           | Sv                   | shown below:<br>REMAINING W                                                                                  | М                          | BS                 |    |
| Relic Fellblade                               | *                                                                                                 | 5+                                                                          | *                                               | 9                              | 9                                      | 26                              | *                        | 9                            | 2+                   | 14-26+                                                                                                       | 10"                        | 3+                 |    |
| A Relic Fellblade is a single r               |                                                                                                   |                                                                             |                                                 |                                |                                        |                                 | demolis                  | her canı                     | non,                 | 7-13                                                                                                         | 7"                         | 4+                 |    |
| two quad lascannon, a Fellbl<br><b>WEAPON</b> | ade acce                                                                                          | lerator of <b>TYP</b>                                                       |                                                 | and cru                        | shing tra                              | AP                              | 0                        | ABILI                        | TIFS                 | 1-6                                                                                                          | 4"                         | 5+                 |    |
| Crushing tracks                               | Melee                                                                                             | Me                                                                          |                                                 |                                | User                                   | -2                              | D3                       | -                            |                      |                                                                                                              |                            |                    | _  |
| Twin heavy bolter                             | 36"                                                                                               |                                                                             | avy 6                                           |                                | 5                                      | -1                              | 1                        | _                            |                      |                                                                                                              |                            |                    |    |
| Twin heavy flamer                             | 8"                                                                                                |                                                                             | avy 2D6                                         |                                | 5                                      | -1                              | 1                        | This                         | weanon               | hits its target automat                                                                                      | ically                     |                    |    |
| Heavy bolter                                  | 36"                                                                                               |                                                                             | avy 3                                           |                                | 5                                      | -1                              | 1                        | -                            | weapon               | into ito target automat                                                                                      | ically.                    |                    |    |
| Heavy flamer                                  | 8"                                                                                                |                                                                             | avy D6                                          |                                | 5                                      | -1                              | 1                        |                              | weanon               | hits its target automat                                                                                      | ically                     |                    |    |
| Quad lascannon                                | 48"                                                                                               |                                                                             | avy 4                                           |                                | 9                                      | -3                              | D6                       | -                            | weapon               | into no target automat                                                                                       | icany.                     |                    |    |
| Laser destroyer                               | 36"                                                                                               |                                                                             | avy 1                                           |                                | 12                                     | -4                              | D6                       | If thi<br>addit<br>dama      | ional D<br>age is in | on successfully inflicts (<br>6. On a result of a '3-5'<br>creased to 2D6. On a r<br>nage is increased to 3E | , the weap<br>esult of a   | on's               |    |
| Demolisher cannon                             | 24"                                                                                               | Hea                                                                         | avy D3                                          |                                | 10                                     | -3                              | D6                       | this v                       | veapon's             | ing units with 5 or mo<br>s Type to Heavy D6.                                                                |                            | U                  |    |
| Multi-melta                                   | 24"                                                                                               | Hea                                                                         | avy 1                                           |                                | 8                                      | -4                              | D6                       | two c                        |                      | is within half range of t<br>en inflicting damage w                                                          |                            |                    |    |
| Storm bolter                                  | 24"                                                                                               | Rap                                                                         | oid Fire 2                                      | 2                              | 4                                      | 0                               | 1                        | -                            |                      |                                                                                                              |                            |                    |    |
| Fellblade accelerator cannon                  | When                                                                                              | -                                                                           |                                                 |                                | ect one of                             | f the two                       | o profile                | s below:                     |                      |                                                                                                              |                            |                    |    |
| - HE shells                                   | 100"                                                                                              | •                                                                           | avy 2D6                                         |                                | 8                                      | -3                              | 2                        | Whe                          | d to deci            | ing units with 5 or mo<br>ide the number of shot                                                             |                            |                    |    |
| - AE shells                                   | 100"                                                                                              | Hea                                                                         | avy 2                                           |                                | 14                                     | -4                              | 6                        | -                            |                      |                                                                                                              |                            |                    |    |
| WARGEAR OPTIONS                               | <ul> <li>A Re</li> <li>A Re</li> <li>- He</li> <li>- He</li> <li>- Mu</li> <li>- Store</li> </ul> | elic Fellb<br>elic Fellb<br>eavy bolt<br>eavy flan<br>ulti-melt<br>orm bolt | blade ma<br>blade ma<br>ter<br>her<br>ta<br>er  | y repla<br>y also t            | ce its qua<br>ce its twin<br>be equipp | n heavy<br>bed with             | v bolter w<br>n one of t | vith a tw<br>he follo        | in heavy<br>wing:    | y flamer.                                                                                                    |                            | (it and 1          |    |
| AUILITIEƏ                                     | and eac                                                                                           | ch unit v<br>of the N                                                       | vithin 2I<br><b>Iachine</b>                     | D6" suff                       | fers D6 m                              | nortal w                        | ounds.                   |                              |                      | ving it from the battlefi<br>o hit rolls for moving a                                                        |                            | o it explode       | s  |
|                                               | Smoke<br>smoke<br>from al<br>Steel B                                                              | launche<br>l hit roll<br><b>ehemot</b>                                      | ers: One<br>rs. Until<br>s for She<br>h: This r | the con<br>poting a<br>model r | ntrolling<br>attacks m<br>nay Fall I   | player's<br>Iade aga<br>Back in | ainst this<br>the Mov    | ooting p<br>unit.<br>ement p | hase, an<br>hase an  | n the Shooting phase, t<br>ny enemy units targetir<br>d still shoot and/or Ch<br>within 1" of it (except f   | ng this uni<br>narge durin | t subtract 1<br>ng |    |
|                                               |                                                                                                   |                                                                             |                                                 |                                |                                        |                                 |                          |                              |                      | nits). In addition, this 1                                                                                   |                            |                    |    |
|                                               |                                                                                                   |                                                                             |                                                 |                                |                                        | of the r                        |                          |                              |                      | the bearer.                                                                                                  |                            |                    |    |
| FACTION KEYWORDS                              | bonus t                                                                                           | o its sav                                                                   | e in cov                                        | er if at l                     |                                        |                                 | model is                 | obscure                      |                      | the bearer.                                                                                                  |                            |                    |    |

| ¥ 40                       | REI<br>HEA                                                                                                            | JC<br>VY                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                                                                             |                                             | HIO<br>( DI |                                      | SUP<br>'RO                                     | ER<br>YE              | -<br>R                        | <b>DAMAGE</b><br>Some of a Relic Falc<br>change as it suffers                                             |                           |              |    |
|----------------------------|-----------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------|---------------------------------------------|-------------|--------------------------------------|------------------------------------------------|-----------------------|-------------------------------|-----------------------------------------------------------------------------------------------------------|---------------------------|--------------|----|
| NAME                       | М                                                                                                                     | WS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | BS                                                                                          | S                                           | T           | W                                    | A                                              | Ld                    | Sv                            | shown below:<br>REMAINING W                                                                               | м                         | BS           |    |
| Relic Falchion             | *                                                                                                                     | 5+                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | *                                                                                           | 9                                           | 9           | 26                                   | *                                              | 9                     | 2+                            | 14-26+                                                                                                    | 10"                       | 3+           | _  |
| A Relic Falchion is a sing | le model. It                                                                                                          | is equip                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | ped with                                                                                    | n a twir                                    | n heavy b   | olter, tv                            | vo quad                                        | lascann               | on,                           | 7-13                                                                                                      | 7"                        | 4+           |    |
| a twin volcano cannon ar   | U                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                             |                                             |             |                                      |                                                |                       |                               | 1-6                                                                                                       | 4"                        | 5+           |    |
| WEAPON                     | RANGE                                                                                                                 | TYP                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                             |                                             | S           | AP                                   | D                                              | ABILI                 | TIES                          |                                                                                                           |                           |              | _  |
| Crushing tracks            | Melee                                                                                                                 | Mel                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | ee                                                                                          |                                             | User        | -2                                   | D3                                             | -                     |                               |                                                                                                           |                           |              | _  |
| Twin heavy bolter          | 36"                                                                                                                   | Hea                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | vy 6                                                                                        |                                             | 5           | -1                                   | 1                                              | -                     |                               |                                                                                                           |                           |              |    |
| Twin heavy flamer          | 8"                                                                                                                    | Hea                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | vy 2D6                                                                                      |                                             | 5           | -1                                   | 1                                              | This                  | weapon                        | hits its target automat                                                                                   | ically.                   |              | _  |
| Heavy bolter               | 36"                                                                                                                   | Hea                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | vy 3                                                                                        |                                             | 5           | -1                                   | 1                                              | -                     |                               |                                                                                                           |                           |              |    |
| Heavy flamer               | 8"                                                                                                                    | Hea                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | vy D6                                                                                       |                                             | 5           | -1                                   | 1                                              | This                  | weapon                        | hits its target automat                                                                                   | ically.                   |              | _  |
| Quad lascannon             | 48"                                                                                                                   | Hea                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | vy 4                                                                                        |                                             | 9           | -3                                   | D6                                             | -                     |                               |                                                                                                           |                           |              |    |
| Laser destroyer            | 36"                                                                                                                   | Hea                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | vy 1                                                                                        |                                             | 12          | -4                                   | D6                                             | addit<br>Dam          | tional D<br>age is in         | on successfully inflicts<br>6. On a result of a '3-5'<br>ncreased to 2D6. On a<br>mage is increased to 31 | , the weap<br>result of a | on's         |    |
| Multi-melta                | 24"                                                                                                                   | Hea                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | vy 1                                                                                        |                                             | 8           | -4                                   | D6                                             | two c                 |                               | is within half range of<br>en inflicting damage w                                                         |                           |              |    |
| Storm bolter               | 24"                                                                                                                   | Rap                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | id Fire 2                                                                                   |                                             | 4           | 0                                    | 1                                              | -                     |                               |                                                                                                           |                           |              |    |
| Twin volcano cannon        | 120"                                                                                                                  | Hea                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | vy 2D6                                                                                      |                                             | 16          | -5                                   | 2D6                                            |                       |                               | oll failed wound rolls w<br>nits with this weapon.                                                        | vhen targe                | eting        |    |
| ABILITIES                  | <ul> <li>A Re</li> <li>A Re</li> <li>Heat</li> <li>Heat</li> <li>Mu</li> <li>Sto</li> </ul> Explode and each Power of | lic Falch<br>lic Falch<br>avy bolt<br>avy flam<br>liti-melt<br>rm bolt<br>rm bolt<br>h unit w<br>of the M                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | nion may<br>nion may<br>er<br>ner<br>a<br>er<br>dis model<br>vithin 2I<br>f <b>achine</b> s | v replac<br>v also b<br>is redu<br>D6" suff | fers D6 m   | heavy<br>ed with<br>wound<br>ortal w | bolter w<br>one of t<br>s, roll a I<br>rounds. | ith a tw<br>he follow | in heavy<br>wing:<br>re remov |                                                                                                           |                           | 5 it explode | 'S |
|                            | smoke l                                                                                                               | Launch<br>auncher                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <b>ers:</b> Ond<br>rs. Until                                                                | the cor                                     |             | player's                             | next She                                       | ooting p              |                               | n the Shooting phase, t<br>ny enemy units targetir                                                        |                           |              |    |
|                            |                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                             |                                             |             |                                      | s if enen                                      | ny units              |                               | d still shoot and/or Ch<br>nin 1" of it (except for i                                                     |                           |              |    |
|                            | cannon                                                                                                                | which r                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | nust targ                                                                                   | get oth                                     |             | In add                               | ition, thi                                     | s model               |                               | ins a bonus to its save                                                                                   | in cover if               |              | lf |
| FACTION KEYWORDS           | cannon<br>of the m                                                                                                    | which in the second sec | nust targ<br>obscure                                                                        | get othe<br>d from                          | er units).  |                                      |                                                |                       |                               | ins a bonus to its save                                                                                   | in cover if               |              | lf |

| SU                                 | F<br>PER-F                                                                                                                                                                                                                                                                                                                                                                                                                       | RELI<br>IEA                                                                                                                                                                                       | IC N<br>VY                                                                                                                                                                           | MA<br>SIE                                                                                                                                                                                                 | STC<br>GE                                                                                                                                                                                                | )DC<br>TR                                                                                                                                                                                               | )N<br>ANS                                                                                                                                                                                              | <b>PO</b>                                                                                                                                                                          | RT                                                                                                                                                         | <b>DAMAGE</b><br>Some of a Relic<br>change as it suff<br>shown below:                                                                                                                                                                                                                                                         |                                                                                                                                                                                                |                                                                                                                                |                                                                                            |                                |
|------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|--------------------------------|
| NAME                               | М                                                                                                                                                                                                                                                                                                                                                                                                                                | WS                                                                                                                                                                                                | BS                                                                                                                                                                                   | S                                                                                                                                                                                                         | T                                                                                                                                                                                                        | W                                                                                                                                                                                                       | A                                                                                                                                                                                                      | Ld                                                                                                                                                                                 | Sv                                                                                                                                                         | REMAINING W                                                                                                                                                                                                                                                                                                                   | М                                                                                                                                                                                              | BS                                                                                                                             | A                                                                                          | VOID SHIEL                     |
| Relic Mastodon                     | *                                                                                                                                                                                                                                                                                                                                                                                                                                | 5+                                                                                                                                                                                                | *                                                                                                                                                                                    | 9                                                                                                                                                                                                         | 9                                                                                                                                                                                                        | 30                                                                                                                                                                                                      | *                                                                                                                                                                                                      | 9                                                                                                                                                                                  | 2+                                                                                                                                                         | 16-30+                                                                                                                                                                                                                                                                                                                        | 10"                                                                                                                                                                                            | 3+                                                                                                                             | 8                                                                                          | 5+                             |
| A Relic Mastodon is a si           |                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                   |                                                                                                                                                                                      |                                                                                                                                                                                                           |                                                                                                                                                                                                          | amers, t                                                                                                                                                                                                | wo lasca:                                                                                                                                                                                              | nnon,                                                                                                                                                                              |                                                                                                                                                            | 8-15                                                                                                                                                                                                                                                                                                                          | 7"                                                                                                                                                                                             | 4+                                                                                                                             | 6                                                                                          | 6+                             |
| one skyreaper battery, a<br>WEAPON | RANGE                                                                                                                                                                                                                                                                                                                                                                                                                            | rray and<br>TYPE                                                                                                                                                                                  |                                                                                                                                                                                      | ig track                                                                                                                                                                                                  | .s.<br>S                                                                                                                                                                                                 | AP                                                                                                                                                                                                      | D                                                                                                                                                                                                      | ABILI                                                                                                                                                                              | TIES                                                                                                                                                       | 1-7                                                                                                                                                                                                                                                                                                                           | 4"                                                                                                                                                                                             | 5+                                                                                                                             | D6                                                                                         | 7+                             |
| Crushing tracks                    | Melee                                                                                                                                                                                                                                                                                                                                                                                                                            | Mele                                                                                                                                                                                              |                                                                                                                                                                                      |                                                                                                                                                                                                           | User                                                                                                                                                                                                     | -2                                                                                                                                                                                                      | D3                                                                                                                                                                                                     | -                                                                                                                                                                                  |                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                |                                                                                                                                |                                                                                            | 12.34                          |
| Lascannon                          |                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                   | -                                                                                                                                                                                    |                                                                                                                                                                                                           |                                                                                                                                                                                                          | _                                                                                                                                                                                                       |                                                                                                                                                                                                        | _                                                                                                                                                                                  |                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                |                                                                                                                                |                                                                                            | 216                            |
| Heavy flamer                       |                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                   |                                                                                                                                                                                      |                                                                                                                                                                                                           | -                                                                                                                                                                                                        | -                                                                                                                                                                                                       |                                                                                                                                                                                                        |                                                                                                                                                                                    | weapon                                                                                                                                                     | hits its target auto                                                                                                                                                                                                                                                                                                          | matically                                                                                                                                                                                      | 7.                                                                                                                             |                                                                                            | 10.1                           |
| Skyreaper battery                  | 8"       Heavy D6       5       -1       1       This weapon hits its target automatically.         48"       Heavy 8       7       -1       5       Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.         12"       Heavy 4D3       9       -4       D6       two dice when inflicting damage with it and discard the |                                                                                                                                                                                                   |                                                                                                                                                                                      |                                                                                                                                                                                                           |                                                                                                                                                                                                          |                                                                                                                                                                                                         |                                                                                                                                                                                                        |                                                                                                                                                                                    |                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                |                                                                                                                                |                                                                                            |                                |
| Siege melta array                  | 12"                                                                                                                                                                                                                                                                                                                                                                                                                              | Heav                                                                                                                                                                                              | 7y 4D3                                                                                                                                                                               |                                                                                                                                                                                                           | 9                                                                                                                                                                                                        | -4                                                                                                                                                                                                      | D6                                                                                                                                                                                                     | two o                                                                                                                                                                              | 0                                                                                                                                                          | en inflicting damag                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                | 1                                                                                                                              |                                                                                            | the                            |
| WARGEAR OPTIONS                    | None                                                                                                                                                                                                                                                                                                                                                                                                                             | 2.                                                                                                                                                                                                |                                                                                                                                                                                      | 1933                                                                                                                                                                                                      | and and                                                                                                                                                                                                  |                                                                                                                                                                                                         |                                                                                                                                                                                                        |                                                                                                                                                                                    |                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                |                                                                                                                                |                                                                                            | 1                              |
| ABILITIES                          | Explod                                                                                                                                                                                                                                                                                                                                                                                                                           | es: If this                                                                                                                                                                                       |                                                                                                                                                                                      |                                                                                                                                                                                                           |                                                                                                                                                                                                          |                                                                                                                                                                                                         | -                                                                                                                                                                                                      | -                                                                                                                                                                                  |                                                                                                                                                            | dels. It cannot tran                                                                                                                                                                                                                                                                                                          | -                                                                                                                                                                                              |                                                                                                                                |                                                                                            |                                |
|                                    | Power                                                                                                                                                                                                                                                                                                                                                                                                                            | of the Ma                                                                                                                                                                                         | achine                                                                                                                                                                               | del is th                                                                                                                                                                                                 | nen remo                                                                                                                                                                                                 | oved.                                                                                                                                                                                                   |                                                                                                                                                                                                        |                                                                                                                                                                                    |                                                                                                                                                            | lodes and each uni<br>o hit rolls for movi                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                |                                                                                                                                | uffers                                                                                     | 2D6                            |
|                                    | Power of<br>Heavy v<br>Smoke<br>smoke                                                                                                                                                                                                                                                                                                                                                                                            | of the Ma<br>weapons.<br>Launche                                                                                                                                                                  | achine<br>ers: One<br>s. Until                                                                                                                                                       | del is th<br><b>Spirit:</b> '<br>ce per g<br>the con                                                                                                                                                      | nen remo<br>This moo<br>ame, ins<br>trolling                                                                                                                                                             | oved.<br>del does<br>tead of<br>player's                                                                                                                                                                | not suff<br>shooting<br>next Sho                                                                                                                                                                       | er the p<br>any we<br>poting p                                                                                                                                                     | enalty to                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                               | ng and fi<br>se, this n                                                                                                                                                                        | iring<br>nodel c                                                                                                               | an use                                                                                     | e its                          |
|                                    | Power of<br>Heavy of<br>Smoke b<br>from al<br>Void SH<br>force pr<br>attacks<br>shown i<br>invulne<br>void sh<br>negate b                                                                                                                                                                                                                                                                                                        | of the Ma<br>weapons.<br>Launchers<br>aunchers<br>hit rolls<br>hields: A<br>ojected of<br>and misss<br>n the Da<br>rable sav<br>teld saves<br>nortal w                                            | achine<br>ers: One<br>s. Until<br>for Sho<br>Relic M<br>put at a<br>iles aga<br>mage b<br>e again<br>s are un<br>ounds.                                                              | del is the<br>Spirit: 7<br>ce per g<br>the comporting a<br>Mastodo<br>distance<br>inst the<br>box above<br>st any for<br>affected<br>In this of                                                           | nen remo<br>This moo<br>ame, ins<br>trolling<br>ttacks m<br>in is prote<br>e from it<br>m. In ga<br>ve, whicl<br>orm of a<br>l by the 2<br>case how                                                      | tead of a player's hade aga tected b ts hull in the co ttack ex AP of an vever, ro                                                                                                                      | not suff<br>shooting<br>next Sho<br>inst this<br>y special<br>hayers,<br>ns, void<br>ntrolling<br>cept from<br>attack,<br>ll one di                                                                    | er the p<br>any we<br>boting p<br>unit.<br>ised voi<br>designe<br>shields a<br>player<br>n weapo<br>but unli<br>ce for ea                                                          | enalty to<br>apons in<br>bhase, ar<br>d shield<br>d to defi<br>are repro-<br>can opt<br>can opt<br>bons with<br>ike invu<br>ach mor                        | o hit rolls for movi<br>1 the Shooting pha                                                                                                                                                                                                                                                                                    | ng and fi<br>se, this n<br>geting thi<br>mpenetra<br>i impact of<br>e kind of<br>heir norm<br>ke invulu<br>may also<br>been in                                                                 | iring<br>nodel c<br>is unit s<br>able ba<br>of high<br>f saving<br>nal save<br>nerable<br>o be us<br>flicted o                 | an uso<br>subtra<br>rriers<br>-energ<br>throw<br>or<br>saves<br>ed to                      | e its<br>ct 1<br>of<br>3y<br>v |
|                                    | Power of<br>Heavy v<br>Smoke<br>smoke b<br>from al<br>Void SP<br>force pr<br>attacks<br>shown i<br>invulne<br>void shi<br>negate 1<br>model,<br>Steel Bo<br>control<br>lascann                                                                                                                                                                                                                                                   | of the Ma<br>veapons.<br>Launcher<br>aunchers<br>hit rolls<br>nields: A<br>ojected c<br>and miss<br>n the Da<br>rable sav<br>ield saves<br>nortal w<br>with the<br>ehemoth<br>ling playcon can ta | achine<br>ers: Ond<br>s. Until<br>for Sho<br>Relic N<br>but at a<br>iles aga<br>mage b<br>e again<br>s are un<br>ounds.<br>mortal<br>: This r<br>er's turr<br>arget ur               | del is th<br>Spirit: '<br>ce per g<br>the con<br>boting a<br>Aastodo<br>distanc<br>inst the<br>box abov<br>st any for<br>affectec<br>In this<br>wound<br>nodel m<br>. It may<br>hits that                 | then remo<br>This moo<br>ame, ins<br>trolling<br>ttacks m<br>n is prote<br>from it<br>m. In gave, which<br>orm of a<br>l by the <i>z</i><br>case how<br>being ig<br>hay Fall 1<br>y fire its<br>are with | veed.<br>del does<br>tead of f<br>player's<br>nade aga<br>tected b<br>ts hull in<br>tected b<br>ts hull in<br>the co<br>ttack ex<br>AP of ar<br>vever, rc<br>gnored i<br>Back in<br>weapon<br>nin 1" of | not suff<br>shooting<br>next Sho<br>inst this<br>y special<br>layers,<br>ns, void<br>ntrolling<br>cept fron<br>a ttack,<br>ll one di<br>f the save<br>the Mov<br>s if enen<br>it – its o               | er the p<br>any we<br>poting p<br>unit.<br>ised voi<br>designe<br>shields a<br>player<br>n weapo<br>but unli<br>ce for ea<br>e roll ind<br>ement p<br>y units<br>ther gu           | enalty to<br>apons in<br>ohase, ar<br>d shield<br>d to defi<br>are repro-<br>can opt<br>ons with<br>ike invu<br>ach mor<br>dicated<br>ohase an<br>are with | o hit rolls for movi<br>n the Shooting pha<br>ny enemy units targ<br>generators, near-i:<br>lect and absorb the<br>esented by a uniqu<br>to use instead of th<br>the Melee type. Li<br>lnerable saves they<br>tal wound that has                                                                                              | ng and fi<br>se, this n<br>geting thi<br>mpenetre<br>impact of<br>e kind of<br>neir norm<br>ke invuli<br>ke invuli<br>may also<br>been im<br>t is passe<br>r Charge<br>y its heav<br>. In addi | iring<br>nodel c<br>is unit s<br>of high<br>f saving<br>nal save<br>nerable<br>o be us<br>flicted o<br>d.<br>during<br>vy flam | an uso<br>subtra<br>-enerş<br>throv<br>e or<br>saves<br>ed to<br>on the<br>g the<br>ers an | e its<br>ct 1<br>of<br>3y<br>v |
| FACTION KEYWORDS                   | Power of<br>Heavy v<br>Smoke<br>smoke I<br>from al<br>Void SI<br>force p<br>attacks<br>shown i<br>invulne<br>void sh<br>negate I<br>model,<br>Steel Bo<br>control<br>lascann<br>only ga                                                                                                                                                                                                                                          | of the Ma<br>veapons.<br>Launcher<br>aunchers<br>hit rolls<br>nields: A<br>ojected c<br>and miss<br>n the Da<br>rable sav<br>ield saves<br>nortal w<br>with the<br>ehemoth<br>ling playcon can ta | achine<br>ers: Ond<br>s. Until<br>for Sho<br>Relic N<br>but at a<br>tiles aga<br>mage b<br>e again<br>s are un<br>ounds.<br>mortal<br>: This r<br>er's turr<br>arget ur<br>us to it. | del is th<br>Spirit: 7<br>ce per g<br>the com<br>ooting a<br>fastodo<br>distanc<br>inst the<br>oox abov<br>st any fa<br>affected<br>In this of<br>wound<br>nodel m<br>h. It may<br>nits that<br>s save in | ame, ins<br>trolling<br>ttacks m<br>is profe<br>e from it<br>m. In gave, which<br>orm of a<br>l by the .<br>case how<br>being ig<br>hay Fall Iv<br>are with<br>n cover i                                 | veed.<br>del does<br>tead of i<br>player's<br>nade aga<br>tected b<br>ts hull in<br>the co<br>ttack ex<br>AP of ar<br>vever, rc<br>gnored i<br>Back in<br>weapon<br>nin 1" of<br>f at least             | not suff<br>shooting<br>next Shi<br>inst this<br>y special<br>hayers,<br>ns, void<br>ntrolling<br>cept from<br>a attack,<br>ll one di<br>f the save<br>the Mov<br>s if enen<br>it – its o<br>half of t | er the p<br>any we<br>boting p<br>unit.<br>ised voi<br>designe<br>shields a<br>player<br>n weapo<br>but unli<br>ce for ea<br>e roll ind<br>ement p<br>y units<br>ther gu<br>he mod | enalty to<br>apons in<br>ohase, ar<br>d shield<br>d to defi<br>are repro-<br>can opt<br>ons with<br>ike invu<br>ach mor<br>dicated<br>ohase an<br>are with | o hit rolls for movi<br>in the Shooting pha<br>by enemy units targ<br>generators, near-it<br>lect and absorb the<br>esented by a uniqu<br>to use instead of th<br>the Melee type. Li<br>lnerable saves they<br>tal wound that has<br>in the Damage box<br>d still shoot and/o<br>hin 1" of it (but onl<br>target other units) | ng and fi<br>se, this n<br>geting thi<br>mpenetre<br>impact of<br>e kind of<br>neir norm<br>ke invuli<br>ke invuli<br>may also<br>been im<br>t is passe<br>r Charge<br>y its heav<br>. In addi | iring<br>nodel c<br>is unit s<br>of high<br>f saving<br>nal save<br>nerable<br>o be us<br>flicted o<br>d.<br>during<br>vy flam | an uso<br>subtra<br>-enerş<br>throv<br>e or<br>saves<br>ed to<br>on the<br>g the<br>ers an | e its<br>ct 1<br>of<br>3y<br>v |

# ADEPTUS ASTARTES DREADNOUGHTS

| 8                       |                                                  | _                                                       |                                                      |                                             |                                   |                                  |                       |                             |                                                                                                                                                                |
|-------------------------|--------------------------------------------------|---------------------------------------------------------|------------------------------------------------------|---------------------------------------------|-----------------------------------|----------------------------------|-----------------------|-----------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| - tower                 |                                                  | M(                                                      | <b>JR</b> '                                          | LIS                                         | DR                                | EA                               | DN                    | ΟU                          | GHT                                                                                                                                                            |
| NAME                    | М                                                | WS                                                      | BS                                                   | S                                           | T                                 | W                                | A                     | Ld                          | Sv                                                                                                                                                             |
| Mortis Dreadnought      | 6"                                               | 3+                                                      | 3+                                                   | 6                                           | 7                                 | 8                                | 4                     | 8                           | 3+                                                                                                                                                             |
| A Mortis Dreadnought is | a single mo                                      | del. It is                                              | equipp                                               | ed with                                     | two twi                           | n heavy                          | bolters.              |                             |                                                                                                                                                                |
| WEAPON                  | RANGE                                            | TYP                                                     | E                                                    |                                             | S                                 | AP                               | 0                     | ABILI                       | TIES                                                                                                                                                           |
| Twin heavy bolter       | 36"                                              | Hea                                                     | vy 6                                                 |                                             | 5                                 | -1                               | 1                     | -                           |                                                                                                                                                                |
| Twin autocannon         | 48"                                              | Hea                                                     | vy 4                                                 |                                             | 7                                 | -1                               | 2                     | -                           |                                                                                                                                                                |
| Twin lascannon          | 48"                                              | Hea                                                     | vy 2                                                 |                                             | 9                                 | -3                               | D6                    | -                           |                                                                                                                                                                |
| Missile launcher        | When a                                           | ttacking                                                | g with th                                            | is weap                                     | on, cho                           | ose one                          | of the pr             | ofiles be                   | elow:                                                                                                                                                          |
| - Frag missile          | 48"                                              | Hea                                                     | vy D6                                                |                                             | 4                                 | 0                                | 1                     | -                           |                                                                                                                                                                |
| - Krak missile          | 48"                                              | Hea                                                     | vy 1                                                 |                                             | 8                                 | -2                               | D6                    | -                           |                                                                                                                                                                |
| Assault cannon          | 24"                                              | Hea                                                     | vy 6                                                 |                                             | 6                                 | -1                               | 1                     | -                           |                                                                                                                                                                |
| Multi-melta             | 24"                                              | If the target is within half range of this weapon, roll |                                                      |                                             |                                   |                                  |                       |                             |                                                                                                                                                                |
| Heavy plasma cannon     | When a                                           | ttacking                                                | g with th                                            | is weap                                     | on, cho                           | ose one                          | of the pi             | ofiles be                   | elow:                                                                                                                                                          |
| - Standard              | 36"                                              | Hea                                                     | vy D3                                                |                                             | 7                                 | -3                               | 1                     | -                           |                                                                                                                                                                |
| - Supercharge           | 36"                                              | Hea                                                     | vy D3                                                |                                             | 8                                 | -3                               | 2                     |                             | each hit roll of 1, the bearer suffers 1 mortal wound all of this weapon's slots have been resolved.                                                           |
| WARGEAR OPTIONS         | follov<br>- Tw<br>- Tw<br>- Mia<br>- Ass<br>- Mu |                                                         | annon<br>nnon<br>ncher<br>non<br>a                   |                                             | exchanį                           | ge both (                        | of its twi            | n heavy                     | bolters for two identical weapons from the                                                                                                                     |
| ABILITIES               | Explod<br>explode<br>Smoke<br>smoke l            | es: If thi<br>es and ea<br>Launch<br>auncher            | is model<br>ach unit<br><b>ers:</b> Ond<br>rs. Until | is redu<br>within<br>the per gother the con | 3" suffer<br>ame, ins<br>trolling | rs D3 mo<br>stead of<br>player's | ortal wou<br>shooting | inds.<br>any we<br>poting p | re removing it from the battlefield; on a 6 it<br>apons in the Shooting phase, this model can use its<br>shase, any enemy units targeting this unit subtract 1 |
| FACTION KEYWORDS        |                                                  |                                                         |                                                      |                                             |                                   |                                  | CHAPT                 |                             |                                                                                                                                                                |
| KEYWORDS                |                                                  |                                                         |                                                      |                                             |                                   |                                  | S DREA                |                             | UGHT                                                                                                                                                           |

| NAME                          | М                                   | WS                                      | BS                      | S                      | т                  | W                    | A                     | Lđ                   | Sv                                                                                                                                          |
|-------------------------------|-------------------------------------|-----------------------------------------|-------------------------|------------------------|--------------------|----------------------|-----------------------|----------------------|---------------------------------------------------------------------------------------------------------------------------------------------|
| NAME<br>Siege Dreadnought     | IVI<br>6"                           | wa<br>3+                                | ва<br>3+                | а<br>6                 | 8                  | W<br>8               | А<br>4                | LU<br>8              | 3+                                                                                                                                          |
|                               | a single mode                       |                                         | -                       | with a se              | eismic             | hamme                | r, a melt             | agun an              | d a Dreadnought inferno cannon.                                                                                                             |
| WEAPON                        | RANGE                               | TYP                                     | 1 11                    |                        | S                  | AP                   | 0                     | ABILIT               | U                                                                                                                                           |
| Dreadnought<br>inferno cannon | 8"                                  | Hea                                     | vy D6                   |                        | 6                  | -1                   | 2                     | This                 | weapon hits its target automatically.                                                                                                       |
| Seismic hammer                | Melee                               | Mel                                     | ee                      |                        | x2                 | -4                   | 5                     |                      | n attacking with this weapon, you must subtract 1 the hit roll.                                                                             |
| Heavy flamer                  | 8"                                  | Hea                                     | vy D6                   |                        | 5                  | -1                   | 1                     |                      | weapon hits its target automatically.                                                                                                       |
| Meltagun                      | 12"                                 | Ass                                     | ault 1                  |                        | 8                  | -4                   | D6                    | two d                | target is within half range of this weapon, roll lice when inflicting damage with it and discard the st result.                             |
| Multi-melta                   | 24"                                 | Hea                                     | vy 1                    |                        | 8                  | -4                   | D6                    | two d                | target is within half range of this weapon, roll lice when inflicting damage with it and discard the st result.                             |
| Twin lascannon                | 48"                                 | Hea                                     | .vy 2                   |                        | 9                  | -3                   | D6                    | -                    |                                                                                                                                             |
| Twin autocannon               | 48"                                 | Hea                                     | vy 4                    |                        | 7                  | -1                   | 2                     | -                    |                                                                                                                                             |
| WARGEAR OPTIONS<br>Abilities  | twin<br>• A Sie<br>canno<br>Explode | autocan<br>ge Drea<br>on.<br>es: If thi | non.<br>dnought i       | may repl               | lace its<br>d to 0 | seismi               | c hamme               | er and m             | annon with a multi-melta, a twin lascannon or a neltagun with a second Dreadnought inferno<br>e removing it from the battlefield; on a 6 it |
|                               | Smoke I<br>use its s                | <b>Launch</b><br>moke la                | ers: Once               | e per gar<br>Until the | ne, ins<br>e contr | stead of<br>olling p | shootinş<br>layer's n | g any we<br>ext Shoc | apons in the Shooting phase, this model can<br>oting phase, any enemy units targeting this unit<br>his unit.                                |
|                               |                                     |                                         |                         |                        |                    |                      |                       |                      | nodel with a Movement characteristic of 0" during<br>y re-roll all wound rolls of 1 with this model.                                        |
|                               |                                     |                                         | nchers: If<br>mortal wo |                        | del fir            | nishes a             | charge n              | nove wit             | hin 1" of an enemy unit, roll a D6. On a 4+, that                                                                                           |
| FACTION KEYWORDS              | IMPE                                | RIUM.                                   | ADEPT                   | US AST                 | ГART               | 'ES, <0              | HAPT                  | ER>                  |                                                                                                                                             |
|                               |                                     |                                         |                         |                        |                    |                      |                       |                      |                                                                                                                                             |

| W 9                      | C                                     | CON<br>I                                                     | JTE<br>DRI       | MI<br>EAI  | PTC<br>DN( | R N<br>DU( | MO]<br>GH               | RT]<br>F  | IS       | <b>DAMAGE</b><br>Some of a Contemp<br>change as it suffers of<br>shown below: |             |            |     |
|--------------------------|---------------------------------------|--------------------------------------------------------------|------------------|------------|------------|------------|-------------------------|-----------|----------|-------------------------------------------------------------------------------|-------------|------------|-----|
| NAME                     | М                                     | WS                                                           | BS               | S          | T          | W          | A                       | Ld        | Sv       | REMAINING W                                                                   | М           | WS         | BS  |
| <b>Contemptor Mortis</b> | *                                     | *                                                            | *                | 7          | 7          | 10         | 4                       | 8 3       | 8+ (5++) | 6-10+                                                                         |             | 2+         | 2+  |
| A Contemptor Mortis Dr   | eadnought                             | is a sing                                                    | le mode          | l. It is e | quipped    | with tw    | o twin h                | eavy bo   | olters.  | 3-5                                                                           | 6"          | 3+         | 3+  |
| WEAPON                   | RANGE                                 | TYP                                                          | E                |            | S          | AP         | D                       | ABIL      | ITIES    | 1-2                                                                           | 3"          | 4+         | 4+  |
| Twin heavy bolter        | 36"                                   | Hea                                                          | avy 6            |            | 5          | -1         | 1                       | -         |          |                                                                               |             |            | 100 |
| Multi-melta              | 24"                                   | Hea                                                          | avy 1            |            | 8          | -4         | D6                      | dice      |          | s within half range of t<br>flicting damage with it                           |             |            |     |
| Twin autocannon          | 48"                                   | Hea                                                          | avy 4            |            | 7          | -1         | 2                       | -         |          |                                                                               |             |            | 100 |
| Heavy plasma cannon      | When a                                | attackin                                                     | g with tł        | nis weap   | oon, cho   | ose one    | of the pr               | ofiles b  | elow:    |                                                                               |             |            | 100 |
| - Standard               | 36"                                   | Hea                                                          | avy D3           |            | 7          | -3         | 1                       | -         |          |                                                                               |             |            | 128 |
| - Supercharge            | 36"                                   | Hea                                                          | avy D3           |            | 8          | -3         | 2                       |           |          | roll of 1, the bearer suf<br>is weapon's slots have b                         |             |            |     |
| Twin lascannon           | 48"                                   | Hea                                                          | avy 2            |            | 9          | -3         | D6                      | -         |          |                                                                               |             |            | 123 |
| Kheres assault cannon    | 24"                                   | Hea                                                          | avy 6            |            | 7          | -1         | 1                       | -         |          |                                                                               |             |            |     |
| WARGEAR OPTIONS          | the f<br>- Mu<br>- Tw<br>- Tw<br>- He | following<br>ulti-meli<br>vin lasca<br>vin auto<br>eavy plas | g:<br>ta<br>nnon | non        | dnought    | may rej    | place bo                | th of its | twin hea | avy bolters with two ide                                                      | entical we  | apons from | ı   |
| ABILITIES                | Atoma                                 | ntic Shi                                                     | elding:          | This mo    | odel has   | a 5+ inv   | ulnerabl                | e save.   |          | 1-11-0-11-11-11-                                                              |             |            |     |
|                          |                                       |                                                              |                  |            |            |            | s, roll a l<br>ortal wo |           | re remov | ring it from the battlefi                                                     | eld; on a 6 | 5 it       |     |
| FACTION KEYWORDS         | IMPE                                  | RIUM,                                                        | ADEP             | TUS A      | STAR       | ΓES, <0    | СНАРТ                   | 'ER>      |          |                                                                               |             |            |     |
| KEYWORDS                 | VEHI                                  | CLE, D                                                       | READ             | NOUC       | GHT, C     | ONTE       | MPTO                    | R MOI     | RTIS DI  | READNOUGHT                                                                    |             |            | 7   |

|                               | M ENG                                                                                                                                                                                                                                                                                                                                                    | 1 Salta                                                          | all a la                                                   | STATE:                                                  | 101212                                                    | 2 march                                            | 2.74                                                          | CENSS.                                               |                                                                                                                 |  |  |  |
|-------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------|------------------------------------------------------------|---------------------------------------------------------|-----------------------------------------------------------|----------------------------------------------------|---------------------------------------------------------------|------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------|--|--|--|
|                               |                                                                                                                                                                                                                                                                                                                                                          | C                                                                |                                                            | PLA<br>RE                                               |                                                           | IV<br>NC                                           |                                                               | ERA<br>GH'I                                          | BLE                                                                                                             |  |  |  |
| NAME                          | М                                                                                                                                                                                                                                                                                                                                                        | WS                                                               | BS                                                         | S                                                       | T                                                         | W                                                  | A                                                             | Ld                                                   | Sv                                                                                                              |  |  |  |
| Chaplain Dreadnought          | 6"                                                                                                                                                                                                                                                                                                                                                       | 2+                                                               | 2+                                                         | 6                                                       | 7                                                         | 9                                                  | 4                                                             | 10                                                   | 3+ (5++)                                                                                                        |  |  |  |
| A Chaplain Venerable Dr       | eadnought i                                                                                                                                                                                                                                                                                                                                              | s a sing                                                         | e model.                                                   | It is eq                                                | uipped                                                    | with tw                                            | o storm                                                       | bolters a                                            | and two Dreadnought combat weapons.                                                                             |  |  |  |
| WEAPON                        | RANGE                                                                                                                                                                                                                                                                                                                                                    | TYPI                                                             |                                                            |                                                         | S                                                         | AP                                                 | D                                                             | ABILIT                                               | lies                                                                                                            |  |  |  |
| Dreadnought<br>combat weapon  | Melee                                                                                                                                                                                                                                                                                                                                                    | Mel                                                              | ee                                                         |                                                         | x2                                                        | -3                                                 | 3                                                             | -                                                    |                                                                                                                 |  |  |  |
| Dreadnought<br>inferno cannon | 8"                                                                                                                                                                                                                                                                                                                                                       | Hea                                                              | vy D6                                                      |                                                         | 6                                                         | -1                                                 | 2                                                             | This                                                 | weapon hits its target automatically.                                                                           |  |  |  |
| Assault cannon                | 24"                                                                                                                                                                                                                                                                                                                                                      | Hea                                                              | vy 6                                                       |                                                         | 6                                                         | -1                                                 | 1                                                             | -                                                    |                                                                                                                 |  |  |  |
| Multi-melta                   | 24"                                                                                                                                                                                                                                                                                                                                                      | Hea                                                              | vy 1                                                       |                                                         | 8                                                         | -4                                                 | D6                                                            | two d                                                | target is within half range of this weapon, roll lice when inflicting damage with it and discard the st result. |  |  |  |
| Twin lascannon                | 48"                                                                                                                                                                                                                                                                                                                                                      | Hea                                                              | vy 2                                                       |                                                         | 9                                                         | -3                                                 | D6                                                            | -                                                    |                                                                                                                 |  |  |  |
| Storm bolter                  | 24"                                                                                                                                                                                                                                                                                                                                                      | Rap                                                              | id Fire 2                                                  |                                                         | 4                                                         | 0                                                  | 1                                                             | -                                                    |                                                                                                                 |  |  |  |
| Heavy flamer                  | 8"                                                                                                                                                                                                                                                                                                                                                       | Hea                                                              | vy D6                                                      |                                                         | 5                                                         | -1                                                 | 1                                                             | Thisy                                                | weapon hits its target automatically.                                                                           |  |  |  |
|                               | follov<br>- Dre<br>- Mu<br>- Ass                                                                                                                                                                                                                                                                                                                         | ving. If                                                         | this is do<br>ht infern<br>a<br>non                        | ne, also                                                | o remov                                                   |                                                    |                                                               |                                                      | Dreadnought combat weapons for one of the avy flamer.                                                           |  |  |  |
| ABILITIES                     | -                                                                                                                                                                                                                                                                                                                                                        | pable F                                                          |                                                            |                                                         |                                                           |                                                    |                                                               | s model :                                            | if it is equipped with two Dreadnought                                                                          |  |  |  |
|                               |                                                                                                                                                                                                                                                                                                                                                          |                                                                  |                                                            |                                                         |                                                           |                                                    |                                                               |                                                      |                                                                                                                 |  |  |  |
|                               | <ul> <li>Icon of Hate: All friendly models with the <chapter> keyword in combat with the same unit as a model with this ability add +1 to their Strength characteristic for the duration of the Fight phase.</chapter></li> <li>Unyielding Ancient: Roll a D6 each time this model loses a wound; on a 6 the damage is ignored and that wound</li> </ul> |                                                                  |                                                            |                                                         |                                                           |                                                    |                                                               |                                                      |                                                                                                                 |  |  |  |
|                               | Unyield<br>is not lo                                                                                                                                                                                                                                                                                                                                     |                                                                  | cient: Ro                                                  | a D6                                                    | each th                                                   | ne this                                            | model lo                                                      | oses a wo                                            | ound; on a 6 the damage is ignored and that wound                                                               |  |  |  |
|                               | is not lo<br><b>Explod</b> e                                                                                                                                                                                                                                                                                                                             | ost.<br>es: If thi                                               |                                                            | is reduc                                                | ced to 0                                                  | wound                                              | s, roll a I                                                   | D6 befor                                             | ound; on a 6 the damage is ignored and that wound<br>e removing it from the battlefield; on a 6 it              |  |  |  |
|                               | is not lo<br>Explode<br>explode<br>Smoke i<br>smoke l                                                                                                                                                                                                                                                                                                    | ost.<br>es: If thi<br>is and ea<br>Launch<br>auncher             | s model :<br>.ch unit v<br><b>ers:</b> Once                | is reduc<br>vithin 6<br>e per ga<br>he cont             | ced to 0<br>5" suffer<br>ame, ins<br>trolling             | wound<br>s D3 mo<br>tead of<br>player's            | s, roll a I<br>ortal wou<br>shooting<br>next Sho              | D6 befor<br>unds.<br>g any wea<br>ooting pl          | e removing it from the battlefield; on a 6 it<br>apons in the Shooting phase, this model can use its            |  |  |  |
| FACTION KEYWORDS              | is not lo<br>Explode<br>explode<br>Smoke I<br>smoke I<br>from all                                                                                                                                                                                                                                                                                        | est.<br>es: If thi<br>s and ea<br>Launch<br>aunchen<br>hit rolls | s model :<br>ich unit v<br><b>ers:</b> Once<br>rs. Until t | is reduc<br>vithin 6<br>e per ga<br>he cont<br>oting at | ced to 0<br>5" suffer<br>ame, ins<br>trolling<br>ttacks m | wound<br>s D3 mo<br>tead of<br>player's<br>ade aga | s, roll a I<br>ortal wor<br>shooting<br>next Sho<br>inst this | D6 befor<br>unds.<br>g any wea<br>ooting pl<br>unit. |                                                                                                                 |  |  |  |

|                              | ]                                                                                                                                                                             |                                                                                                                                          | LIC<br>DRE                                                                                                             |                             | )N'I<br>)N( |                                                                                               | IPT<br>GH'           | ΌF<br>Γ                                                         | 2                                                                                                | DAMAGE<br>Some of a Relic Con<br>characteristics char                                                                                                                             | ıge as it su                                                                                                                                                                                                                                                                                                                                                                                                                    |              |     |  |  |  |  |  |
|------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------|-----------------------------|-------------|-----------------------------------------------------------------------------------------------|----------------------|-----------------------------------------------------------------|--------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|-----|--|--|--|--|--|
| NAME                         | М                                                                                                                                                                             | WS                                                                                                                                       | BS                                                                                                                     | S                           | T           | W                                                                                             | A                    | Ld                                                              | Sv                                                                                               | battle, as shown bel<br>REMAINING W                                                                                                                                               | low:<br>WS                                                                                                                                                                                                                                                                                                                                                                                                                      | BS           | A   |  |  |  |  |  |
| Relic Contemptor             | 9"                                                                                                                                                                            | *                                                                                                                                        | *                                                                                                                      | 7                           | 7           | 12                                                                                            | *                    | 8                                                               | 2+ (5++)                                                                                         | 7-12+                                                                                                                                                                             | 2+                                                                                                                                                                                                                                                                                                                                                                                                                              | 2+           | 4   |  |  |  |  |  |
| A Relic Contemptor Drea      | dnought is                                                                                                                                                                    | a single                                                                                                                                 | model. It                                                                                                              | is equ                      | ipped w     | rith two                                                                                      | Dreadn               | ought c                                                         | ombat                                                                                            | 3-6                                                                                                                                                                               | 3+                                                                                                                                                                                                                                                                                                                                                                                                                              | 3+           | 3   |  |  |  |  |  |
| weapons and two storm b      |                                                                                                                                                                               |                                                                                                                                          |                                                                                                                        |                             |             |                                                                                               | _                    |                                                                 |                                                                                                  | 1-2                                                                                                                                                                               | 4+                                                                                                                                                                                                                                                                                                                                                                                                                              | 4+           | D   |  |  |  |  |  |
| WEAPON                       | RANGE                                                                                                                                                                         | TYP                                                                                                                                      | E                                                                                                                      |                             | S           | AP                                                                                            | D                    | ABIL                                                            | ITIES                                                                                            |                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                 |              | -   |  |  |  |  |  |
| Dreadnought combat<br>Weapon | Melee                                                                                                                                                                         | Mel                                                                                                                                      | ee                                                                                                                     |                             | x2          | -3                                                                                            | 3                    | -                                                               |                                                                                                  |                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                 |              | 1   |  |  |  |  |  |
| Dreadnought chainfist        | Melee                                                                                                                                                                         | Mel                                                                                                                                      | lee                                                                                                                    |                             | x2          | -4                                                                                            | 4                    | -                                                               |                                                                                                  |                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                 |              |     |  |  |  |  |  |
| Storm bolter                 | 24"                                                                                                                                                                           | Rap                                                                                                                                      | oid Fire 2                                                                                                             |                             | 4           | 0                                                                                             | 1                    | -                                                               |                                                                                                  |                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                 |              | ъ   |  |  |  |  |  |
| Heavy flamer                 | 8"                                                                                                                                                                            | -                                                                                                                                        | wy D6                                                                                                                  |                             | 5           | -1                                                                                            | 1                    | This                                                            | weapon h                                                                                         | its its target automati                                                                                                                                                           | cally.                                                                                                                                                                                                                                                                                                                                                                                                                          |              | 12  |  |  |  |  |  |
| Plasma blastgun              |                                                                                                                                                                               |                                                                                                                                          | ,<br>g with thi                                                                                                        | s weap                      | on, cho     | ose one                                                                                       | of the p             |                                                                 | •                                                                                                | 0                                                                                                                                                                                 | ,                                                                                                                                                                                                                                                                                                                                                                                                                               |              | 18  |  |  |  |  |  |
| - Standard                   | 18"                                                                                                                                                                           |                                                                                                                                          | ault 2                                                                                                                 | 1                           | 7           | -3                                                                                            | 1                    | _                                                               |                                                                                                  |                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                 |              | 18  |  |  |  |  |  |
| - Supercharge                | 18"                                                                                                                                                                           | Ass                                                                                                                                      | ault 2                                                                                                                 |                             | 8           | -3                                                                                            | 2                    | For                                                             | each hit ro                                                                                      | ll of 1, the bearer suff                                                                                                                                                          | fers a single                                                                                                                                                                                                                                                                                                                                                                                                                   | e mortal     |     |  |  |  |  |  |
|                              |                                                                                                                                                                               |                                                                                                                                          |                                                                                                                        |                             |             |                                                                                               |                      | wou                                                             |                                                                                                  |                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                 |              | -12 |  |  |  |  |  |
| Graviton blaster             | 18"                                                                                                                                                                           | Ass                                                                                                                                      | ault 2                                                                                                                 |                             | 5           | -3                                                                                            | 1                    |                                                                 |                                                                                                  |                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                 | better, this |     |  |  |  |  |  |
| C-beam cannon                | 72"                                                                                                                                                                           | Hea                                                                                                                                      | wy 1                                                                                                                   |                             | 6           | -3                                                                                            | D3                   | This<br>the 1<br>24" l<br>the S<br>is re<br>caus<br>addi<br>The | sweapon n<br>model carr<br>between th<br>Strength by<br>moved fro<br>sed by this<br>itional hits | nay not be fired on an<br>rying it has moved. In<br>the firing model and th<br>y +2 and the Damage<br>m play as a casualty of<br>weapon, then the targ<br>at Strength 6, AP 0, of | f 1, the bearer suffers a single mortal<br>Save characteristic of 3+ or better, this<br>its Damage to D3.<br>not be fired on any turn in which<br>g it has moved. In addition, for each<br>tring model and the target, increase<br>2 and the Damage by +D3. If a model<br>play as a casualty due to wounds<br>apon, then the target unit suffers 2D6<br>Strength 6, AP 0, causing 1 Damage.<br>hits do not trigger further hits |              |     |  |  |  |  |  |
| Twin heavy bolter            | 36"                                                                                                                                                                           | Hea                                                                                                                                      | ivy 6                                                                                                                  |                             | 5           | -1                                                                                            | 1                    | -                                                               |                                                                                                  |                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                 |              |     |  |  |  |  |  |
| Multi-melta                  | 24"                                                                                                                                                                           | Hea                                                                                                                                      | wy 1                                                                                                                   |                             | 8           | -4                                                                                            | D6                   | two                                                             |                                                                                                  | within half range of t<br>inflicting damage wi                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                 |              |     |  |  |  |  |  |
| Twin autocannon              | 48"                                                                                                                                                                           | Hea                                                                                                                                      | wy 4                                                                                                                   |                             | 7           | -1                                                                                            | 2                    | -                                                               |                                                                                                  |                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                 |              | 10  |  |  |  |  |  |
| Heavy plasma cannon          | When a                                                                                                                                                                        | ttacking                                                                                                                                 | g with thi                                                                                                             | s weap                      | on, cho     | ose one                                                                                       | of the p             | rofiles b                                                       | elow:                                                                                            |                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                 |              | 1   |  |  |  |  |  |
| - Standard                   | 36"                                                                                                                                                                           | Hea                                                                                                                                      | wy D3                                                                                                                  |                             | 7           | -3                                                                                            | 1                    | -                                                               |                                                                                                  |                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                 |              | 1   |  |  |  |  |  |
| - Supercharge                | 36"                                                                                                                                                                           | Hea                                                                                                                                      | wy D3                                                                                                                  |                             | 8           | -3                                                                                            | 2                    |                                                                 |                                                                                                  | ll of 1, the bearer suff<br>weapon's slots have b                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                 |              |     |  |  |  |  |  |
| Twin lascannon               | 48"                                                                                                                                                                           | Hea                                                                                                                                      | ivy 2                                                                                                                  |                             | 9           | -3                                                                                            | D6                   | -                                                               |                                                                                                  |                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                 |              | d,  |  |  |  |  |  |
| Kheres assault cannon        | 24"                                                                                                                                                                           | Hea                                                                                                                                      | ivy 6                                                                                                                  |                             | 7           | -1                                                                                            | 1                    | -                                                               |                                                                                                  |                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                 |              | ъ   |  |  |  |  |  |
| WARGEAR OPTIONS              | <ul> <li>A Rei<br/>Dreau</li> <li>Twu</li> <li>Mu</li> <li>Twu</li> <li>Twu</li> <li>Twu</li> <li>Heither</li> <li>C-I</li> <li>One</li> <li>Heither</li> <li>Plau</li> </ul> | lic Cont<br>dnough<br>in heavy<br>lti-melt<br>in lasca<br>in autoc<br>avy plas<br>eres ass<br>Beam ca<br>ber both<br>avy flan<br>sma bla | temptor n<br>t combat<br>y bolter<br>a<br>nnon<br>cannon<br>ma canno<br>ault canno<br>nnon<br>storm bo<br>ner<br>stgun | nay ch<br>weapo<br>on<br>on | oose to t   | take up t                                                                                     | to two h<br>n bolter | eavy we<br>for each                                             |                                                                                                  |                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                 |              |     |  |  |  |  |  |
|                              |                                                                                                                                                                               | witon b                                                                                                                                  |                                                                                                                        | h:                          | dalle       | . E                                                                                           |                      |                                                                 |                                                                                                  |                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                 |              | -   |  |  |  |  |  |
| ABILITIES                    |                                                                                                                                                                               |                                                                                                                                          | elding: T<br>urv: You                                                                                                  |                             |             |                                                                                               |                      |                                                                 | l if it is eau                                                                                   | upped with two meleo                                                                                                                                                              | e weapons                                                                                                                                                                                                                                                                                                                                                                                                                       |              |     |  |  |  |  |  |
|                              | Relic of                                                                                                                                                                      | Ancier                                                                                                                                   | nt Glory:                                                                                                              | Roll a                      |             |                                                                                               |                      |                                                                 |                                                                                                  | on the roll of a '6' that                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                 |              |     |  |  |  |  |  |
|                              |                                                                                                                                                                               |                                                                                                                                          | l is not lo<br>is model i                                                                                              |                             | ced to 0    | wounds                                                                                        | s, roll a l          | D6 befo                                                         | re removii                                                                                       | ng it from the battlefic                                                                                                                                                          | eld; on a 6                                                                                                                                                                                                                                                                                                                                                                                                                     | it           |     |  |  |  |  |  |
| FACTION KEYWORDS             | explode                                                                                                                                                                       | s and ea                                                                                                                                 | ach unit v                                                                                                             | vithin                      | 6" suffer   | s D3 mo                                                                                       | ortal wo             | unds.                                                           |                                                                                                  |                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                 |              | _   |  |  |  |  |  |
| LANDOW VEVINING              | IMDEI                                                                                                                                                                         | TITA                                                                                                                                     | ADEDT                                                                                                                  | A 2TT                       | START       | TES <c< td=""><td>СНАРТ</td><td>FR&gt;</td><td></td><td></td><td></td><td></td><td></td></c<> | СНАРТ                | FR>                                                             |                                                                                                  |                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                 |              |     |  |  |  |  |  |

|                                                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | I<br>I                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | REL<br>DRE                                                                                    | IC<br>EAI                                                                    | DE<br>DN(                                                     | REI<br>)U(                                                                                                                                                                                                                                                             | DEC<br>GH'                                                               | )<br>[                                                     |                                 | <b>DAMAGE</b><br>Some of a Relic Der<br>change as it suffers of |                                          |                        | s                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |  |  |
|--------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|------------------------------------------------------------------------------|---------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------|------------------------------------------------------------|---------------------------------|-----------------------------------------------------------------|------------------------------------------|------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|--|
| NAME                                                   | Μ                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | WS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | BS                                                                                            | S                                                                            | T                                                             | W                                                                                                                                                                                                                                                                      | A                                                                        | Ld                                                         | Sv                              | shown below:<br>REMAINING W                                     | М                                        | WS                     | B                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |  |  |
| Relic Deredeo                                          | *                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | *                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | *                                                                                             | 7                                                                            | 7                                                             | 14                                                                                                                                                                                                                                                                     | 2                                                                        | 8                                                          | 3+                              | 10-14+                                                          | 7"                                       | 4+                     | 2.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |  |  |
| A Relic Deredeo Dreadnou<br>and one twin heavy bolter. | ght is a sir                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | ngle mo                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | del. It is                                                                                    | equipp                                                                       | ed with                                                       | an anvil                                                                                                                                                                                                                                                               | lus auto                                                                 | cannon                                                     | oattery                         | 5-9                                                             | 5"<br>3"                                 | 5+                     | 3                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |  |  |
| WEAPON                                                 | RANGE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | TYP                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | E                                                                                             |                                                                              | S                                                             | AP                                                                                                                                                                                                                                                                     | D                                                                        | ABILI                                                      | TIES                            | 1-4                                                             | 3                                        | 6+                     | 4                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |  |  |
| Anvillus<br>autocannon battery                         | 36"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | Hea                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | vy 8                                                                                          |                                                                              | 8                                                             | -1                                                                                                                                                                                                                                                                     | 2                                                                        | -                                                          |                                 |                                                                 |                                          |                        | 1000                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |  |  |
| Hellfire plasma carronade                              | 24"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | after all of this weapon's shots have been resolved.<br>When attacking with this weapon, if at least one dice                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                                                                               |                                                                              |                                                               |                                                                                                                                                                                                                                                                        |                                                                          |                                                            |                                 |                                                                 |                                          |                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |  |  |
| Arachnus heavy<br>lascannon battery                    | 48"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | atter all of this weapon's shots have been resolved.<br>When attacking with this weapon, if at least one dice<br>roll when determining Damage inflicted is a natural                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                               |                                                                              |                                                               |                                                                                                                                                                                                                                                                        |                                                                          |                                                            |                                 |                                                                 |                                          |                        | Contraction of the                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |  |  |
| Aiolos missile launcher                                | 60"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | Hea                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | vy 2D3                                                                                        |                                                                              | 6                                                             | -1                                                                                                                                                                                                                                                                     | 1                                                                        | -                                                          |                                 |                                                                 |                                          |                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |  |  |
| Гwin heavy bolter                                      | 36"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | Hea                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | vy 6                                                                                          |                                                                              | 5                                                             | -1                                                                                                                                                                                                                                                                     | 1                                                                        | -                                                          |                                 |                                                                 |                                          |                        | 1                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |  |  |
| Twin heavy flamer                                      | 8"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Hea                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | vy 2D6                                                                                        |                                                                              | 5                                                             | -1                                                                                                                                                                                                                                                                     | 1                                                                        | This                                                       | weapon                          | hits its target automati                                        | cally.                                   |                        | _                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |  |  |
| ABILITIES                                              | - Ato<br>• A Re<br>- He<br>- Ara<br>Layereo                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | 8"       Heavy 2D6       5       -1       1       This weapon hits its target automatically.         •       A Relic Deredeo may replace its twin heavy bolter with a twin heavy flamer.       •       A Relic Deredeo may be equipped with one of the following:         •       A Relic Deredeo may be equipped with one of the following:       •       A chomantic pavaise         •       A Relic Deredeo may replace its anvillus autocannon battery with one of the following:       •         •       A Relic Deredeo may replace its anvillus autocannon battery with one of the following:       •         •       Hellfire plasma carronade       •         •       Arachnus heavy lascannon battery       •         Layered Atomantic Barriers:       A unit with this ability has a 5+ invulnerable save against Shooting or Overwatch |                                                                                               |                                                                              |                                                               |                                                                                                                                                                                                                                                                        |                                                                          |                                                            |                                 |                                                                 |                                          |                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |  |  |
|                                                        | <ul> <li>Arachnus heavy lascannon battery</li> <li>Layered Atomantic Barriers: A unit with this ability has a 5+ invulnerable save against Shooting or Overwatch attacks, and a 4+ invulnerable save against Melee attacks in the Fight phase.</li> <li>Atomantic Pavaise: If equipped with an atomantic pavaise, all friendly <chapter> units within 6" of the Relic Deredeo Dreadnought gain a 5+ invulnerable save. This invulnerable save does not stack with or improve existing invulnerable saves.</chapter></li> </ul> |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                               |                                                                              |                                                               |                                                                                                                                                                                                                                                                        |                                                                          |                                                            |                                 |                                                                 |                                          |                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |  |  |
|                                                        | invulne                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | rable sa                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | ves.                                                                                          |                                                                              |                                                               | Helical Targeting Array: At the beginning of any turn, the controlling player may declare that its helical targeting array is active. While it is active, the Relic Deredeo Dreadnought may not move and adds +1 to its hit rolls against models with the FLY keyword. |                                                                          |                                                            |                                 |                                                                 |                                          |                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |  |  |
|                                                        | Helical<br>array is                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | Targeti<br>active.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | <b>ng Arra</b><br>While it                                                                    | is activ                                                                     | e, the Re                                                     |                                                                                                                                                                                                                                                                        |                                                                          |                                                            |                                 |                                                                 |                                          |                        | and the second                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |  |  |
|                                                        | Helical<br>array is<br>models<br>Explod                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | Targeti<br>active. V<br>with the<br>es: If the                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <b>ng Arra</b><br>While it<br>e <b>FLY</b> ke<br>is model                                     | is activ<br>yword.<br>is redu                                                | e, the Re                                                     | lic Dere<br>wound                                                                                                                                                                                                                                                      | deo Dre<br>s, roll a I                                                   | adnougl<br>D6 befor                                        | nt may r                        |                                                                 | o its hit ro                             | olls against           | Contraction of the local distance of the loc |  |  |
|                                                        | Helical<br>array is<br>models<br>Explode<br>Smoke<br>smoke l                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Targeti<br>active. <sup>1</sup><br>with the<br>es: If the<br>s and ea<br>Launch<br>auncher                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | ng Arra<br>While it<br>e FLY ke<br>is model<br>ach unit<br>ers: Onc<br>rs. Until              | is active<br>eyword.<br>is redu<br>within<br>ce per g<br>the cor             | e, the Re<br>aced to 0<br>6" suffer<br>game, ins              | lic Dere<br>wounds<br>s D3 mo<br>tead of :<br>player's                                                                                                                                                                                                                 | deo Dre<br>s, roll a I<br>ortal wou<br>shooting<br>next Sho              | adnougl<br>D6 befor<br>inds.<br>any we<br>poting p         | nt may r<br>e remov<br>apons in | not move and adds +1 t                                          | o its hit ro<br>eld; on a 5<br>nis model | or 6 it<br>can use its |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |  |  |
| FACTION KEYWORDS                                       | Helical<br>array is<br>models<br>Explod<br>explode<br>Smoke<br>smoke l<br>from all                                                                                                                                                                                                                                                                                                                                                                                                                                             | Targeti<br>active. '<br>with the<br>es: If the<br>s and ea<br>Launchea<br>hit roll                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | ng Arra<br>While it<br>e FLY ke<br>is model<br>ach unit<br>ers: Ond<br>rs. Until<br>s for Sho | is active<br>eyword.<br>is redu<br>within<br>ce per g<br>the cor<br>poting a | e, the Re<br>aced to 0<br>6" suffer<br>game, ins<br>atrolling | wounds<br>s D3 mo<br>tead of s<br>player's<br>nade aga                                                                                                                                                                                                                 | deo Dre<br>s, roll a I<br>ortal wou<br>shooting<br>next Sho<br>inst this | adnoug<br>D6 befor<br>inds.<br>any we<br>poting p<br>unit. | nt may r<br>e remov<br>apons in | ing it from the battlefic<br>the Shooting phase, th             | o its hit ro<br>eld; on a 5<br>nis model | or 6 it<br>can use its |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |  |  |

| 16<br>2000                                         |                                                                        |                                                                                                                                                                                                                                                                                            |                                                          |                                           | EVI<br>DNC            |                     |                       | Ν<br>Γ             |                            | <b>DAMAGE</b><br>Some of a Relic Levi<br>change as it suffers of<br>shown below:                     |              |              | ics      |
|----------------------------------------------------|------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------|-------------------------------------------|-----------------------|---------------------|-----------------------|--------------------|----------------------------|------------------------------------------------------------------------------------------------------|--------------|--------------|----------|
| NAME                                               | М                                                                      | WS                                                                                                                                                                                                                                                                                         | BS                                                       | S                                         | T                     | W                   | A                     | Ld                 | Sv                         | REMAINING W                                                                                          | М            | WS           | BS       |
| Relic Leviathan                                    | *                                                                      | *                                                                                                                                                                                                                                                                                          | *                                                        | 8                                         | 8                     | 14                  | 4                     | 8                  | 2+ (4++)                   | 8-14+                                                                                                | 8"           | 2+           | 2+       |
| A Relic Leviathan Dread<br>two meltaguns and two h |                                                                        |                                                                                                                                                                                                                                                                                            | odel. It i                                               | s equip                                   | oped with             | n two sie           | ege claws             | ,                  |                            | 4-7<br>1-3                                                                                           | 5"<br>3"     | 3+<br>4+     | 3+<br>4+ |
| WEAPON                                             | RANGE                                                                  | TYPE                                                                                                                                                                                                                                                                                       |                                                          |                                           | S                     | AP                  | D                     | ABI                | LITIES                     |                                                                                                      |              |              | _        |
| Leviathan siege claw                               | Melee                                                                  | Mel                                                                                                                                                                                                                                                                                        | ee                                                       |                                           | x2                    | -3                  | 3                     | Re-                | roll failed                | wound rolls against ${\rm I\!N}$                                                                     | VFANTRY      | ζ.           | 100      |
| Leviathan siege drill                              | Melee                                                                  | Mel                                                                                                                                                                                                                                                                                        | ee                                                       |                                           | x2                    | -4                  | 4                     | -                  |                            |                                                                                                      |              |              |          |
| Heavy flamer                                       | 8"                                                                     | Hea                                                                                                                                                                                                                                                                                        | vy D6                                                    |                                           | 5                     | -1                  | 1                     | Th                 | is weapon                  | hits its target automati                                                                             | cally.       |              | 12       |
| Grav-flux bombard                                  | 18"                                                                    | 8"       Heavy D6       5       -1       1       This weapon hits its target automatically.         18"       Heavy D3       9       -5       2       Successful attacks becomes 5 per hit. For every five models in the target unit, add D3 to the number of attacks made by this weapon. |                                                          |                                           |                       |                     |                       |                    |                            |                                                                                                      |              |              |          |
| Storm cannon array                                 | 24"                                                                    | Hea                                                                                                                                                                                                                                                                                        | vy 10                                                    |                                           | 7                     | -2                  | 2                     | -                  |                            |                                                                                                      |              |              | 10       |
| Meltagun                                           | 12"                                                                    | Assa                                                                                                                                                                                                                                                                                       | ult 1                                                    |                                           | 8                     | -4                  | D6                    | two                |                            | s within half range of t<br>n inflicting damage wi                                                   |              |              |          |
| Cyclonic melta lance                               | 18"                                                                    | Hea                                                                                                                                                                                                                                                                                        | vy 2D3                                                   |                                           | 9                     | -4                  | D6                    | two                |                            | s within half range of t<br>n inflicting damage wi                                                   |              |              |          |
| WARGEAR OPTIONS                                    | <ul> <li>A Re<br/>a Lev<br/>excha</li> <li>Sto</li> <li>Cyo</li> </ul> | lic Levia<br>riathan s                                                                                                                                                                                                                                                                     | than ma<br>iege clav<br>this fas<br>on arra<br>elta land | y replay<br>w and n<br>hion, s<br>w<br>ce | ace one o<br>meltagun | or both I<br>must b | .eviathaı<br>e exchan | n siege<br>iged fo | e claws and<br>or a single | h Leviathan siege drills<br>I meltaguns with one o<br>option). For each Levis<br>cks characteristic: | of the follo |              |          |
| ABILITIES                                          | Reinfor                                                                | ced Ato                                                                                                                                                                                                                                                                                    | mantic                                                   | Barrie                                    | ers: This             | model h             | as a 4+ i             | nvuln              | erable save                | 2.                                                                                                   |              |              |          |
|                                                    |                                                                        |                                                                                                                                                                                                                                                                                            |                                                          |                                           |                       |                     |                       |                    | nds, roll a<br>rtal wound  | D6 before removing it<br>ls.                                                                         | from the     | battlefield; |          |
|                                                    | smoke l                                                                | auncher                                                                                                                                                                                                                                                                                    | s. Until                                                 | the co                                    | ntrolling             | player's            |                       | ooting             |                            | the Shooting phase, th<br>y enemy units targeting                                                    |              |              | 3/       |
|                                                    | ii oiii ui                                                             |                                                                                                                                                                                                                                                                                            | s tor one                                                | oung.                                     | attacks II.           | 0                   |                       |                    |                            |                                                                                                      |              |              | 100      |
| FACTION KEYWORDS                                   |                                                                        |                                                                                                                                                                                                                                                                                            |                                                          |                                           | START                 |                     |                       |                    |                            |                                                                                                      | 1.00         |              | -        |

# ADEPTUS ASTARTES STIDLE DATA STARTES

|                        |                                                  | LA                                                            | ND                                                                  | ) SP                                                       | PEE                                                          | DE                                                          | R T                                         | EM                                                | PEST                                                                                                                                                                                                                                                                      |
|------------------------|--------------------------------------------------|---------------------------------------------------------------|---------------------------------------------------------------------|------------------------------------------------------------|--------------------------------------------------------------|-------------------------------------------------------------|---------------------------------------------|---------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| NAME                   | М                                                | WS                                                            | BS                                                                  | S                                                          | T                                                            | W                                                           | A                                           | Ld                                                | Sv                                                                                                                                                                                                                                                                        |
| Land Speeder Tempest   | 15"                                              | 3+                                                            | 3+                                                                  | 4                                                          | 6                                                            | 6                                                           | 2                                           | 8                                                 | 3+                                                                                                                                                                                                                                                                        |
|                        |                                                  |                                                               |                                                                     |                                                            |                                                              |                                                             |                                             |                                                   | empest ( <b>Power Rating +8</b> ) or two additional<br>an assault cannon and two Tempest salvo launcher                                                                                                                                                                   |
| WEAPON                 | RANGE                                            | TYP                                                           | E                                                                   |                                                            | S                                                            | AP                                                          | D                                           | ABILI                                             | TIES                                                                                                                                                                                                                                                                      |
| Assault cannon         | 24"                                              | Hea                                                           | wy 6                                                                |                                                            | 6                                                            | -1                                                          | 1                                           | -                                                 |                                                                                                                                                                                                                                                                           |
| Tempest salvo launcher | 36"                                              | Hea                                                           | wy D3                                                               |                                                            | 6                                                            | -3                                                          | 2                                           | -                                                 |                                                                                                                                                                                                                                                                           |
| WARGEAR OPTIONS        | • Non                                            | e.                                                            |                                                                     |                                                            | Teres 1                                                      | 369                                                         |                                             | 12                                                |                                                                                                                                                                                                                                                                           |
| ABILITIES              | Explod<br>embark<br>Ramjet<br>the uni<br>the nex | l <b>es:</b> If th<br>ted mod<br>t <b>Thrust</b><br>t has use | is model<br>els diser<br>e <b>ers:</b> Wh<br>ed its rar<br>ng phase | l is redu<br>nbark; c<br>en a uni<br>njet thr<br>e, and th | ced to 0<br>on a 6 it<br>it with t<br>usters th<br>ne unit o | wounds<br>explode<br>his abilit<br>ten the e<br>can only    | s, roll a<br>s and ea<br>y Advar<br>enemy p | D6 befor<br>ich unit v<br>nces, all i<br>layer mu | ex: Imperium 1.<br>re removing it from the battlefield and before any<br>within 6" suffers 1 mortal wound.<br>models in the unit must move between 20"-35". I<br>ust subtract -1 from hit rolls made against them in<br>arged by units that can FLY during the Fight phas |
| FACTION KEYWORDS       | IMPE                                             | RIUM,                                                         | ADEP                                                                | TUS A                                                      | STAR                                                         | TES, <c< td=""><td>CHAPT</td><td>TER&gt;</td><td></td></c<> | CHAPT                                       | TER>                                              |                                                                                                                                                                                                                                                                           |
| KEYWORDS               | VEHI                                             |                                                               |                                                                     |                                                            |                                                              |                                                             |                                             |                                                   |                                                                                                                                                                                                                                                                           |

| Power                     |                    |          | ]<br>A       | REI<br>ΓΤΑ | LIC<br>ACI | JA<br>K SI                                                  | VEI<br>PEE | LIN<br>DE  | R                                                                                                                      |
|---------------------------|--------------------|----------|--------------|------------|------------|-------------------------------------------------------------|------------|------------|------------------------------------------------------------------------------------------------------------------------|
| NAME                      | М                  | WS       | BS           | S          | T          | W                                                           | A          | Ld         | Sv                                                                                                                     |
| Relic Javelin             | 15"                | 3+       | 3+           | 4          | 6          | 9                                                           | 3          | 8          | 3+                                                                                                                     |
| A Relic Javelin Attack Sp | eeder is a sin     | gle mo   | del. It is e | equippe    | d with     | a heavy                                                     | bolter a   | nd a typł  | hoon launcher.                                                                                                         |
| WEAPON                    | RANGE              | TYP      | I.           |            | S          | AP                                                          | D          | ABILI      | TIES                                                                                                                   |
| Heavy bolter              | 36"                | Hea      | vy 3         |            | 5          | -1                                                          | 1          | -          |                                                                                                                        |
| Multi-melta               | 24"                | Hea      | vy 1         |            | 8          | -4                                                          | D6         | dice       | e target is within half range of this weapon, roll two<br>when inflicting damage with it and discard the<br>st result. |
| Typhoon launcher          | When a             | ttacking | , with th    | is weapo   | on, cho    | ose one                                                     | of the p   | rofiles be | elow:                                                                                                                  |
| - Frag missiles           | 48"                | Hea      | vy 2D6       |            | 4          | 0                                                           | 1          | -          |                                                                                                                        |
| - Krak missiles           | 48"                | Hea      | vy 2         |            | 8          | -2                                                          | D6         | -          |                                                                                                                        |
| Twin lascannon            | 48"                | Hea      | vy 2         |            | 9          | -3                                                          | D6         | -          |                                                                                                                        |
| WARGEAR OPTIONS           | • A Rel            | ic Javel | in may re    | eplace it  | s twin     | typhoon                                                     | launch     |            | twin lascannon.                                                                                                        |
| ABILITIES                 | And Th             | ey Shal  | Know I       | No Fear    | : See W    | <sup>7</sup> arhamn                                         | ner 40,0   | 00 – Inde  | ex: Imperium 1.                                                                                                        |
|                           |                    |          |              |            |            |                                                             |            |            | re removing it from the battlefield and before any within 6" suffers 1 mortal wound.                                   |
|                           | Gravition than 8". | : Augu   | Haze: Y      | our opp    | onent      | subtract                                                    | 1 from     | all hit ro | olls made for models that target at ranges greater                                                                     |
| FACTION KEYWORDS          | IMPE               | RIUM,    | ADEPT        | TUS AS     | STAR       | res, <c< td=""><td>СНАРТ</td><td>TER&gt;</td><td></td></c<> | СНАРТ      | TER>       |                                                                                                                        |
| KEYWORDS                  | VEHIC              | CLE, R   | ELIC, F      | LY, LA     | ND S       | PEEDE                                                       | ER, REI    | LIC JAV    | VELIN ATTACK SPEEDER                                                                                                   |

|                                                     | X                                     | IPI                                       | HO                             | N IR                            | ITI                    | ERC                            | CEP'             | ТО                  | R                    | <b>DAMAGE</b><br>Some of a Xiphon<br>change as it suffers                   |                               |            |
|-----------------------------------------------------|---------------------------------------|-------------------------------------------|--------------------------------|---------------------------------|------------------------|--------------------------------|------------------|---------------------|----------------------|-----------------------------------------------------------------------------|-------------------------------|------------|
| NAME                                                | М                                     | WS                                        | BS                             | S                               | T                      | W                              | A                | Ld                  | Sv                   | shown below:<br>REMAINING W                                                 | м                             | BS         |
| Xiphon Interceptor                                  | *                                     | 6+                                        | *                              | 6                               | 7                      | 11                             | 2                | 8                   | 3+                   | 8-11+                                                                       | 20"-50"                       | 3+         |
| A Xiphon Interceptor is a a Xiphon missile battery. | single mod                            | lel. It is                                | equippe                        | d with t                        | wo twin                | lascann                        | on and           |                     |                      | 4-7<br>1-3                                                                  | 20"-30"<br>20"-30"<br>20"     | 4+<br>5+   |
| WEAPONS                                             | RANGE                                 | TYP                                       | E                              |                                 | S                      | AP                             | D                | ABILI               | IES                  | 1-3                                                                         | 20                            | 5+         |
| Twin lascannon                                      | 48"                                   | He                                        | avy 2                          |                                 | 9                      | -3                             | D6               | -                   |                      |                                                                             |                               |            |
| Xiphon missile battery                              | 60"                                   | He                                        | avy 3                          |                                 | 6                      | -2                             | 3                | -                   |                      |                                                                             |                               |            |
| WARGEAR OPTIONS                                     | • Non                                 | e.                                        | 1                              |                                 |                        |                                | 1.15.9           | 199                 | 1985                 |                                                                             |                               |            |
|                                                     | attackee<br>Hard to                   | d in the<br>o <b>Hit:</b> Y               | Fight pl<br>our opp            | nase by u<br>onent m            | units that<br>ust subt | at can <b>FI</b><br>tract 1 fr | CY.<br>om hit re | olls for a          | attacks t            | t can FLY, and can or<br>hat target this model                              | in the Shoot                  | ing phase. |
|                                                     | the mo                                | del mov                                   | es) and                        | then mo                         | ve the r               | nodel st                       | raight fo        | rwards.             | Note th              | o 90° (this does not c<br>at it cannot pivot aga<br>20" until the end of th | in after the in               | nitial     |
|                                                     |                                       | and Dave                                  | n. If thi                      | s model                         | is reduc               | ced to 0                       | wounds           | roll a De           | 5 before             | removing the model                                                          | from the ba                   | ttlafiald  |
|                                                     |                                       | fore any                                  | embark                         |                                 | els diser              | nbark; o                       | n a 6 it c       | rashes a            |                      | odes and each unit w                                                        |                               |            |
|                                                     | and bef<br>mortal                     | fore any<br>wounds                        | embark                         | ed mode                         |                        |                                |                  |                     | nd expl              |                                                                             | ithin 6" suffe                | ers D3     |
|                                                     | and bef<br>mortal<br>T <b>ermi</b> n  | fore any<br>wounds<br>nal Targ            | embark<br><b>eting:</b> T      | ed mode<br>his mod              | el does                | not suffe                      | er the per       | nalty to            | nd expl<br>hit rolls | odes and each unit w                                                        | ithin 6" suffe<br>g Heavy wea | ers D3     |
| FACTION KEYWORDS                                    | and bef<br>mortal<br>Termin<br>Skybor | fore any<br>wounds<br>nal Targ<br>n Preda | embark<br>eting: T<br>ator: Wł | ed mode<br>his mod<br>hen targe | el does<br>eting un    | not suffe                      | er the per       | nalty to<br>add 1 t | nd expl<br>hit rolls | odes and each unit w<br>for moving and firin                                | ithin 6" suffe<br>g Heavy wea | ers D3     |

|                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                   | SSA                 | ORI<br>UL              | ГG                                              | UN            | SH               | IP                 |                     | DAMAGE<br>Some of a Storm E<br>characteristics cha<br>battle, as shown be | nge as it suf |            |     |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------|---------------------|------------------------|-------------------------------------------------|---------------|------------------|--------------------|---------------------|---------------------------------------------------------------------------|---------------|------------|-----|
| NAME                                                                                                                                                                                                                                                                     | М                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | WS                | BS                  | S                      | T                                               | W             | A                | Ld                 | Sv                  | REMAINING W                                                               | .10w.<br>M    | BS         | A   |
| Storm Eagle Gunship                                                                                                                                                                                                                                                      | *                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 6+                | *                   | 8                      | 7                                               | 16            | *                | 9                  | 3+                  | 8-16+                                                                     | 20"-45"       | 3+         | 3   |
| A Storm Eagle Assault Gun                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                   |                     |                        | ed with                                         | a twin        | heavy bo         | olter,             |                     | 4-7                                                                       | 20"-30"       | 4+         | D3  |
| a vengeance launcher and t<br>WEAPON                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                   |                     | ers.                   | S                                               | AP            | D                | ABILI              |                     | 1-3                                                                       | 20"           | 5+         | 1   |
| Twin heavy bolter                                                                                                                                                                                                                                                        | 36"                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                   | L<br>avy 6          |                        | 5                                               | -1            | 1                | AUILI              |                     |                                                                           |               |            |     |
| Vengeance launcher                                                                                                                                                                                                                                                       | 48"                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                   | avy 2D6             |                        | 5                                               | -1            | 1                | _                  |                     |                                                                           |               |            | - 8 |
| Twin hellstrike launcher                                                                                                                                                                                                                                                 | 72"                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                   | avy 2               |                        | 8                                               | -3            | 3                | _                  |                     |                                                                           |               |            | 18  |
| Twin lascannon                                                                                                                                                                                                                                                           | 48"                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                   | avy 2               |                        | 9                                               | -3            | D6               | -                  |                     |                                                                           |               |            |     |
| Twin multi-melta                                                                                                                                                                                                                                                         | 24"                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                   | avy 2               |                        | 8                                               | -4            | D6               | two c              |                     | s within half range of<br>in inflicting damage v                          |               |            |     |
| Typhoon missile launcher                                                                                                                                                                                                                                                 | When a                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | ittackin          | g with th           | is weap                | on, choo                                        | ose one       | of the pr        | ofiles be          | elow:               |                                                                           |               |            | 12  |
| - Frag missile                                                                                                                                                                                                                                                           | 48"                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Hea               | avy 2D6             |                        | 4                                               | 0             | 1                | -                  |                     |                                                                           |               |            | 1   |
| - Krak missile                                                                                                                                                                                                                                                           | 48"                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                   | avy 2               |                        | 8                                               | -2            | D6               | -                  |                     |                                                                           |               |            |     |
| WARGEAR OPTIONS                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                   |                     |                        |                                                 |               |                  |                    |                     | i-melta or a typhoon<br>two twin lascannon.                               | missile laun  | cher.      |     |
| TRANSPORT                                                                                                                                                                                                                                                                | The Sto<br>model t                                                                                                                                                                                                                                                                                                                                                                                                                                                               | rm Eag<br>akes up | le can tra          | ansport 2<br>ce of two | 20 <b><ch< b=""><br/>o other <b>I</b></ch<></b> | APTER<br>NFAN | > INFA<br>TRY mo | NTRY r<br>dels and | nodels.<br>l each C | Each <b>JUMP PACK</b> or<br>ENTURION takes up                             |               |            |     |
| ABILITIES                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                   | model c<br>Fight ph |                        |                                                 |               |                  | ged by u           | nits that           | can FLY, and can on                                                       | ly attack or  | be         |     |
|                                                                                                                                                                                                                                                                          | Hard to                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | Hit: Y            | our oppo            | onent m                | ust subt                                        | ract 1 fr     | om hit r         | olls for a         | attacks t           | hat target this model                                                     | in the Shoot  | ing phase. |     |
|                                                                                                                                                                                                                                                                          | Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.<br>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. |                   |                     |                        |                                                 |               |                  |                    |                     |                                                                           |               |            |     |
| <b>Crash and Burn:</b> If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes and each unit within 6" suffers D3 mortal wounds.                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                   |                     |                        |                                                 |               |                  |                    |                     |                                                                           |               |            |     |
| Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characterist becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase. |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                   |                     |                        |                                                 |               |                  |                    |                     |                                                                           | :             |            |     |
|                                                                                                                                                                                                                                                                          | <b>Power o</b><br>Heavy v                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                   |                     | Spirit: T              | This moo                                        | del does      | not suff         | fer the p          | enalty to           | hit rolls for moving                                                      | and firing    |            |     |
| FACTION KEYWORDS                                                                                                                                                                                                                                                         | IMPEI                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | RIUM,             | ADEP'               | TUS AS                 | START                                           | TES, <0       | CHAPT            | 'ER>               |                     |                                                                           |               |            |     |
| KEYWORDS                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                   |                     |                        |                                                 |               |                  |                    | IIITC               | UNSHIP                                                                    |               |            |     |

| 19<br>18<br>19                                          | STORM EAGLE ASSAULT<br>GUNSHIP – ROC PATTERN                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |           |           |             |          |          |           |           |          | DAMAGE<br>Some of a Storm Eagle Assault Gunship –<br>ROC Pattern's characteristics change as it<br>suffers damage in battle, as shown below: |                |          |         |  |
|---------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|-----------|-------------|----------|----------|-----------|-----------|----------|----------------------------------------------------------------------------------------------------------------------------------------------|----------------|----------|---------|--|
| NAME                                                    | М                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | WS        | BS        | S           | T        | W        | A         | Ld        | Sv       | REMAINING W                                                                                                                                  | M              | BS       | A       |  |
| Storm Eagle Gunship –<br>ROC Pattern                    | *                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 6+        | *         | 8           | 7        | 16       | *         | 9         | 3+       | 8-16+                                                                                                                                        | 20"-45"        | 3+       | 3       |  |
| A Storm Eagle Gunship – F<br>a ROC missile launcher and |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |           |           | odel. It is | s equipp | ped with | a twin ł  | heavy bo  | olter,   | 4-7<br>1-3                                                                                                                                   | 20"-30"<br>20" | 4+<br>5+ | D3<br>1 |  |
| WEAPON                                                  | RANGE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | TYP       | E         |             | S        | AP       | 0         | ABILI     | TIES     |                                                                                                                                              |                |          | 22      |  |
| Twin heavy bolter                                       | 36"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Hea       | wy 6      |             | 5        | -1       | 1         | -         |          |                                                                                                                                              |                |          | - 22    |  |
| ROC missile launcher                                    | 48"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Hea       | avy 8     |             | 8        | -2       | 2         | -         |          |                                                                                                                                              |                |          | 12      |  |
| Twin lascannon                                          | 48"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Hea       | avy 2     |             | 9        | -3       | D6        | -         |          |                                                                                                                                              |                |          |         |  |
| Twin multi-melta                                        | 24"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Hea       | avy 2     |             | 8        | -4       | D6        | two o     |          | is within half range of<br>en inflicting damage v                                                                                            |                |          |         |  |
| Typhoon missile launcher                                | When a                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | attacking | g with th | is weap     | on, cho  | ose one  | of the pi | rofiles b | elow:    |                                                                                                                                              |                |          |         |  |
| - Frag missile                                          | 48"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Hea       | wy 2D6    |             | 4        | 0        | 1         | -         |          |                                                                                                                                              |                |          |         |  |
| - Krak missile                                          | 48"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Hea       | avy 2     |             | 8        | -2       | D6        | -         |          |                                                                                                                                              |                |          | 9       |  |
| WARGEAR OPTIONS                                         | • This                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | model r   | nay repl  | ace its t   | win hea  | vy bolte | r with ei | ther a tw | win mult | ti-melta or a typhoon                                                                                                                        | missile laur   | ncher.   | 1       |  |
| TRANSPORT                                               | The Storm Eagle can transport 14 MINOTAURS INFANTRY models. Each JUMP PACK or TERMINATOR model takes up the space of two other INFANTRY models and each CENTURION takes up the space of 3 other INFANTRY models. It cannot transport PRIMARIS models.                                                                                                                                                                                                                                                                                                                                                                                                                           |           |           |             |          |          |           |           |          |                                                                                                                                              |                |          |         |  |
| ABILITIES                                               | <ul> <li>Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.</li> <li>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</li> <li>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.</li> </ul> |           |           |             |          |          |           |           |          |                                                                                                                                              |                |          |         |  |
|                                                         | <b>Crash and Burn:</b> If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes and each unit within 6" suffers D3 mortal wounds.                                                                                                                                                                                                                                                                                                                                                                                                                                |           |           |             |          |          |           |           |          |                                                                                                                                              |                |          |         |  |
|                                                         | Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.                                                                                                                                                                                                                                                                                                                                                                                                      |           |           |             |          |          |           |           |          |                                                                                                                                              |                |          |         |  |
|                                                         | <b>Power of the Machine Spirit:</b> This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |           |           |             |          |          |           |           |          |                                                                                                                                              |                |          |         |  |
|                                                         | Heavy                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | weapons   | S         |             |          |          |           | _         |          |                                                                                                                                              |                |          | 1       |  |
| FACTION KEYWORDS                                        | · · · ·                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | RIUM,     |           | TUS A       | STAR     | ΓES, M   | INOTA     | URS       |          |                                                                                                                                              |                |          | -       |  |

| 19<br>14 19                                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | AS                                                                              |                                                             |                                               | RA]<br>ΓG                                      |                                            |                                | IP                                           |                     | <b>DAMAGE</b><br>Some of a Fire Rap<br>characteristics cha                   | nge as it suf           |          |      |
|-------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------|-------------------------------------------------------------|-----------------------------------------------|------------------------------------------------|--------------------------------------------|--------------------------------|----------------------------------------------|---------------------|------------------------------------------------------------------------------|-------------------------|----------|------|
| NAME                                                  | М                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | WS                                                                              | BS                                                          | S                                             | T                                              | W                                          | A                              | Ld                                           | Sv                  | battle, as shown be<br>REMAINING W                                           | now:<br>M               | BS       | A    |
| Fire Raptor Gunship                                   | *                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 6+                                                                              | *                                                           | 8                                             | 7                                              | 16                                         | *                              | 9                                            | 3+                  | 8-16+                                                                        | 20"-45"                 | 3+       | 3    |
| A Fire Raptor Gunship is a two quad heavy bolters and |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                 |                                                             |                                               | a twin a                                       | venger l                                   | bolt can                       | non,                                         |                     | 4-7<br>1-3                                                                   | 20"-30"<br>20"          | 4+<br>5+ | D3   |
| WEAPON                                                | RANGE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | TYP                                                                             |                                                             |                                               | S                                              | AP                                         | D                              | ABILI                                        | TIES                | 1-5                                                                          | 20                      | 57       | 1    |
| Twin avenger bolt cannon                              | 36"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Hea                                                                             | vy 10                                                       |                                               | 6                                              | -2                                         | 2                              | -                                            |                     |                                                                              |                         |          | 12   |
| Quad heavy bolter                                     | 36"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Hea                                                                             | vy 12                                                       |                                               | 5                                              | -1                                         | 1                              | -                                            |                     |                                                                              |                         |          | - 12 |
| Twin hellstrike launcher                              | 72"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Hea                                                                             | vy 2                                                        |                                               | 8                                              | -3                                         | 3                              | -                                            |                     |                                                                              |                         |          | - 12 |
| Twin lascannon WARGEAR OPTIONS                        | 48"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Hea                                                                             | vy 2                                                        |                                               | 9                                              | -3                                         | D6                             | -                                            |                     |                                                                              |                         |          |      |
|                                                       | the mod                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | del move                                                                        | es) and t                                                   | hen mo                                        | ove the n                                      | nodel st                                   | raight fo                      | rwards.                                      | Note th             | o 90° (this does not co<br>at it cannot pivot aga<br>20″ until the end of th | in after the in         | nitial   |      |
|                                                       | Cont                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | nd Bur                                                                          | <b>n:</b> If this                                           |                                               |                                                |                                            |                                |                                              |                     | e removing the model                                                         | from the ba             |          |      |
|                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | ore any                                                                         | embarke                                                     | ed mode                                       | els disen                                      | iibark; o                                  | n a 6 it c                     | l'asties a                                   | ind expl            | odes and each unit w                                                         | ithin 6" suffe          | ers D3   |      |
|                                                       | and before<br>mortal with the second sec | ore any<br>wounds<br>(et: Befo<br>eristic b                                     | embarke<br>re this n<br>ecomes                              | nodel m<br>20" unti                           | noves in<br>il the ene                         | your Me<br>d of the                        | ovement<br>phase, a            | phase, y<br>nd it los                        | you can             | odes and each unit w<br>declare it will hover.<br>.irborne, Hard to Hit      | Its Move                |          |      |
|                                                       | and beformortal with the second secon    | ore any<br>wounds.<br>let: Befo<br>eristic b<br>until th<br>of the M            | embarke<br>re this n<br>ecomes<br>e beginn<br><b>achine</b> | nodel m<br>20" unti<br>ning of y              | noves in<br>il the eno<br>your nex             | your Mo<br>d of the<br>xt Move             | ovement<br>phase, a<br>ment ph | t phase, y<br>nd it los<br>ase.              | you can<br>es the A | declare it will hover.                                                       | Its Move<br>and Superso |          |      |
| FACTION KEYWORDS                                      | and before<br>mortal weights<br>Hover J<br>character<br>abilities<br>Power of                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | ore any<br>wounds.<br>let: Befo<br>eristic b<br>until th<br>of the M<br>weapons | embarke<br>re this n<br>ecomes<br>e beginn<br>achine        | nodel m<br>20" unti<br>ning of y<br>Spirit: 7 | noves in<br>il the end<br>your nex<br>This mod | your Mo<br>d of the<br>xt Move<br>del does | ovement<br>phase, a<br>ment ph | t phase, y<br>nd it los<br>ase.<br>fer the p | you can<br>es the A | declare it will hover.<br>.irborne, Hard to Hit                              | Its Move<br>and Superso |          |      |

| 16<br>16                                                  | C                                        | AES                                          | STU                                        | JS .                      | ASS                                  | AU.                | LT                  | RA]        | М         | DAMAGE<br>Some of a Caestus<br>characteristics cha<br>battle, as shown bo    | inge as it suf |            | ge in |
|-----------------------------------------------------------|------------------------------------------|----------------------------------------------|--------------------------------------------|---------------------------|--------------------------------------|--------------------|---------------------|------------|-----------|------------------------------------------------------------------------------|----------------|------------|-------|
| NAME                                                      | М                                        | WS                                           | BS                                         | S                         | T                                    | W                  | A                   | Ld         | Sv        | REMAINING W                                                                  | M              | BS         | A     |
| Caestus Assault Ram                                       | *                                        | 5+                                           | *                                          | 8                         | 7                                    | 14                 | *                   | 9          | 2+        | 8-14+                                                                        | 20"-50"        | 3+         | 4     |
| A Caestus Assault Ram is a<br>and two firefury missile ba |                                          | odel. It is                                  | s equipp                                   | ed wit                    | h a Caestı                           | ıs ram,            | a twin n            | nagna-m    | ielta     | 4-7<br>1-3                                                                   | 20"-30"<br>20" | 4+<br>5+   | 2     |
| WEAPON                                                    | RANGE                                    | TYP                                          | E                                          |                           | S                                    | AP                 | D                   | ABILI      | TIES      |                                                                              |                |            | _     |
| Caestus ram                                               | Melee                                    | Mel                                          | ee                                         |                           | User                                 | -3                 | D6                  | targe      |           | hit rolls made with th<br>J <b>ILDINGS</b> if the Cae<br>turn.               |                |            |       |
| Firefury missile battery                                  | 72"                                      | Hea                                          | vy 4                                       |                           | 6                                    | -1                 | 1                   | -          |           |                                                                              |                |            | - 8   |
| Twin magna-melta                                          | 24"                                      | Hea                                          | vy 2D3                                     |                           | 10                                   | -4                 | D6                  | dice       |           | is within half range o<br>nflicting damage with                              |                |            |       |
| WARGEAR OPTIONS                                           | • None                                   | e.                                           | · · ·····                                  |                           |                                      | 1.50%              |                     |            | 2213      |                                                                              |                |            |       |
| TRANSPORT                                                 | transpo<br>CENTU<br>Airbor               | ort TERN<br>JRION<br>ne Ram                  | or PRIME: This m                           | OR mo<br>IARIS<br>odel ca | odels whice<br>models.<br>an only de | ch only            | take up on arges in | one spac   | e per m   | HAPTER> INFANTI<br>nodel. It cannot transj<br>ase against units that         | port JUMP P    | PACK,      | -     |
|                                                           |                                          |                                              |                                            |                           | he Fight p                           |                    |                     |            |           |                                                                              |                |            | 1     |
|                                                           | Hard to                                  | • Hit: Yo                                    | our oppo                                   | onent r                   | nust subt                            | ract 1 fr          | om hit r            | olls for a | attacks t | that target this model                                                       | in the Shoot   | ing phase  |       |
|                                                           | the moo                                  | del mov                                      | es) and                                    | hen m                     | nove the m                           | nodel st           | raight fo           | orwards.   | Note th   | o 90° (this does not c<br>nat it cannot pivot aga<br>20″ until the end of th | in after the i | nitial     |       |
|                                                           | and bef                                  |                                              | embark                                     |                           |                                      |                    |                     |            |           | e removing the mode<br>lodes and each unit w                                 |                |            |       |
|                                                           |                                          | Int. Bofo                                    | re this r                                  |                           |                                      |                    |                     |            |           | declare it will hover.<br>Hard to Hit and Sup                                |                |            | :     |
|                                                           | become                                   | es 20" un                                    | til the e                                  |                           | ovement j                            |                    |                     |            | ie Ram,   | , Hard to Hit and Sup                                                        | ersonic adm    | ties until |       |
|                                                           | become<br>the beg                        | es 20" un<br>inning c                        | itil the e<br>of your r<br>l <b>achine</b> | ext M                     | ovement j                            | phase.             |                     |            |           | o hit rolls for moving                                                       |                | ties until |       |
| FACTION KEYWORDS                                          | become<br>the beg<br>Power of<br>Heavy v | es 20" un<br>inning c<br>of the M<br>weapons | itil the e<br>of your r<br>l <b>achine</b> | ext M<br>Spirit:          | ovement j                            | ohase.<br>lel does | not suff            | fer the p  |           |                                                                              |                |            | _     |

| ¥ 42                                                   |                                                                                                                                                    |                                                                                                                                                    | 'HU<br>SSA                                                                                                                                |                                                                                                                      | )ER<br>Г G                                                                                                                                        |                                                                                                                         | WI<br>ISH                                                                                                         | K<br>IP                                                                                                      |                                                                                                                     | DAMAGE<br>Some of a Thunder<br>characteristics cha                                                                                                                                                           |                                                                                                                    |                                                                      |     |
|--------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------|-----|
| NAME                                                   | M                                                                                                                                                  | WS                                                                                                                                                 | BS                                                                                                                                        | S                                                                                                                    | T                                                                                                                                                 | W                                                                                                                       | A                                                                                                                 | Ld                                                                                                           | Sv                                                                                                                  | battle, as shown be                                                                                                                                                                                          | low:                                                                                                               |                                                                      | -   |
| Thunderhawk Gunship                                    | *                                                                                                                                                  | 6+                                                                                                                                                 | *                                                                                                                                         | 10                                                                                                                   | 9                                                                                                                                                 | 30                                                                                                                      | *                                                                                                                 |                                                                                                              | <br>3+ (5++)                                                                                                        | REMAINING W                                                                                                                                                                                                  | M                                                                                                                  | BS                                                                   | A   |
| Ĩ                                                      |                                                                                                                                                    |                                                                                                                                                    |                                                                                                                                           |                                                                                                                      |                                                                                                                                                   |                                                                                                                         |                                                                                                                   |                                                                                                              | , ,                                                                                                                 | 24-30+                                                                                                                                                                                                       | 20"-50"                                                                                                            | 2+                                                                   | 8   |
| A Thunderhawk Gunship i<br>four twin heavy bolters and |                                                                                                                                                    |                                                                                                                                                    | t is equip                                                                                                                                | opea wi                                                                                                              | th a lint                                                                                                                                         | inderna                                                                                                                 | wk neav                                                                                                           | y canno                                                                                                      | on,                                                                                                                 | 15-23                                                                                                                                                                                                        | 20"-40"                                                                                                            | 3+                                                                   | 4   |
| WEAPONS                                                | RANGE                                                                                                                                              | TYPE                                                                                                                                               | E                                                                                                                                         |                                                                                                                      | S                                                                                                                                                 | AP                                                                                                                      | D                                                                                                                 | ABIL                                                                                                         | ITIES                                                                                                               | 8-14                                                                                                                                                                                                         | 20"-30"<br>20"                                                                                                     | 4+<br>5+                                                             |     |
| Twin heavy bolter                                      | 36"                                                                                                                                                | Hea                                                                                                                                                | vy 6                                                                                                                                      |                                                                                                                      | 5                                                                                                                                                 | -1                                                                                                                      | 1                                                                                                                 | -                                                                                                            |                                                                                                                     | 1-7                                                                                                                                                                                                          | 20                                                                                                                 | 5+                                                                   | -   |
| Hellstrike battery                                     | 72"                                                                                                                                                |                                                                                                                                                    | vy 4                                                                                                                                      |                                                                                                                      | 8                                                                                                                                                 | -3                                                                                                                      | 3                                                                                                                 | -                                                                                                            |                                                                                                                     |                                                                                                                                                                                                              |                                                                                                                    |                                                                      |     |
| Lascannon                                              | 48"                                                                                                                                                | Hea                                                                                                                                                | •                                                                                                                                         |                                                                                                                      | 9                                                                                                                                                 | -3                                                                                                                      | D6                                                                                                                | -                                                                                                            |                                                                                                                     |                                                                                                                                                                                                              |                                                                                                                    |                                                                      | Т   |
| Thunderhawk<br>heavy cannon                            | 48"                                                                                                                                                |                                                                                                                                                    | vy 2D6                                                                                                                                    |                                                                                                                      | 8                                                                                                                                                 | -2                                                                                                                      | D6                                                                                                                | -                                                                                                            |                                                                                                                     |                                                                                                                                                                                                              |                                                                                                                    |                                                                      |     |
| Turbo-laser destructor                                 | 96"                                                                                                                                                | Hea                                                                                                                                                | vy D3                                                                                                                                     |                                                                                                                      | 16                                                                                                                                                | -4                                                                                                                      | 2D6                                                                                                               | auto                                                                                                         |                                                                                                                     | oll of a 6 made with t<br>inflicts an additiona                                                                                                                                                              |                                                                                                                    | wounds                                                               |     |
| WARGEAR OPTIONS                                        | • Ther                                                                                                                                             | nodel m                                                                                                                                            |                                                                                                                                           | a hellstr                                                                                                            | ike miss                                                                                                                                          | sile batt                                                                                                               | ery. If th                                                                                                        |                                                                                                              |                                                                                                                     | -laser destructor.<br>en then the Thunder                                                                                                                                                                    | hawk Assaul                                                                                                        | t Gunship                                                            |     |
| ABILITIES                                              | PRIMA<br>Airborn                                                                                                                                   | RIS mo<br>ne: This                                                                                                                                 | dels are l                                                                                                                                | being tra                                                                                                            | ansporte<br>harge, c                                                                                                                              | ed, it car<br>an only                                                                                                   | n transpo<br>be charg                                                                                             | ort up t                                                                                                     | o 15 <b><ch< b=""></ch<></b>                                                                                        | if it carries any other<br>APTER> PRIMARIE<br>can FLY, and can or                                                                                                                                            | S INFANTR                                                                                                          | Y models.                                                            | -   |
|                                                        | model's<br>has the<br>against                                                                                                                      | hull wh<br>FLY key<br>the Thu<br>is mode                                                                                                           | ere it wo<br>word, ao<br>nderhaw<br>el. Your o                                                                                            | uld be a<br>ld 12" to<br>k Guns                                                                                      | at tablet<br>o the mo<br>hip. Not                                                                                                                 | op level<br>easured<br>te that t                                                                                        | l, even if<br>distance<br>his mear                                                                                | it is on<br>to det<br>is man                                                                                 | a flying l<br>ermine th<br>y short-ra                                                                               | chic powers, always<br>base. In addition, unl<br>he range when makin<br>unged shooting weap<br>attacks that target th                                                                                        | ess the attack<br>og shooting a<br>ons will not                                                                    | king unit<br>ittacks<br>be able                                      |     |
|                                                        | the mod                                                                                                                                            | del move                                                                                                                                           | es) and t                                                                                                                                 | hen mo                                                                                                               | ve the n                                                                                                                                          | nodel st                                                                                                                | raight fo                                                                                                         | rwards                                                                                                       | . Note the                                                                                                          | 990° (this does not co<br>at it cannot pivot aga<br>0" until the end of th                                                                                                                                   | in after the i                                                                                                     | nitial                                                               |     |
|                                                        | ** • • • •                                                                                                                                         | ardened                                                                                                                                            |                                                                                                                                           |                                                                                                                      |                                                                                                                                                   |                                                                                                                         |                                                                                                                   |                                                                                                              |                                                                                                                     | Inarable cave                                                                                                                                                                                                |                                                                                                                    |                                                                      | - 1 |
|                                                        | Void-ha                                                                                                                                            |                                                                                                                                                    | Hull: T                                                                                                                                   | he Thur                                                                                                              | nderhaw                                                                                                                                           | k Assau                                                                                                                 | ılt Gunsł                                                                                                         | nip has                                                                                                      | a 5+ invi                                                                                                           | interable save.                                                                                                                                                                                              |                                                                                                                    |                                                                      |     |
|                                                        | Crash a                                                                                                                                            | ore any o                                                                                                                                          | <b>n:</b> If this<br>embarke                                                                                                              | model                                                                                                                | is reduc                                                                                                                                          | ed to 0                                                                                                                 | wounds,                                                                                                           | roll a I                                                                                                     | D6 before                                                                                                           | removing the mode<br>odes and each unit w                                                                                                                                                                    |                                                                                                                    |                                                                      |     |
|                                                        | Crash a<br>and beformortal<br>Hover J<br>become                                                                                                    | ore any e<br>wounds.<br>( <b>et:</b> Befo<br>s 20" un                                                                                              | <b>n:</b> If this<br>embarke<br>re this m                                                                                                 | model<br>d mode<br>nodel m                                                                                           | is reduc<br>els disen<br>oves in y<br>e phase,                                                                                                    | ed to 0<br>1bark; c<br>your M<br>and it l                                                                               | wounds,<br>on a 6 it c<br>ovement                                                                                 | roll a I<br>trashes<br>phase,                                                                                | D6 before<br>and explo                                                                                              | removing the model                                                                                                                                                                                           | ithin 6" suffe<br>Its Move cha                                                                                     | ers 2D6<br>tracteristic                                              |     |
|                                                        | Crash a<br>and befor<br>mortal<br>Hover J<br>become<br>beginni                                                                                     | ore any o<br>wounds.<br>(et: Befo<br>s 20" un<br>ng of yo<br>of the M                                                                              | n: If this<br>embarke<br>re this m<br>til the er<br>our next 1<br>(achine S                                                               | model<br>d mode<br>nodel m<br>nd of the<br>Moveme                                                                    | is reduc<br>els disen<br>oves in y<br>e phase,<br>ent phas                                                                                        | ed to 0<br>nbark; c<br>your M<br>and it l<br>se.                                                                        | wounds,<br>on a 6 it c<br>ovement<br>loses the                                                                    | roll a I<br>crashes<br>phase,<br>Airbor                                                                      | D6 before<br>and explo<br>you can<br>ne, Colos                                                                      | removing the mode<br>odes and each unit w<br>declare it will hover.                                                                                                                                          | ithin 6" suffe<br>Its Move cha<br>onic abilities                                                                   | ers 2D6<br>tracteristic                                              |     |
|                                                        | Crash a<br>and before<br>mortal w<br>Hover J<br>become<br>beginni<br>Power C<br>Heavy w<br>Thunda<br>run aga<br>Gunshij<br>for ever                | ore any of<br>wounds.<br>(et: Befo<br>s 20" un<br>ng of yo<br>of the M<br>weapons<br>erhawk (<br>inst a sin<br>p has mo<br>y other r               | n: If this<br>embarke<br>re this m<br>til the en<br>our next i<br>(achine S<br>Cluster I<br>ngle ener<br>oved, pic<br>model, u            | model<br>d model<br>mod of the<br>Moveme<br>Spirit: T<br>Bombs:<br>ny unit<br>k an en<br>pp to a m                   | is reduc<br>els disen<br>oves in r<br>e phase,<br>ent phas<br>Chis moc<br>Once p<br>it has n<br>emy un<br>naximu                                  | ed to 0<br>hbark; c<br>your M<br>and it l<br>se.<br>del does<br>er battl<br>hoved o<br>it that if<br>m of 12            | wounds,<br>on a 6 it c<br>ovement<br>loses the<br>s not suff<br>e, a Thur<br>ver durir<br>t flew ove              | roll a l<br>rrashes<br>phase,<br>Airbor<br>Fer the p<br>nderhay<br>ng one<br>er. Roll<br>each ro             | D6 before<br>and explo<br>you can<br>rne, Colos<br>penalty to<br>wk Gunsh<br>of its Mo<br>3D6 for o<br>all of a 5+; | removing the mode<br>odes and each unit w<br>declare it will hover.<br>ssal Flyer and Superso                                                                                                                | ithin 6" suffe<br>Its Move cha<br>onic abilities<br>and firing<br>an make a bo<br>the Thunde<br><b>MONSTER</b> , 1 | ers 2D6<br>gracteristic<br>s until the<br>ombing<br>rhawk<br>or a D6 |     |
| FACTION KEYWORDS                                       | Crash a<br>and before<br>mortal of<br>Hover J<br>become<br>beginni<br>Power of<br>Heavy of<br>Thunda<br>run aga<br>Gunshij<br>for ever<br>consisti | ore any of<br>wounds.<br>(et: Befo<br>so 20" un<br>ng of yo<br>of the M<br>weapons<br>erhawk (<br>inst a sin<br>p has mo<br>y other in<br>ng of on | n: If this<br>embarke<br>re this n<br>til the en<br>our next i<br>(achine S<br>Cluster I<br>ngle ener<br>oved, pic<br>model, u<br>ily CHA | model<br>d model<br>model m<br>ad of the<br>Movemo<br>Spirit: T<br>Bombs:<br>ny unit<br>k an en<br>p to a n<br>RACTE | is reduc<br>els disen<br>oves in -<br>e phase,<br>ent phase,<br>ent phase<br>This moo<br>Once p<br>it has n<br>emy un<br>naximu<br><b>ERS</b> may | ed to 0<br>nbark; c<br>your M<br>and it l<br>se.<br>del does<br>er battl<br>noved o<br>it that i<br>m of 12<br>y not be | wounds,<br>on a 6 it c<br>ovement<br>loses the<br>s not suff<br>e, a Thur<br>ver durin<br>t flew ove<br>D6. For o | roll a I<br>rrashes<br>phase,<br>Airbor<br>fer the p<br>nderhay<br>ng one<br>er. Roll<br>each roo<br>by this | D6 before<br>and explo<br>you can<br>rne, Colos<br>penalty to<br>wk Gunsh<br>of its Mo<br>3D6 for o<br>all of a 5+; | removing the mode<br>odes and each unit w<br>declare it will hover.<br>ssal Flyer and Supers<br>hit rolls for moving<br>hip with this ability ca<br>vement phases. After<br>every <b>VEHICLE</b> or <b>N</b> | ithin 6" suffe<br>Its Move cha<br>onic abilities<br>and firing<br>an make a bo<br>the Thunde<br><b>MONSTER</b> , 1 | ers 2D6<br>gracteristic<br>s until the<br>ombing<br>rhawk<br>or a D6 |     |

| 27                                             |                                                     |                                                             | TR                                                                 | AN                                                           | SP(                                                         | RHA<br>DRT                                                      | 'ER                                                        |                                           |                                                    | DAMAGE<br>Some of a Thunde<br>characteristics cha<br>battle, as shown be                                                                    | inge as it suf                                                   |                                                     | ge i |
|------------------------------------------------|-----------------------------------------------------|-------------------------------------------------------------|--------------------------------------------------------------------|--------------------------------------------------------------|-------------------------------------------------------------|-----------------------------------------------------------------|------------------------------------------------------------|-------------------------------------------|----------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------|-----------------------------------------------------|------|
| NAME                                           | М                                                   | WS                                                          | BS                                                                 | S                                                            | T                                                           | W                                                               | A                                                          | Ld                                        | Sv                                                 | REMAINING W                                                                                                                                 | M                                                                | BS                                                  | A    |
| Thunderhawk Transporter                        | *                                                   | 6+                                                          | *                                                                  | 10                                                           | 9                                                           | 26                                                              | *                                                          | 9                                         | 3+ (5++)                                           | 20-26+                                                                                                                                      | 20"-50"                                                          | 2+                                                  | 6    |
| A Thunderhawk Transport                        |                                                     | gle mod                                                     | el. It is e                                                        | quipped                                                      | l with fo                                                   | our twin                                                        | heavy b                                                    | olters a                                  | and a                                              | 14-19                                                                                                                                       | 20"-40"                                                          | 3+                                                  | 4    |
| battery of hellstrike missile<br><b>WEAPDN</b> | es.<br>Range                                        | TYP                                                         |                                                                    |                                                              | S                                                           | AP                                                              | D                                                          | ADU                                       | ITIES                                              | 6-13                                                                                                                                        | 20"-30"                                                          | 4+                                                  | 3    |
|                                                | <b>KANUE</b><br>36"                                 |                                                             | r<br>avy 6                                                         |                                                              | 5                                                           | -1                                                              | 1                                                          | ADII                                      | .1116a                                             | 1-5                                                                                                                                         | 20"                                                              | 5+                                                  | 2    |
| Twin heavy bolter<br>Hellstrike battery        | 72"                                                 |                                                             | avy 6<br>avy 4                                                     |                                                              | 8                                                           | -1                                                              | 3                                                          | -                                         |                                                    |                                                                                                                                             |                                                                  |                                                     |      |
| WARGEAR OPTIONS                                | • None                                              |                                                             | 1774                                                               |                                                              | 0                                                           | -5                                                              |                                                            | -                                         |                                                    |                                                                                                                                             | 1                                                                |                                                     | -    |
|                                                | vehicles<br>• One<br>• Up to<br>PREI<br>VIN         | s in one<br>model v<br>o two of<br>DATOR<br>DICAT           | of the fo<br>with the<br>the follo<br><b>WHIR</b><br><b>OR DES</b> | ollowing<br>LAND<br>owing: H<br>LWIND<br>STROYI              | two co<br>RAIDE<br>RHINO<br>, WHII<br>ER, WH                | nfigurati<br>R keywc<br>, RAZOI<br>RLWINI<br>IIRLWII            | ions:<br>ord or th<br>RBACK<br>O HYPE<br>ND SCO            | ne SPAI<br>L, INFE<br>ERIOS,<br>DRPIU     | RTAN AS<br>RNUM B<br>HUNTEF                        | RIS models. In additi<br>SAULT TANK keyw<br>RAZORBACK, PREI<br>R, STALKER, DAMC<br>able.                                                    | vord.<br>DATOR, DE                                               | IMOS                                                | ,    |
| ABILITIES                                      | attacked<br>Colossa<br>hull wh<br>FLY key<br>Thunde | d in the<br>al Flyer:<br>here it wo<br>yword, a<br>erhawk T | Fight ph<br>When to<br>ould be a<br>add 12" t<br>Franspor          | hase by u<br>targeting<br>at tablet<br>to the m<br>rter. Not | units that<br>g this un<br>op level<br>easured<br>te that t | at can FI<br>nit with S<br>l, even if<br>l distance<br>his mear | <b>LY</b> .<br>Shootin<br>it is on<br>e to dete<br>as many | g attacl<br>a flying<br>ermine<br>short-1 | ts and psy<br>base. In a<br>the range<br>ranged sh | can FLY, and can or<br>rchic powers, always<br>addition, unless the a<br>when making shoot<br>ooting weapons will<br>at target this model i | measure to t<br>attacking uni<br>ting attacks a<br>not be able t | he model's<br>t has the<br>gainst the<br>o hit this |      |
|                                                | the mos                                             | del mov                                                     | es) and t                                                          | then mo                                                      | ve the r                                                    | nodel str                                                       | raight fo                                                  | orwards                                   | s. Note tha                                        | o 90° (this does not c<br>at it cannot pivot aga<br>0″ until the end of th                                                                  | in after the i                                                   | nitial                                              |      |
|                                                | Void-h                                              | ardened                                                     | Hull: 1                                                            | The Thu                                                      | nderhav                                                     | wk Trans                                                        | porter l                                                   | nas a 5+                                  | invulner                                           | able save.                                                                                                                                  |                                                                  |                                                     |      |
|                                                | and bef                                             |                                                             | embark                                                             |                                                              |                                                             |                                                                 |                                                            |                                           |                                                    | e removing the mode<br>odes and each unit w                                                                                                 |                                                                  |                                                     |      |
|                                                | become                                              |                                                             | ntil the e                                                         | nd of th                                                     | e phase                                                     | , and it l                                                      |                                                            | 1                                         |                                                    | declare it will hover.<br>ssal Flyer and Supers                                                                                             |                                                                  |                                                     |      |
|                                                |                                                     |                                                             |                                                                    |                                                              |                                                             |                                                                 |                                                            |                                           |                                                    |                                                                                                                                             |                                                                  |                                                     | . JI |
|                                                |                                                     | of the M<br>weapons                                         |                                                                    | Spirit: 7                                                    | Гhis mo                                                     | del does                                                        | not suf                                                    | fer the                                   | penalty to                                         | hit rolls for moving                                                                                                                        | and firing                                                       |                                                     |      |
| FACTION KEYWORDS                               | Heavy                                               | weapons                                                     | S.                                                                 | _                                                            |                                                             | del does<br>ΓΕS, <Ο                                             |                                                            |                                           | penalty to                                         | hit rolls for moving                                                                                                                        | and firing                                                       |                                                     | _    |

| <b>\$</b>                   |                                                                      | S                                                                     |                                                            |                                                               |                                                         | <b>ATT</b><br>BIR                                            |                                                                        | N                                                            |                                                                       | <b>DAMAGE</b><br>Some of a Soka<br>characteristics                                                                                                         | change as                                                                  |                                                     |                                         |                   |
|-----------------------------|----------------------------------------------------------------------|-----------------------------------------------------------------------|------------------------------------------------------------|---------------------------------------------------------------|---------------------------------------------------------|--------------------------------------------------------------|------------------------------------------------------------------------|--------------------------------------------------------------|-----------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------|-----------------------------------------------------|-----------------------------------------|-------------------|
| NAME                        | М                                                                    | WS                                                                    | BS                                                         | S                                                             | T                                                       | W                                                            | A                                                                      | Ld                                                           | Sv                                                                    | battle, as shown                                                                                                                                           | n below:<br>M                                                              | BS                                                  | A                                       | <b>VOID SHIEL</b> |
| Sokar Pattern Stormbird     | *                                                                    | 6+                                                                    | *                                                          | 10                                                            | 9                                                       | 40                                                           | *                                                                      | 9                                                            | 3+ (5++)                                                              | 30-40+                                                                                                                                                     | 20"-50"                                                                    | 2+                                                  | 6                                       | 4+                |
| A Sokar Pattern Stormbird   | is a single                                                          | e model.                                                              | It is equ                                                  | ipped w                                                       | rith four                                               | r twin la                                                    | scannon                                                                | ,                                                            |                                                                       | 20-29                                                                                                                                                      | 20"-40"                                                                    | 3+                                                  | 4                                       | 5+                |
| three twin heavy bolters an | d a batter                                                           | y of hells                                                            | strike m                                                   | issiles.                                                      |                                                         |                                                              |                                                                        |                                                              |                                                                       | 10-19                                                                                                                                                      | 20"-30"                                                                    | 4+                                                  | 3                                       | 6+                |
| WEAPON                      | RANGE                                                                | TYP                                                                   | E                                                          |                                                               | S                                                       | AP                                                           | D                                                                      | ABIL                                                         | ITIES                                                                 | 1-9                                                                                                                                                        | 20"                                                                        | 5+                                                  | 2                                       | 7+                |
| Twin heavy bolter           | 36"                                                                  | Hea                                                                   | vy 6                                                       |                                                               | 5                                                       | -1                                                           | 1                                                                      | -                                                            |                                                                       |                                                                                                                                                            |                                                                            |                                                     |                                         |                   |
| Twin lascannon              | 48"                                                                  | Hea                                                                   | vy 2                                                       |                                                               | 9                                                       | -3                                                           | D6                                                                     | -                                                            |                                                                       |                                                                                                                                                            |                                                                            |                                                     |                                         |                   |
| Hellstrike battery          | 72"                                                                  | Hea                                                                   | vy 4                                                       |                                                               | 8                                                       | -3                                                           | 3                                                                      | -                                                            |                                                                       |                                                                                                                                                            |                                                                            |                                                     |                                         | 12.31             |
| WARGEAR OPTIONS             | • Non                                                                | e.                                                                    |                                                            |                                                               |                                                         |                                                              |                                                                        |                                                              |                                                                       |                                                                                                                                                            |                                                                            |                                                     |                                         | 1000              |
|                             | three of<br>three In<br>includin<br>only ex                          | ther INF<br>NFANTI<br>ng its ow<br>it via the                         | ANTRY<br>RY mod<br>on transperence of                      | 7 models<br>els each<br>ported n<br>the Soka                  | s. It may<br>. The Sc<br>nodels,<br>ar Patte            | y also tra<br>okar Patt<br>occupyi<br>rn Storn               | ansport<br>ern Stor<br>ng 25 m<br>nbird.                               | <cha<br>mbird<br/>odels' v</cha<br>                          | PTER> B<br>may also<br>worth of s                                     | nd each CENTUR<br>IKER models who<br>transport a single<br>space. When disen                                                                               | o take up t<br>< <b>CHAPT</b><br>nbarking, t                               | he plac<br>ER> R<br>he Rhi                          | ce of<br>HIN<br>ino m                   | <b>D</b> ,        |
| ABILITIES                   |                                                                      | <b>ne:</b> This<br>d in the                                           |                                                            |                                                               |                                                         |                                                              |                                                                        | ged by                                                       | units that                                                            | can FLY, and can                                                                                                                                           | only attac                                                                 | k or be                                             | e                                       |                   |
|                             | has the<br>against<br>able to<br>Shootir<br><b>Supers</b><br>the mod | FLY key<br>the Soka<br>hit this n<br>ng phase<br>onic: Ea<br>del move | rword, a<br>ar Patter<br>nodel. Y<br>ch time<br>es) and t  | dd 12" t<br>en Storm<br>Your opp<br>this mothen mo            | o the m<br>bird. N<br>onent r<br>del mov<br>ve the r    | easured<br>ote that<br>nust also<br>ves, first<br>nodel st   | distance<br>this mea<br>subtrac<br>pivot it e<br>raight fo             | e to det<br>ans ma<br>ct 1 fro<br>on the<br>rwards           | ermine th<br>ny short-1<br>m hit roll<br>spot up to<br>s. Note tha    | base. In addition, the range when ma<br>ranged shooting w<br>s for attacks that t<br>to 90° (this does not<br>at it cannot pivot a<br>20" until the end of | king shoot<br>veapons wi<br>arget this r<br>ot contribut<br>again after    | ing att<br>ll not l<br>nodel<br>te to he<br>the ini | acks<br>be<br>in the<br>ow fau<br>itial |                   |
|                             | Void-h                                                               | ardened                                                               | Hull: T                                                    | 'he Soka                                                      | r Patter                                                | n Storm                                                      | bird has                                                               | a 5+ i1                                                      | nvulnerab                                                             | ole save.                                                                                                                                                  |                                                                            |                                                     |                                         |                   |
|                             | and bef                                                              |                                                                       | embark                                                     |                                                               |                                                         |                                                              |                                                                        |                                                              |                                                                       | e removing the mo<br>odes and each uni                                                                                                                     |                                                                            |                                                     |                                         |                   |
|                             | become                                                               |                                                                       | til the e                                                  | nd of th                                                      | e phase                                                 | , and it l                                                   |                                                                        |                                                              |                                                                       | declare it will hov<br>ssal Flyer and Sup                                                                                                                  |                                                                            |                                                     |                                         |                   |
|                             |                                                                      | of the M<br>weapons                                                   |                                                            | Spirit: 7                                                     | This mo                                                 | del does                                                     | not suff                                                               | er the j                                                     | penalty to                                                            | hit rolls for movi                                                                                                                                         | ing and firi                                                               | ing                                                 |                                         |                   |
|                             | game te<br>can opt<br>with th<br>invulne<br>mortal                   | erms, the<br>to use in<br>e Melee<br>erable sav<br>wound t            | ese void<br>nstead o<br>type. Lil<br>ves, they<br>hat has  | shields a<br>of their n<br>ke invuli<br>y may als<br>been inf | are repr<br>formal s<br>nerable<br>so be us<br>licted o | esented<br>save or in<br>saves, vo<br>sed to ne<br>on the ur | by a uni<br>nvulnera<br>oid shiel<br>gate mo<br>nit, with<br>d and ren | que kin<br>Ible sav<br>d saves<br>rtal wo<br>the mo<br>newed | nd of savin<br>ve against<br>s are unaff<br>ounds. In t<br>ortal wour | pecialised void shi<br>ng throw which th<br>any form of attacl<br>fected by the AP o<br>this case however,<br>nd being ignored i<br>t operations and s     | ne controlli<br>k except fro<br>of an attack<br>roll one d<br>f the save 1 | ing pla<br>om we<br>, but u<br>ice for<br>roll is p | yer<br>apons<br>nlike<br>each<br>passec | L.                |
|                             | the defe                                                             | ensive po                                                             | otential                                                   |                                                               |                                                         |                                                              |                                                                        |                                                              | Damage ta                                                             | ble for the Sokar I                                                                                                                                        | Pattern Sto                                                                | rmbiro                                              |                                         | ed,               |
|                             | the defe<br>Shield<br>describ<br>is proje                            | ensive po<br>Projecti<br>ed previ<br>ecting its                       | otential<br>on: As l<br>ously) a<br>void shi               | ong as tl<br>nd does<br>ields bey                             | ne Soka<br>not mo<br>vond its                           | r Pattern<br>ove at all<br>hull at t                         | n Stormb<br>during t<br>he start                                       | oird's co<br>the turn<br>of the l                            | Damage ta<br>ontrolling<br>n, you ma<br>Movemen                       | ble for the Sokar I<br>g player has chosen<br>by declare that the<br>at phase. If this is t<br>Pattern Stormbird                                           | Pattern Sto<br>n to make i<br>Sokar Patt<br>the case, th                   | rmbiro<br>it hove<br>ern Sto<br>e void              | r (as<br>ormbi<br>shiele                | rd                |
| FACTION KEYWORDS            | the defe<br>Shield<br>describ<br>is proje<br>save is o               | ensive po<br>Projecti<br>ed previ<br>ecting its                       | otential<br>on: As l<br>ously) a<br>void shi<br>d to all n | ong as tl<br>nd does<br>ields bey<br>nodels a                 | ne Soka<br>not mo<br>vond its<br>nd <b>BUI</b>          | r Pattern<br>we at all<br>hull at t<br>LDING                 | n Stormb<br>during t<br>he start<br><b>S</b> within                    | oird's co<br>he turn<br>of the<br>8" of t                    | Damage ta<br>ontrolling<br>n, you ma<br>Movemen                       | g player has chosen<br>by declare that the<br>nt phase. If this is t                                                                                       | Pattern Sto<br>n to make i<br>Sokar Patt<br>the case, th                   | rmbiro<br>it hove<br>ern Sto<br>e void              | r (as<br>ormbi<br>shiele                | rd                |



|                                    |                                                 | СС                                                            | D<br>DM                                                        | AN<br>MA                                                     | 10<br>NI                                                 | CLE<br>D R                                             | ES<br>HIN                                                   | 10                                                       |                                             | <b>DAMAGE</b><br>Some of a Damocle<br>characteristics chan                                                                                                    | ige as it su                                       |                          | -  |
|------------------------------------|-------------------------------------------------|---------------------------------------------------------------|----------------------------------------------------------------|--------------------------------------------------------------|----------------------------------------------------------|--------------------------------------------------------|-------------------------------------------------------------|----------------------------------------------------------|---------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------|--------------------------|----|
| NAME                               | М                                               | WS                                                            | BS                                                             | S                                                            | T                                                        | W                                                      | A                                                           | Ld                                                       | Sv                                          | battle, as shown bel<br>REMAINING W                                                                                                                           | ow:<br>M                                           | BS                       | A  |
| Damocles                           | *                                               | 6+                                                            | *                                                              | 6                                                            | 7                                                        | 10                                                     | *                                                           | 8                                                        | 3+                                          | 6-10+                                                                                                                                                         | 12"                                                | 3+                       | 3  |
| A Damocles Command R               |                                                 |                                                               |                                                                |                                                              |                                                          |                                                        | Comm                                                        | and Rhiı                                                 | no                                          | 3-5                                                                                                                                                           | 6"                                                 | 4+                       | D3 |
| may be included in any D<br>WEAPIN | RANGE                                           | TYPE                                                          | ippea w                                                        | ith a sto                                                    | orm bol<br>S                                             | AP                                                     | D                                                           | ABILIT                                                   | TIES                                        | 1-2                                                                                                                                                           | 3"                                                 | 5+                       | 1  |
| Storm bolter                       | 24"                                             |                                                               | d Fire 2                                                       |                                                              | 4                                                        | 0                                                      | 1                                                           | -                                                        |                                             |                                                                                                                                                               |                                                    |                          | -  |
| Hunter-killer missile              | 48"                                             | Heav                                                          |                                                                |                                                              | 8                                                        | -2                                                     | D6                                                          | This                                                     | weapon                                      | can only be fired once                                                                                                                                        | e per game                                         |                          |    |
| WARGEAR OPTIONS                    | • A Da                                          | amocles (                                                     | Comma                                                          | nd Rhir                                                      | no may                                                   | also be                                                | equippe                                                     | d with a l                                               | hunter-                                     | killer missile.                                                                                                                                               | 1 0                                                |                          |    |
| TRANSPORT                          |                                                 | odel can t<br>ort <b>TERM</b>                                 |                                                                |                                                              |                                                          |                                                        |                                                             |                                                          |                                             | e CHARACTER keywo                                                                                                                                             | ord. It may                                        | y not                    |    |
| ABILITIES                          | Explod<br>embark<br>Smoke<br>smoke I<br>from al | es: If this<br>ed mode<br>Launche<br>launchers<br>l hit rolls | s model<br>ls disen<br>e <b>rs:</b> Onc<br>s. Until<br>for Sho | is reduction<br>bark; o<br>ce per ga<br>the con<br>poting at | ced to 0<br>n a 6 it<br>nme, ins<br>trolling<br>ttacks n | ) wound<br>explode<br>stead of<br>player's<br>nade aga | s, roll a l<br>s and ea<br>shooting<br>next Sh<br>inst this | D6 befor<br>ch unit v<br>g any wea<br>ooting p<br>ounit. | e remov<br>within 6<br>apons in<br>hase, ar | del regains one lost wo<br>ving it from the battlef<br>" suffers D3 mortal wo<br>n the Shooting phase, t<br>ny enemy units targetin<br>rolling player may mal | ield and bo<br>bunds.<br>this model<br>ng this uni | can use it<br>t subtract |    |
|                                    | Strike a<br>6" of the                           | ttack. To                                                     | do so, 1<br>Subtrac                                            | nominat<br>t 1 from                                          | te a poi<br>the re                                       | nt anyw                                                | here on                                                     | the battle                                               | efield an                                   | rolling player may mal<br>nd roll a D6. Roll a D6<br>a <b>CHARACTER</b> . On a                                                                                | for every                                          | unit withi               | n  |
|                                    | Damoc                                           |                                                               | nand R                                                         |                                                              |                                                          |                                                        |                                                             |                                                          |                                             | f your Warlord is emba<br>d's Leadership charact                                                                                                              |                                                    |                          |    |
| FACTION KEYWORDS                   | IMPE                                            | RIUM, A                                                       | ADEP                                                           | <b>TUS A</b>                                                 | STAR                                                     | ТЕ <b>S</b> , <0                                       | СНАРТ                                                       | 'ER>                                                     |                                             |                                                                                                                                                               |                                                    | 1.86.6                   |    |
| KEYWORDS                           |                                                 |                                                               |                                                                | ODT                                                          |                                                          | O, DAI                                                 |                                                             |                                                          |                                             |                                                                                                                                                               |                                                    |                          |    |

|                         | W                                 | ΉI                         | RL                                          | <b>VI</b>                     | ND                      | HY                             | PE                              | RIO                                 | S                   | DAMAGE<br>Some of a Whirlwin<br>change as it suffers<br>shown below:                                                 |                           |                      |      |
|-------------------------|-----------------------------------|----------------------------|---------------------------------------------|-------------------------------|-------------------------|--------------------------------|---------------------------------|-------------------------------------|---------------------|----------------------------------------------------------------------------------------------------------------------|---------------------------|----------------------|------|
| NAME                    | М                                 | WS                         | BS                                          | S                             | T                       | W                              | A                               | Ld                                  | Sv                  | REMAINING W                                                                                                          | М                         | BS                   | A    |
| Whirlwind Hyperios      | *                                 | 6+                         | *                                           | 6                             | 7                       | 11                             | *                               | 8                                   | 3+                  | 6-11+                                                                                                                | 12"                       | 3+                   | 3    |
| A Whirlwind Hyperios is | a single mo                       | del. It i                  | s equipp                                    | ed with                       | a Whirl                 | wind hy                        | perios l                        | auncher.                            |                     | 3-5                                                                                                                  | 6"                        | 4+                   | D3   |
| WEAPON                  | RANGE                             | TYP                        | E                                           |                               | S                       | AP                             | D                               | ABILIT                              | IES                 | 1-2                                                                                                                  | 3"                        | 5+                   | 1    |
| Hyperios launcher       | 72"                               | Hea                        | avy 2D3                                     |                               | 8                       | -2                             | D3                              | target<br>for thi                   | s that c<br>is wear | hit rolls made for this<br>can <b>FLY</b> . Subtract 1 fro<br>oon against all other ta<br>nits not visible to the fi | om the hit<br>rgets. This | rolls made<br>weapon | ;    |
| Hunter-killer missile   | 48"                               | Hea                        | avy 1                                       |                               | 8                       | -2                             | D6                              | This w                              | veapon              | can only be fired once                                                                                               | e per battle              | 2.                   | 1393 |
| Storm bolter            | 24"                               | Rap                        | oid Fire 2                                  |                               | 4                       | 0                              | 1                               | -                                   |                     |                                                                                                                      |                           |                      |      |
| WARGEAR OPTIONS         |                                   |                            |                                             |                               | v take a h<br>v also be |                                |                                 | sile.<br>1 storm bo                 | olter.              |                                                                                                                      |                           |                      |      |
| ABILITIES               | embark<br><b>Smoke</b><br>smoke l | ed mod<br>Launch<br>aunche | lels diser<br><b>1ers:</b> One<br>rs. Until | nbark;<br>ce per §<br>the con | on a 6 it<br>game, ins  | explode<br>tead of<br>player's | s and ea<br>shooting<br>next Sh | ch unit w<br>g any wea<br>ooting ph | vithin 6<br>pons in | ving it from the battlef<br>" suffers D3 mortal wo<br>n the Shooting phase, i<br>ny enemy units targetin             | ounds.<br>this model      | can use it           |      |
| FACTION KEYWORDS        | IMPEI                             | RIUM,                      | ADEP                                        | TUS A                         | STAR                    | TES, <0                        | СНАРТ                           | ER>                                 |                     |                                                                                                                      |                           |                      | 199  |
| KEYWORDS                | VEHIC                             | CLE, V                     | VHIRL                                       | VIND                          | , WHII                  | RLWIN                          | DHY                             | PERIOS                              |                     |                                                                                                                      | -                         |                      | 7    |

|                                                                                                                                                                                                                                                                                |                                                                                                                            | RF                                                                                                               | ELIC<br>S                                                                                                                            |                                                                       | HI<br>DRP                                                                                     |                                                                                                                                              |                  | ND                                                                                                                     |                                                                              | <b>DAMAGE</b><br>Some of a Relic Wh<br>characteristics chan                                                         | ge as it su               |              | ge |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------|------------------|------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------|---------------------------|--------------|----|
| NAME                                                                                                                                                                                                                                                                           | М                                                                                                                          | WS                                                                                                               | BS                                                                                                                                   | S                                                                     | T                                                                                             | W                                                                                                                                            | A                | Ld                                                                                                                     | Sv                                                                           | battle, as shown bel<br>REMAINING W                                                                                 | ow:<br>M                  | BS           |    |
| Relic Whirlwind Scorpius                                                                                                                                                                                                                                                       | s *                                                                                                                        | 6+                                                                                                               | *                                                                                                                                    | 6                                                                     | 7                                                                                             | 11                                                                                                                                           | *                | 8                                                                                                                      | 3+                                                                           | 7-11+                                                                                                               | 12"                       | 3+           |    |
| A Relic Whirlwind Scorpiu                                                                                                                                                                                                                                                      | ıs is a singl                                                                                                              | le mode                                                                                                          | l. It is eq                                                                                                                          | luipped                                                               | with a S                                                                                      | Scorpius                                                                                                                                     | multi-la         | auncher.                                                                                                               |                                                                              | 3-6                                                                                                                 | 6"                        | 4+           | Ι  |
| WEAPON                                                                                                                                                                                                                                                                         | RANGE                                                                                                                      | TYP                                                                                                              | E                                                                                                                                    |                                                                       | S                                                                                             | AP                                                                                                                                           | D                | ABILI                                                                                                                  | TIES                                                                         | 1-2                                                                                                                 | 3"                        | 5+           |    |
| Scorpius multi-launcher                                                                                                                                                                                                                                                        | 48"                                                                                                                        | Hea                                                                                                              | avy 3D3                                                                                                                              |                                                                       | 6                                                                                             | -2                                                                                                                                           | 2                |                                                                                                                        | 1                                                                            | can target units not vi                                                                                             | isible to th              | e firing     | ٦  |
| Hunter-killer missile                                                                                                                                                                                                                                                          | 48"                                                                                                                        | Hea                                                                                                              | ivy 1                                                                                                                                |                                                                       | 8                                                                                             | -2                                                                                                                                           | D6               | mode                                                                                                                   |                                                                              | can only be fired once                                                                                              | e per battle              | e.           |    |
| Storm bolter                                                                                                                                                                                                                                                                   | 24"                                                                                                                        |                                                                                                                  | oid Fire 2                                                                                                                           | 2                                                                     | 4                                                                                             | 0                                                                                                                                            | 1                | _                                                                                                                      |                                                                              |                                                                                                                     | · · · · · · · ·           |              | 1  |
| WARGEAR OPTIONS                                                                                                                                                                                                                                                                |                                                                                                                            | hirlwine                                                                                                         | d Scorpi                                                                                                                             | us may                                                                |                                                                                               |                                                                                                                                              |                  | sile.<br>storm b                                                                                                       | olter.                                                                       |                                                                                                                     |                           |              |    |
| ABILITIES                                                                                                                                                                                                                                                                      |                                                                                                                            |                                                                                                                  |                                                                                                                                      |                                                                       |                                                                                               |                                                                                                                                              |                  | oes not n<br>1g phase.                                                                                                 |                                                                              | ring the Movement ph                                                                                                | nase, you r               | nay fire its |    |
|                                                                                                                                                                                                                                                                                |                                                                                                                            |                                                                                                                  |                                                                                                                                      |                                                                       |                                                                                               |                                                                                                                                              |                  |                                                                                                                        |                                                                              | ring it from the battlef<br>" suffers D3 mortal wo                                                                  |                           | efore any    |    |
|                                                                                                                                                                                                                                                                                | smoke l                                                                                                                    | aunche                                                                                                           |                                                                                                                                      | the con                                                               | trolling                                                                                      | player's                                                                                                                                     | next Sh          | ooting p                                                                                                               |                                                                              | n the Shooting phase, t<br>y enemy units targetir                                                                   |                           |              |    |
|                                                                                                                                                                                                                                                                                |                                                                                                                            |                                                                                                                  |                                                                                                                                      |                                                                       |                                                                                               |                                                                                                                                              | _                |                                                                                                                        |                                                                              |                                                                                                                     |                           |              |    |
| FACTION KEYWORDS                                                                                                                                                                                                                                                               | IMPE                                                                                                                       | RIUM.                                                                                                            |                                                                                                                                      |                                                                       | START                                                                                         | TES, <c< td=""><td>СНАРТ</td><td>'ER&gt;</td><td></td><td></td><td></td><td></td><td></td></c<>                                              | СНАРТ            | 'ER>                                                                                                                   |                                                                              |                                                                                                                     |                           |              |    |
|                                                                                                                                                                                                                                                                                |                                                                                                                            |                                                                                                                  | ADEP<br>ELIC, V                                                                                                                      | TUS A<br>WHIR                                                         | LWINI                                                                                         | ), REL                                                                                                                                       | IC WH            | IRLWI                                                                                                                  |                                                                              | CORPIUS                                                                                                             |                           |              |    |
| KEYWORDS                                                                                                                                                                                                                                                                       |                                                                                                                            |                                                                                                                  | ADEP<br>ELIC, V                                                                                                                      | TUS A<br>WHIR                                                         | LWINI                                                                                         | ), REL                                                                                                                                       | IC WH            |                                                                                                                        |                                                                              | CORPIUS                                                                                                             |                           |              |    |
| KEYWORDS                                                                                                                                                                                                                                                                       | VEHIC                                                                                                                      | CLE, R                                                                                                           | ADEP<br>ELIC, V<br>R                                                                                                                 | TUS A<br>WHIR<br>AP                                                   | lwini<br>IER                                                                                  | ), REL                                                                                                                                       | IC WH            |                                                                                                                        | R                                                                            | CORPIUS                                                                                                             |                           |              |    |
| KEYWORDS<br>4<br>NAME<br>Rapier Carrier                                                                                                                                                                                                                                        | VEHIC                                                                                                                      | CLE, R<br>WS                                                                                                     | ADEP<br>ELIC, V<br>R<br>BS                                                                                                           | TUS A<br>WHIR<br>AP                                                   | LWINI<br>IER<br>T                                                                             | D, REL<br>CA<br>W                                                                                                                            | IC WH            | IRLWI                                                                                                                  | R<br>Sv                                                                      | CORPIUS                                                                                                             |                           |              |    |
| KEYWORDS<br>4<br>NAME<br>Rapier Carrier<br>Space Marine Gunners<br>This unit contains one Rap<br>• The Rapier Carrier is eq<br>• The Space Marine Gunn                                                                                                                         | VEHIC<br>M<br>3"<br>6"<br>ier Carrier<br>uipped wit                                                                        | CLE, R<br>WS<br>6+<br>3+<br>• and tw<br>h a qua                                                                  | ADEP<br>ELIC, V<br>R<br>BS<br>3+<br>3+<br>3+<br>o Space<br>d heavy<br>h bolt pi                                                      | TUS A<br>WHIR<br>AP<br>S<br>3<br>4<br>Marine<br>bolter.               | LWINI<br>IER<br>I<br>5<br>4<br>Gunner                                                         | D, REL<br>CA<br>W<br>4<br>1<br>'s.                                                                                                           | A<br>A<br>1<br>1 | IRLWI<br>Ld<br>7<br>7                                                                                                  | R<br>Sv<br>3+<br>3+                                                          | CORPIUS                                                                                                             |                           |              |    |
| KEYWORDS<br>4<br>4<br>NAME<br>Rapier Carrier<br>Space Marine Gunners<br>This unit contains one Rap<br>• The Rapier Carrier is eq<br>• The Space Marine Gunn<br>WEAPDN                                                                                                          | VEHIC<br>M<br>3"<br>6"<br>vier Carrier<br>uipped wit<br>viers are arm                                                      | CLE, R<br>WS<br>6+<br>3+<br>and tw<br>h a qua<br>ned with<br>TYP                                                 | ADEP<br>ELIC, V<br>R<br>BS<br>3+<br>3+<br>3+<br>o Space<br>d heavy<br>h bolt pi                                                      | TUS A<br>WHIR<br>AP<br>S<br>3<br>4<br>Marine<br>bolter.               | LWINI<br>IER<br>I<br>5<br>4<br>Gunner<br>ag grena                                             | D, REL<br>CA<br>W<br>4<br>1<br>'s.<br>des and                                                                                                | IC WH            | IRLWI<br>Ld<br>7<br>7<br>enades.<br>ABILII                                                                             | R<br>Sv<br>3+<br>3+                                                          |                                                                                                                     |                           |              |    |
| KEYWORDS<br>MAME<br>Rapier Carrier<br>Space Marine Gunners<br>This unit contains one Rap<br>The Rapier Carrier is eq<br>The Rapier Carrier is eq<br>The Space Marine Gunn<br>WEAPON<br>Quad heavy bolter                                                                       | VEHIC<br>M<br>3"<br>6"<br>ier Carrier<br>uipped with<br>ters are arm<br>RANGE                                              | CLE, R<br>WS<br>6+<br>3+<br>and tw<br>h a qua<br>ned with<br>IYP<br>Hea                                          | ADEP<br>ELIC, V<br>R<br>BS<br>3+<br>3+<br>3+<br>o Space<br>d heavy<br>h bolt pi<br>E                                                 | TUS A<br>WHIR<br>AP<br>S<br>3<br>4<br>Marine<br>bolter.               | LWINI<br>IER<br>I<br>5<br>4<br>Gunner<br>ag grena<br>S                                        | REL<br>CA<br>W<br>4<br>1<br>'s.<br>des and<br>AP                                                                                             | IC WH            | IRLWI                                                                                                                  | R<br>Sv<br>3+<br>3+<br>3+                                                    | CORPIUS                                                                                                             | , the weap<br>result of a | on's         |    |
| KEYWORDS<br>AME<br>Rapier Carrier<br>Space Marine Gunners<br>This unit contains one Rap<br>• The Rapier Carrier is eq<br>• The Space Marine Gunn<br>WEAPON<br>Quad heavy bolter<br>Laser destroyer                                                                             | VEHIC<br>M<br>3"<br>6"<br>ier Carrier<br>uipped witt<br>ters are arm<br>RANGE<br>36"                                       | CLE, R<br>WS<br>6+<br>3+<br>and tw<br>h a qua<br>ned with<br>IYP<br>Hea                                          | ADEP<br>ELIC, V<br>EBS<br>3+<br>3+<br>3+<br>o Space<br>d heavy<br>h bolt pi<br>E<br>wy 12<br>wy 1                                    | TUS A<br>WHIR<br>AP<br>S<br>3<br>4<br>Marine<br>bolter.               | LWINI<br>IER<br>I<br>5<br>4<br>Gunner<br>ag grena<br>S<br>5                                   | N, REL                                                                                                                                       | IC WH            | IRLWI                                                                                                                  | R<br>Sv<br>3+<br>3+<br>3+                                                    | n successfully inflicts (<br>5. On a result of a '3-5'<br>creased to 2D6. On a r                                    | , the weap<br>result of a | on's         |    |
| KEYWORDS<br>KEYWORDS<br>AME<br>Rapier Carrier<br>Space Marine Gunners<br>This unit contains one Rap<br>The Rapier Carrier is eq<br>The Space Marine Gunn<br>WEAPON<br>Quad heavy bolter<br>Laser destroyer<br>Bolt pistol<br>Frag grenades                                     | VEHIC<br>M<br>3"<br>6"<br>ier Carrier<br>uipped wit<br>iers are arn<br>RANGE<br>36"<br>36"<br>12"<br>6"                    | CLE, R<br>WS<br>6+<br>3+<br>and tw<br>h a qua<br>ned with<br>TYP<br>Hea<br>Hea<br>Pist                           | ADEP<br>ELIC, V<br>EBS<br>3+<br>3+<br>3+<br>o Space<br>d heavy<br>h bolt pi<br>E<br>wy 12<br>wy 1                                    | TUS A<br>WHIR<br>AP<br>S<br>3<br>4<br>Marine<br>bolter.<br>stols, fra | LWINI<br>IEER<br>I<br>5<br>4<br>Gunner<br>ag grena<br>S<br>5<br>12                            | N, REL<br>CA<br>W<br>4<br>1<br>rs.<br>des and<br>AP<br>-1<br>-1<br>-4                                                                        | IC WH            | IRLWI                                                                                                                  | R<br>Sv<br>3+<br>3+<br>3+                                                    | n successfully inflicts (<br>5. On a result of a '3-5'<br>creased to 2D6. On a r                                    | , the weap<br>result of a | on's         |    |
| KEYWORDS<br>KEYWORDS<br>AME<br>Rapier Carrier<br>Space Marine Gunners<br>This unit contains one Rap<br>• The Rapier Carrier is eq<br>• The Space Marine Gunn<br>WEAPON<br>Quad heavy bolter<br>Laser destroyer<br>Bolt pistol<br>Frag grenades<br>Krak grenades                | VEHIC<br>M<br>3"<br>6"<br>ier Carrier<br>uipped wit<br>iers are arn<br>RANGE<br>36"<br>36"<br>12"<br>6"<br>6"              | CLE, R<br>WS<br>6+<br>3+<br>and tw<br>h a qua<br>ned with<br>TYP<br>Hea<br>Hea<br>Pist<br>Gre<br>Gre             | ADEP<br>ELIC, V<br>ES<br>3+<br>3+<br>o Space<br>d heavy<br>h bolt pi<br>E<br>wy 12<br>wy 12<br>wy 1<br>ol 1<br>nade D6<br>nade 1     | TUS A<br>WHIR<br>AP<br>S<br>3<br>4<br>Marine<br>bolter.<br>stols, fra | LWINI<br>IER<br>I<br>5<br>4<br>Gunner<br>ag grena<br>S<br>5<br>12<br>4<br>3<br>6              | <b>C</b> , <b>REL</b><br><b>W</b><br><b>4</b><br><b>1</b><br>rs.<br>des and<br><b>AP</b><br>-1<br>-1<br>-4<br>0<br>0<br>0<br>-1              | IC WH            | IRLWI<br>IRLWI<br>ILI<br>7<br>7<br>7<br>enades.<br>ABILI<br>-<br>If this<br>addit<br>dama<br>weapu<br>-<br>-<br>-<br>- | R<br>Sv<br>3+<br>3+<br>3+                                                    | n successfully inflicts (<br>5. On a result of a '3-5'<br>rreased to 2D6. On a r<br>nage is increased to 3E         | , the weap<br>result of a | on's         |    |
| KEYWORDS<br>KEYWORDS<br>AME<br>Rapier Carrier<br>Space Marine Gunners<br>This unit contains one Rap<br>The Rapier Carrier is eq<br>The Space Marine Gunr<br>WEAPON<br>Quad heavy bolter<br>Laser destroyer<br>Bolt pistol<br>Frag grenades<br>Krak grenades<br>WARGEAR OPTIONS | VEHIC<br>M<br>3"<br>6"<br>ier Carrier<br>uipped wit<br>iers are arn<br>RANGE<br>36"<br>36"<br>12"<br>6"<br>6"              | CLE, R<br>WS<br>6+<br>3+<br>and tw<br>h a qua<br>ned with<br>TYP<br>Hea<br>Hea<br>Pist<br>Gre<br>Gre             | ADEP<br>ELIC, V<br>ES<br>3+<br>3+<br>o Space<br>d heavy<br>h bolt pi<br>E<br>wy 12<br>wy 12<br>wy 1<br>ol 1<br>nade D6<br>nade 1     | TUS A<br>WHIR<br>AP<br>S<br>3<br>4<br>Marine<br>bolter.<br>stols, fra | LWINI<br>IER<br>I<br>5<br>4<br>Gunner<br>ag grena<br>S<br>5<br>12<br>4<br>3<br>6              | <b>C</b> , <b>REL</b><br><b>W</b><br><b>4</b><br><b>1</b><br>rs.<br>des and<br><b>AP</b><br>-1<br>-1<br>-4<br>0<br>0<br>0<br>-1              | IC WH            | IRLWI                                                                                                                  | R<br>Sv<br>3+<br>3+<br>3+                                                    | n successfully inflicts (<br>5. On a result of a '3-5'<br>rreased to 2D6. On a r<br>nage is increased to 3E         | , the weap<br>result of a | on's         |    |
| FACTION KEYWORDS<br>KEYWORDS<br>AUTOR AND                                                                                                                                                                                                  | VEHIC<br>M<br>3"<br>6"<br>ier Carrier<br>uipped with<br>ters are arm<br>RANGE<br>36"<br>36"<br>12"<br>6"<br>6"<br>6"<br>6" | CLE, R<br>WS<br>6+<br>3+<br>and tw<br>h a qua<br>ned with<br>TYP<br>Hea<br>Hea<br>Pist<br>Gre<br>Gre<br>pier Car | ADEP<br>ELIC, V<br>ES<br>3+<br>3+<br>o Space<br>d heavy<br>h bolt pi<br>E<br>wy 12<br>wy 12<br>ol 1<br>nade D6<br>nade 1<br>rrier ma | TUS A<br>WHIR<br>AP<br>S<br>3<br>4<br>Marine<br>bolter.<br>stols, fra | LWINI<br>IER<br>I<br>5<br>4<br>Gunner<br>ag grena<br>S<br>5<br>12<br>4<br>3<br>6<br>mge its q | <b>P</b> , REL<br><b>C</b><br><b>W</b><br><b>4</b><br><b>1</b><br><b>rs</b> .<br>des and<br><b>AP</b><br>-1<br>-4<br>0<br>0<br>-1<br>uad hea | IC WH            | IRLWI<br>IRLWI<br>ILI<br>7<br>7<br>7<br>enades.<br>ABILI<br>-<br>If this<br>addit<br>dama<br>weapu<br>-<br>-<br>-<br>- | R<br>Sv<br>3+<br>3+<br>TIES<br>s weapo<br>ional Do<br>ige is ind<br>on's dam | n successfully inflicts of 5. On a result of a '3-5'<br>creased to 2D6. On a r<br>nage is increased to 3E<br>royer. | , the weap<br>result of a | on's         |    |

 Artillery: The Rapier Carrier can only fire its weapon if at least one of the Space Marine Gunners it was deployed with is within 3". If both of the Space Marine Gunners the Rapier Carrier was deployed with are slain, the Rapier Carrier is also removed as slain.

 IMPERIUM. ADEPTUS ASTARTES. <CHAPTER>

| 1 | FAGTION KEYWORDS | IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>        |   |
|---|------------------|--------------------------------------------------------|---|
| į | KEYWORDS         | (RAPIER CARRIER): VEHICLE, ARTILLERY, RAPIER CARRIER   |   |
|   |                  | (SPACE MARINE GUNNERS): INFANTRY, SPACE MARINE GUNNERS |   |
|   |                  |                                                        | 1 |

FADT

| NAME                                                             | М                                                             | WS                                                                 | BS                                                                        | S                                                                            | T                                                                   | W                                                                    | A                                                                 | Ld                                                               | Sv                                                                                                                                                                                                                                                                                                                                                                                    |
|------------------------------------------------------------------|---------------------------------------------------------------|--------------------------------------------------------------------|---------------------------------------------------------------------------|------------------------------------------------------------------------------|---------------------------------------------------------------------|----------------------------------------------------------------------|-------------------------------------------------------------------|------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Tarantula Sentry Gun                                             | 0"                                                            | -                                                                  | 4+                                                                        | 4                                                                            | 5                                                                   | 4                                                                    | -                                                                 | 10                                                               | 3+                                                                                                                                                                                                                                                                                                                                                                                    |
| This unit contains one Tar<br>Tarantula Sentry Guns ( <b>P</b> o |                                                               |                                                                    |                                                                           |                                                                              |                                                                     |                                                                      |                                                                   |                                                                  | Gun ( <b>Power Rating +3</b> ) or two additional in heavy bolter.                                                                                                                                                                                                                                                                                                                     |
| WEAPON                                                           | RANGE                                                         | TYP                                                                | E                                                                         |                                                                              | S                                                                   | AP                                                                   | D                                                                 | ABILIT                                                           | TIES                                                                                                                                                                                                                                                                                                                                                                                  |
| Twin heavy bolter                                                | 36"                                                           | Hea                                                                | vy 6                                                                      |                                                                              | 5                                                                   | -1                                                                   | 1                                                                 | -                                                                |                                                                                                                                                                                                                                                                                                                                                                                       |
| Twin lascannon                                                   | 48"                                                           | Hea                                                                | vy 2                                                                      |                                                                              | 9                                                                   | -3                                                                   | D6                                                                | -                                                                |                                                                                                                                                                                                                                                                                                                                                                                       |
| Multi-melta                                                      | 24"                                                           | Hea                                                                | vy 1                                                                      |                                                                              | 8                                                                   | -4                                                                   | D6                                                                | two d                                                            | target is within half range of this weapon, roll lice when inflicting damage with it and discard that result.                                                                                                                                                                                                                                                                         |
| Twin assault cannon                                              | 24"                                                           | Hea                                                                | vy 12                                                                     |                                                                              | 6                                                                   | -1                                                                   | 1                                                                 | -                                                                |                                                                                                                                                                                                                                                                                                                                                                                       |
| WARGEAR OPTIONS                                                  | - Tw<br>- Mu                                                  | in lasca:<br>Ilti-melt                                             | nnon                                                                      |                                                                              | replace                                                             | e its twir                                                           | ı heavy l                                                         | oolter wi                                                        | th any one of the following weapons:                                                                                                                                                                                                                                                                                                                                                  |
| ABILITIES                                                        | automa<br>are ener<br>Automa<br>INFAN<br>shoot at<br>types of | tically h<br>ny mod<br>ated Ar<br>TRY un<br>t the nea<br>f unit in | it this m<br>els with<br>tillery: I<br>it in the<br>trest nor<br>range th | iodel in<br>in 1" of i<br>f this m<br>Shootir<br><b>n-INFAI</b><br>nen the c | the Figl<br>it, and f<br>odel ha<br>ng phase<br>NTRY r<br>closest u | nt phase<br>riendly<br>s a twin<br>e within<br>nodel in<br>unit of a | - do no<br>units can<br>heavy b<br>range. I<br>the Sho<br>ny kind | t make h<br>n still tar<br>olter, it w<br>f this mo<br>ooting ph | fight in the Fight phase. Enemy models<br>hit rolls. However, this model can still shoot if ther<br>get enemy units that are within 1" of this model.<br>will automatically shoot at the nearest enemy<br>odel has a twin lascannon, it will automatically<br>hase within range. If there are none of the specifie-<br>targeted, however in all cases this model may only<br>by type. |
| FACTION KEYWORDS                                                 | IMPE                                                          | RIUM,                                                              | ADEP                                                                      | TUS A                                                                        | STAR                                                                | ΓES, <0                                                              | СНАРТ                                                             | 'ER>                                                             |                                                                                                                                                                                                                                                                                                                                                                                       |
| KEYWORDS                                                         |                                                               |                                                                    |                                                                           | -                                                                            |                                                                     |                                                                      |                                                                   |                                                                  | NTRY GUN                                                                                                                                                                                                                                                                                                                                                                              |

### TARANTULA AIR DEFENCE BATTERY

| NAME                             | М                                       | WS                            | BS                                        | S                                          | T                               | W                                | A                                | Ld                                 | Sv                                                                                                                                                                                                                                      |
|----------------------------------|-----------------------------------------|-------------------------------|-------------------------------------------|--------------------------------------------|---------------------------------|----------------------------------|----------------------------------|------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Tarantula Air<br>Defence Battery | 0"                                      | -                             | 4+                                        | 4                                          | 5                               | 4                                | -                                | 10                                 | 3+                                                                                                                                                                                                                                      |
|                                  |                                         |                               |                                           |                                            |                                 |                                  |                                  |                                    | Air Defence Battery ( <b>Power Rating +3</b> ) or two attery is equipped with air defence missiles.                                                                                                                                     |
| WEAPON                           | RANGE                                   | TYP                           | E                                         |                                            | S                               | AP                               | D                                | ABILIT                             | IES                                                                                                                                                                                                                                     |
| Air defence missiles             | 48"                                     | Hea                           | wy D3                                     |                                            | 8                               | -2                               | D3                               | target                             | t to all hit rolls made for this weapon against<br>ts that can <b>FLY</b> . Subtract 1 from the hit rolls made<br>is weapon against all other targets.                                                                                  |
| WARGEAR OPTIONS                  | • None                                  |                               |                                           |                                            |                                 |                                  |                                  |                                    |                                                                                                                                                                                                                                         |
| ABILITIES                        | automat<br>are ener<br><b>Fully A</b> t | tically h<br>ny moc<br>utomat | it this m<br>lels with<br><b>ed Wea</b> j | odel in 1<br>in 1" of i<br><b>pons:</b> Th | the Figl<br>t, and f<br>is mode | nt phase<br>riendly<br>el's weap | – do no<br>units car<br>oons mus | t make h<br>still tar<br>st target | ight in the Fight phase. Enemy models<br>it rolls. However, this model can still shoot if there<br>get enemy units that are within 1" of this model.<br>the nearest visible enemy unit that can FLY. If no<br>st non-FLYING enemy unit. |
| FACTION KEYWORDS                 | IMPER                                   |                               |                                           |                                            |                                 |                                  |                                  |                                    | ,                                                                                                                                                                                                                                       |
| KEYWORDS                         | VEHIC                                   | CLE, G                        | UN EM                                     | IPLAC                                      | EMEN                            | T, TAI                           | RANTU                            | LA AI                              | R DEFENCE BATTERY                                                                                                                                                                                                                       |

| 6 AG                     | T                                                    |                                                       | L                                                         | UC                                                     | ĮŲS                                                   | <b>PA</b>                                                    | TT                                                          | ERI                                                         | N                                                                                                                                                                                                                                                                                    |
|--------------------------|------------------------------------------------------|-------------------------------------------------------|-----------------------------------------------------------|--------------------------------------------------------|-------------------------------------------------------|--------------------------------------------------------------|-------------------------------------------------------------|-------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| NAME                     | M                                                    | UK I<br>WS                                            | EAL<br>BS                                                 | S S                                                    |                                                       | GEL<br>W                                                     |                                                             | KO<br>Ld                                                    | P POD                                                                                                                                                                                                                                                                                |
| Lucius Drop Pod          | 0"                                                   | -                                                     | -                                                         | 6                                                      | 7                                                     | 8                                                            | 0                                                           | 8                                                           | 3+                                                                                                                                                                                                                                                                                   |
| A Lucius Pattern Dreadno | ought Drop                                           | Pod is a                                              | single 1                                                  | nodel.                                                 |                                                       | 41.2                                                         |                                                             |                                                             |                                                                                                                                                                                                                                                                                      |
| WEAPON                   | RANGE                                                | TYP                                                   | E                                                         |                                                        | S                                                     | AP                                                           | D                                                           | ABILI                                                       | TIES                                                                                                                                                                                                                                                                                 |
| None                     | _                                                    | -                                                     |                                                           |                                                        | -                                                     | _                                                            | -                                                           | -                                                           |                                                                                                                                                                                                                                                                                      |
| WARGEAR Options          | • None                                               | 2.                                                    | 1.1.1                                                     |                                                        |                                                       |                                                              |                                                             |                                                             |                                                                                                                                                                                                                                                                                      |
| TRANSPORT                | • This                                               | model c                                               | an trans                                                  | sport a s                                              | ingle <                                               | CHAPT                                                        | ER> VE                                                      | HICLE                                                       | model with the DREADNOUGHT keyword.                                                                                                                                                                                                                                                  |
| ABILITIES                | Drop P<br>orbit in<br>a drop p<br>model e<br>models. | od Assa<br>stead of<br>pod assa<br>embarke<br>. Any m | ult: Dur<br>placing<br>ult – set<br>ed inside<br>odel tha | ring dep<br>it on th<br>it up an<br>must in<br>t canno | oloymen<br>e battlen<br>nywhere<br>nmedia<br>t be set | it, you ca<br>field. At<br>on the l<br>tely dise<br>up becau | in set up<br>the end<br>battlefiel<br>mbark, l<br>use there | o this mo<br>of any o<br>ld that is<br>but they<br>is not e | ex: Imperium 1.<br>odel, along with any unit embarked within it, in<br>f your Movement phases, this model can perform<br>s more than 9" away from any enemy models. Any<br>must be set up more than 9" away from any enemy<br>enough room is slain.<br>t cannot move, run or charge. |
| FACTION KEYWORDS         |                                                      |                                                       |                                                           |                                                        |                                                       | ΓES, <c< td=""><td></td><td></td><td></td></c<>              |                                                             |                                                             |                                                                                                                                                                                                                                                                                      |
| KEYWORDS                 | VEHIC                                                | CLE, T                                                | RANSI                                                     | PORT,                                                  | DROP                                                  | POD,                                                         | LUCIU                                                       | S PAT                                                       | TERN DREADNOUGHT DROP POD                                                                                                                                                                                                                                                            |

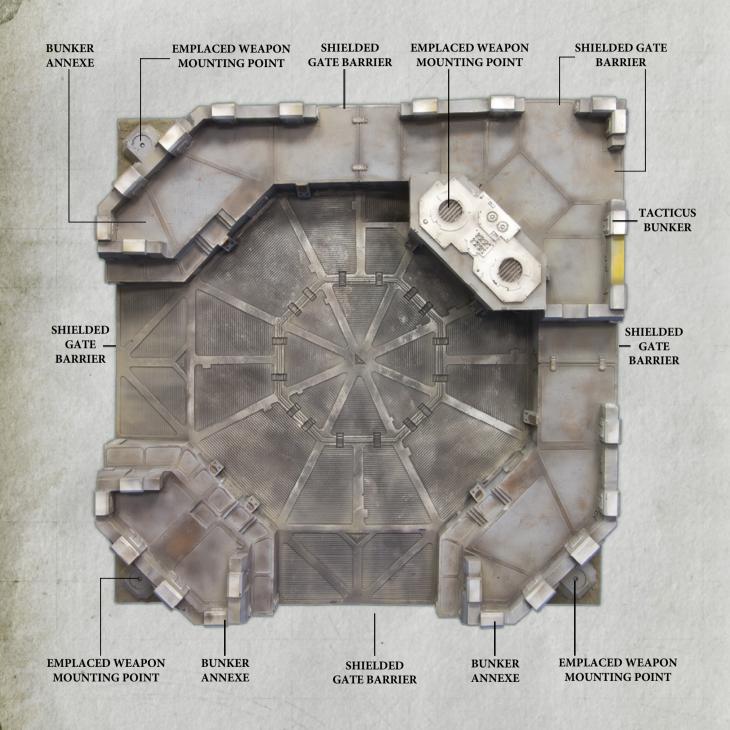
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## DEATHSTORM DROP POD

| NAME                     | М                    | WS                                 | BS                                   | S                      | T              | W                                                         | A                   | Ld                           | Sv                                                                                                                                                                                                                                                                          |
|--------------------------|----------------------|------------------------------------|--------------------------------------|------------------------|----------------|-----------------------------------------------------------|---------------------|------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Deathstorm Pod           | 0"                   | -                                  | 4+                                   | 6                      | 6              | 8                                                         | 0                   | 8                            | 3+                                                                                                                                                                                                                                                                          |
| A Deathstorm Drop Pod i  | is a single          | model                              | . It is equ                          | uipped wi              | th a l         | Deathst                                                   | orm mi              | ssile arr                    | ay.                                                                                                                                                                                                                                                                         |
| WEAPON                   | RANGE                | TYP                                | E                                    |                        | S              | AP                                                        | 0                   | ABILI                        | IES                                                                                                                                                                                                                                                                         |
| Deathstorm missile array | 18"                  | Hea                                | wy 2                                 |                        | 8              | -2                                                        | D3                  | attacl<br>CHA<br>CHA<br>enem | n fired, this weapon makes one full Shooting<br>c against each enemy unit within range, except<br><b>RACTERS</b> . A unit consisting entirely of<br><b>RACTERS</b> may only be attacked if it is the closes<br>y unit to the Deathstorm Drop Pod when the<br>c is declared. |
| Deathstorm cannon array  | 12"                  | Hea                                | ivy 6                                |                        | 6              | -1                                                        | 1                   | attacl<br>CHA<br>CHA<br>enem | n fired, this weapon makes one full Shooting<br>c against each enemy unit within range, except<br><b>RACTERS</b> . A unit consisting entirely of<br><b>RACTERS</b> may only be attacked if it is the closes<br>y unit to the Deathstorm Drop Pod when the<br>c is declared. |
| WARGEAR OPTIONS          | • A De               | athstor                            | m Drop I                             | Pod may re             | eplac          | e its Dea                                                 | thstorm             | n missile                    | launcher array with a Deathstorm cannon array.                                                                                                                                                                                                                              |
| ABILITIES                | At the e<br>the batt | nd of an<br>lefield t<br>ile: Afte | ny of you<br>hat is mo<br>er this mo | r Moveme<br>re than 9" | ent pł<br>away | ases, this<br>from a                                      | is model<br>ny enem | l can per<br>y mode          | del in orbit instead of placing it on the battlefield<br>form a drop pod assault – set it up anywhere on<br>s.<br>t cannot move, run or charge, and no units can                                                                                                            |
| FACTION KEYWORDS         | IMPE                 | RIUM,                              | ADEPT                                | TUS AST                | ART            | TES, <c< td=""><td>HAPT</td><td>ER&gt;</td><th></th></c<> | HAPT                | ER>                          |                                                                                                                                                                                                                                                                             |
| KEYWORDS                 | VEHIC                | CLE, D                             | ROP PO                               | OD, DEA                | TH             | STORM                                                     | 1 DRO               | P POD                        |                                                                                                                                                                                                                                                                             |

| NAME                                                                             | М                                                                                                                                           | WS I                                                                                                                                              | BS S                                                                                                                            | T             | W        | A                              | Ld                            | Sv                                                                                                                                                                                                   |      |
|----------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------|---------------|----------|--------------------------------|-------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|
| <b>Facticus Bunker</b>                                                           | 0                                                                                                                                           | _                                                                                                                                                 | * 0                                                                                                                             | 9             | 20       | -                              | 9                             | 3+                                                                                                                                                                                                   |      |
| Bunker Annex                                                                     | 0                                                                                                                                           | -                                                                                                                                                 | * 0                                                                                                                             | 9             | 12       | -                              | 9                             | 3+                                                                                                                                                                                                   |      |
| The Castellum Stronghold<br>game. These comprise a sin                           |                                                                                                                                             |                                                                                                                                                   |                                                                                                                                 |               |          |                                |                               | <b>UILDINGS</b> that are treated separately durin n open deck area.                                                                                                                                  | g th |
| DAMAGE (TACTICUS BUNK<br>The Tacticus Bunker's cha<br>in battle, as shown below: | ER)<br>aracteristi                                                                                                                          |                                                                                                                                                   | as it suffers                                                                                                                   |               | DA<br>Ea | MAGE (<br>ch Bunl<br>battle, a | BUNKER<br>ker Ann<br>as shown | ANNEXES)<br>ex's characteristics change as it suffers dan<br>n below:                                                                                                                                | nage |
| REMAINING WOUNDS                                                                 |                                                                                                                                             |                                                                                                                                                   | BS                                                                                                                              |               |          | REM                            | AINING V                      |                                                                                                                                                                                                      |      |
| 16-20+                                                                           |                                                                                                                                             |                                                                                                                                                   | 3+                                                                                                                              |               |          |                                | 8-12-                         |                                                                                                                                                                                                      |      |
| 6-15<br>1-5                                                                      |                                                                                                                                             |                                                                                                                                                   | 4+<br>5+                                                                                                                        |               |          |                                | 4-7                           | 4+                                                                                                                                                                                                   |      |
| I-5<br>NEAPON                                                                    | RANGE                                                                                                                                       | TYPE                                                                                                                                              | 5+                                                                                                                              | S             | AP       | 0                              | 1-3<br>Abili                  | 5+<br>TIER                                                                                                                                                                                           | _    |
| Twin heavy bolter                                                                | <b>RANUE</b><br>36"                                                                                                                         | Heavy                                                                                                                                             | 6                                                                                                                               | 5             | -1       | 1                              | ADILI                         | litu                                                                                                                                                                                                 |      |
| Twin heavy flamer                                                                | 30<br>8"                                                                                                                                    | Heavy                                                                                                                                             |                                                                                                                                 | 5             | -1       | 1                              | –<br>Thie                     | weapon hits its target automatically.                                                                                                                                                                |      |
| Twin lascannon                                                                   | 48"                                                                                                                                         | Heavy                                                                                                                                             |                                                                                                                                 | 9             | -3       | D6                             | -                             |                                                                                                                                                                                                      |      |
| Multi-melta                                                                      | 24"                                                                                                                                         | Heavy                                                                                                                                             |                                                                                                                                 | 8             | -4       | D6                             | two c                         | target is within half range of this weapon, ro<br>lice when inflicting damage with it and disca<br>st result.                                                                                        |      |
| ſwin assault cannon                                                              | 24"                                                                                                                                         | Heavy                                                                                                                                             | 12                                                                                                                              | 6             | -1       | 1                              | -                             |                                                                                                                                                                                                      |      |
| Castellum air<br>defence missiles                                                | 48"                                                                                                                                         | Heavy                                                                                                                                             | D3                                                                                                                              | 8             | -2       | D3                             | targe<br>for th               | 1 to all hit rolls made for this weapon against<br>ts that can FLY. Subtract 1 from the hit rolls<br>nis weapon against all other targets. This weap<br>arget units not visible to the firing model. | mac  |
| Whirlwind<br>Castellan launcher                                                  | 72"                                                                                                                                         | Heavy                                                                                                                                             | 2D6                                                                                                                             | 6             | 0        | 1                              | This<br>mode                  | weapon can target units not visible to the firi<br>el.                                                                                                                                               | ng   |
| Castellum battle cannon                                                          | 72"                                                                                                                                         | Heavy                                                                                                                                             | D6                                                                                                                              | 8             | -2       | D3                             | -                             |                                                                                                                                                                                                      |      |
| Icarus quad lascannon                                                            | 96"                                                                                                                                         | Heavy                                                                                                                                             | 4                                                                                                                               | 9             | -3       | D6                             | targe                         | 1 to all hit rolls made for this weapon against<br>ts that can FLY. Subtract 1 from the hit rolls<br>nis weapon against all other targets.                                                           |      |
| WARGEAR OPTIONS                                                                  | - Tw<br>- Tw<br>- Tw<br>- Mu<br>- Cas<br>- Cos<br>- Ica:<br>- Cos<br>- Each<br>- Tw<br>- Tw<br>- Tw<br>- Tw<br>- Tw<br>- Tw<br>- Tw<br>- Tw | in heavy bo<br>in heavy fla<br>in lascanno<br>ilti-melta<br>in assault c<br>stellum air<br>hirlwind Ca<br>stellum bat<br>rus quad la<br>mmunicati | blter<br>amer<br>on<br>defence mis<br>isstellan laun<br>tle cannon<br>scannon<br>on relay<br>nnex may ta<br>olter<br>amer<br>on | siles<br>cher |          |                                |                               | ons (the same option may be chosen twice):                                                                                                                                                           |      |

| KEYWORDS         | BUILDING, VEHICLE, TRANSPORT, CASTELLUM STRONGHOLD                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| FACTION KEYWORDS | IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|                  | <b>Designer's Note:</b> The models comprising the Castellum Stronghold are physically part of a Realm of Battle tile and cannot easily be removed. As a result, regardless of whether one of the Bunkers explodes or not, it is wrecked. From that point on, models can no longer embark inside it, stand on its battlements, and it can no longer shoot, etc.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|                  | <b>Command Relay:</b> While your army's Warlord is embarked within this model, one Stratagem played in a turn by the controlling player costs one fewer Command point than normal (to a minimum of 1).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|                  | Shield Gate Barriers: Unless the Tacticus Bunker has been destroyed, all INFANTRY, DREADNOUGHT or BIKE units on the Castellum Stronghold tile have a 4+ invulnerable save against Shooting attacks.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|                  | Battlements: INFANTRY models on the Castellum Stronghold tile receive the benefit of cover against attacks from units not on the same tile.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|                  | Firing Ports: Up to 15 models embarked in the Tacticus Bunker can shoot in the Shooting phase, measuring and drawing line of sight from any part of the Tacticus Bunker. Up to 10 models embarked in each Bunker Annex can shoot in the Shooting phase, measuring and drawing line of sight from any part of the Bunker Annex in which they are embarked. In both cases, embarked models may shoot even if enemy models are within 1" of their Bunker Bunke |
|                  | Magazine Explosion (Tacticus Bunker & Bunker Annexes): If this model is reduced to 0 wounds, roll a D6 before any embarked models disembark; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|                  | Automated Weapons (Tacticus Bunker & Bunker Annexes): Unless a friendly unit is embarked inside this model, each of its weapons can only target the nearest visible enemy. If two units are equally close, you choose which is targeted.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| ABILITIES        | <b>Immobile (Tacticus Bunker &amp; Bunker Annexes):</b> This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if there are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|                  | <b>Designer's Note:</b> When you embark models, you may find it useful to note which units are being transported aboard rather than place them on top, as the Castellum Stronghold battlements may be used by other models.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|                  | <b>Bunker Annex:</b> This model can transport any number of <b><chapter> INFANTRY CHARACTERS</chapter></b> and one other <b><chapter> INFANTRY</chapter></b> unit, up to a maximum of 12 models (each <b>TERMINATOR</b> and <b>JUMP PACK</b> model takes up the space of two other models, and each <b>CENTURION</b> takes up the space of three other models                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| TRANSPORT        | Tacticus Bunker: This model can transport any number of <chapter> INFANTRY CHARACTERS and one other <chapter> INFANTRY unit, up to a maximum of 30 models (each TERMINATOR and JUMP PACK model takes up the space of two other models, and each CENTURION takes up the space of three other models.</chapter></chapter>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |



#### AR MACHINES OF THE GREAK KAN CHASS THE INFORMATION S THE INFORMATI



|                          |                 | ΓΤ      | ERN                   | I R      | ΓS \<br>AZ( | ORF      | RTI<br>BAC | CK        |                     | DAMAGE<br>Some of a Grey Knig<br>Razorback's charact<br>damage in battle, as | teristics cl | nange as i  |      |
|--------------------------|-----------------|---------|-----------------------|----------|-------------|----------|------------|-----------|---------------------|------------------------------------------------------------------------------|--------------|-------------|------|
| NAME                     | М               | WS      | BS                    | S        |             | W        | A          | Ld        | Sv                  | REMAINING W                                                                  | М            | BS          | A    |
| Vortimer Razorback       | *               | 6+      | *                     | 6        | 7           | 10       | *          | 8         | 3+                  | 6-10+                                                                        | 12"          | 3+          | 3    |
| A Vortimer Pattern Razon | back is a si    | ngle mo | del. It is            | equipp   | ed with     | a twin p | sycanno    | on.       |                     | 3-5                                                                          | 6"           | 4+          | D3   |
| WEAPON                   | RANGE           | TYP     | E                     |          | S           | AP       | D          | ABILIT    | TIES                | 1-2                                                                          | 3"           | 5+          | 1    |
| Twin psycannon           | 24"             | Hea     | avy 8                 |          | 7           | -1       | 1          | -         |                     |                                                                              |              |             | 10   |
| Hunter-killer missile    | 48"             | Hea     | avy 1                 |          | 8           | -2       | D6         |           | del can<br>per batt | only fire each of its hu<br>le.                                              | inter-killei | missiles    |      |
| Storm bolter             | 24"             | Rap     | oid Fire 2            | 2        | 4           | 0        | 1          | -         |                     |                                                                              |              |             | - 13 |
| WARGEAR OPTIONS          |                 |         | nay take<br>nay take  |          |             |          |            |           |                     |                                                                              |              |             |      |
| TRANSPORT                | This mo<br>JUMP |         |                       | ort 6 GI | REY KN      | IGHT II  | NFANT      | RY mod    | els (it m           | ay not transport TERM                                                        | MINATO       | <b>R</b> or |      |
| ABILITIES                |                 |         | is model<br>vithin 6" |          |             |          |            | D6 befor  | e remov             | ring it from the battlefi                                                    | eld; on a 6  | it explod   | es   |
|                          | smoke l         | aunche  |                       | the cor  | ntrolling   | player's | next Sh    | ooting pl |                     | n the Shooting phase, th<br>y enemy units targetin                           |              |             |      |
| FACTION KEYWORDS         | IMPE            | RIUM,   | ADEP                  | TUS A    | STAR        | ΓES, GI  | REY K      | NIGHT     | S                   |                                                                              |              |             |      |
| KEYWORDS                 | VEHI            | TET     | DANCD                 | OPT      | RAZO        | RBACK    | CRE        | VKNIC     | UTC V               | <b>ORTIMER PATTE</b>                                                         | DN DA7       | OPRACI      | K I  |

| TIO                       | CI                   |             |               |           |                         | 'C T       | $\mathbf{D}$ |           | T          | AINTE                                                                                      |
|---------------------------|----------------------|-------------|---------------|-----------|-------------------------|------------|--------------|-----------|------------|--------------------------------------------------------------------------------------------|
| - Power                   | GI                   | CE I<br>PA' | Γ <b>΄Γ</b> Γ |           | N DI                    | S L<br>REA |              | JAI       | JL/<br>JGI | AIVE<br>HT                                                                                 |
| NAME                      | М                    | WS          | BS            | S         | T                       | W          | A            | Ld        | Sv         |                                                                                            |
| Doomglaive Dreadnought    | 6"                   | 2+          | 2+            | 6         | 7                       | 8          | 4            | 8         | 3+         |                                                                                            |
| A Doomglaive Pattern Drea | dnought              | is a sing   | le mode       | el. It is | equipped                | with a     | heavy ps     | ycannon,  | a nem      | esis doomglaive and a storm bolter.                                                        |
| WEAPON                    | RANGE                | TYPI        |               |           | S                       | AP         | D            | ABILITI   | ES         |                                                                                            |
| Heavy psycannon           | 24"                  | Hea         | vy 6          |           | 7                       | -1         | 2            | -         |            |                                                                                            |
| Storm bolter              | 24"                  | Rap         | id Fire 2     | 2         | 4                       | 0          | 1            | -         |            |                                                                                            |
| Incinerator               | 8"                   | Assa        | ult D6        |           | 6                       | -1         | 1            | This w    | reapon     | hits its target automatically.                                                             |
| Nemesis doomglaive        | Melee                | Mel         | ee            |           | +3                      | -3         | D6           | -         |            |                                                                                            |
| WARGEAR OPTIONS           | • This               | model n     | nay excl      | nange i   | ts storm b              | olter fo   | or an inci   | nerator.  |            |                                                                                            |
| ABILITIES                 | And Th<br>Index Ir   |             |               | No Fea    | ar, Daemo               | on Hun     | ters, Rit    | es of Bar | nishme     | nt: See Warhammer 40,000 –                                                                 |
|                           | Unyield<br>is not lo | 0           | cient: R      | oll a D   | 6 each tir              | ne this    | model lo     | ses a woi | ınd; on    | a 6 the damage is ignored and the wound                                                    |
|                           |                      |             |               |           | uced to 0<br>6" suffer: |            |              |           | remov      | ing it from the battlefield; on a 6 it                                                     |
|                           | smoke l              | auncher     | s. Until      | the co    |                         | player's   | next Sho     | ooting ph |            | the Shooting phase, this model can use its<br>y enemy units targeting this unit subtract 1 |
| PSYKER                    | psychic              | power i     | n each e      | enemy     |                         | hase. It   | knows t      | he Smite  | psychic    | Psychic phase, and attempt to deny one power and one psychic power from the <i>um 1</i> ). |
| FACTION KEYWORDS          | IMPE                 | RIUM,       | ADEP          | TUS       | ASTART                  | ES, G      | REY KN       | NIGHTS    | 5          |                                                                                            |
| KEYWORDS                  | VEHIC                | LE, DR      | EADN          | OUGH      | IT, PSYK                | ER, GI     | REY KN       | IGHTS     | DOOM       | <b>IGLAIVE PATTERN DREADNOUGHT</b>                                                         |

|                                                     | GREY<br>TERN              | I LA                     | ND                               | RA        | IDE                 | R R      | EDI      | EEM      |                     | DAMAGE<br>Some of a Vortimer<br>Redeemer's charact<br>damage in battle, as | eristics ch  | ange as it s |        |
|-----------------------------------------------------|---------------------------|--------------------------|----------------------------------|-----------|---------------------|----------|----------|----------|---------------------|----------------------------------------------------------------------------|--------------|--------------|--------|
| NAME                                                | М                         | WS                       | BS                               | S         | T                   | W        | A        | Ld       | Sv                  | REMAINING W                                                                | М            | BS           | A      |
| Vortimer Redeemer                                   | *                         | 6+                       | *                                | 8         | 8                   | 16       | *        | 9        | 2+                  | 9-16+                                                                      | 10"          | 3+           | 6      |
| A Vortimer Pattern Land<br>cannon and a twin psycar |                           | eemer is                 | s a single                       | mode      | l. It is eq         | uipped   | with two | flames   | torm                | 5-8                                                                        | 5"<br>3"     | 4+<br>5+     | D<br>1 |
| WEAPON                                              | RANGE                     | TYPE                     | E                                |           | S                   | AP       | D        | ABILI    | TIES                |                                                                            |              |              |        |
| Twin psycannon                                      | 24"                       | Hea                      | .vy 8                            |           | 7                   | -1       | 1        | -        |                     |                                                                            |              |              |        |
| Flamestorm cannon                                   | 8"                        | Hea                      | vy D6                            |           | 6                   | -2       | 2        | This     | weapon              | hits its target automat                                                    | ically.      |              |        |
| Hunter-killer missile                               | 48"                       | Hea                      | vy 1                             |           | 8                   | -2       | D6       |          | odel can<br>per bat | n only fire each of its hu<br>tle.                                         | unter-kille  | r missiles   |        |
| Multi-melta                                         | 24"                       | Hea                      | vy 1                             |           | 8                   | -4       | D6       | two e    |                     | is within half range of<br>en inflicting damage w<br>t.                    |              |              |        |
| Storm bolter                                        | 24"                       | 24" Rapid Fire 2 4 0 1 – |                                  |           |                     |          |          |          |                     |                                                                            |              |              |        |
| WARGEAR OPTIONS                                     | • This                    | model n                  | nay take<br>nay take<br>nay take | a storn   |                     | missile. |          |          |                     |                                                                            |              |              |        |
| TRANSPORT                                           |                           |                          | transpor<br>FANTR                |           |                     | NIGHTS   | S INFAN  | TRY m    | odels, e            | each TERMINATOR n                                                          | nodel take   | s the space  |        |
| ABILITIES                                           |                           |                          |                                  |           | iced to 0<br>D6 mor |          |          | D6 befor | re remov            | ving it from the battlef                                                   | ield; on a ( | 6 it explode | es     |
|                                                     | <b>Power o</b><br>Heavy v |                          |                                  | opirit: ' | This mo             | del does | not suff | er the p | enalty t            | o hit rolls for moving a                                                   | and firing   |              |        |
|                                                     |                           |                          |                                  |           |                     |          |          |          |                     | a charge move within 1<br>ands if that unit is a <b>PS</b>                 |              | emy unit;    |        |
|                                                     | smoke la                  | auncher                  | s. Until                         | the cor   |                     | player's | next She | ooting p |                     | n the Shooting phase, t<br>ny enemy units targetir                         |              |              |        |
| FACTION KEYWORDS                                    | IMPE                      | RIUM,                    | ADEP                             | TUS A     | START               | res, gi  | REY KI   | NIGHT    | ГS                  |                                                                            |              |              |        |
| KEYWORDS                                            |                           |                          |                                  |           | LAND                |          |          |          | IDER I              | REDEEMER                                                                   |              |              |        |

|                             | REY                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                          |                                              | TS T                            |                                   |                                  |                                    | HA                            | WK                                        | DAMAGE<br>Some of a Grey Kn<br>Gunship's characte                                                                       | ristics chan                                     | ge as it su                    | ffe |  |  |
|-----------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------|----------------------------------------------|---------------------------------|-----------------------------------|----------------------------------|------------------------------------|-------------------------------|-------------------------------------------|-------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------|--------------------------------|-----|--|--|
| NAME                        | М                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | WS                                       | BS                                           | S                               | T                                 | W                                | A                                  | Ld                            | Sv                                        | damage in battle, a                                                                                                     | is shown bel<br>M                                | ow:<br>BS                      |     |  |  |
| Grey Knights                | *                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 6+                                       | *                                            | 10                              | 9                                 | 30                               | *                                  | Q                             | 3+ (5++)                                  | 24-30+                                                                                                                  | 20"-50"                                          | <br>2+                         |     |  |  |
| Thunderhawk Gunship         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | UT                                       |                                              | 10                              | ,                                 | 50                               |                                    | ,                             | JT (JTT)                                  | 15-23                                                                                                                   | 20"-40"                                          | 3+                             |     |  |  |
| A Grey Knights Thunderh     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                          |                                              |                                 | is equip <sub>l</sub>             | ped with                         | n a Thur                           | derha                         | wk heavy                                  | 8-14                                                                                                                    | 20"-30"                                          | 4+                             |     |  |  |
| cannon, four twin heavy b   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                          |                                              |                                 |                                   | АП                               | n                                  | A 11                          | LITICO                                    | 1-7                                                                                                                     | 20"                                              | 5+                             |     |  |  |
| WEAPON                      | RANGE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | TYP                                      |                                              |                                 | S                                 | AP                               | 0                                  | Abi                           | LITIES                                    |                                                                                                                         |                                                  |                                | _   |  |  |
| Twin heavy bolter           | 36"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                          | avy 6                                        |                                 | 5                                 | -1<br>-1                         | 1                                  | -                             |                                           |                                                                                                                         |                                                  |                                |     |  |  |
| Twin psycannon              | 24"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                          | avy 8                                        |                                 | 7<br>8                            | -1                               | 1                                  | -                             |                                           |                                                                                                                         |                                                  |                                |     |  |  |
| Hellstrike battery          | 72"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                          |                                              |                                 |                                   |                                  |                                    |                               |                                           |                                                                                                                         |                                                  |                                |     |  |  |
| Lascannon<br>Thur darbauk   | 48                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                          |                                              |                                 |                                   |                                  |                                    |                               |                                           |                                                                                                                         |                                                  |                                |     |  |  |
| Thunderhawk<br>heavy cannon | 48"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 48" Heavy 2D6 8 -2 D6 -                  |                                              |                                 |                                   |                                  |                                    |                               |                                           |                                                                                                                         |                                                  |                                |     |  |  |
|                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                          |                                              |                                 |                                   |                                  |                                    | An                            | y wound r                                 | oll of a 6 made with t                                                                                                  | his attack                                       |                                | l   |  |  |
| Turbo-laser destructor      | 96"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Hea                                      | avy D3                                       |                                 | 16                                | -4                               | 2D6                                | aut                           |                                           | inflicts an additiona                                                                                                   |                                                  | wounds                         |     |  |  |
| TRANSPORT                   | The Gre                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | ey Knigl                                 | hts Thu                                      |                                 | k Gunsł                           | nip can                          | transpor                           |                               |                                           | GHTS and/or INQU<br>ANTRY models.                                                                                       | ISITION IN                                       | IFANTRY                        | 7   |  |  |
| ABILITIES                   | Airbor                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | ne: This                                 | model                                        |                                 | harge, c                          | an only                          | be char                            |                               |                                           | can FLY, and can on                                                                                                     | ly attack or                                     | be                             |     |  |  |
|                             | model's<br>has the<br>against                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | hull wh<br>FLY key<br>the Thu<br>his mod | nere it w<br>yword, a<br>underha<br>el. Your | ould be<br>add 12" t<br>wk Guns | at tablet<br>to the m<br>ship. No | op level<br>easured<br>te that t | l, even if<br>distance<br>his mean | it is or<br>e to de<br>ns mar | n a flying b<br>termine th<br>ny short-ra | chic powers, always i<br>base. In addition, unl<br>he range when makin<br>unged shooting weap<br>attacks that target th | ess the attack<br>g shooting a<br>ons will not l | king unit<br>ttacks<br>be able |     |  |  |
|                             | the mo                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | del mov                                  | es), and                                     | then mo                         | ove the 1                         | model s                          | traight f                          | orward                        | ds. Note th                               | 990° (this does not co<br>at it cannot pivot aga<br>0" until the end of th                                              | in after the i                                   | initial                        |     |  |  |
|                             | Void-h                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | ardened                                  | Hull:                                        | Гhe Grey                        | / Knight                          | s Thun                           | derhawk                            | Assau                         | lt Gunship                                | o has a 5+ invulnerab                                                                                                   | le save.                                         |                                |     |  |  |
|                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | ore any                                  | embark                                       |                                 |                                   |                                  |                                    |                               |                                           | e removing the mode<br>odes and each unit w                                                                             |                                                  |                                |     |  |  |
|                             | charact                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | eristic b                                | ecomes                                       |                                 | il the end                        | d of the                         | phase, a                           | nd it l                       |                                           | declare it will hover.<br>irborne, Colossal Fly                                                                         |                                                  | rsonic                         |     |  |  |
|                             | Power of Heavy v                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                          |                                              | Spirit: 7                       | This mo                           | del does                         | s not suf                          | fer the                       | penalty to                                | hit rolls for moving                                                                                                    | and firing                                       |                                |     |  |  |
|                             | Thunderhawk Cluster Bombs: Once per battle, a Grey Knights Thunderhawk Assault Gunship equipped with Thunderhawk cluster bombs can make a bombing run against a single enemy unit it has moved over during one of its Movement phases. After the Thunderhawk Gunship has moved, pick an enemy unit that it flew over. Roll 3D6 for every VEHICLE or MONSTER, or a D6 for every other model, up to a maximum of 12D6. For each roll of a 5+, the unit suffers a mortal wound. Units consisting of only CHARACTERS may not be targeted by this ability. |                                          |                                              |                                 |                                   |                                  |                                    |                               |                                           |                                                                                                                         |                                                  |                                |     |  |  |
|                             | unit sui                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | ici s a ili                              | ortar we                                     | Juna. On                        | nto como.                         | ioting of                        | 0111, 01                           | mun                           | CILICO III                                | ay not be taigeted by                                                                                                   | uno aomey.                                       |                                |     |  |  |
| FACTION KEYWORDS            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                          |                                              | TUS A                           |                                   | -                                |                                    |                               |                                           | ay not be tangeted by                                                                                                   | uno uonity.                                      |                                | -   |  |  |

| 20<br>20                                             | R                                                                                              | IN<br>(AI)                                                                                              | QU<br>DE                                                                                    | -                                                                                   | TIC<br>RO                                                                        | )N ]<br>ME                                                                    | LAN<br>TH                                                                             | ND<br>EU                                                         | S                                                         | DAMAGE<br>Some of an Inquisit<br>Prometheus' charac<br>suffers damage in b                                                                                                             | cteristics o                                                      | hange as it                               |    |
|------------------------------------------------------|------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|----------------------------------------------------------------------------------|-------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|------------------------------------------------------------------|-----------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------|-------------------------------------------|----|
| NAME                                                 | М                                                                                              | WS                                                                                                      | BS                                                                                          | S                                                                                   | T                                                                                | W                                                                             | A                                                                                     | Ld                                                               | Sv                                                        | REMAINING W                                                                                                                                                                            | attie, as si<br>M                                                 | BS                                        | w: |
| Inquisition Prometheus                               | *                                                                                              | 6+                                                                                                      | *                                                                                           | 8                                                                                   | 8                                                                                | 16                                                                            | *                                                                                     | 9                                                                | 2+                                                        | 9-16+                                                                                                                                                                                  | 10"                                                               | 3+                                        | (  |
| An Inquisition Land Raide<br>two quad heavy bolters. | r Prometh                                                                                      | eus is a                                                                                                | single m                                                                                    | odel. I                                                                             | t is equip                                                                       | pped wit                                                                      | h                                                                                     |                                                                  |                                                           | 5-8                                                                                                                                                                                    | 5"<br>3"                                                          | 4+<br>5+                                  | D  |
| WEAPON                                               | RANGE                                                                                          | TYPE                                                                                                    | E                                                                                           |                                                                                     | S                                                                                | AP                                                                            | 0                                                                                     | ABILI                                                            | TIES                                                      | 1-1                                                                                                                                                                                    |                                                                   | 51                                        |    |
| Storm bolter                                         | 24"                                                                                            | Rap                                                                                                     | id Fire 2                                                                                   | 2                                                                                   | 4                                                                                | 0                                                                             | 1                                                                                     | -                                                                |                                                           |                                                                                                                                                                                        |                                                                   |                                           |    |
| Multi-melta                                          | 24"                                                                                            | Hea                                                                                                     | vy 1                                                                                        |                                                                                     | 8                                                                                | -4                                                                            | D6                                                                                    | two c                                                            |                                                           | is within half range of<br>en inflicting damage w                                                                                                                                      |                                                                   |                                           |    |
| Hunter-killer missile                                | 48"                                                                                            | Hea                                                                                                     | vy 1                                                                                        |                                                                                     | 8                                                                                | -2                                                                            | D6                                                                                    | This                                                             | weapon                                                    | may only be fired one                                                                                                                                                                  | e per gam                                                         | ie.                                       |    |
| Quad heavy bolter                                    | 36"                                                                                            | Hea                                                                                                     | vy 12                                                                                       |                                                                                     | 5                                                                                | -1                                                                            | 1                                                                                     | -                                                                |                                                           |                                                                                                                                                                                        |                                                                   |                                           |    |
| TRANSPORT                                            | • An Iı                                                                                        | nquisitic<br>odel can                                                                                   | on Land<br>transpo                                                                          | Raider                                                                              | Promet                                                                           | heus ma                                                                       | y be equ                                                                              | ipped w                                                          | vith a m                                                  | orm bolter.<br>ulti-melta.<br>RMINATOR model ta                                                                                                                                        | kes up the                                                        | space of                                  | _  |
| ABILITIES                                            | Power of<br>Heavy w<br>Explod<br>embark<br>Smoke<br>smoke I<br>from all<br>Battle A<br>made by | of the M<br>weapons<br>es: If thi<br>ed mode<br>Launch<br>auncher<br>l hit rolls<br>Auspex:<br>y a unit | (achine<br>as model<br>els disen<br>ers: Ond<br>rs. Until<br>s for Sho<br>Enemy<br>with thi | Spirit:<br>is redunbark;<br>ce per g<br>the con<br>boting a<br>units d<br>s ability | uced to 0<br>on a 6 it<br>game, ins<br>ntrolling<br>attacks m<br>o not rec<br>y. | del does<br>wound<br>explode<br>stead of<br>player's<br>nade aga<br>ceive the | s not suff<br>s, roll a I<br>s and ea<br>shooting<br>next Sho<br>inst this<br>benefit | D6 befor<br>ch unit<br>g any we<br>poting p<br>unit.<br>to their | re remov<br>within 6<br>apons in<br>bhase, ar<br>saving t | o hit rolls for moving a<br>ving it from the battlef<br>s" suffers D6 mortal wo<br>n the Shooting phase,<br>ny enemy units targetin<br>chrows for being in cov<br>model, one Stratagem | field and b<br>bunds.<br>this model<br>ng this uni<br>ver against | l can use its<br>it subtract 1<br>attacks |    |
| FACTION KEYWORDS                                     | the con                                                                                        | trolling                                                                                                | player c                                                                                    | osts on                                                                             | e fewer (                                                                        | Comma                                                                         | nd point                                                                              |                                                                  |                                                           | o a minimum of 1).                                                                                                                                                                     |                                                                   |                                           | _  |
|                                                      | IMPE                                                                                           | KIUM,                                                                                                   | INQUI                                                                                       | 131110                                                                              | ON, <0                                                                           | KDO>                                                                          |                                                                                       |                                                                  |                                                           |                                                                                                                                                                                        |                                                                   |                                           |    |

|                                         | S                              | OR                                                                                            | ORI                               | TA                        | AS R                        | EP]                           | RES                       | SSO                                |                      | <b>DAMAGE</b><br>Some of a Sororitas<br>change as it suffers of<br>shown below:                         |              |              |      |
|-----------------------------------------|--------------------------------|-----------------------------------------------------------------------------------------------|-----------------------------------|---------------------------|-----------------------------|-------------------------------|---------------------------|------------------------------------|----------------------|---------------------------------------------------------------------------------------------------------|--------------|--------------|------|
| NAME                                    | М                              | WS                                                                                            | BS                                | S                         | T                           | W                             | A                         | Ld                                 | Sv                   | REMAINING W                                                                                             | М            | BS           | A    |
| Repressor                               | *                              | 5+                                                                                            | *                                 | 6                         | 7                           | 12                            | *                         | 8                                  | 3+                   | 6-12+                                                                                                   | 12"          | 3+           | 3    |
| A Sororitas Repressor is a a dozer ram. | a single mod                   | lel. It is                                                                                    | equippe                           | d with                    | a storm b                   | olter, a                      | heavy fl                  | amer an                            | d                    | 3-5<br>1-2                                                                                              | 6"<br>3"     | 4+<br>5+     | D3   |
| WEAPON                                  | RANGE                          | TYP                                                                                           | E                                 |                           | S                           | AP                            | D                         | ABILI                              | TIES                 | 12                                                                                                      |              | 51           |      |
| Dozer ram                               | Melee                          | Me                                                                                            | lee                               |                           | User                        | -1                            | 1                         | attac                              | k rathei             | ANTRY units make th<br>r than one if the Sororit<br>completed a charge thi                              | tas Repres   |              |      |
| Storm bolter                            | 24"                            | Rap                                                                                           | oid Fire 2                        | !                         | 4                           | 0                             | 1                         | -                                  |                      |                                                                                                         |              |              | - 92 |
| Heavy flamer                            | 8"                             | Hea                                                                                           | wy D6                             |                           | 5                           | -1                            | 1                         | This                               | weapor               | n hits its target automat                                                                               | ically.      |              | 28   |
| Hunter-killer missile                   | 48"                            | 48" Heavy 1 8 -2 D6 A model can only fire each of its hunter-killer missiles once per battle. |                                   |                           |                             |                               |                           |                                    |                      |                                                                                                         |              | 3            |      |
| WARGEAR OPTIONS                         |                                |                                                                                               |                                   |                           | ter-killer i<br>ditional st |                               |                           | .eavy flai                         | mer.                 |                                                                                                         |              |              |      |
| TRANSPORT                               | This mo                        | odel can                                                                                      | transpo                           | rt 10 <                   | ORDER:                      | > INFA                        | NTRY n                    | nodels. I                          | t canno              | ot transport JUMP PAC                                                                                   | K models     | s.           | 18   |
| ABILITIES                               | Firing I<br>measur<br>having 1 | Ports: U<br>ing and<br>moved i                                                                | עד to six<br>drawing<br>f they of | model<br>line o<br>the So | of sight fro<br>proritas R  | ansport<br>m any j<br>epresso | ed by a point on or moved | Sororita:<br>the veh<br>l in the p | icle. Ur<br>precedii | ssor can shoot in their<br>nits that shoot in this m<br>ng Movement phase.<br>ving it from the battlefi | anner cou    | int as       | PC   |
|                                         |                                |                                                                                               |                                   |                           | s D3 mort                   |                               |                           | J6 Defor                           | e remo               | ving it from the battlen                                                                                | leid; on a c | 5 it explode | 25   |
|                                         | smoke l                        | aunche                                                                                        | rs. Until                         | the co                    |                             | player's                      | next Sh                   | ooting p                           |                      | n the Shooting phase, t<br>ny enemy units targetir                                                      |              |              |      |
| FACTION KEYWORDS                        | IMPEI                          | RIUM,                                                                                         | ADEP                              | TUS I                     | MINIST                      | ORUM                          | I, ADE                    | PTA SC                             | DROR                 | ITAS, <order></order>                                                                                   |              |              |      |
| KEYWORDS                                | VEHIC                          | CLE, T                                                                                        | RANSE                             | ORT                       | , SOROF                     | RITAS                         | REPRI                     | ESSOR                              |                      |                                                                                                         |              |              |      |

## **10** LORD HIGH COMMANDER CARAB CULLN

| - OWE                                              | MAS    | STER  | OF TI             | HE R   | ED S  | CORF    | IONS    | S (BAI | DAB WAR ERA)                                                   |  |  |  |  |
|----------------------------------------------------|--------|-------|-------------------|--------|-------|---------|---------|--------|----------------------------------------------------------------|--|--|--|--|
| NAME                                               | М      | WS    | BS                | S      | T     | W       | A       | Ld     | Sv                                                             |  |  |  |  |
| Lord High Commander<br>Carab Culln                 | 5"     | 2+    | 2+                | 4      | 4     | 7       | 4       | 9      | 2+ (4++)                                                       |  |  |  |  |
| Lord High Commander C<br>one of this model and onl |        |       |                   |        |       |         |         |        | Scorpion and the storm bolter 'Judgement'. Only                |  |  |  |  |
| WEAPON                                             | RANGE  | TYP   | E                 |        | S     | AP      | D       | ABILIT | TES                                                            |  |  |  |  |
| Judgement                                          | 24"    | Rap   | oid Fire 2        |        | 4     | -2      | 2       | -      |                                                                |  |  |  |  |
| Blade of the Scorpion                              | Melee  | Me    | lee               |        | +1    | -3      | D3      |        | weapon has Strength x2 when targeting a<br>ISTER or a VEHICLE. |  |  |  |  |
| WARGEAR OPTIONS                                    | • None |       | Server 1          | Sec. 1 |       | 19714   | and the |        |                                                                |  |  |  |  |
| ABILITIES                                          |        |       |                   |        |       |         |         |        |                                                                |  |  |  |  |
| FACTION KEYWORDS                                   | IMPE   | RIUM, | ADEPT             | TUS AS | START | TES, RE | ED SCC  | ORPIO  | NS                                                             |  |  |  |  |
| KEYWORDS                                           |        |       | R, INFA<br>I COMN |        |       |         |         |        | RMINATOR,                                                      |  |  |  |  |



#### LUGFT HURON THE TYRANT OF BADAB

| NAME                                       | М                             | WS                                    | BS                                        | S                         | T                                  | W                              | A                           | Ld        | Sv                                                                                                                                                                                                       |
|--------------------------------------------|-------------------------------|---------------------------------------|-------------------------------------------|---------------------------|------------------------------------|--------------------------------|-----------------------------|-----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Lugft Huron                                | 5"                            | 2+                                    | 2+                                        | 4                         | 4                                  | 7                              | 4                           | 9         | 2+ (4++)                                                                                                                                                                                                 |
| Lugft Huron is a single i<br>in your army. | model. He is e                | equippe                               | d with th                                 | ne Gho                    | st Razor                           | s and an                       | artifice                    | r flamer. | Only one of this model may be included                                                                                                                                                                   |
| WEAPON                                     | RANGE                         | TYP                                   | E                                         |                           | S                                  | AP                             | D                           | ABILI     | TIES                                                                                                                                                                                                     |
| Ghost Razors                               | Melee                         | Mel                                   | ee                                        |                           | +1                                 | -5                             | D3                          |           | essful invulnerable saves made against this weapon<br>be re-rolled.                                                                                                                                      |
| Artificer flamer                           | 8"                            | Ass                                   | ault D6                                   |                           | 5                                  | -1                             | D3                          | This      | weapon hits its target automatically.                                                                                                                                                                    |
| WARGEAR OPTIONS                            | • None                        | 2.                                    |                                           |                           |                                    |                                |                             |           |                                                                                                                                                                                                          |
|                                            | Iron Ha<br>Big Gun<br>instead | <b>ilo:</b> Lug<br>ns Neve<br>of shoo | ft Huror<br><b>r Tire:</b> (<br>ting as n | has a<br>Dnce pe<br>ormal | 4+ invul<br>er battle<br>with this | nerable<br>in the Sl<br>model. | save.<br>hooting<br>To do s | phase, ye | <b>TRAL CLAWS</b> units within 6" of Lugft Huron.<br>ou may unleash a special bombardment attack<br>hate a target enemy unit ( <b>CHARACTERS</b> may not<br>l of 2+, that unit suffers D6 mortal wounds. |
|                                            | your W                        | arlord.                               |                                           |                           |                                    | с ,                            |                             |           | lditional 1 Command point if Lugft Huron is                                                                                                                                                              |
|                                            |                               | hase as                               | close as                                  |                           |                                    |                                |                             |           | D6. On a result of a 5+, set him up again at the end<br>ore than l" from any enemies. He now has a single                                                                                                |
| FACTION KEYWORDS                           | IMPE                          | RIUM,                                 | ADEP'                                     | <b>ΓUS</b> A              | STAR                               | TES, AS                        | STRAL                       | CLAW      | 7S                                                                                                                                                                                                       |
| KEYWORDS                                   | CHAR                          | ACTE                                  | R, INFA                                   | ANTR                      | Y, CHA                             | PTER                           | MAST                        | ER, TE    | RMINATOR, LUGFT HURON                                                                                                                                                                                    |

| 2 7                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | A              | RM      | IEN      | NNE           | US | VA        | LT          | HEX                                                                                                                                                           |  |  |
|------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|---------|----------|---------------|----|-----------|-------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|--|--|
| NAME                               | М                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | WS             | BS      | S        | T             | W  | A         | Ld          | Sv                                                                                                                                                            |  |  |
| Armenneus Valthex                  | 6"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 3+             | 2+      | 4        | 4             | 5  | 3         | 9           | 2+                                                                                                                                                            |  |  |
|                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                |         |          |               |    | rray, a p | hased co    | onversion beamer, a bolt pistol, frag grenades and                                                                                                            |  |  |
| krak grenades. Only one of tweapon | this mode<br>RANGE                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | I may t<br>TYP |         | led in y | our army<br>S | AP | П         | ABILI       | TIER                                                                                                                                                          |  |  |
| Indynabula array                   | Melee                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Me             | lee     |          | User          | -1 | 1         | Arm<br>Figh | least three enemy models are within 1" of<br>enneus Valthex when it is his turn to fight in the<br>t phase, he makes an additional D3 attacks with<br>weapon. |  |  |
| Phased conversion beamer           | 42"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | Assault 2      |         |          | 6             | 0  | 1         | enen        | cks from the phased conversion beamer that target<br>nies at over half its range are resolved at Strength 8,<br>1 and Damage 2.                               |  |  |
| Bolt pistol                        | 12"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | Pist           | ol 1    |          | 4             | 0  | 1         | -           |                                                                                                                                                               |  |  |
| Frag grenade                       | 6"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Gre            | nade Dé | <b>5</b> | 3             | 0  | 1         | -           |                                                                                                                                                               |  |  |
| Krak grenade                       | 6"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Gre            | nade 1  |          | 6             | -1 | D3        | -           |                                                                                                                                                               |  |  |
| WARGEAR OPTIONS                    | • None                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                |         | 79.9     |               |    |           | 2010        |                                                                                                                                                               |  |  |
| ABILITIES                          | And They Shall Know No Fear: See Warhammer 40,000 – Index Imperium 1.<br>Blessing of the Omnissiah: At the end of your Movement phase, this model can repair a single ASTRAL CLAWS<br>VEHICLE within 1". That model regains D3 lost wounds. A model can only be repaired once per turn.<br>Battle Alchemistry: The Strength characteristic of all boltguns and storm bolters fired by friendly ASTRAL<br>CLAWS units within 6" of Armenneus Valthex is increased by 1 to a maximum of 5. |                |         |          |               |    |           |             |                                                                                                                                                               |  |  |
| FACTION KEYWORDS                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                |         |          | ASTART        |    |           |             |                                                                                                                                                               |  |  |
| KEYWORDS                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                |         |          |               |    |           |             | NEUS VALTHEX                                                                                                                                                  |  |  |

| -7<br>rower                                                                                                                                                                                                                                                                                                                                                                           | С                   | AP                 | TAI               | IN                     | CO         | RIF     | EN S      | SUM       | <b>IATRIS</b>                                                                         |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------|--------------------|-------------------|------------------------|------------|---------|-----------|-----------|---------------------------------------------------------------------------------------|
| NAME                                                                                                                                                                                                                                                                                                                                                                                  | М                   | WS                 | BS                | S                      | T          | W       | A         | Ld        | Sv                                                                                    |
| Corien Sumatris                                                                                                                                                                                                                                                                                                                                                                       | 6"                  | 2+                 | 2+                | 4                      | 4          | 6       | 4         | 9         | 3+ (3++)                                                                              |
| Captain Corien Sumatris<br>krak grenades. Only one o                                                                                                                                                                                                                                                                                                                                  |                     |                    |                   |                        |            |         | ttern bol | ter, Gold | denfang, a storm shield, frag grenades and                                            |
| WEAPON                                                                                                                                                                                                                                                                                                                                                                                | RANGE               | TYP                | E                 |                        | S          | AP      | 0         | ABILI     | TIES                                                                                  |
| Goldenfang                                                                                                                                                                                                                                                                                                                                                                            | Melee               | Mel                | ee                |                        | User       | -3      | 2         |           | en Sumatris can make an additional D3 attacks<br>this weapon if he charged this turn. |
| Spectre pattern bolter                                                                                                                                                                                                                                                                                                                                                                | 12"                 | Pist               | ol 2              |                        | 4          | 0       | 1         | -         |                                                                                       |
| Frag grenade                                                                                                                                                                                                                                                                                                                                                                          | 6"                  | Gre                | nade D6           |                        | 3          | 0       | 1         | -         |                                                                                       |
| Krak grenade                                                                                                                                                                                                                                                                                                                                                                          | 6"                  | Gre                | nade 1            |                        | 6          | -1      | D3        | -         |                                                                                       |
| WARGEAR OPTIONS                                                                                                                                                                                                                                                                                                                                                                       | • None              |                    |                   |                        | 1          |         |           |           |                                                                                       |
| ABILITIES                                                                                                                                                                                                                                                                                                                                                                             | Storm S<br>Rites of | hield 8<br>Battle: | Tron Ha           | <b>alo:</b> C<br>re-ro | Captain Co | rien Su | matris h  | as a 3+ i | ex Imperium 1.<br>invulnerable save.<br>RAL CLAWS/TIGER CLAWS units within 6" of      |
|                                                                                                                                                                                                                                                                                                                                                                                       |                     |                    | hampior<br>CTERS. |                        | d 1 to Cap | tain Co | orien Sui | natris' S | Strength characteristic if he is within 1" of any                                     |
| <b>Designer's Note:</b> Captain Corien Sumatris was once a member of the shunned Tiger Claws Chapter before he and their remnants were absorbed into the Astral Claws. As such, you can field this character as being either one of the Chapters, but not both at the same time. Choose and declare which ASTRAL CLAWS or TIGER CLAWS keywor will be used at the start of the battle. |                     |                    |                   |                        |            |         |           |           |                                                                                       |
| FACTION KEYWORDS                                                                                                                                                                                                                                                                                                                                                                      | IMPE                | RIUM,              | ADEPT             | ΓUS .                  | ASTART     | ES, AS  | STRAL     | CLAW      | /S/TIGER CLAWS                                                                        |
| KEYWORDS                                                                                                                                                                                                                                                                                                                                                                              | CHAR                | ACTE               | R, INFA           | NTH                    | RY, CAP    | ΓAIN,   | CAPT      | AIN CO    | ORIEN SUMATRIS                                                                        |

| 5                                                 |        | (       | AF<br>CAF                    | RCI<br>RN | H-C<br>AC | EN'<br>CO | ΓU]<br>MM | RIC<br>IOI     | DN<br>DUS                                                                                                                  |
|---------------------------------------------------|--------|---------|------------------------------|-----------|-----------|-----------|-----------|----------------|----------------------------------------------------------------------------------------------------------------------------|
| NAME                                              | М      | WS      | BS                           | S         | T         | W         | A         | Ld             | Sv                                                                                                                         |
| Carnac Commodus                                   | 6"     | 2+      | 3+                           | 4         | 4         | 5         | 3         | 8              | 3+ (5++)                                                                                                                   |
| Arch-Centurion Carnac<br>Only one of this model n |        |         |                              |           | s equippe | ed with i | Blood Bi  | <i>ter</i> and | a bolt pistol, frag grenades and krak grenades.                                                                            |
| WEAPON                                            | RANGE  | TYP     | E                            |           | S         | AP        | D         | ABIL           | ITIES                                                                                                                      |
| Blood Biter                                       | Melee  | Mel     | ee                           |           | +1        | -1        | 2         | INF            | each wound roll of 6+, if the target unit is<br>ANTRY, this weapon inflicts a mortal wound in<br>tion to any other damage. |
| Bolt pistol                                       | 12"    | Pist    | ol 1                         |           | 4         | 0         | 1         | -              |                                                                                                                            |
| Frag grenade                                      | 6"     | Gre     | nade D6                      |           | 3         | 0         | 1         | -              |                                                                                                                            |
| Krak grenade                                      | 6"     | Gre     | nade 1                       |           | 6         | -1        | D3        | -              |                                                                                                                            |
| WARGEAR OPTIONS                                   | • None | 2.      | 1264                         |           |           |           |           | 4.74           |                                                                                                                            |
| ABILITIES                                         | And Th | ey Shal | l Know                       | No Fea    | r: See W  | arhamn    | 1er 40,00 | 00 – Ind       | lex Imperium 1.                                                                                                            |
|                                                   | Void H | ardeneo | l Armou                      | ır: Arc   | h-Centu   | rion Car  | nac Cor   | nmodu          | s has a 5+ invulnerable save.                                                                                              |
|                                                   |        |         | v <b>n!:</b> You<br>n Carnae |           |           | nd rolls  | of a 1 m  | ade for        | friendly ASTRAL CLAWS units within 6" of                                                                                   |
| FACTION KEYWORDS                                  | IMPEI  | RIUM,   | ADEP                         | TUS A     | STAR      | TES, AS   | TRAL      | CLAW           | vs                                                                                                                         |
| KEYWORDS                                          | CHAR   | ACTE    | R, INF                       | ANTR      | Y, ARC    | H-CEN     | TURI      | ON C           | ARNAC COMMODUS                                                                                                             |

| LORD ASTERION MOLOC |  |
|---------------------|--|
|---------------------|--|

Lower

| NAME                                   | М                                                                                                                                                                                                                                                                                                                                                   | WS        | BS       | S        | T                   | W          | A         | Ld          | Sv                                                                            |  |  |
|----------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|----------|----------|---------------------|------------|-----------|-------------|-------------------------------------------------------------------------------|--|--|
| Lord Asterion Moloc                    | 5"                                                                                                                                                                                                                                                                                                                                                  | 2+        | 2+       | 4        | 4                   | 7          | 4         | 9           | 2+ (3++)                                                                      |  |  |
| Lord Asterion Moloc is a in your army. | single mode                                                                                                                                                                                                                                                                                                                                         | el. He is | equippe  | ed with  | the Blac            | k Spear    | and a sto | orm shie    | ld. Only one of this model may be included                                    |  |  |
| WEAPON                                 | RANGE                                                                                                                                                                                                                                                                                                                                               | TYP       | E        |          | S                   | AP         | D         | ABILIT      | TIES                                                                          |  |  |
| Black Spear                            | Melee                                                                                                                                                                                                                                                                                                                                               | Mel       | ee       |          | +2                  | -3         | 3         |             | target is a <b>CHARACTER</b> , you may make an ional attack with this weapon. |  |  |
| Black Spear lasbeam                    | 12"                                                                                                                                                                                                                                                                                                                                                 | Ass       | ault 1   |          | 8                   | -2         | D3        | -           |                                                                               |  |  |
| WARGEAR OPTIONS                        | • None                                                                                                                                                                                                                                                                                                                                              | 2.        | 111      |          | 1228                |            | 24 10     | 19972       |                                                                               |  |  |
| ABILITIES                              | And Th                                                                                                                                                                                                                                                                                                                                              | ey Shal   | l Know   | No Fea   | r: See W            | arhamn     | ner 40,00 | 00 – Inde   | ex Imperium 1.                                                                |  |  |
|                                        | Chapte                                                                                                                                                                                                                                                                                                                                              | r Maste   | r: You c | an re-ro | ll failed l         | hit rolls  | for frien | dly MIN     | OTAURS units within 6" of Lord Asterion Moloc.                                |  |  |
|                                        | Iron Ha                                                                                                                                                                                                                                                                                                                                             | alo & St  | orm Sh   | ield: Lo | rd Aster            | ion Mol    | loc has a | 3+ invu     | Inerable save.                                                                |  |  |
|                                        |                                                                                                                                                                                                                                                                                                                                                     |           |          |          | n Moloc<br>eing rem |            | in the F  | ight pha    | se before he has fought, he immediately piles in                              |  |  |
|                                        | Fury of<br>of Lord                                                                                                                                                                                                                                                                                                                                  |           |          |          | n re-roll           | l failed o | charge ro | olls for fr | iendly MINOTAURS INFANTRY units within 6"                                     |  |  |
|                                        | <b>Teleport Strike:</b> During deployment, you can set up Lord Asterion Moloc in the teleportarium of his warship instead of placing him on the battlefield. At the end of any of your Movement phases, Lord Asterion Moloc can teleport onto the battlefield – set him up anywhere on the battlefield that is more than 9" away from enemy models. |           |          |          |                     |            |           |             |                                                                               |  |  |
| FACTION KEYWORDS                       | IMPEI                                                                                                                                                                                                                                                                                                                                               | RIUM,     | ADEP     | TUS A    | STAR                | TES, M     | INOTA     | URS         |                                                                               |  |  |
| KEYWORDS                               | CHAR                                                                                                                                                                                                                                                                                                                                                | ACTE      | R, INF   | ANTR     | Y, CHA              | PTER       | MAST      | ER, TE      | RMINATOR, LORD ASTERION MOLOC                                                 |  |  |

| NAME                                             | М                    | WS                                                                 | BS          | S       | T         | W         | A         | Ld         | Sv                                                          |  |
|--------------------------------------------------|----------------------|--------------------------------------------------------------------|-------------|---------|-----------|-----------|-----------|------------|-------------------------------------------------------------|--|
| Ivanus Enkomi                                    | 6"                   | 2+                                                                 | 3+          | 4       | 4         | 5         | 4         | 9          | 3+ (4++)                                                    |  |
| Chaplain Ivanus Enkom<br>model may be included i |                      |                                                                    | le is equij | pped wi | ith the C | Crozius . | Arkarno   | os, a powe | er fist and a grenade discharger. Only one of this          |  |
| WEAPON                                           | RANGE                | TYP                                                                | E           |         | S         | AP        | D         | ABILIT     | IES                                                         |  |
| Crozius Arkanos                                  | Melee                | Me                                                                 | ee          |         | +1        | -1        | 2         | -          |                                                             |  |
| Power fist                                       | Melee                | Mel                                                                | ee          |         | x2        | -3        | D3        |            | attacking with this weapon, you must subtract the hit roll. |  |
| Grenade discharger                               | When a               | When attacking with this weapon, choose one of the profiles below: |             |         |           |           |           |            |                                                             |  |
| - Frag grenade                                   | 12"                  | Gre                                                                | nade D6     |         | 3         | 0         | 1         | -          |                                                             |  |
| - Krak grenade                                   | 12"                  | Gre                                                                | nade 1      |         | 6         | -1        | D3        | -          |                                                             |  |
| WARGEAR OPTIONS                                  | • None               |                                                                    |             |         |           |           | E P       |            |                                                             |  |
| ABILITIES                                        | And Th               | ey Shal                                                            | Know N      | No Fear | : See W   | arhamn    | ner 40,00 | 00 – Inde: | x Imperium 1.                                               |  |
|                                                  | Rosariu              | s: Chap                                                            | lain Ivan   | us Enk  | omi has   | a 4+ in   | vulneral  | ole save.  |                                                             |  |
|                                                  | Litanies<br>this mod |                                                                    | e: You ca   | n re-ro | ll failed | hit rolls | in the H  | ight pha   | se for friendly <b>MINOTAURS</b> units within 6" of         |  |
|                                                  | Spiritua<br>instead  |                                                                    |             | endly N | 1INOT.    | AURS u    | nits witl | nin 6" of  | this model can use the Chaplain's Leadership                |  |
| FACTION KEYWORDS                                 | IMPER                | RIUM,                                                              | ADEPT       | TUS AS  | START     | 'ES, MI   | NOTA      | URS        |                                                             |  |
| KEYWORDS                                         | CHAR                 | ACTE                                                               | R, INFA     | NTRY    | , CHA     | PLAIN     | I, CHA    | PLAIN      | IVANUS ENKOMI                                               |  |

| *owet                                          |                     |        |           |         |          |           |          |           | ORPIONS                                                                                                                     |
|------------------------------------------------|---------------------|--------|-----------|---------|----------|-----------|----------|-----------|-----------------------------------------------------------------------------------------------------------------------------|
| NAME                                           | М                   | WS     | BS        | S       | T        | W         | A        | Ld        | Sv                                                                                                                          |
| Sevrin Loth                                    | 6"                  | 2+     | 3+        | 4       | 4        | 6         | 3        | 9         | 2+ (4++)                                                                                                                    |
| Magister Sevrin Loth is this model may be incl |                     |        | equipped  | with    | the Mag  | ister's a | xe and a | bolt pist | tol, frag grenades and krak grenades. Only one of                                                                           |
| WEAPON                                         | RANGE               | TYP    | E         |         | S        | AP        | D        | ABILI     | TIES                                                                                                                        |
| Magister's axe                                 | Melee               | Mel    | ee        |         | +2       | -2        | D3       | This      | weapon has a Damage of 3 if its target is a <b>PSYKER</b> .                                                                 |
| Bolt pistol                                    | 12"                 | Pist   | ol 1      |         | 4        | 0         | 1        | -         |                                                                                                                             |
| Frag grenade                                   | 6"                  | Gre    | nade D6   |         | 3        | 0         | 1        | -         |                                                                                                                             |
| Krak grenade                                   | 6"                  | Gre    | nade 1    |         | 6        | -1        | D3       | -         |                                                                                                                             |
| WARGEAR OPTIONS                                | None                |        |           |         |          |           |          |           |                                                                                                                             |
| ABILITIES                                      |                     |        |           |         |          |           |          |           | ex Imperium 1.<br>rable save.                                                                                               |
|                                                | Psychic<br>within 1 |        | You can a | idd 1 t | o any De | eny the   | Witch te | sts you   | take for this model against enemy <b>PSYKERS</b>                                                                            |
|                                                |                     |        | mned: F   |         |          |           | IONS IN  | FANTR     | <b>RY</b> units within 6" of Magister Sevrin Loth can                                                                       |
| PSYKER                                         | psychic             | powers | in each e | nemy    | Psychic  | phase. I  | He know  | s the Sm  | n friendly Psychic phase, and attempt to deny three<br>nite psychic power and two psychic powers from<br>ndex: Imperium 1). |
| FACTION KEYWORDS                               | IMPER               | RIUM,  | ADEPT     | US A    | START    | 'ES, RI   | ED SCC   | RPIO      | NS                                                                                                                          |
| KEYWORDS                                       | CHAR                | ACTE   | R, INFA   | NTRY    | Y, LIBR  | ARIA      | N, PSY   | KER, N    | MAGISTER SEVRIN LOTH                                                                                                        |

| - COWE                 |                                                            | <u> </u>                                                       | DĽ.                                                                                       |                                                    | 0 11                                             |                                                   |                                          |                                                | VAKE                                                                                                                                                                                                                                                          |
|------------------------|------------------------------------------------------------|----------------------------------------------------------------|-------------------------------------------------------------------------------------------|----------------------------------------------------|--------------------------------------------------|---------------------------------------------------|------------------------------------------|------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| NAME                   | М                                                          | WS                                                             | BS                                                                                        | S                                                  | T                                                | W                                                 | A                                        | Ld                                             | Sv                                                                                                                                                                                                                                                            |
| Tyberos                | 5"                                                         | 2+                                                             | 3+                                                                                        | 4                                                  | 4                                                | 6                                                 | 5                                        | 9                                              | 2+ (4++)                                                                                                                                                                                                                                                      |
| Tyberos the Red Wake i | s a single mo                                              | del. He                                                        | is equipp                                                                                 | ped witl                                           | n Hunger                                         | & Slake                                           | e. Only                                  | one of th                                      | is model may be included in your army.                                                                                                                                                                                                                        |
| WEAPON                 | RANGE                                                      | TYP                                                            | E                                                                                         |                                                    | S                                                | AP                                                | D                                        | ABILIT                                         | TIES                                                                                                                                                                                                                                                          |
| Hunger                 | Melee                                                      | Me                                                             | ee                                                                                        |                                                    | x2                                               | -4                                                | 3                                        |                                                | n attacking with this weapon, you must subtract 1 the hit roll.                                                                                                                                                                                               |
| Slake                  | Melee                                                      | Me                                                             | ee                                                                                        |                                                    | User                                             | -3                                                | 2                                        | You c                                          | an re-roll failed wound rolls for this weapon.                                                                                                                                                                                                                |
| WARGEAR OPTIONS        | None                                                       |                                                                |                                                                                           |                                                    |                                                  |                                                   |                                          |                                                |                                                                                                                                                                                                                                                               |
|                        | Tyberos<br>Ancien<br>Savager<br>Telepor<br><i>Nicor</i> in | the Re<br>t Armo<br>y beyon<br>t Strike<br>stead o<br>an telep | d Wake.<br><b>ur:</b> Tybe<br><b>nd Rease</b><br><b>:</b> During<br>f placing<br>ort onto | eros the<br><b>on:</b> All<br>g deploy<br>g him or | Red Wal<br>friendly (<br>yment, yc<br>n the batt | te has a<br>C <b>ARCH</b><br>ou can s<br>lefield. | 4+ invu<br>IAROD<br>et up Ty<br>At the e | Inerable<br>ONS with<br>yberos th<br>nd of any | ndly <b>CARCHARODONS</b> units within 6" of<br>save.<br>thin 6" of Tyberos the Red Wake have +1 Strengtl<br>ne Red Wake in the teleportarium of his warship<br>y of your Movement phases, Tyberos the Red<br>n the battlefield that is more than 9" away from |
| FACTION KEYWORDS       |                                                            |                                                                |                                                                                           | TUS A                                              | START                                            | ES, CA                                            | RCH                                      | ARODO                                          | ONS                                                                                                                                                                                                                                                           |
| KEYWORDS               | 01110                                                      | 1 OTT                                                          |                                                                                           |                                                    |                                                  | omen                                              |                                          |                                                | RMINATOR, TYBEROS THE RED WAKI                                                                                                                                                                                                                                |

### CHAPLAIN DREADNOUGHT TITUS

| NAME                                               | М                                                                                                                  | WS                   | BS                            | S       | T          | W        | A       | Ld          | Sv                                                                                                                                      |
|----------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|----------------------|-------------------------------|---------|------------|----------|---------|-------------|-----------------------------------------------------------------------------------------------------------------------------------------|
| Titus                                              | 6"                                                                                                                 | 2+                   | 2+                            | 6       | 7          | 9        | 4       | 10          | 3+ (5++)                                                                                                                                |
| Chaplain Dreadnought T<br>one of this model may be |                                                                                                                    |                      |                               | luipped | l with ar  | assault  | cannor  | ı, a heavy  | y flamer and a Dreadnought combat weapon. Only                                                                                          |
| WEAPON                                             | RANGE                                                                                                              | TYP                  | E                             |         | S          | AP       | D       | ABILI       | TIES                                                                                                                                    |
| Dreadnought<br>combat weapon                       | Melee                                                                                                              | Mel                  | ee                            |         | x2         | -3       | 3       | -           |                                                                                                                                         |
| Assault cannon                                     | 24"                                                                                                                | Hea                  | vy 6                          |         | 6          | -1       | 1       | -           |                                                                                                                                         |
| Heavy flamer                                       | 8"                                                                                                                 | Hea                  | vy D6                         |         | 5          | -1       | 1       | This        | weapon hits its target automatically.                                                                                                   |
| WARGEAR OPTIONS                                    | None                                                                                                               | e.                   | 12.12                         |         |            | 1.16.1   |         | 1500        |                                                                                                                                         |
|                                                    | model v                                                                                                            | with this<br>ng Exem | ability a<br><b>plar:</b> Rol | dd +1 t | to their S | Strength | charac  | teristic fo | <b>ONS</b> keyword in combat with the same unit as a or the duration of the Fight phase.<br>und; on a 5+ the damage is ignored and that |
|                                                    |                                                                                                                    |                      | s model<br>ich unit v         |         |            |          |         |             | re removing it from the battlefield; on a 6 it                                                                                          |
|                                                    | smoke l                                                                                                            | auncher              |                               | the con | trolling   | player's | next Sh | ooting p    | apons in the Shooting phase, this model can use its<br>hase, any enemy units targeting this unit subtract 1                             |
| FACTION KEYWORDS                                   | IMPE                                                                                                               | RIUM,                | ADEPT                         | TUS A   | START      | ES, HO   | OWLIN   | NG GRI      | IFFONS                                                                                                                                  |
| KEYWORDS                                           | IMPERIUM, ADEPTUS ASTARTES, HOWLING GRIFFONS           VEHICLE, CHARACTER, DREADNOUGHT, CHAPLAIN DREADNOUGHT TITUS |                      |                               |         |            |          |         |             |                                                                                                                                         |

|                                                 | M. Carl           | Bach    | the state | 137231    | No.         | 2 march  | 1. P. 1.   | 115      |                                                                                           | 161.57 |
|-------------------------------------------------|-------------------|---------|-----------|-----------|-------------|----------|------------|----------|-------------------------------------------------------------------------------------------|--------|
|                                                 | L                 | IE      | UTI<br>A  | EN/<br>NT | AN'I<br>'ON | C<br>NA  | OM<br>RV   | MA<br>AE | NDER<br>Z                                                                                 |        |
| NAME                                            | М                 | WS      | BS        | S         | T           | W        | A          | Ld       | Sv                                                                                        |        |
| Anton Narvaez                                   | 6"                | 2+      | 2+        | 4         | 4           | 5        | 4          | 9        | 3+                                                                                        |        |
| Lieutenant Commander A grenades and krak grenad |                   |         |           |           |             |          |            | dershoo  | ck, the voidshard power blade, a bolt pistol, fr                                          | ag     |
| WEAPON                                          | RANGE             | TYP     | E         |           | S           | AP       | D          | ABILI    | TIES                                                                                      |        |
| Voidshard power blade                           | Melee             | Me      | lee       |           | User        | -3       | 1          |          | wound rolls of 6+ made for this weapon caus<br>e mortal wound instead of the normal damag |        |
| Thundershock                                    | 24"               | Ass     | ault D3   |           | 7           | -2       | 1          | -        |                                                                                           |        |
| Bolt pistol                                     | 12"               | Pist    | tol 1     |           | 4           | 0        | 1          | -        |                                                                                           |        |
| Frag grenade                                    | 6"                | Gre     | enade De  | 5         | 3           | 0        | 1          | -        |                                                                                           |        |
| Krak grenade                                    | 6"                | Gre     | enade 1   |           | 6           | -1       | D3         | -        |                                                                                           |        |
| WARGEAR OPTIONS                                 | • None            |         | 12 18 14  |           |             | 1127     |            |          |                                                                                           |        |
| ABILITIES                                       | And Th            | ey Shal | l Know    | No Fea    | r: See W    | arhamn   | ner 40,00  | 0 – Inde | ex Imperium 1.                                                                            |        |
|                                                 | in any p          | hase, h | is invulr | erable    | save for t  | he rest  | of the ga  | me is no | + invulnerable save. If he fails an invulnerable<br>ow to 6+.                             | save   |
|                                                 | Rites of<br>Comma |         |           |           | l hit rolls | of 1 for | r friendly | MARI     | NES ERRANT units within 6" of Lieutenant                                                  |        |
| FACTION KEYWORDS                                | IMPER             | RIUM,   | ADEP      | TUS A     | START       | 'ES, M   | ARINE      | S ERR    | ANT                                                                                       | See 1  |
| KEYWORDS                                        | CHAR              | ACTE    | R, INF.   | ANTR      | Y, CAP      | ΓAIN,    | LIEUT      | ENAN     | T COMMANDER ANTON NARVAEZ                                                                 | 2      |

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| OWER  |

## CAPTAIN TARNUS VALE

| NAME                                            | M                   | WS                          | BS                                           | S                   | T                      | W                    | A                     | Ld             | Sv                                                                                                               |
|-------------------------------------------------|---------------------|-----------------------------|----------------------------------------------|---------------------|------------------------|----------------------|-----------------------|----------------|------------------------------------------------------------------------------------------------------------------|
| Tarnus Vale                                     | 6"                  | 2+                          | 2+                                           | 4                   | 4                      | 5                    | 4                     | 8              | 3+ (4++)                                                                                                         |
| Captain Tarnus Vale is<br>model may be included |                     |                             | equipped                                     | l with tl           | ne Angel               | l's Teeth,           | a plasm               | a charge       | er, frag grenades and krak grenades. Only one of this                                                            |
| WEAPON                                          | RANGE               | TYP                         | E                                            |                     | S                      | AP                   | D                     | ABILI          | TIES                                                                                                             |
| Angel's Teeth                                   | Melee               | Me                          | lee                                          |                     | +1                     | -2                   | 2                     | -              |                                                                                                                  |
| Plasma charger                                  | When at             | tackin                      | g with th                                    | is weap             | on, cho                | ose one              | of the pr             | ofiles be      | elow:                                                                                                            |
| - Standard                                      | 8"                  | Pis                         | tol 3                                        |                     | 6                      | -3                   | 1                     | -              |                                                                                                                  |
| - Supercharge                                   | 8"                  | Pis                         | Pistol 3                                     |                     | 7                      | -3                   | 2                     | For e<br>wour  | each hit roll of 1, the bearer takes a single mortal nd.                                                         |
| Frag grenade                                    | 6"                  | Gre                         | enade D6                                     |                     | 3                      | 0                    | 1                     | -              |                                                                                                                  |
| Krak grenade                                    | 6"                  | Gre                         | enade 1                                      |                     | 6                      | -1                   | D3                    | -              |                                                                                                                  |
| WARGEAR OPTIONS                                 | None                |                             |                                              |                     |                        |                      | i fara                |                |                                                                                                                  |
| ABILITIES                                       | Iron Ha<br>Rites of | lo: Caj<br>Battle<br>ised A | otain Tari<br>: You can<br><b>dvance</b> : 4 | nus Vale<br>re-roll | e has a 4<br>hit rolls | + invuli<br>of 1 for | nerable s<br>friendly | ave.<br>FIRE A | ex Imperium 1.<br>ANGELS units within 6" of Captain Tarnus Vale.<br>S within 6" of Captain Tarnus Vale gain a 6+ |
| FACTION KEYWORDS                                | IMPER               | IUM                         | ADEP                                         | TUS A               | START                  | TES, FI              | REAN                  | GELS           |                                                                                                                  |
| KEYWORDS                                        |                     |                             |                                              |                     |                        |                      |                       |                | ARNUS VALE                                                                                                       |

|                                                    |                                                                                                               |                                                                                               | I                                                                                   | LIA                                                                      | AS IS                                                                                                         | SSC                                                                                             | )D(                                                                                         | )N                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                              |  |
|----------------------------------------------------|---------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| NAME                                               | М                                                                                                             | WS                                                                                            | BS                                                                                  | S                                                                        | T                                                                                                             | W                                                                                               | A                                                                                           | Ld                                                                             | Sv                                                                                                                                                                                                                                                                                                                                                                                                                                                           |  |
| Lias Issodon                                       | 7"                                                                                                            | 2+                                                                                            | 2+                                                                                  | 4                                                                        | 4                                                                                                             | 6                                                                                               | 4                                                                                           | 9                                                                              | 2+                                                                                                                                                                                                                                                                                                                                                                                                                                                           |  |
| Lias Issodon is a single<br>may be included in you |                                                                                                               | equippe                                                                                       | d with Ma                                                                           | alice,                                                                   | Raptorcla                                                                                                     | w, a bo                                                                                         | lt pistol,                                                                                  | frag gre                                                                       | enades and krak grenades. Only one of this model                                                                                                                                                                                                                                                                                                                                                                                                             |  |
| WEAPON                                             | RANGE                                                                                                         | TYP                                                                                           | E                                                                                   |                                                                          | S                                                                                                             | AP                                                                                              | D                                                                                           | ABILIT                                                                         | TIES                                                                                                                                                                                                                                                                                                                                                                                                                                                         |  |
| Malice                                             | 30"Assault 35-4D3Units do not gain the saving throw bonus for beir<br>cover against attacks with this weapon. |                                                                                               |                                                                                     |                                                                          |                                                                                                               |                                                                                                 |                                                                                             |                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                              |  |
| Raptorclaw                                         | Melee                                                                                                         | Mel                                                                                           | ee                                                                                  |                                                                          | User                                                                                                          | -3                                                                                              | 2                                                                                           | -                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                                              |  |
| Bolt pistol                                        | 12"                                                                                                           | Pist                                                                                          | ol 1                                                                                |                                                                          | 4                                                                                                             | 0                                                                                               | 1                                                                                           | -                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                                              |  |
| Frag grenade                                       | 6"                                                                                                            | Gre                                                                                           | nade D6                                                                             |                                                                          | 3                                                                                                             | 0                                                                                               | 1                                                                                           | -                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                                              |  |
| Krak grenade                                       | 6"                                                                                                            | Gre                                                                                           | nade 1                                                                              |                                                                          | 6                                                                                                             | -1                                                                                              | D3                                                                                          | -                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                                              |  |
| WARGEAR OPTIONS                                    | None                                                                                                          | 2.                                                                                            |                                                                                     |                                                                          |                                                                                                               |                                                                                                 |                                                                                             |                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                              |  |
|                                                    | Stealth<br>benefits<br>Infiltra<br>friendly<br>Grim H<br>Master<br>INFAN<br>instead<br>accomp                 | Modifie<br>of cove<br>te, Isola<br>RAPTO<br>lunter:<br>of Amb<br>TRY un<br>of placi<br>anying | ed Armou<br>r.<br>DRS INFA<br>After falli<br>oush: Dur<br>hits (not in<br>ng them c | oy: Yo<br>oy: Yo<br>ANTR<br>ng ba<br>ing da<br>ncludi<br>on the<br>revea | ou may ad<br>ou can add<br>Y units w<br>ck, Lias Is<br>eploymen<br>ing <b>TERM</b><br>battlefiel<br>l themsel | d 2 to s<br>d +1" to<br>rithin 6'<br>ssodon<br>t, you c<br><b>11NAT</b><br>d. At th<br>ves on t | aving th<br>all move<br>of Lias 1<br>may still<br>can set uj<br><b>ORS, CE</b><br>ae end of | rows ma<br>es, includ<br>Issodon<br>shoot o<br>p Lias Is<br>ENTURI<br>any of y | PTORS units within 6" of Lias Issodon.<br>ade for Lias Issodon instead of 1 when he has the<br>ding Advance, Charge and Fall back moves made b<br>during the Movement phase and Charge phase.<br>or Advance in the same turn, but may not charge.<br>ssodon and up to three friendly <b>RAPTORS</b><br><b>IONS</b> or <b>PRIMARIS</b> units) in the shadows<br>your Movement phases, Lias Issodon and any<br>set them up anywhere on the battlefield that is |  |
| FACTION KEYWORDS                                   | IMPEI                                                                                                         | RIUM,                                                                                         | ADEPT                                                                               | US A                                                                     | START                                                                                                         | ES, RA                                                                                          | PTOR                                                                                        | S                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                                              |  |
| KEYWORDS                                           |                                                                                                               |                                                                                               |                                                                                     |                                                                          |                                                                                                               |                                                                                                 |                                                                                             |                                                                                | AS ISSODON                                                                                                                                                                                                                                                                                                                                                                                                                                                   |  |

| - |      | 10<br>Power |
|---|------|-------------|
|   | NAME |             |

М

WS

BS

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T

### MALAKIM PHOROS

W

A

Ld

Sv

| Malakim Phoros               | 6" | 2+ | 2+       | 4        | 4         | 6      | 5         | 9      | 2+ (4++)                                            |
|------------------------------|----|----|----------|----------|-----------|--------|-----------|--------|-----------------------------------------------------|
| Malakim Phoros is a single n |    |    | ipped wi | th the C | Glaive of | Lament | ation, th | e Cate | chist, frag grenades and krak grenades. Only one of |

| this model may be include | this model may be included in your army. |                                                                                |                                           |                           |                           |                                                                                                                                      |  |  |  |  |  |  |  |
|---------------------------|------------------------------------------|--------------------------------------------------------------------------------|-------------------------------------------|---------------------------|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------|--|--|--|--|--|--|--|
| WEAPON                    | RANGE                                    | TYPE                                                                           | S                                         | AP                        | D                         | ABILITIES                                                                                                                            |  |  |  |  |  |  |  |
| Glaive of Lamentation     | Melee                                    | Melee                                                                          | +3                                        | -4                        | D3                        | When attacking with this weapon, you must subtract 1 from the hit roll.                                                              |  |  |  |  |  |  |  |
| Catechist                 | 12"                                      | Pistol 1                                                                       | 8                                         | -4                        | D6                        | If the target is within half range of this weapon, roll<br>two dice when inflicting damage with it and discard the<br>lowest result. |  |  |  |  |  |  |  |
| Frag grenade              | 6"                                       | Grenade D6                                                                     | 3                                         | 0                         | 1                         | -                                                                                                                                    |  |  |  |  |  |  |  |
| Krak grenade              | 6"                                       | Grenade 1                                                                      | 6                                         | -1                        | D3                        | -                                                                                                                                    |  |  |  |  |  |  |  |
| WARGEAR OPTIONS           | None.                                    |                                                                                | 19 X 19                                   |                           | 1999                      |                                                                                                                                      |  |  |  |  |  |  |  |
| ABILITIES                 | Lord of I<br>BIKER v<br>Iron Hal         | <b>Ruin:</b> You can re-ro<br>nits within 6" of Ma<br><b>o:</b> Malakim Phoros | ll failed wo<br>alakim Pho<br>has a 4+ in | und rol<br>ros.<br>wulner | lls for frie<br>able save | 0 – Index Imperium 1.<br>endly LAMENTERS INFANTRY, DREADNOUGHT or<br>he Fell Back in the preceding Movement phase.                   |  |  |  |  |  |  |  |
| FACTION KEYWORDS          | IMPER                                    | IUM, ADEPTUS                                                                   | ASTART                                    | ES, LA                    | AMENT                     | TERS                                                                                                                                 |  |  |  |  |  |  |  |
| KEYWORDS                  | CHARA                                    | CHARACTER, INFANTRY, CHAPTER MASTER, MALAKIM PHOROS                            |                                           |                           |                           |                                                                                                                                      |  |  |  |  |  |  |  |

| NAME                                 | М                                                                                                                                   | WS                                                                                                                                                                                                                                                                                                                                                            | BS        | S      | T         | W          | A        | Ld      | Sv                                                              |  |  |  |  |  |  |
|--------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|--------|-----------|------------|----------|---------|-----------------------------------------------------------------|--|--|--|--|--|--|
| Mordaci Blaylock                     | 5"                                                                                                                                  | 2+ (4++)                                                                                                                                                                                                                                                                                                                                                      |           |        |           |            |          |         |                                                                 |  |  |  |  |  |  |
| Captain Mordaci Blaylo<br>your army. | ck is a single                                                                                                                      | model.                                                                                                                                                                                                                                                                                                                                                        | He is equ | uipped | with a re | elic stori | n bolter | and Foe | e Ripper. Only one of this model may be included i              |  |  |  |  |  |  |
| WEAPON                               | RANGE                                                                                                                               | TYP                                                                                                                                                                                                                                                                                                                                                           | E         |        | S         | AP         | D        | ABILIT  | ries                                                            |  |  |  |  |  |  |
| Foe Ripper                           | Melee                                                                                                                               | Me                                                                                                                                                                                                                                                                                                                                                            | ee        |        | x2        | -4         | 3        |         | n attacking with this weapon, you must subtract 1 the hit roll. |  |  |  |  |  |  |
| Relic storm bolter                   | 24"                                                                                                                                 | Rap                                                                                                                                                                                                                                                                                                                                                           | id Fire 2 |        | 5         | -2         | 1        | -       |                                                                 |  |  |  |  |  |  |
| WARGEAR OPTIONS                      | None                                                                                                                                | 2.                                                                                                                                                                                                                                                                                                                                                            | 1999      |        | 2.4.8     | 1.1.1.1    | 131-1    |         |                                                                 |  |  |  |  |  |  |
| ABILITIES                            | And Th                                                                                                                              | And They Shall Know No Fear: See Warhammer 40,000 – Index Imperium 1.                                                                                                                                                                                                                                                                                         |           |        |           |            |          |         |                                                                 |  |  |  |  |  |  |
|                                      | <b>Rites of Battle:</b> You can re-roll hit rolls of 1 for friendly <b>NOVAMARINES</b> units within 6" of Captain Mordaci Blaylock. |                                                                                                                                                                                                                                                                                                                                                               |           |        |           |            |          |         |                                                                 |  |  |  |  |  |  |
|                                      | Iron H                                                                                                                              | Iron Halo: Captain Mordaci Blaylock has a 4+ invulnerable save.                                                                                                                                                                                                                                                                                               |           |        |           |            |          |         |                                                                 |  |  |  |  |  |  |
|                                      |                                                                                                                                     | <b>Hard as Stone:</b> Each time any friendly <b>NOVAMARINES INFANTRY</b> within 6" of Captain Mordaci Blaylock suffers a wound, roll a D6; on the roll of a 6 the damage is ignored and that wound is not lost.                                                                                                                                               |           |        |           |            |          |         |                                                                 |  |  |  |  |  |  |
|                                      | warship<br>Blayloc                                                                                                                  | <b>Teleport Strike:</b> During deployment, you can set up Captain Mordaci Blaylock in the teleportarium of his warship instead of placing him on the battlefield. At the end of any of your Movement phases, Captain Mordaci Blaylock can teleport onto the battlefield – set him up anywhere on the battlefield that is more than 9" away from enemy models. |           |        |           |            |          |         |                                                                 |  |  |  |  |  |  |
| FACTION KEYWORDS                     | IMPE                                                                                                                                | RIUM,                                                                                                                                                                                                                                                                                                                                                         | ADEP      | TUS A  | START     | ES, NO     | OVAM     | ARINE   | S                                                               |  |  |  |  |  |  |
|                                      | CHARACTER, INFANTRY, CAPTAIN, TERMINATOR, CAPTAIN MORDACI BLAYLOCK                                                                  |                                                                                                                                                                                                                                                                                                                                                               |           |        |           |            |          |         |                                                                 |  |  |  |  |  |  |

|                                                    |                                                                                                                                                  | CA                                                             | РТА                   | IN        | PF      | ELL       | AS         | MII       | R'SAN                                        |  |  |  |  |  |
|----------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------|-----------------------|-----------|---------|-----------|------------|-----------|----------------------------------------------|--|--|--|--|--|
| NAME                                               | М                                                                                                                                                | WS                                                             | BS                    | S         | T       | W         | A          | Ld        | Sv                                           |  |  |  |  |  |
| Pellas Mir'san                                     | 6"                                                                                                                                               | 2+                                                             | 2+                    | 4         | 4       | 6         | 4          | 9         | 2+ (4++)                                     |  |  |  |  |  |
| Captain Pellas Mir'san i<br>Only one of this model |                                                                                                                                                  |                                                                |                       | d with C  | inder   | Edge &    | Steelslive | er, a com | ıbi-flamer, frag grenades and krak grenades. |  |  |  |  |  |
| WEAPON                                             | RANGE                                                                                                                                            | TYPE                                                           | '                     |           | S       | AP        | D          | ABILIT    | TIES                                         |  |  |  |  |  |
| Cinder Edge                                        | Melee                                                                                                                                            | Melee Melee User -3 D3 –                                       |                       |           |         |           |            |           |                                              |  |  |  |  |  |
| Steelsliver                                        | Melee                                                                                                                                            | weapon against each enemy model within 1".                     |                       |           |         |           |            |           |                                              |  |  |  |  |  |
| Combi-flamer                                       | When attacking with this weapon, choose one or both of the profiles below.<br>If you choose both, subtract 1 from all hit rolls for this weapon: |                                                                |                       |           |         |           |            |           |                                              |  |  |  |  |  |
| - Boltgun                                          | 24"                                                                                                                                              | Rap                                                            | id Fire 1             |           | 4       | 0         | 1          | -         |                                              |  |  |  |  |  |
| - Flamer                                           | 8"                                                                                                                                               | 8" Assault D6 4 0 1 This weapon hits its target automatically. |                       |           |         |           |            |           |                                              |  |  |  |  |  |
| Frag grenade                                       | 6"                                                                                                                                               | Gre                                                            | nade D6               |           | 3       | 0         | 1          | -         |                                              |  |  |  |  |  |
| Krak grenade                                       | 6"                                                                                                                                               | Gre                                                            | nade 1                |           | 6       | -1        | D3         | -         |                                              |  |  |  |  |  |
| WARGEAR OPTIONS                                    | • None                                                                                                                                           |                                                                |                       |           |         |           |            |           |                                              |  |  |  |  |  |
| ABILITIES                                          | And Th                                                                                                                                           | ey Shall                                                       | Know No               | o Fear: S | See W   | arhamn    | 1er 40,00  | 00 – Inde | ex Imperium 1.                               |  |  |  |  |  |
|                                                    | Iron Ha                                                                                                                                          | lo: Cap                                                        | tain Pellas           | Mir'san   | has a   | a 4+ invu | Inerable   | e save.   |                                              |  |  |  |  |  |
|                                                    | <b>Rites of</b><br>Captain                                                                                                                       |                                                                |                       | e-roll hi | t rolls | of 1 for  | friendly   | SALAN     | MANDERS units within 6" of                   |  |  |  |  |  |
|                                                    |                                                                                                                                                  |                                                                | t: Add 2 to<br>CTERS. | o Captain | n Pell  | as Mir'sa | un's Atta  | cks char  | racteristics if he is within 1" of any       |  |  |  |  |  |
| FACTION KEYWORDS                                   | IMPER                                                                                                                                            | RIUM,                                                          | ADEPT                 | US AST    | TART    | TES, SA   | LAMA       | NDER      | S                                            |  |  |  |  |  |
| KEYWORDS                                           | CHARACTER, INFANTRY, CAPTAIN, CAPTAIN PELLAS MIR'SAN                                                                                             |                                                                |                       |           |         |           |            |           |                                              |  |  |  |  |  |

|                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 1892      | 3.000   | 199130   | 16.11.2 | 1.42.32 | E.L.      | 1 alle |                                                      |  |  |  |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|---------|----------|---------|---------|-----------|--------|------------------------------------------------------|--|--|--|
| 20                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | BR        | AY      | 'AR      | TH      | [ AS    | SHN       | ЛAI    | NTLE                                                 |  |  |  |
| NAME                                                                                                                                                                                                                                  | М                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | WS        | BS      | S        | T       | W       | A         | Ld     | Sv                                                   |  |  |  |
| Bray'arth Ashmantle                                                                                                                                                                                                                   | 6"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 2+        | 2+      | 8        | 9       | 8       | 4         | 9      | 2+ (5++)                                             |  |  |  |
| Bray'arth Ashmantle is a single model. He is equipped with two Dreadfire claws, each fitted with a Dreadfire heavy flamer. He may also unleash burning wrath on those about him. Only one of this model may be included in your army. |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |           |         |          |         |         |           |        |                                                      |  |  |  |
| WEAPON                                                                                                                                                                                                                                | RANGE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | TYPE      |         |          | S       | AP      | D         | ABILII | TIES                                                 |  |  |  |
| Dreadfire claw                                                                                                                                                                                                                        | Melee                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Mel       | ee      |          | x2      | -4      | D6        | -      |                                                      |  |  |  |
| Dreadfire heavy flamer                                                                                                                                                                                                                | 8"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | Hea       | vy D6   |          | 6       | -2      | 3         | This   | weapon hits its target automatically.                |  |  |  |
| Burning Wrath                                                                                                                                                                                                                         | 2"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | Piste     | ol 2D6  |          | 4       | 0       | 1         | This   | weapon hits its target automatically.                |  |  |  |
| WARGEAR OPTIONS                                                                                                                                                                                                                       | • None                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |           |         |          |         |         |           |        |                                                      |  |  |  |
| ABILITIES                                                                                                                                                                                                                             | <ul> <li>Wrought by Vulcan: Bray'arth Ashmantle has a 5+ invulnerable save. In addition, roll a D6 each time this model loses a wound; on a 4+ the damage is ignored and that wound is not lost.</li> <li>Ancient beyond Measure: If your army is Battle-forged, then Bray'arth Ashmantle may only be your Warlord if no other HQ units are present.</li> <li>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds.</li> <li>Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its</li> </ul> |           |         |          |         |         |           |        |                                                      |  |  |  |
| FACTION KEYWORDS                                                                                                                                                                                                                      | from all                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | hit rolls | for Sho | oting at | tacks m | ade aga | inst this | unit.  | hase, any enemy units targeting this unit subtract 1 |  |  |  |
| KEYWORDS                                                                                                                                                                                                                              | IMPERIUM, ADEPTUS ASTARTES, SALAMANDERS<br>VEHICLE, CHARACTER, DREADNOUGHT, BRAY'ARTH ASHMANTLE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |           |         |          |         |         |           |        |                                                      |  |  |  |

|                                                                                                                                                                    | HARA<br>OF                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | TH<br>TH | SH<br>E S | IEN<br>AL | I, M<br>AM | AS'<br>AN | TEI<br>DE | R A]         | POTHECARY<br>CHAPTER                                  |  |  |  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|-----------|-----------|------------|-----------|-----------|--------------|-------------------------------------------------------|--|--|--|
| NAME                                                                                                                                                               | М                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | WS       | BS        | S         | T          | W         | A         | Ld           | Sv                                                    |  |  |  |
| Harath Shen                                                                                                                                                        | 6"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 3+       | 3+        | 4         | 4          | 4         | 3         | 9            | 3+                                                    |  |  |  |
| Harath Shen is a single model. He is equipped with a power sabre, Bloodfire, frag grenades and krak grenades. Only one of this model may be included in your army. |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |          |           |           |            |           |           |              |                                                       |  |  |  |
| WEAPON                                                                                                                                                             | RANGE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | TYP      |           |           | S          | AP        | D         | ABILIT       | TIES                                                  |  |  |  |
| Power sabre                                                                                                                                                        | Melee                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Mel      | ee        |           | User       | -3        | 2         | -            |                                                       |  |  |  |
| Bloodfire When attacking with this weapon, choose one of the profiles below:                                                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |          |           |           |            |           |           |              |                                                       |  |  |  |
| - Standard                                                                                                                                                         | 12"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | Pist     | ol 1      |           | 7          | -3        | 1         | -            |                                                       |  |  |  |
| - Supercharge                                                                                                                                                      | 12"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | Pist     | ol 1      |           | 8          | -3        | 2         | On a<br>wour | hit roll of 1, the bearer suffers a single mortal nd. |  |  |  |
| Frag grenade                                                                                                                                                       | 6"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Gre      | nade D    | 5         | 3          | 0         | 1         | -            |                                                       |  |  |  |
| Krak grenade                                                                                                                                                       | 6"                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Gre      | nade 1    |           | 6          | -1        | D3        | -            |                                                       |  |  |  |
| WARGEAR OPTIONS                                                                                                                                                    | • None                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | •        |           |           | 1165       | 28        |           |              |                                                       |  |  |  |
| ABILITIES                                                                                                                                                          | And Th                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | ey Shal  | Know      | No Fea    | ar: See W  | arhamn    | 1er 40,00 | 00 – Inde    | ex Imperium 1.                                        |  |  |  |
|                                                                                                                                                                    | <b>Master of Chirurgery:</b> At the end of any of your Movement phases, Harath Shen can attempt to heal or revive a single model. Select a friendly <b>SALAMANDERS INFANTRY</b> or <b>BIKER</b> unit within 3" of the Harath Shen. If that unit contains a wounded model, it immediately regains D3+1 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 3+, a single slain model is returned to the unit with 1 wound remaining. If Harath Shen fails to revive a model, he can do nothing else for the remainder of the turn (shoot, charge, fight, etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium/Master of Chirurgery ability once in each turn. |          |           |           |            |           |           |              |                                                       |  |  |  |
| FACTION KEYWORDS                                                                                                                                                   | IMPER                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | RIUM,    | ADEP      | TUS A     | ASTART     | 'ES, SA   | LAMA      | NDER         | RS                                                    |  |  |  |
| KEYWORDS                                                                                                                                                           | CHAR                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | ACTE     | R, INF    | ANTR      | Y, APO     | THEC      | ARY, H    | IARAT        | 'H SHEN                                               |  |  |  |

| 6                                                   |                     |                                        | A       | H       | AZR                    | Α       | RFT        | )TH       |                                                                                                                            |  |  |  |  |  |  |
|-----------------------------------------------------|---------------------|----------------------------------------|---------|---------|------------------------|---------|------------|-----------|----------------------------------------------------------------------------------------------------------------------------|--|--|--|--|--|--|
| towner                                              | C                   | CHIEF LIBRARIAN OF THE MANTIS WARRIORS |         |         |                        |         |            |           |                                                                                                                            |  |  |  |  |  |  |
| NAME                                                | М                   | M WS BS S T W A Ld Sv                  |         |         |                        |         |            |           |                                                                                                                            |  |  |  |  |  |  |
| Ahazra Redth                                        | 6"                  | 3+                                     | 3+      | 4       | 4                      | 5       | 3          | 9         | 2+ (5++)                                                                                                                   |  |  |  |  |  |  |
| Ahazra Redth is a single<br>be included in your arm |                     | equipp                                 | ed with | a force | tulwar, a              | bolt pi | stol, frag | grenad    | es and krak grenades. Only one of this model may                                                                           |  |  |  |  |  |  |
| WEAPON                                              | RANGE               | TYP                                    | E       |         | S                      | AP      | 0          | ABILI     | TIES                                                                                                                       |  |  |  |  |  |  |
| Force tulwar                                        | Melee               | Me                                     | lee     |         | User                   | -3      | 2          | -         |                                                                                                                            |  |  |  |  |  |  |
| Bolt pistol                                         | 12"                 | Pist                                   | ol 1    |         | 4                      | 0       | 1          | -         |                                                                                                                            |  |  |  |  |  |  |
| Frag grenade                                        | 6"                  | Gre                                    | nade Dé | i       | 3                      | 0       | 1          | -         |                                                                                                                            |  |  |  |  |  |  |
| Krak grenade                                        | 6"                  | Gre                                    | nade 1  |         | 6                      | -1      | D3         | -         |                                                                                                                            |  |  |  |  |  |  |
| WARGEAR OPTIONS                                     | • None              |                                        |         | 193     |                        |         | 10.51      |           |                                                                                                                            |  |  |  |  |  |  |
| ABILITIES                                           | And Th              | ey Shal                                | l Know  | No Fea  | ar: See W              | arhamn  | ner 40,00  | 00 – Inde | ex Imperium 1.                                                                                                             |  |  |  |  |  |  |
|                                                     |                     |                                        |         |         | ouls: Aha<br>uring the |         | th has a   | 5+ invu   | lnerable save and may ignore the effects of the first                                                                      |  |  |  |  |  |  |
|                                                     | Psychic<br>within 1 |                                        | You can | add 1   | to any De              | eny the | Witch te   | ests you  | take for this model against enemy <b>PSYKERS</b>                                                                           |  |  |  |  |  |  |
| PSYKER                                              | psychic             | powers                                 | in each | enemy   | Psychic j              | base. I | He know    | s the Sn  | n friendly Psychic phase, and attempt to deny two<br>nite psychic power and two psychic powers from the<br>x: Imperium 1). |  |  |  |  |  |  |
| FACTION KEYWORDS                                    | IMPEF               | RIUM,                                  | ADEP    | TUS A   | ASTART                 | 'ES, M  | ANTIS      | WAR       | RIORS                                                                                                                      |  |  |  |  |  |  |
| KEYWORDS                                            | CHAR                | ACTE                                   | R. INF  | ANTR    | Y, LIBR                | ARIA    | N, PSY     | KER, A    | AHAZRA REDTH                                                                                                               |  |  |  |  |  |  |

| <b>9</b>                           | ни                         | сн                                                                 | СН       |          | ΤΑ         | IN               | тн              | TIT 9         | SA KANE                                                                                            |  |  |  |  |
|------------------------------------|----------------------------|--------------------------------------------------------------------|----------|----------|------------|------------------|-----------------|---------------|----------------------------------------------------------------------------------------------------|--|--|--|--|
| NAME                               | M                          | WS                                                                 | BS       | S        | I          | W                | A               |               | Sv                                                                                                 |  |  |  |  |
| Thulsa Kane                        | 6"                         | 2+                                                                 | 2+       | 4        | 4          | 6                | 5               | 9             | 2+ (4++)                                                                                           |  |  |  |  |
|                                    |                            |                                                                    |          |          | d with th  | ne <i>Lifeta</i> | ker, a un       | ique pla      | sma pistol, frag grenades and krak grenades.                                                       |  |  |  |  |
| Only one of this model r<br>WEAPIN | nay be incluc<br>RANGE     | led in y<br><b>TYP</b>                                             |          | у.       | S          | AP               | 0               | ABILIT        | 1165                                                                                               |  |  |  |  |
| Lifetaker                          | Melee                      | A dd 2 to the weapon's damage if the target is a                   |          |          |            |                  |                 |               |                                                                                                    |  |  |  |  |
| Kane's plasma pistol               | When a                     | When attacking with this weapon, choose one of the profiles below: |          |          |            |                  |                 |               |                                                                                                    |  |  |  |  |
| - Standard                         | 12"                        | Pist                                                               | ol 2     |          |            |                  |                 |               |                                                                                                    |  |  |  |  |
| - Supercharge                      | 12"                        | Pist                                                               | ol 2     |          | 8          | -3               | 2               | For e<br>wour | ach hit roll of 1, the bearer suffers a single mortal nd.                                          |  |  |  |  |
| Frag grenade                       | 6"                         | Gre                                                                | nade De  | 5        | 3          | 0                | 1               | -             |                                                                                                    |  |  |  |  |
| Krak grenade                       | 6"                         | Gre                                                                | nade 1   |          | 6          | -1               | D3              | -             |                                                                                                    |  |  |  |  |
| WARGEAR OPTIONS                    | • None                     | • None.                                                            |          |          |            |                  |                 |               |                                                                                                    |  |  |  |  |
| ABILITIES                          | And Th                     | ey Shal                                                            | l Know   | No Fea   | r: See W   | arhamn           | ner 40,00       | 00 – Inde     | ex Imperium 1.                                                                                     |  |  |  |  |
|                                    | Rosariu                    | <b>s:</b> High                                                     | Chapla   | in Thul  | sa Kane    | has a 4+         | - invulne       | rable sa      | ve.                                                                                                |  |  |  |  |
|                                    | Litanies<br>of this n      |                                                                    | e: You c | an re-ro | oll failed | hit rolls        | s in the F      | ight pha      | ase for friendly <b>EXECUTIONERS</b> units within 6"                                               |  |  |  |  |
|                                    | <b>Spiritua</b><br>Leaders |                                                                    |          |          |            | TIONE            | <b>RS</b> units | within (      | 5" of this model can use the High Chaplain's                                                       |  |  |  |  |
|                                    | <b>Grehda</b> l<br>Kane in |                                                                    |          |          | nent mu    | st subtr         | act 1 fro       | m hit ro      | lls for attacks that target High Chaplain Thulsa                                                   |  |  |  |  |
|                                    | within 6                   | 6" of Hig                                                          | gh Chap  | lain Th  | ulsa Kan   | e, you c         |                 | ediately      | Fight phase for a friendly <b>EXECUTIONERS</b> unit make 1 additional attack for that model. These |  |  |  |  |
| FACTION KEYWORDS                   | IMPE                       | RIUM,                                                              | ADEP     | TUS A    | START      | TES, EX          | KECUT           | IONE          | RS                                                                                                 |  |  |  |  |
| KEYWORDS                           | CHAR                       | ACTE                                                               | R, INF.  | ANTR     | Y, CHA     | PLAIN            | N, HIG          | H CHA         | PLAIN THULSA KANE                                                                                  |  |  |  |  |

| E (6<br>rowst                                     |                                | CA                                                                                                                                                                                                                                                                                                                                                                                                                                                          | PT      | AI      | N SI              | LA        | S A      | LBI       | EREC                                                                                 |  |  |  |
|---------------------------------------------------|--------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|---------|-------------------|-----------|----------|-----------|--------------------------------------------------------------------------------------|--|--|--|
| NAME                                              | М                              | WS                                                                                                                                                                                                                                                                                                                                                                                                                                                          | BS      | S       | T                 | W         | A        | Ld        | Sv                                                                                   |  |  |  |
| Silas Alberec                                     | 6"                             | 2+                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 2+      | 5       | 4                 | 5         | 4        | 9         | 3+ (4++)                                                                             |  |  |  |
| Captain Silas Alberec is<br>model may be included |                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                             | equippe | ed with | the <i>Hell</i> . | slayer, t | he Purga | tor, frag | grenades and krak grenades. Only one of this                                         |  |  |  |
| WEAPON                                            | RANGE                          | TYP                                                                                                                                                                                                                                                                                                                                                                                                                                                         | E       |         | S                 | AP        | D        | ABILIT    | IES                                                                                  |  |  |  |
| Hellslayer                                        | Melee                          | Me                                                                                                                                                                                                                                                                                                                                                                                                                                                          | ee      |         | x2                | -3        | D3       |           | weapon has a Damage characteristic of 3 if its is a <b>PSYKER</b> or <b>DAEMON</b> . |  |  |  |
| Purgator                                          | 12"                            | Pist                                                                                                                                                                                                                                                                                                                                                                                                                                                        | ol 1    |         | 6                 | 0         | 1        | -         |                                                                                      |  |  |  |
| Frag grenade                                      | 6"                             | Gre                                                                                                                                                                                                                                                                                                                                                                                                                                                         | nade D6 |         | 3                 | 0         | 1        | -         |                                                                                      |  |  |  |
| Krak grenade                                      | 6"                             | Gre                                                                                                                                                                                                                                                                                                                                                                                                                                                         | nade 1  |         | 6                 | -1        | D3       | -         |                                                                                      |  |  |  |
| WARGEAR OPTIONS                                   | • None                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                             |         |         |                   |           |          |           |                                                                                      |  |  |  |
| ABILITIES                                         | Iron Ha<br>Rites of<br>Hexagra | <ul> <li>And They Shall Know No Fear: See Warhammer 40,000 – Index Imperium 1.</li> <li>Iron Halo: Captain Silas Alberec has a 4+ invulnerable save.</li> <li>Rites of Battle: You can re-roll hit rolls of 1 for friendly EXORCISTS units within 6" of Captain Silas Alberec.</li> <li>Hexagramtically Warded Armour: You may make a single Deny the Witch attempt in each enemy Psychic phas with Captain Silas Alberec as if he was a PSYKER.</li> </ul> |         |         |                   |           |          |           |                                                                                      |  |  |  |
| FACTION KEYWORDS                                  | IMPER                          | RIUM,                                                                                                                                                                                                                                                                                                                                                                                                                                                       | ADEP    | TUS A   | START             | ES, EX    | KORCI    | STS       |                                                                                      |  |  |  |
| KEYWORDS                                          | CHAR                           | CHARACTER, INFANTRY, CAPTAIN, CAPTAIN SILAS ALBEREC                                                                                                                                                                                                                                                                                                                                                                                                         |         |         |                   |           |          |           |                                                                                      |  |  |  |

## S 6 K

### KNIGHT-CAPTAIN ELAM COURBRAY

| NAME                                               | М                                                                       | WS                                                                            | BS                                                                                                                  | S                                                            | T                                                                     | W                                                               | A                                                                          | Ld                                                                  | Sv                                                                                                                                                                                                                                                                                                     |  |  |  |  |
|----------------------------------------------------|-------------------------------------------------------------------------|-------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------|-----------------------------------------------------------------------|-----------------------------------------------------------------|----------------------------------------------------------------------------|---------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|--|--|--|
| Elam Courbray                                      | 12"                                                                     | 2+                                                                            | 3+                                                                                                                  | 4                                                            | 4                                                                     | 5                                                               | 4                                                                          | 9                                                                   | 3+ (4++)                                                                                                                                                                                                                                                                                               |  |  |  |  |
| Knight-Captain Elam Co<br>one of this model may be |                                                                         |                                                                               |                                                                                                                     | is equij                                                     | oped wit                                                              | h the S                                                         | word Exe                                                                   | <i>cellus</i> , a t                                                 | bolt pistol, frag grenades and krak grenades. Only                                                                                                                                                                                                                                                     |  |  |  |  |
| WEAPON                                             | RANGE                                                                   | RANGE TYPE S AP D ABILITIES                                                   |                                                                                                                     |                                                              |                                                                       |                                                                 |                                                                            |                                                                     |                                                                                                                                                                                                                                                                                                        |  |  |  |  |
| The Sword Excellus                                 | Melee                                                                   | Me                                                                            | lee                                                                                                                 |                                                              | User                                                                  | -2                                                              | D3                                                                         | You c                                                               | an re-roll failed wound rolls with this weapon.                                                                                                                                                                                                                                                        |  |  |  |  |
| Bolt pistol                                        | 12"                                                                     | Pist                                                                          | ol 1                                                                                                                |                                                              | 4                                                                     | 0                                                               | 1                                                                          | -                                                                   |                                                                                                                                                                                                                                                                                                        |  |  |  |  |
| Frag grenade                                       | 6"                                                                      | 6" Grenade D6 3 0 1 –                                                         |                                                                                                                     |                                                              |                                                                       |                                                                 |                                                                            |                                                                     |                                                                                                                                                                                                                                                                                                        |  |  |  |  |
| Krak grenade                                       | 6"                                                                      | 6" Grenade 1 6 -1 D3 -                                                        |                                                                                                                     |                                                              |                                                                       |                                                                 |                                                                            |                                                                     |                                                                                                                                                                                                                                                                                                        |  |  |  |  |
| WARGEAR OPTIONS                                    | • None                                                                  | 2.                                                                            |                                                                                                                     |                                                              | 2018                                                                  |                                                                 | Sar Se                                                                     | 3423                                                                |                                                                                                                                                                                                                                                                                                        |  |  |  |  |
| ABILITIES                                          | Iron Ha<br>Rites of<br>Elam C<br>Martial<br>CHARA<br>Telepon<br>warship | alo: Kni<br>f Battle:<br>ourbray<br>l Conte:<br>ACTER<br>o instead<br>ourbray | ght-Capta<br>You can<br>T<br><b>mpt:</b> You<br><b>S</b> if any an<br><b>e:</b> During<br>d of placing<br>can telep | ain Ela:<br>re-roll<br>must a<br>re with<br>deploy<br>ng him | m Courl<br>hit rolls<br>lways di<br>in 1" (if<br>ment, yo<br>on the b | oray ha<br>of 1 for<br>rect Kr<br>more th<br>ou can<br>attlefie | s a 4+ in<br>friendly<br>hight-Caj<br>han one i<br>set up Ku<br>ld. At the | vulnerab<br>FIRE H<br>otain Ela<br>s presen<br>night-Ca<br>e end of | ex Imperium 1.<br>ble save.<br>IAWKS units within 6" of Knight-Captain<br>um Courbray's attacks against enemy<br>it, you may choose which).<br>uptain Elam Courbray in the teleportarium of his<br>any of your Movement phases, Knight-Captain<br>nywhere on the battlefield that is more than 9" away |  |  |  |  |
| FACTION KEYWORDS                                   | IMPEI                                                                   | RIUM,                                                                         | ADEPT                                                                                                               | US A                                                         | START                                                                 | ES, FI                                                          | RE HA                                                                      | WKS                                                                 |                                                                                                                                                                                                                                                                                                        |  |  |  |  |
| KEYWORDS                                           | CHAR                                                                    | ACTE                                                                          | R, INFAI                                                                                                            | NTRY,                                                        | CAPT                                                                  | AIN, J                                                          | UMP P.                                                                     | ACK, FI                                                             | LY, KNIGHT-CAPTAIN ELAM COURBRAY                                                                                                                                                                                                                                                                       |  |  |  |  |

| NAME                                                   | М           | WS       | BS               | S        | T         | W         | A         | Ld                                         | Sv                                                                                                                                                   |  |
|--------------------------------------------------------|-------------|----------|------------------|----------|-----------|-----------|-----------|--------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| Vaylund Cal                                            | 5"          | 2+       | 2+               | 5        | 6         | 5         | 3         | 9                                          | 2+ (4++)                                                                                                                                             |  |
| Vaylund Cal is a single mod<br>the Medusan Hammer. Onl |             |          |                  |          |           |           |           | servo-ai                                   | rms, a masterwork plasma cutter and a flamer) and                                                                                                    |  |
| WEAPON                                                 | RANGE       | TYPE     |                  |          | S         | AP        | D         | ABILIT                                     | TIES                                                                                                                                                 |  |
| Medusan Hammer                                         | Melee       | Mel      | ee               |          | x2        | -3        | D3        | weap                                       | nodel suffers any unsaved wounds from this<br>on but is not slain, roll a D6; on a 4+ the target<br>rs a mortal wound.                               |  |
| Flamer                                                 | 8"          | Assa     | ult D6           |          | 4         | 0         | 1         | This weapon hits its target automatically. |                                                                                                                                                      |  |
| Masterwork plasma cutter                               | When a      | ttacking | with th          | is weapo | on, cho   | ose one   | of the pr | rofiles be                                 | elow:                                                                                                                                                |  |
| - Standard                                             | 12"         | Assa     | ult 1            |          | 7         | -3        | 2         | -                                          |                                                                                                                                                      |  |
| - Supercharge                                          | 12"         | Assa     | ult 1            |          | 8         | -3        | 3         | On a<br>woun                               | hit roll of 1, the bearer suffers a single mortal nd.                                                                                                |  |
| Servo-arm                                              | Melee Melee |          |                  |          | x2        | -2        | 3         | each                                       | servo-arm can only be used to make one attack<br>time this model fights. When a model attacks with<br>veapon, you must subtract 1 from the hit roll. |  |
| WARGEAR OPTIONS                                        | • None      | 2.       | 10.9             |          |           |           |           |                                            |                                                                                                                                                      |  |
| ABILITIES                                              | And Th      | ey Shall | Know             | No Fear  | : See W   | arhamn    | ier 40,00 | 00 – Inde                                  | ex Imperium 1.                                                                                                                                       |  |
|                                                        |             |          |                  |          |           |           |           |                                            | se, this model can repair a single <b>SONS OF</b><br>unds. A model can only be repaired once per turn.                                               |  |
|                                                        | Purge t     | he Weal  | <b>c:</b> You ca | an re-ro | ll failed | hit rolls | for fries | ndly SO                                    | NS OF MEDUSA units within 6" of Vaylund Cal.                                                                                                         |  |
|                                                        | Iron Ha     | alo: Vav | und Cal          | has a 4  | + invulı  | nerable s | save.     |                                            |                                                                                                                                                      |  |
| FACTION KEYWORDS                                       |             |          |                  |          |           |           |           | FMEDU                                      | USA                                                                                                                                                  |  |
| KEYWORDS                                               |             |          |                  |          |           |           |           |                                            | ER MASTER, VAYLUND CAL                                                                                                                               |  |

| Power                                               | CAP    | ТА                                                                                                                                                                                                    | IN A      | ZHU     | KU]      | KH.      | AL          | AN.                  | DROCLES                                                                                                       |
|-----------------------------------------------------|--------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|---------|----------|----------|-------------|----------------------|---------------------------------------------------------------------------------------------------------------|
| NAME                                                | М      | WS                                                                                                                                                                                                    | BS        | S       | T        | W        | A           | Ld                   | Sv                                                                                                            |
| Zhrukhal Androcles                                  | 6"     | 2+                                                                                                                                                                                                    | 2+        | 4       | 4        | 5        | 4           | 9                    | 3+ (4++)                                                                                                      |
| Captain Zhrukhal Andro<br>this model may be include |        |                                                                                                                                                                                                       | el. He is | equippe | d with 1 | the Ston | efist, a co | ombi-me              | elta, frag grenades and krak grenades. Only one of                                                            |
| WEAPON                                              | RANGE  | TYP                                                                                                                                                                                                   | E         |         | S        | AP       | D           | ABILIT               | IES                                                                                                           |
| Stonefist                                           | Melee  | Mel                                                                                                                                                                                                   | ee        |         | x2       | -3       | 3           |                      | n attacking with this weapon, you must subtract 1 the hit roll.                                               |
| Combi-melta                                         |        |                                                                                                                                                                                                       |           |         |          |          |             | of the pr<br>weapon: | ofiles below.                                                                                                 |
| - Boltgun                                           | 24"    | Rap                                                                                                                                                                                                   | id Fire 1 |         | 4        | 0        | 1           | -                    |                                                                                                               |
| - Meltagun                                          | 12"    | Ass                                                                                                                                                                                                   | ault 1    |         | 8        | -4       | D6          | two d                | target is within half range of this weapon, roll ice when inflicting damage with it and discard the t result. |
| Frag grenade                                        | 6"     | Gre                                                                                                                                                                                                   | nade D6   |         | 3        | 0        | 1           | -                    |                                                                                                               |
| Krak grenade                                        | 6"     | Gre                                                                                                                                                                                                   | nade 1    |         | 6        | -1       | D3          | -                    |                                                                                                               |
| WARGEAR OPTIONS                                     | • None | 2.                                                                                                                                                                                                    |           |         |          |          |             |                      |                                                                                                               |
| ABILITIES                                           | And Th | ey Shal                                                                                                                                                                                               | Know I    | No Fear | : See W  | arhamn   | ner 40,00   | 00 – Inde            | x Imperium 1.                                                                                                 |
|                                                     | Zhrukh | And They Shall Know No Fear: See Warhammer 40,000 – Index Imperium 1.<br>Rites of Battle: You can re-roll hit rolls of 1 for friendly STAR PHANTOMS units within 6" of Captain<br>Zhrukhal Androcles. |           |         |          |          |             |                      |                                                                                                               |
| FACTION KEYWORDS                                    |        |                                                                                                                                                                                                       |           |         |          |          | -           | Inerable s           |                                                                                                               |
|                                                     |        |                                                                                                                                                                                                       |           |         |          |          |             | IANTO                |                                                                                                               |
| KEYWORDS                                            | CHAR   | ACTE                                                                                                                                                                                                  | R, INFA   | ANTRY   | , CAP    | TAIN,    | CAPT        | AIN ZH               | IRUKHAL ANDROCLES                                                                                             |

| Inquisitor-Lord<br>Hector Rex<br>Inquisitor-Lord Hector Rekrak grenades. Only one<br>WEAPON<br>Arias |                    |                    |                      | 4<br>quipped | 3             | 5          |            |           |                                                                                                                                                   |
|------------------------------------------------------------------------------------------------------|--------------------|--------------------|----------------------|--------------|---------------|------------|------------|-----------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| krak grenades. Only one<br>WEAPON                                                                    | of this mod        | el may t           |                      | quipped      |               | -          | 3          | 9         | 2+ (3++)                                                                                                                                          |
| WEAPON                                                                                               |                    |                    | be incluc            | ind in se    |               |            | l Arias, a | a storm s | shield and a bolt pistol, frag grenades and                                                                                                       |
| Arias                                                                                                |                    |                    |                      | ied in y     | our army<br>S | Ар         | 0          | ABILI     | TIES                                                                                                                                              |
|                                                                                                      | Melee              | Mel                | ee                   |              | User          | -3         | D3         | single    | e target of this weapon is a <b>DAEMON</b> , it inflicts a<br>e mortal wound on each successful hit in addition<br>normal damage.                 |
| Bolt pistol                                                                                          | 12"                | Piste              | ol 1                 |              | 4             | 0          | 1          | -         |                                                                                                                                                   |
| Frag grenade                                                                                         | 6"                 | Gre                | nade D6              |              | 3             | 0          | 1          | -         |                                                                                                                                                   |
| Krak grenade                                                                                         | 6"                 | Gree               | nade 1               |              | 6             | -1         | D3         | -         |                                                                                                                                                   |
| WARGEAR OPTIONS                                                                                      | • None             |                    |                      | 1111/        |               |            | 1-1.5      |           |                                                                                                                                                   |
| ABILITIES                                                                                            | Authori            | ity of th          | e Inquis             | sition, (    | Quarry:       | See Wa     | arhamme    | er 40,000 | ) – Index Imperium 2.                                                                                                                             |
|                                                                                                      | within 1<br>Unques | 2".<br>tionable    | e Wisdo              | m: All       | friendly      | ,<br>IMPEF |            | · ·       | take for this model against enemy <b>PSYKERS</b><br>in 6" of Inquisitor-Lord Hector Rex can use his                                               |
|                                                                                                      |                    |                    |                      |              | ad of the     |            |            |           |                                                                                                                                                   |
|                                                                                                      | Storm S            | hield: 7           | This moo             | del has a    | a 3+ invu     | Inerab     | le save.   |           |                                                                                                                                                   |
|                                                                                                      | warship            | instead<br>Rex can | of placi<br>teleport | ng him       | on the b      | attlefie   | ld. At the | e end of  | -Lord Hector Rex in the teleportarium of his<br>any of your Movement phases, Inquisitor-Lord<br>here on the battlefield that is more than 9" away |
| PSYKER                                                                                               | psychic            | powers             | in each              | enemy        | Psychic p     | phase. I   | He know    | s the Sm  | n friendly Psychic phase, and attempt to deny thre<br>nite psychic power and two psychic powers from the<br><i>Index: Imperium 2</i> ).           |
| FACTION KEYWORDS                                                                                     | IMPE               | RIUM,              | INQUI                | SITIO        | N, OR         | DO M       | ALLEU      | IS        |                                                                                                                                                   |

| NAME                                               | М                   | WS        | BS        | S                              | T      | W        | A        | Ld        | Sv                                                 |
|----------------------------------------------------|---------------------|-----------|-----------|--------------------------------|--------|----------|----------|-----------|----------------------------------------------------|
| Inquistor-Lord<br>Solomon Lok                      | 6"                  | 3+        | 3+        | 3                              | 3      | 5        | 4        | 9         | 3+                                                 |
| Inquistor-Lord Solomor<br>Only one of this model 1 |                     |           |           |                                | with t | he Blad  | e of Sur | ety and a | n psibolt pistol, frag grenades and krak grenades. |
| WEAPON                                             | RANGE               | TYP       | E         |                                | S      | AP       | D        | ABILI     | TIES                                               |
| Blade of Surety                                    | Melee               | Me        | ee        | 1                              | User   | -3       | 2        | -         |                                                    |
| Psibolt pistol                                     | 12"                 | Pist      | ol 1      |                                | 5      | 0        | 2        | -         |                                                    |
| Frag grenade                                       | 6"                  | Gre       | nade D6   |                                | 3      | 0        | 1        | -         |                                                    |
| Krak grenade                                       | 6"                  | Gre       | nade 1    |                                | 6      | -1       | D3       | -         |                                                    |
| WARGEAR OPTIONS                                    | None                | 2.        |           | 1000                           | 2194   | 30.84    |          |           |                                                    |
| ABILITIES                                          | Author              | ity of tl | e Inquis  | ition, Qu                      | arry:  | See Wa   | rhamme   | r 40,000  | ) – Index Imperium 2.                              |
|                                                    | Tenacit<br>not lost |           | a D6 each | n time thi                     | s mod  | el loses | a woun   | l; on a 6 | + the damage is ignored and that wound is          |
|                                                    |                     |           |           | <b>m:</b> All fri<br>c instead |        |          | IUM ur   | its with  | in 6" of Inquistor-Lord Solomon Lok can use his    |
| FACTION KEYWORDS                                   | IMPE                | RIUM,     | INQUI     | SITION                         | , OR   | DO XI    | ENOS     |           |                                                    |
| KEYWORDS                                           | CHAR                | ACTE      | R. INFA   | NTRY.                          | INO    | JISITO   | DR. IN   | OUISI     | FOR-LORD SOLOMON LOK                               |

|                              |                                                                 | H                                                                   | ECA                                                                         | AT(                                                             | DN                                                  | AIA                                                 | AK(                                                  | DS                                      |                        | DAMAGE<br>Some of Hecaton A<br>change as he suffers<br>shown below:  |           |            |     |
|------------------------------|-----------------------------------------------------------------|---------------------------------------------------------------------|-----------------------------------------------------------------------------|-----------------------------------------------------------------|-----------------------------------------------------|-----------------------------------------------------|------------------------------------------------------|-----------------------------------------|------------------------|----------------------------------------------------------------------|-----------|------------|-----|
| NAME                         | М                                                               | WS                                                                  | BS                                                                          | S                                                               | T                                                   | W                                                   | A                                                    | Ld                                      | Sv                     | REMAINING W                                                          | WS        | BS         |     |
| Hecaton Aiakos               | 9"                                                              | *                                                                   | *                                                                           | 7                                                               | 7                                                   | 13                                                  | *                                                    | 9                                       | 2+ (4++)               | 8-13+                                                                | 2+        | 2+         |     |
| Hecaton Aiakos is a single   |                                                                 |                                                                     |                                                                             |                                                                 |                                                     |                                                     |                                                      | on, sto                                 | orm bolter             | 3-7                                                                  | 3+        | 3+         |     |
| and a heavy plasma canno     | ,                                                               |                                                                     |                                                                             | can be ii                                                       |                                                     |                                                     | '                                                    | 22.3                                    | 1000                   | 1-2                                                                  | 4+        | 4+         | Γ   |
| WEAPON                       | RANGE                                                           | TYP                                                                 | E                                                                           |                                                                 | S                                                   | AP                                                  | D                                                    | ABI                                     | LITIES                 |                                                                      |           |            | -   |
| Heavy plasma cannon          | When a                                                          | ttackin                                                             | g with th                                                                   | is weap                                                         | on, cho                                             | ose one                                             | of the p                                             | rofiles                                 | below:                 |                                                                      |           |            | 1   |
| - Standard                   | 36"                                                             | Hea                                                                 | avy D3                                                                      |                                                                 | 7                                                   | -3                                                  | 1                                                    | -                                       |                        |                                                                      |           |            | - 1 |
| - Supercharge                | 36"                                                             | Hea                                                                 | avy D3                                                                      |                                                                 | 8                                                   | -3                                                  | 2                                                    |                                         |                        | coll of 1, the bearer sufficient sufficient is weapon's slots have b |           |            |     |
| Dreadnought<br>combat weapon | Melee                                                           | Me                                                                  | lee                                                                         |                                                                 | x2                                                  | -3                                                  | 3                                                    | -                                       |                        |                                                                      |           |            |     |
| ABILITIES                    | Relic of<br>and tha<br>Battless<br>Ground<br>unit tha<br>Explod | f Ancier<br>t wound<br>worn W<br>Istrike:<br>tt has at<br>es: If th | nt Glory<br>l is not le<br>Varrior: l<br>After a s<br>least one<br>is model | : Roll a<br>ost.<br>Hecaton<br>successfi<br>e model<br>is reduc | D6 each<br>Aiakos<br>ul charg<br>within<br>ced to 0 | may no<br>may no<br>e, Hecat<br>1" of hir<br>wounds | is mode<br>t be cho<br>con Aial<br>n.<br>s, roll a 1 | el loses<br>osen as<br>cos ma<br>D6 bef | an army's<br>y immedia | on the roll of a 6 that                                              | wounds or | n a single |     |
| FACTION KEYWORDS             |                                                                 |                                                                     | ach unit                                                                    |                                                                 |                                                     |                                                     |                                                      | -                                       |                        |                                                                      |           | -          | -   |
| KEYWORDS                     |                                                                 |                                                                     | ADEP'                                                                       |                                                                 |                                                     |                                                     |                                                      |                                         |                        |                                                                      |           |            | -8  |



## **ADEPTUS ASTARTES POINTS VALUES**

When playing games of *Warhammer 40,000* using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Space Marine units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

#### ADEPTUS ASTARTES BATTLE ARMOUR

| UNIT                                 | MODELS<br>PER UNIT | POINTS PER MODEL<br>(Does not<br>include wargear) |
|--------------------------------------|--------------------|---------------------------------------------------|
| Land Raider Helios                   | 1                  | 252                                               |
| Relic Land Raider Proteus            | 1                  | 264                                               |
| Land Raider Achilles                 | 1                  | 270                                               |
| Land Raider Prometheus               | 1                  | 290                                               |
| Deimos Relic Predator                | 1                  | 105                                               |
| Infernum Pattern<br>Razorback        | 1                  | 65                                                |
| Deimos Vindicator<br>Laser Destroyer | 1                  | 183                                               |
| Relic Sicaran                        | 1                  | 155                                               |
| Relic Sicaran Venator                | 1                  | 245                                               |
| Relic Sicaran Punisher               | 1                  | 175                                               |

#### **ADEPTUS ASTARTES HEAVY ARMOUR**

| UNIT                                    | MODELS<br>Per Unit | <b>POINTS PER MODEL</b><br>(Does not<br>include wargear) |
|-----------------------------------------|--------------------|----------------------------------------------------------|
| Relic Fellblade<br>Super-heavy Tank     | 1                  | 540                                                      |
| Relic Falchion<br>Super-heavy Tank      | 1                  | 640                                                      |
| Relic Typhon<br>Heavy Siege Tank        | 1                  | 520                                                      |
| Relic Cerberus<br>Heavy Tank Destroyer  | 1                  | 480                                                      |
| Relic Spartan Assault Tank              | 1                  | 320                                                      |
| Relic Mastodon<br>Super-heavy Transport | 1                  | 734                                                      |

#### ADEPTUS ASTARTES DREADNOUGHTS

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| UNIT                              | MODELS<br>PER UNIT | <b>POINTS PER MODEL</b><br>(Does not<br>include wargear) |
|-----------------------------------|--------------------|----------------------------------------------------------|
| Chaplain Venerable<br>Dreadnought | 1                  | 120                                                      |
| Siege Dreadnought                 | 1                  | 100                                                      |
| Mortis Dreadnought                | 1                  | 75                                                       |
| Relic Contemptor<br>Dreadnought   | 1                  | 135                                                      |
| Contemptor Mortis<br>Dreadnought  | 1                  | 106                                                      |
| Relic Leviathan<br>Dreadnought    | 1                  | 175                                                      |
| Relic Deredeo<br>Dreadnought      | 1                  | 135                                                      |

#### ADEPTUS ASTARTES STRIKE CRAFT

| UNIT                                         | MODELS<br>Per unit | POINTS PER MODEL<br>(Does not<br>include wargear) |
|----------------------------------------------|--------------------|---------------------------------------------------|
| Land Speeder Tempest                         | 1-3                | 109                                               |
| Relic Javelin<br>Attack Speeder              | 1                  | 103                                               |
| Thunderhawk Gunship                          | 1                  | 650                                               |
| Thunderhawk Transporter                      | 1                  | 420                                               |
| Sokar Pattern Stormbird                      | 1                  | 651                                               |
| Storm Eagle<br>Assault Gunship               | 1                  | 210                                               |
| Storm Eagle Assault<br>Gunship – ROC Pattern | 1                  | 253                                               |
| Fire Raptor Gunship                          | 1                  | 250                                               |
| Caestus Assault Ram                          | 1                  | 220                                               |
| Xiphon Interceptor                           | 1                  | 80                                                |

#### ADEPTUS ASTARTES BATTLEFIELD SUPPORT POINTS PER MODEL MODELS UNIT (Does not PER UNIT include wargear) Whirlwind Hyperios 1 90 Relic Whirlwind Scorpius 175 1 Lucius Dreadnought 120 1 Drop Pod Deathstorm Drop Pod 160 Damocles 1 120 Command Rhino

| Tarantula Sentry Gun              | 1-3 | 10  |
|-----------------------------------|-----|-----|
| Rapier Weapons<br>Battery Carrier | 1   | 20  |
| Space Marine Gunners              | *   | 10  |
| Tarantula<br>Air Defence Battery  | 1-3 | 60  |
| Castellum Stronghold              | 1   | 550 |

\*Each Rapier must be accompanied by two Space Marine Gunners.

| UNIT                                   | MODELS<br>PER UNIT | <b>POINTS PER MODEL</b><br>(Does not<br>include wargear) |
|----------------------------------------|--------------------|----------------------------------------------------------|
| Inquisitor-Lord<br>Hector Rex*         | 1                  | 100                                                      |
| Inquisitor-Lord<br>Solomon Lok*        | 1                  | 65                                                       |
| Lord High Commander<br>Carab Culln*    | 1                  | 200                                                      |
| Magister Sevrin Loth*                  | 1                  | 140                                                      |
| Tyberos the Red Wake*                  | 1                  | 205                                                      |
| Chaplain<br>Dreadnought Titus*         | 1                  | 170                                                      |
| Lieutenant-commander<br>Anton Narveaz* | 1                  | 115                                                      |
| Captain Tarnus Vale*                   | 1                  | 120                                                      |
| Lias Issodon*                          | 1                  | 195                                                      |
| Malakim Phoros*                        | 1                  | 205                                                      |
| Captain<br>Mordacai Blaylock*          | 1                  | 135                                                      |
| Captain Pellas Mir'san*                | 1                  | 130                                                      |
| Bray'arth Ashmantle*                   | 1                  | 400                                                      |
| Harath Shen*                           | 1                  | 75                                                       |
| Chief Librarian<br>Ahazra Redth*       | 1                  | 115                                                      |
| High Chaplain<br>Thulsa Kane*          | 1                  | 190                                                      |
| Lord Asterion Moloc*                   | 1                  | 200                                                      |
| Captain Corien Sumatris*               | 1                  | 145                                                      |
| Captain Silas Alberec*                 | 1                  | 115                                                      |
| Arch-centurion<br>Carnac Commodus*     | 1                  | 85                                                       |
| Knight-Captain<br>Elam Courbray*       | 1                  | 120                                                      |
| Lugft Huron*                           | 1                  | 215                                                      |
| Armenneus Valthex*                     | 1                  | 140                                                      |
| Chaplain Ivanus Enkomi*                | 1                  | 95                                                       |
| Vaylund Cal*                           | 1                  | 167                                                      |
| Captain Zhrukhal<br>Androcles*         | 1                  | 110                                                      |
| **                                     |                    |                                                          |

\*There may only be a single unit of this type in any given army.

Hecaton Aiakos\*

|                                  | 4 7 7 10 7        |
|----------------------------------|-------------------|
| ADEPTUS ASTARTES RANGED WE       |                   |
| WEAPON                           | POINTS PER WEAPON |
| Storm bolter                     | 2                 |
| Hunter-killer missile            | 6                 |
| Twin lascannon                   | 50                |
| Twin heavy bolter                | 17                |
| Twin heavy flamer                | 34                |
| Twin autocannon                  | 33                |
| Assault cannon                   | 21                |
| Predator autocannon              | 49                |
| Lascannon                        | 25                |
| Heavy bolter                     | 10                |
| Heavy flamer                     | 17                |
| Multi-melta                      | 27                |
| Twin multi-melta                 | 54                |
| Meltagun                         | 17                |
| Kheres assault cannon            | 25                |
| Typhoon missile launcher         | 50                |
| Bolt pistol                      | 0                 |
| Frag grenade                     | 0                 |
| Krak grenade                     | 0                 |
| Twin assault cannon              | 35                |
| Whirlwind castellan launcher     | 25                |
| Castellum air defence missiles   | 18                |
| Castellum battle cannon          | 55                |
| Flamer                           | 9                 |
| Combi-flamer                     | 11                |
| Combi-melta                      | 19                |
| Icarus quad lascannon            | 80                |
| Demolisher cannon                | 0                 |
| Ajolos missile launcher          | 30                |
| Air defence missiles             | 0                 |
| Anvillus autocannon battery      | 50                |
| Arachnus heavy lascannon battery | 75                |
| Artificer flamer                 | 0                 |
| Black Spear lasbeam              | 0                 |
| Bloodfire                        | 0                 |
|                                  | 0                 |
| Burning Wrath                    | 50                |
| Castellum battle cannon          |                   |
| Catechist                        | 0                 |
| C-beam cannon                    | 30                |
| Heavy plasma cannon              | 30                |
| Cyclonic melta lance             | 75                |
| Deathstorm cannon array          | 0                 |
| Deathstorm missile array         | 0                 |
| Dreadfire heavy flamer           | 0                 |
| Dreadhammer siege cannon         | 0                 |
| Dreadnought inferno cannon       | 35                |
| Fellblade accelerator cannon     | 0                 |
| Firefury missile battery         | 0                 |

| ADEPTUS ASTARTES RANGED     | WEADANG           |  |  |  |
|-----------------------------|-------------------|--|--|--|
| WEAPON                      | POINTS PER WEAPON |  |  |  |
| Grav-flux bombard           | 50                |  |  |  |
| Graviton blaster            | 15                |  |  |  |
| Grenade discharger          | 0                 |  |  |  |
| Heavy neutron pulse array   | 0                 |  |  |  |
| Helios launcher             | 0                 |  |  |  |
| Hellfire plasma carronade   | 40                |  |  |  |
| Hellstrike battery          | 60                |  |  |  |
| Hyperios launcher           | 30                |  |  |  |
| Infernus cannon             | 45                |  |  |  |
| Judgement                   | 0                 |  |  |  |
| Kane's plasma pistol        | 0                 |  |  |  |
| Laser destroyer             | 60                |  |  |  |
| Laser volley cannon         | 0                 |  |  |  |
| Magna-melta cannon          | 70                |  |  |  |
| Malice                      | 0                 |  |  |  |
| Masterwork plasma cutter    | 0                 |  |  |  |
| Missile launcher            | 25                |  |  |  |
| Neutron pulse cannon        | 0                 |  |  |  |
| Phased conversion beamer    | 0                 |  |  |  |
| Plasma blastgun             | 21                |  |  |  |
| Plasma charger              | 0                 |  |  |  |
| Plasma destroyer            | 52                |  |  |  |
| Punisher rotary cannon      | 50                |  |  |  |
| Purgator                    | 0                 |  |  |  |
| Quad heavy bolter           | 36                |  |  |  |
| Quad lascannon              | 80                |  |  |  |
| Quad launcher               | 45                |  |  |  |
| Relic storm bolter          | 0                 |  |  |  |
| ROC missile launcher        | 0                 |  |  |  |
| Scorpius multi-launcher     | 40                |  |  |  |
| Siege melta array           | 0                 |  |  |  |
| Skyreaper battery           | 42                |  |  |  |
| Spectre pattern bolter      | 0                 |  |  |  |
| Storm cannon array          | 50                |  |  |  |
| Tempest salvo launcher      | 10                |  |  |  |
| Thunderhawk heavy cannon    | 0                 |  |  |  |
| Thundershock                | 0                 |  |  |  |
| Turbo-laser destructor      | 0                 |  |  |  |
| Twin accelerator autocannon | 75                |  |  |  |
| Twin avenger bolt cannon    | 0                 |  |  |  |
| Twin hellstrike launcher    | 48                |  |  |  |
| Twin magna-melta            | 120               |  |  |  |
| Twin volcano cannon         | 0                 |  |  |  |
| Vengeance launcher          | 25                |  |  |  |
| Xiphon missile battery      | 30                |  |  |  |

| ADEPTUS ASTARTES MELEE WI<br>WEAPON | POINTS PER WEAPON |
|-------------------------------------|-------------------|
| Seismic hammer                      | 48                |
| Dreadnought combat weapon           | 40                |
| Power fist                          | 20                |
| Servo arm                           | 12                |
| Angel's Teeth                       | 0                 |
| Blood Biter                         | 0                 |
| Crushing tracks                     | 0                 |
| Caestus ram                         | 0                 |
| Cinder Edge                         | 0                 |
| Crozius Arkanos                     | 0                 |
| Dreadfire claw                      | 0                 |
| Dreadnought chainfist               | 46                |
| Foe Ripper                          | 0                 |
| Force tulwar                        | 0                 |
| Glaive of lamentation               | 0                 |
| Goldenfang                          | 0                 |
| Hellslayer                          | 0                 |
| Hunger                              | 0                 |
| Indynabula array                    | 0                 |
| Leviathan siege claw                | 55                |
| Leviathan siege drill               | 65                |
| Medusan hammer                      | 0                 |
| Power sabre                         | 0                 |
| Raptorclaw                          | 0                 |
| Slake                               | 0                 |
| Steelsliver                         | 0                 |
| Stonefist                           | 0                 |
| Black Spear                         | 0                 |
| Blade of the Scorpion               | 0                 |
| Ghost Razors                        | 0                 |
| Lifetaker                           | 0                 |
| Magister's Axe                      | 0                 |
| The Sword Excellus                  | 0                 |
| Voidshard power blade               | 0                 |

| ADEPTUS ASTARTES AUXILIARY EQUIPMENT |                 |  |  |  |  |
|--------------------------------------|-----------------|--|--|--|--|
| WEAPON                               | POINTS PER ITEM |  |  |  |  |
| Atomantic pavaise                    | 35              |  |  |  |  |

Atomantic pavaise

## GREY KNIGHTS, INQUISITION & SISTERS OF BATTLE POINTS VALUES

When playing games of *Warhammer 40,000* using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Grey Knights, Inquisition and Sister of Battle units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

#### WAR MACHINES OF THE GREY KNIGHTS, INQUISITION & SISTERS OF BATTLE

| UNIT                                     | MODELS<br>PER UNIT | POINTS PER MODEL |
|------------------------------------------|--------------------|------------------|
| Vortimer pattern<br>Land Raider Redeemer | 1                  | 255              |
| Vortimer pattern<br>Razorback            | 1                  | 65               |
| Doomglaive Dreadnought                   | 1                  | 116              |
| Thunderhawk<br>Assault Gunship           | 1                  | 650              |
| Inquisition<br>Land Raider Prometheus    | 1                  | 290              |
| Sororitas Repressor                      | 1                  | 71               |

#### **GREY KNIGHTS & INQUISITION RANGED WEAPONS**

| WEAPON                          | POINTS PER WEAPON |
|---------------------------------|-------------------|
| Psi-bolt pistol                 | 0                 |
| Twin psycannon                  | 28                |
| Heavy psycannon                 | 30                |
| Incinerator                     | 14                |
| Hunter-killer missile           | 6                 |
| Storm bolter                    | 2                 |
| Flamestorm cannon               | 30                |
| Multi-melta                     | 27                |
| Twin heavy bolter               | 17                |
| Hellstrike battery              | 60                |
| Lascannon                       | 25                |
| Thunderhawk heavy cannon        | 0                 |
| Turbo-laser destructor          | 0                 |
| Quad heavy bolter               | 36                |
| Frag grenades                   | 0                 |
| Krak grenades                   | 0                 |
| A CALL CONTRACTOR OF CONTRACTOR |                   |

# SISTERS OF BATTLE RANGED WEAPONSWEAPONPOINTS PER WEAPONStorm bolter2Heavy flamer17

6

| GREY KNIGHTS & INQUISITION MELEE WEAPONS |                                         |  |  |  |  |  |
|------------------------------------------|-----------------------------------------|--|--|--|--|--|
| WEAPON                                   | POINTS PER WEAPON                       |  |  |  |  |  |
| Arias                                    | 0                                       |  |  |  |  |  |
| Blade of Surety                          | 0                                       |  |  |  |  |  |
| Dozer Ram                                | 0                                       |  |  |  |  |  |
| Nemesis Doomglaive                       | 20                                      |  |  |  |  |  |
|                                          | and the state of the state of the state |  |  |  |  |  |

| SISTERS OF BATTLE MELEE WEAPONS |                   |  |  |  |  |
|---------------------------------|-------------------|--|--|--|--|
| WEAPON                          | POINTS PER WEAPON |  |  |  |  |
| Dozer ram                       | 0                 |  |  |  |  |

Hunter-killer missile

## **ADEPTUS ASTARTES WARGEAR**

| ADEPTUS ASTARTES RA                 | NGFD WE   | APONS                               | 0.93    | 101.11    | E al al   |                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|-------------------------------------|-----------|-------------------------------------|---------|-----------|-----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WEAPON                              | RANGE     | TYPE                                | S       | AP        | 0         | ABILITIES                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Aiolos missile launcher             | 60"       | Heavy 2D3                           | 6       | -1        | 1         |                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| Air defence missiles                | 48"       | Heavy D3                            | 8       | -2        | D3        | Add 1 to all hit rolls made for this weapon against targets that can <b>FLY</b> . Subtract 1 from the hit rolls made for this weapon against all other targets.                                                                                                                                                                                                                                                                             |
| Anvillus<br>autocannon battery      | 36"       | Heavy 8                             | 8       | -1        | 2         | -                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Arachnus heavy<br>lascannon battery | 48"       | Heavy 2                             | 10      | -4        | D6        | When attacking with this weapon, if at least one dice roll<br>when determining Damage is inflicted is a natural '6' then a<br>mortal wound is inflicted in addition to other damage.                                                                                                                                                                                                                                                        |
| Artificer flamer                    | 8"        | Assault D6                          | 5       | -1        | D3        | This weapon hits its target automatically.                                                                                                                                                                                                                                                                                                                                                                                                  |
| Assault cannon                      | 24"       | Heavy 6                             | 6       | -1        | 1         | -                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Black Spear lasbeam                 | 12"       | Assault 1                           | 8       | -2        | D3        | -                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Bloodfire                           | When atta | cking with this v                   |         | choose of | one of th | he profiles below:                                                                                                                                                                                                                                                                                                                                                                                                                          |
| - Standard                          | 12"       | Pistol 1                            | 7       | -3        | 1         | -                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| - Supercharge                       | 12"       | Pistol 1                            | 8       | -3        | 2         | On a hit roll of 1, the bearer suffers a single mortal wound.                                                                                                                                                                                                                                                                                                                                                                               |
| Bolt pistol                         | 12"       | Pistol 1                            | 4       | 0         | 1         | -                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Burning Wrath                       | 2"        | Pistol 2D6                          | 4       | 0         | 1         | This weapon hits its target automatically.                                                                                                                                                                                                                                                                                                                                                                                                  |
| C-beam cannon                       | 72"       | Heavy 1                             | 6       | -3        | D3        | This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target, increase the Strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, then the target unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves. |
| Castellum air<br>defence missiles   | 48"       | Heavy D3                            | 8       | -2        | D3        | Add 1 to all hit rolls made for this weapon against targets that<br>can FLY. Subtract 1 from the hit rolls made for this weapon<br>against all other targets. This weapon can target units not<br>visible to the firing model.                                                                                                                                                                                                              |
| Castellum battle cannon             | 72"       | Heavy D6                            | 8       | -2        | D3        | -                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Catechist                           | 12"       | Pistol 1                            | 8       | -4        | D6        | If the target is within half range of this weapon, roll two dice<br>when inflicting damage with it and discard the lowest result.                                                                                                                                                                                                                                                                                                           |
| Combi-flamer                        |           | cking with this v<br>r this weapon: | veapon, | choose o  | one or b  | ooth of the profiles below. If you choose both, subtract 1 from all                                                                                                                                                                                                                                                                                                                                                                         |
| - Boltgun                           | 24"       | Rapid Fire 1                        | 4       | 0         | 1         | -                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| - Flamer                            | 8"        | Assault D6                          | 4       | 0         | 1         | This weapon hits its target automatically.                                                                                                                                                                                                                                                                                                                                                                                                  |
| Combi-melta                         |           | cking with this v<br>r this weapon: | veapon, | choose o  | one or b  | both of the profiles below. If you choose both, subtract 1 from all                                                                                                                                                                                                                                                                                                                                                                         |
| - Boltgun                           | 24"       | Rapid Fire 1                        | 4       | 0         | 1         | -                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| - Meltagun                          | 12"       | Assault 1                           | 8       | -4        | D6        | If the target is within half range of this weapon, roll two dice<br>when inflicting damage with it and discard the lowest result.                                                                                                                                                                                                                                                                                                           |
| Cyclonic melta lance                | 18"       | Heavy 2D3                           | 9       | -4        | D6        | If the target is within half range of this weapon, roll two dice<br>when inflicting damage with it and discard the lowest result.                                                                                                                                                                                                                                                                                                           |
| Deathstorm cannon array             | 12"       | Heavy 6                             | 6       | -1        | 1         | When fired, this weapon makes one full Shooting attack<br>against each enemy unit within range, except <b>CHARACTERS</b> .<br>A unit consisting entirely of <b>CHARACTERS</b> may only be<br>attacked if it is the closest enemy unit to the Deathstorm Drop<br>Pod when the attack is declared.                                                                                                                                            |
| Deathstorm missile array            | 18"       | Heavy 2                             | 8       | -2        | D3        | When fired, this weapon makes one full Shooting attack<br>against each enemy unit within range, except <b>CHARACTERS</b> .<br>A unit consisting entirely of <b>CHARACTERS</b> may only be<br>attacked if it is the closest enemy unit to the Deathstorm Drop<br>Pod when the attack is declared.                                                                                                                                            |
| Demolisher cannon                   | 24"       | Heavy D3                            | 10      | -3        | D6        | When attacking units with 5 or more models, change this weapon's Type to Heavy D6.                                                                                                                                                                                                                                                                                                                                                          |

|                               |            |                   | 4 3 1 4   | 1.9.1     | 63235.    |                                                                                                                                                                                                                                                         |
|-------------------------------|------------|-------------------|-----------|-----------|-----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ADEPTUS ASTARTES RA           |            |                   |           | <b>AD</b> | п         |                                                                                                                                                                                                                                                         |
| WEAPON                        | RANGE      | TYPE              | S         | AP        | 0         | ABILITIES                                                                                                                                                                                                                                               |
| Dreadfire heavy flamer        | 8"         | Heavy D6          | 6         | -2        | 3         | This weapon hits its target automatically.                                                                                                                                                                                                              |
| Dreadhammer<br>siege cannon   | 24"        | Heavy 2D6         | 10        | -5        | 3         | If the Relic Typhon does not move in the Movement phase,<br>then the range of this weapon is increased to 48" for the<br>duration of the current turn.                                                                                                  |
| Dreadnought<br>inferno cannon | 8"         | Heavy D6          | 6         | -1        | 2         | This weapon hits its target automatically.                                                                                                                                                                                                              |
| Fellblade accelerator cannon  | When firin | ng this weapon, s | select on | e of the  | two prof  | files below:                                                                                                                                                                                                                                            |
| - HE shells                   | 100"       | Heavy 2D6         | 8         | -3        | 2         | When attacking units with 5 or more models, the dice rolled to decide the number of shots fired may be re-rolled.                                                                                                                                       |
| - AE shells                   | 100"       | Heavy 2           | 14        | -4        | 6         | -                                                                                                                                                                                                                                                       |
| Firefury missile battery      | 72"        | Heavy 4           | 6         | -1        | 1         | -                                                                                                                                                                                                                                                       |
| Flamer                        | 8"         | Assault D6        | 4         | 0         | 1         | This weapon hits its target automatically.                                                                                                                                                                                                              |
| Frag grenade                  | 6"         | Grenade D6        | 3         | 0         | 1         | -                                                                                                                                                                                                                                                       |
| Grav-flux bombard             | 18"        | Heavy D3          | 9         | -5        | 2         | If the target model is a <b>MONSTER</b> , <b>VEHICLE</b> or <b>TITANIC</b> then the amount of Damage suffered from successful attacks becomes 5 per hit. For every five models in the target unit, add D3 to the number of attacks made by this weapon. |
| Graviton blaster              | 18"        | Assault 2         | 5         | -3        | 1         | If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.                                                                                                                                                        |
| Grenade discharger            | When atta  | cking with this v | weapon,   | choose    | one of th | e profiles below:                                                                                                                                                                                                                                       |
| - Frag grenade                | 12"        | Grenade D6        | 3         | 0         | 1         | -                                                                                                                                                                                                                                                       |
| - Krak grenade                | 12"        | Grenade 1         | 6         | -1        | D3        | -                                                                                                                                                                                                                                                       |
| Heavy bolter                  | 36"        | Heavy 3           | 5         | -1        | 1         | -                                                                                                                                                                                                                                                       |
| Heavy flamer                  | 8"         | Heavy D6          | 5         | -1        | 1         | This weapon hits its target automatically.                                                                                                                                                                                                              |
| Heavy neutron pulse array     | 72"        | Heavy 3           | 14        | -4        | 3+D6      | Any <b>VEHICLE</b> which suffers wounds from this weapon but is<br>not slain subtracts 1 from its Shooting hit rolls until the end of<br>its controlling player's next Shooting phase.                                                                  |
| Heavy plasma cannon           | When atta  | cking with this v | weapon,   | choose    | one of th | e profiles below:                                                                                                                                                                                                                                       |
| – Standard                    | 36"        | Heavy D3          | 7         | -3        | 1         | -                                                                                                                                                                                                                                                       |
| – Supercharge                 | 36"        | Heavy D3          | 8         | -3        | 2         | For each hit roll of 1, the bearer suffers 1 mortal wound after<br>all of this weapon's shots have been resolved.                                                                                                                                       |
| Helios launcher               | 72"        | Heavy 2D6         | 7         | -1        | 1         | This weapon can target units that are not visible to the bearer.                                                                                                                                                                                        |
| Hellfire plasma carronade     | 24"        | Heavy 5           | 8         | -3        | 3         | For each hit roll of a 1, the bearer suffers one single mortal wound after all of the weapon's shots have been resolved.                                                                                                                                |
| Hellstrike battery            | 72"        | Heavy 4           | 8         | -3        | 3         | -                                                                                                                                                                                                                                                       |
| Hunter-killer missile         | 48"        | Heavy 1           | 8         | -2        | D6        | This weapon can only be fired once per game.                                                                                                                                                                                                            |
| Hyperios launcher             | 72"        | Heavy 2D3         | 8         | -2        | D3        | Add 1 to all hit rolls made for this weapon against targets that<br>can <b>FLY</b> . Subtract 1 from the hit rolls made for this weapon<br>against all other targets. This weapon can target units not<br>visible to the firing model.                  |
| Icarus quad lascannon         | 96"        | Heavy 4           | 9         | -3        | D6        | Add 1 to all hit rolls made for this weapon against targets that can <b>FLY</b> . Subtract 1 from the hit rolls made for this weapon against all other targets.                                                                                         |
| Infernus cannon               | 8"         | Heavy 2D6         | 5         | -1        | 2         | This weapon hits its target automatically.                                                                                                                                                                                                              |
| Judgement                     | 24"        | Rapid Fire 2      | 4         | -2        | 2         | -                                                                                                                                                                                                                                                       |
| Kane's plasma pistol          |            | •                 |           |           |           | e profiles below:                                                                                                                                                                                                                                       |
| - Standard                    | 12"        | Pistol 2          | 7         | -3        | 1         | -                                                                                                                                                                                                                                                       |
| - Supercharge                 | 12"        | Pistol 2          | 8         | -3        | 2         | For each hit roll of 1, the bearer suffers a single mortal wound.                                                                                                                                                                                       |
| Kheres assault cannon         | 24"        | Heavy 6           | 7         | -1        | 1         | -                                                                                                                                                                                                                                                       |
|                               | 24<br>6"   |                   |           |           |           |                                                                                                                                                                                                                                                         |
| Krak grenade                  |            | Grenade 1         | 6         | -1        | D3        | -                                                                                                                                                                                                                                                       |
| Lascannon                     | 48"        | Heavy 1           | 9         | -3        | D6        | -                                                                                                                                                                                                                                                       |
| Laser destroyer               | 36"        | Heavy 1           | 12        | -4        | D6        | If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6.                                                     |
| Laser volley cannon           | When firm  | ng this weapon, o | choose o  | one of th | e followi | ng profiles:                                                                                                                                                                                                                                            |
| - Volley fire                 | 36"        | Heavy 2           | 9         | -3        | 3         | -                                                                                                                                                                                                                                                       |
| - Overcharge fire             | 36"        | Heavy 2           | 10        | -5        | 6         | If any hit rolls made for this weapon result in one or more results of a '1', the firing vehicle suffers 3 mortal wounds.                                                                                                                               |

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| ADEPTUS ASTARTES RA         |            |                   | n        | AD       | D        |                                                                                                                                                                                                                                       |
|-----------------------------|------------|-------------------|----------|----------|----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WEAPON                      | RANGE      | TYPE              | S        | AP       | D        | ABILITIES                                                                                                                                                                                                                             |
| Magna-melta cannon          | 24"        | Heavy D3          | 10       | -4       | D6       | If the target of an attack by this weapon is within half range,<br>roll an additional dice when inflicting damage and discard the<br>lowest result.                                                                                   |
| Malice                      | 30"        | Assault 3         | 5        | -4       | D3       | Units do not gain the saving throw bonus for being in cover against attacks with this weapon.                                                                                                                                         |
| Masterwork plasma cutter    | When atta  | cking with this v | veapon,  | choose   | one of t | he profiles below:                                                                                                                                                                                                                    |
| - Standard                  | 12"        | Assault 1         | 7        | -3       | 2        | -                                                                                                                                                                                                                                     |
| - Supercharge               | 12"        | Assault 1         | 8        | -3       | 3        | On a hit roll of 1, the bearer suffers a single mortal wound.                                                                                                                                                                         |
| Meltagun                    | 12"        | Assault 1         | 8        | -4       | D6       | If the target is within half range of this weapon, roll two dice<br>when inflicting damage with it and discard the lowest result.                                                                                                     |
| Missile launcher            | When atta  | cking with this v | veapon,  | choose   | one of t | he profiles below:                                                                                                                                                                                                                    |
| - Frag missile              | 48"        | Heavy D6          | 4        | 0        | 1        | -                                                                                                                                                                                                                                     |
| - Krak missile              | 48"        | Heavy 1           | 8        | -2       | D6       | -                                                                                                                                                                                                                                     |
| Multi-melta                 | 24"        | Heavy 1           | 8        | -4       | D6       | If the target is within half range of this weapon, roll two dice<br>when inflicting damage with it and discard the lowest result.                                                                                                     |
| Neutron pulse cannon        | 48"        | Heavy 3           | 12       | -4       | D6       | Any <b>VEHICLE</b> which suffers wounds from this weapon but<br>is not slain must subtract 1 from its hit rolls in the Shooting<br>phase until the end of its controlling player's next turn.                                         |
| Phased conversion beamer    | 42"        | Assault 2         | 6        | 0        | 1        | Attacks from the phased conversion beamer that target<br>enemies at over half its range are resolved at Strength 8, AP -1<br>and Damage 2.                                                                                            |
| Plasma blastgun             | When atta  | cking with this v | veapon,  | choose   | one of t | he profiles below:                                                                                                                                                                                                                    |
| - Standard                  | 18"        | Assault 2         | 7        | -3       | 1        | -                                                                                                                                                                                                                                     |
| - Supercharge               | 18"        | Assault 2         | 8        | -3       | 2        | For each hit roll of 1, the bearer suffers a single mortal wound.                                                                                                                                                                     |
| Plasma charger              | When atta  | cking with this v | veapon,  | choose   | one of t | he profiles below:                                                                                                                                                                                                                    |
| - Standard                  | 8"         | Pistol 3          | 6        | -3       | 1        | -                                                                                                                                                                                                                                     |
| - Supercharge               | 8"         | Pistol 3          | 7        | -3       | 2        | For each hit roll of 1, the bearer takes a single mortal wound.                                                                                                                                                                       |
| Plasma destroyer            | 36"        | Heavy 2D3         | 7        | -3       | 2        | -                                                                                                                                                                                                                                     |
| Predator autocannon         | 48"        | Heavy 2D3         | 7        | -1       | 3        | -                                                                                                                                                                                                                                     |
| Punisher rotary cannon      | 36"        | Heavy 18          | 5        | -1       | 1        | -                                                                                                                                                                                                                                     |
| Purgator                    | 12"        | Pistol 1          | 6        | 0        | 1        | -                                                                                                                                                                                                                                     |
| Quad heavy bolter           | 36"        | Heavy 12          | 5        | -1       | 1        | -                                                                                                                                                                                                                                     |
| Quad lascannon              | 48"        | Heavy 4           | 9        | -3       | D6       | -                                                                                                                                                                                                                                     |
| Quad launcher               | When firin | ng this weapon, s | elect on | e of the | two pro  | ofiles below:                                                                                                                                                                                                                         |
| - Shatter shells            | 24"        | Heavy 4           | 8        | -2       | 3        | -                                                                                                                                                                                                                                     |
| - Thunderfire shells        | 60"        | Heavy 4D3         | 5        | 0        | 1        | This weapon can target units not visible to the firing model.                                                                                                                                                                         |
| Relic storm bolter          | 24"        | Rapid Fire 2      | 5        | -2       | 1        | -                                                                                                                                                                                                                                     |
| ROC missile launcher        | 48"        | Heavy 8           | 8        | -2       | 2        | -                                                                                                                                                                                                                                     |
| Scorpius multi-launcher     | 48"        | Heavy 3D3         | 6        | -2       | 2        | This weapon can target units not visible to the firing model.                                                                                                                                                                         |
| Siege melta array           | 12"        | Heavy 4D3         | 9        | -4       | D6       | If the target is within half range of this weapon, roll two dice<br>when inflicting damage with it and discard the lowest result.                                                                                                     |
| Skyreaper battery           | 48"        | Heavy 8           | 7        | -1       | 5        | Add 1 to all hit rolls made for this weapon against targets that<br>can FLY. Subtract 1 from the hit rolls made for this weapon<br>against all other targets.                                                                         |
| Spectre pattern bolter      | 12"        | Pistol 2          | 4        | 0        | 1        | -                                                                                                                                                                                                                                     |
| Storm bolter                | 24"        | Rapid Fire 2      | 4        | 0        | 1        | -                                                                                                                                                                                                                                     |
| Storm cannon array          | 24"        | Heavy 10          | 7        | -2       | 2        | -                                                                                                                                                                                                                                     |
| Tempest salvo launcher      | 36"        | Heavy D3          | 6        | -3       | 2        | -                                                                                                                                                                                                                                     |
| Thunderhawk<br>heavy cannon | 48"        | Heavy 2D6         | 8        | -2       | D6       | -                                                                                                                                                                                                                                     |
| Thundershock                | 24"        | Assault D3        | 7        | -2       | 1        | -                                                                                                                                                                                                                                     |
| Turbo-laser destructor      | 96"        | Heavy D3          | 16       | -4       | 2D6      | Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.                                                                                                                      |
| Twin accelerator autocannon | 48"        | Assault 8         | 7        | -1       | 2        | Attacks made with this weapon suffer no penalty to its hit roll<br>when targeting units with the <b>FLY</b> keyword. In addition, every<br>wound roll of 6+ made with this weapon increases the AP of<br>that individual wound to -3. |

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| ADEPTUS ASTARTES RANGED WEAPONS                                                                                 |           |                   |         |        |           |                                                                                                                                   |  |  |
| WEAPON                                                                                                          | RANGE     | TYPE              | S       | AP     | D         | ABILITIES                                                                                                                         |  |  |
| Twin assault cannon                                                                                             | 24"       | Heavy 12          | 6       | -1     | 1         | -                                                                                                                                 |  |  |
| Twin autocannon                                                                                                 | 48"       | Heavy 4           | 7       | -1     | 2         | -                                                                                                                                 |  |  |
| Twin avenger bolt cannon                                                                                        | 36"       | Heavy 10          | 6       | -2     | 2         | -                                                                                                                                 |  |  |
| Twin heavy bolter                                                                                               | 36"       | Heavy 6           | 5       | -1     | 1         | -                                                                                                                                 |  |  |
| Twin heavy flamer                                                                                               | 8"        | Heavy 2D6         | 5       | -1     | 1         | This weapon hits its target automatically.                                                                                        |  |  |
| Twin hellstrike launcher                                                                                        | 72"       | Heavy 2           | 8       | -3     | 3         | -                                                                                                                                 |  |  |
| Twin lascannon                                                                                                  | 48"       | Heavy 2           | 9       | -3     | D6        | -                                                                                                                                 |  |  |
| Twin magna-melta                                                                                                | 24"       | Heavy 2D3         | 10      | -4     | D6        | If the target is within half range of this weapon, roll two dice<br>when inflicting damage with it and discard the lowest result. |  |  |
| Twin multi-melta                                                                                                | 24"       | Heavy 2           | 8       | -4     | D6        | If the target is within half range of this weapon, roll two dice<br>when inflicting damage with it and discard the lowest result. |  |  |
| Twin volcano cannon                                                                                             | 120"      | Heavy 2D6         | 16      | -5     | 2D6       | You can re-roll failed wound rolls when targeting <b>TITANIC</b> models with this weapon.                                         |  |  |
| Typhoon missile launcher                                                                                        | When atta | cking with this   | weapon, | choose | one of th | ne profiles below:                                                                                                                |  |  |
| - Frag missile                                                                                                  | 48"       | Heavy 2D6         | 4       | 0      | 1         | -                                                                                                                                 |  |  |
| - Krak missile                                                                                                  | 48"       | Heavy 2           | 8       | -2     | D6        | -                                                                                                                                 |  |  |
| Vengeance launcher                                                                                              | 48"       | Heavy 2D6         | 5       | -1     | 1         | -                                                                                                                                 |  |  |
| Whirlwind<br>Castellan launcher                                                                                 | 72"       | Heavy 2D6         | 6       | 0      | 1         | This weapon can target units not visible to the firing model.                                                                     |  |  |
| Xiphon missile battery                                                                                          | 60"       | Heavy 3           | 6       | -2     | 3         | -                                                                                                                                 |  |  |

#### ADEPTUS ASTARTES MELEE WEAPONS

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| AUEPTUS ASTARTES IMI         |       |       |      |    |    |                                                                                                                                         |
|------------------------------|-------|-------|------|----|----|-----------------------------------------------------------------------------------------------------------------------------------------|
| WEAPON                       | RANGE | TYPE  | S    | AP | D  | ABILITIES                                                                                                                               |
| Angel's Teeth                | Melee | Melee | +1   | -2 | 2  | -                                                                                                                                       |
| Black Spear                  | Melee | Melee | +2   | -3 | 3  | If the target is a <b>CHARACTER</b> , you may make an additional attack with this weapon.                                               |
| Blade of the Scorpion        | Melee | Melee | +1   | -3 | D3 | This weapon has Strength x2 when targeting a <b>MONSTER</b> or a <b>VEHICLE</b> .                                                       |
| Blood Biter                  | Melee | Melee | +1   | -1 | 2  | For each wound roll of 6+, if the target unit is <b>INFANTRY</b> , this weapon inflicts a mortal wound in addition to any other damage. |
| Caestus ram                  | Melee | Melee | User | -3 | D6 | Add 3 to all hit rolls made with this weapon when targeting <b>BUILDINGS</b> if the Caestus Assault Ram charged this turn.              |
| Cinder Edge                  | Melee | Melee | User | -3 | D3 | -                                                                                                                                       |
| Crozius Arkanos              | Melee | Melee | +1   | -1 | 2  | -                                                                                                                                       |
| Crushing tracks              | Melee | Melee | User | -2 | D3 | -                                                                                                                                       |
| Dreadfire claw               | Melee | Melee | x2   | -4 | D6 | -                                                                                                                                       |
| Dreadnought<br>combat weapon | Melee | Melee | x2   | -3 | 3  | -                                                                                                                                       |
| Dreadnought chainfist        | Melee | Melee | x2   | -4 | 4  | -                                                                                                                                       |
| Foe Ripper                   | Melee | Melee | x2   | -4 | 3  | When attacking with this weapon, you must subtract 1 from the hit roll.                                                                 |
| Force tulwar                 | Melee | Melee | User | -3 | 2  | -                                                                                                                                       |
| Ghost Razors                 | Melee | Melee | +1   | -5 | D3 | Successful invulnerable saves made against this weapon must be re-rolled.                                                               |
| Glaive of Lamentation        | Melee | Melee | +3   | -4 | D3 | When attacking with this weapon, you must subtract 1 from the hit roll.                                                                 |
| Goldenfang                   | Melee | Melee | User | -3 | 2  | Corien Sumatris can make an additional D3 attacks with this weapon if he charged this turn.                                             |

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| ADEPTUS ASTARTES N    | AELEE WEAF | IONS   |                 |        |           |                                                                                                                                                                              |
| WEAPON                | RANGE      | TYPE   | S               | AP     | D         | ABILITIES                                                                                                                                                                    |
| Hellslayer            | Melee      | Melee  | x2              | -3     | D3        | This weapon has a Damage characteristic of 3 if its target is a <b>PSYKER</b> or <b>DAEMON</b> .                                                                             |
| Hunger                | Melee      | Melee  | x2              | -4     | 3         | When attacking with this weapon, you must subtract 1 from the hit roll.                                                                                                      |
| Indynabula array      | Melee      | Melee  | User            | -1     | 1         | If at least three enemy models are within 1" of Armenneus<br>Valthex when it is his turn to fight in the Fight phase, he<br>makes an additional D3 attacks with this weapon. |
| Leviathan siege claw  | Melee      | Melee  | x2              | -3     | 3         | Re-roll failed wound rolls against INFANTRY.                                                                                                                                 |
| Leviathan siege drill | Melee      | Melee  | x2              | -4     | 4         | -                                                                                                                                                                            |
| Lifetaker             | Melee      | Melee  | +2              | -3     | 2         | Add 2 to the weapon's damage if the target is a CHARACTER.                                                                                                                   |
| Magister's axe        | Melee      | Melee  | +2              | -2     | D3        | This weapon has a Damage of 3 if its target is a <b>PSYKER</b> .                                                                                                             |
| Medusan Hammer        | Melee      | Melee  | x2              | -3     | D3        | If a model suffers any unsaved wounds from this weapon<br>but is not slain, roll a D6; on a 4+ the target suffers a mortal<br>wound.                                         |
| Power fist            | Melee      | Melee  | x2              | -3     | D3        | When attacking with this weapon, you must subtract 1 from the hit roll.                                                                                                      |
| Power sabre           | Melee      | Melee  | User            | -3     | 2         | -                                                                                                                                                                            |
| Raptorclaw            | Melee      | Melee  | User            | -3     | 2         | -                                                                                                                                                                            |
| Seismic hammer        | Melee      | Melee  | x2              | -4     | 5         | When attacking with this weapon, you must subtract 1 from the hit roll.                                                                                                      |
| Servo-arm             | Melee      | Melee  | x2              | -2     | 3         | Each servo-arm can only be used to make one attack each<br>time this model fights. When a model attacks with this<br>weapon, you must subtract 1 from the hit roll.          |
| Slake                 | Melee      | Melee  | User            | -3     | 2         | You can re-roll failed wound rolls for this weapon.                                                                                                                          |
| Steelsliver           | Melee      | Melee  | User            | 0      | 1         | After this model makes their normal close combat attacks,<br>make an additional single attack with this weapon against<br>each enemy model within 1".                        |
| Stonefist             | Melee      | Melee  | x2              | -3     | 3         | When attacking with this weapon, you must subtract 1 from the hit roll.                                                                                                      |
| The Sword Excellus    | Melee      | Melee  | User            | -2     | D3        | You can re-roll failed wound rolls with this weapon.                                                                                                                         |
| Voidshard power blade | Melee      | Melee  | User            | -3     | 1         | Any wound rolls of 6+ made for this weapon cause a single mortal wound instead of the normal damage.                                                                         |

## **GREY KNIGHTS, INQUISITION** & SISTERS OF BATTLE WARGEAR

#### GREY KNIGHTS, INQUISITION & SISTERS OF BATTLE RANGED WEAPONS

| WEAPON                      | RANGE | TYPE         | S  | AP | D   | ABILITIES                                                                                                                         |
|-----------------------------|-------|--------------|----|----|-----|-----------------------------------------------------------------------------------------------------------------------------------|
| Flamestorm cannon           | 8"    | Heavy D6     | 6  | -2 | 2   | This weapon hits its target automatically.                                                                                        |
| Frag grenade                | 6"    | Grenade D6   | 3  | 0  | 1   | -                                                                                                                                 |
| Heavy flamer                | 8"    | Heavy D6     | 5  | -1 | 1   | This weapon hits its target automatically.                                                                                        |
| Heavy psycannon             | 24"   | Heavy 6      | 7  | -1 | 2   | -                                                                                                                                 |
| Hellstrike battery          | 72"   | Heavy 4      | 8  | -3 | 3   | -                                                                                                                                 |
| Hunter-killer missile       | 48"   | Heavy 1      | 8  | -2 | D6  | A model can only fire each of its hunter-killer missiles once per battle.                                                         |
| Incinerator                 | 8"    | Assault D6   | 6  | -1 | 1   | This weapon hits its target automatically.                                                                                        |
| Krak grenade                | 6"    | Grenade 1    | 6  | -1 | D3  | -                                                                                                                                 |
| Lascannon                   | 48"   | Heavy 1      | 9  | -3 | D6  | -                                                                                                                                 |
| Multi-melta                 | 24"   | Heavy 1      | 8  | -4 | D6  | If the target is within half range of this weapon, roll two dice<br>when inflicting damage with it and discard the lowest result. |
| Psibolt pistol              | 12"   | Pistol 1     | 5  | 0  | 2   | -                                                                                                                                 |
| Quad heavy bolter           | 36"   | Heavy 12     | 5  | -1 | 1   | -                                                                                                                                 |
| Storm bolter                | 24"   | Rapid Fire 2 | 4  | 0  | 1   | -                                                                                                                                 |
| Thunderhawk<br>heavy cannon | 48"   | Heavy 2D6    | 8  | -2 | D6  | -                                                                                                                                 |
| Turbo-laser destructor      | 96"   | Heavy D3     | 16 | -4 | 2D6 | Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.                  |
| Twin heavy bolter           | 36"   | Heavy 6      | 5  | -1 | 1   | -                                                                                                                                 |
| Twin psycannon              | 24"   | Heavy 8      | 7  | -1 | 1   | -                                                                                                                                 |

#### GREY KNIGHTS, INQUISITION & SISTERS OF BATTLE MELEE WEAPONS

| WEAPON             | RANGE | TYPE  | S    | AP | D  | ABILITIES                                                                                                                                                          |
|--------------------|-------|-------|------|----|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Arias              | Melee | Melee | User | -3 | D3 | If the target of this weapon is a <b>DAEMON</b> , it inflicts a single<br>mortal wound on each successful hit in addition to its normal<br>damage.                 |
| Blade of Surety    | Melee | Melee | User | -3 | 2  | -                                                                                                                                                                  |
| Dozer ram          | Melee | Melee | User | -1 | 1  | Against <b>INFANTRY</b> units make three hit rolls for each attack<br>rather than one if the Sororitas Repressor has successfully<br>completed a charge this turn. |
| Nemesis doomglaive | Melee | Melee | +3   | -3 | D6 | -                                                                                                                                                                  |

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