

INDEX: FORCES OF THE ADEPTUS ASTARTES





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Forge World[®]



CONTENTS

Introduction	4
Additional Rules	
Datasheets	E

Adeptus Astartes Battle Armour	6
Deimos Pattern Relic Predator	7
Deimos Pattern Vindicator Laser Destroyer	8
Infernum Pattern Razorback	8
Relic Land Raider Proteus	9
Land Raider Helios	10
Land Raider Prometheus	11
Land Raider Achilles	12
Relic Sicaran Battle Tank	13
Relic Sicaran Venator Tank Destroyer	14
Relic Sicaran Punisher Assault Tank	15

Adeptus Astartes Heavy Armour16

Relic Spartan Assault Tank	17
Relic Typhon Heavy Siege Tank	
Relic Cerberus Heavy Tank Destroyer	19
Relic Fellblade Super-heavy Tank	20
Relic Falchion Super-heavy Tank Destroyer	21
Relic Mastodon Super-heavy Siege Transport	22

Adeptus Astartes Dreadnoughts23

Mortis Dreadnought	24
Siege Dreadnought	25
Contemptor Mortis Dreadnought	
Chaplain Venerable Dreadnought	27
Relic Contemptor Dreadnought	
Relic Deredeo Dreadnought	29
Relic Leviathan Dreadnought	

000

Adeptus Astartes Strike Craft	31
Land Speeder Tempest	
Relic Javelin Attack Speeder	
Xiphon Interceptor	
Storm Eagle Assault Gunship	
Storm Eagle Assault Gunship – ROC Pattern	
Fire Raptor Assault Gunship	
Caestus Assault Ram	
Thunderhawk Assault Gunship	
Thunderhawk Transporter	
Sokar Pattern Stormbird	
Adeptus Astartes Battlefield Support	41
Damocles Command Rhino	
Whirlwind Hyperios	
Dalia Mihinharin d Casamina	12

Whirlwind Hyperios	
Relic Whirlwind Scorpius	
Rapier Carrier	
Tarantula Sentry Gun	
Tarantula Air Defence Battery	
Lucius Pattern Dreadnought Drop Pod	45
Deathstorm Drop Pod	45
Castellum Stronghold	46

War Machines of the Grey Knights,

The Inquisition & Adepta Sororitas	49
Grey Knights Vortimer Pattern Razorback	50
Grey Knights Doomglaive Pattern Dreadnought	50
Grey Knights Vortimer Pattern Land Raider Redeemer	51
Grey Knights Thunderhawk Assault Gunship	52
Inquisition Land Raider Prometheus	53
Sororitas Repressor	54

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Imperial Armour Character Appendix55
Lord High Commander Carab Culln
Lugft Huron, The Tyrant of Badab
Armenneus Valthex
Captain Corien Sumatris
Arch-Centurion Carnac Commodus
Lord Asterion Moloc
Chaplain Ivanus Enkomi
Magistus Sevrin Loth
Tyberos the Red Wake60
Chaplain Dreadnought Titus
Lieutenant Commander Anton Narvaez
Captain Tarnus Vale
Lias Issodon
Malakim Phoros
Captain Mordaci Blaylock
Captain Pellas Mir'san
Bray'arth Ashmantle
Harath Shen64
Ahazra Redth
High Chaplain Thulsa Kane
Captain Silas Alberec
Knight-Captain Elam Courbray66
Vaylund Cal
Captain Zhrukhal Androcles
Inquisitor-Lord Hector Rex
Inquisitor-Lord Solomon Lok
Hecaton Aiakos

Appendices7	70
Adeptus Astartes Points Values	.71
Adeptus Astartes Battle Armour	
Adeptus Astartes Heavy Armour	.71
Adeptus Astartes Dreadnoughts	.71
Adeptus Astartes Strike Craft	.71
Adeptus Astartes Battlefield Support	.71
Imperial Armour Character Appendix	.72
Adeptus Astartes Ranged Weapons	.72
Adeptus Astartes Melee Weapons	.73
Adeptus Astartes Auxiliary Equipment	.73
Grey Knights, Inquisition & Sisters of Battle Points Values	.74
War Machines of the Grey Knights, Inquisition & Sisters of Battle	74
Grey Knights & Inquisition Ranged Weapons	
Sisters of Battle Ranged Weapons	.74
Grey Knights & Inquisition Melee Weapons	.74
Sisters of Battle Melee Weapons	.74
Adeptus Astartes Wargear	.75
Adeptus Astartes Ranged Weapons	.75
Adeptus Astartes Melee Weapons	.78
Grey Knights, Inquisition & Sisters of Battle Wargear	.80
Grey Knights, Inquisition & Sisters of Battle Ranged Weapons	.80
Grey Knights, Inquisition & Sisters of Battle Melee Weapons	.80

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 $\stackrel{<}{\cdot}$, 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 ASTARTES

		D R	EIN ELI	40 C I	S P/ PRE	AT'I DA	'ER TO	N R		DAMAGE Some of a Deimos I change as it suffers			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below:	84	00	
Deimos Predator	*	6+	*	6	7	12	*	8	3+	REMAINING W	<u> </u>	BS 3+	_
A Deimos Predator is a si	ngle model.	It is ea	uipped v	vith a p	lasma de	estrover.	14	7.20 L.	Y 35	3-6	6"	3+ 4+	
WEAPON	RANGE	TYP		1	S	AP	D	ABILI	TIFS	1-2	3"	5+	
Storm bolter	24"		id Fire 2	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"		.vy 2D6		5	-1	2		-	hits its target automat			П
Magna-melta cannon	24"		vy D3		10	-4	D6	range	e, roll ar	of an attack by this wea n additional dice when the lowest result.			
C-beam cannon	72"	Hea	vy 1		6	-3	D3	mod betw by +2 from weap at Str	el carryi een the 2 and th play as oon, their rength 6	may not be fired on an ing it has moved. In ad bearer and the target, i e Damage by $+D3$. If a a casualty due to woun n the target unit suffers b, AP 0, causing 1 Dam rigger further hits then	dition, for increase th model is nds caused s 2D6 addi age. These	each 24" ne Strength removed by this tional hits	
Plasma destroyer	36"	Hea	vy 2D3		7	-3	2	-					
Twin lascannon	48"	Hea	.vy 2		9	-3	D6	-					
Predator autocannon	48"	Hea	vy 2D3		7	-1	3	-					
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
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.		
WARGEAR OPTIONS	- Ma - C-l - Inf - Pre - Tw • A De • A De	gna-me peam ca ernus ca edator au in lasca eimos Pr eimos Pr	lta cann nnon innon itocanno nnon redator r redator r	on on nay also nay also	o be equ o be equ	ipped w ipped w		r two he rm bolte	eavy bol er.	f the following weapor ters, two lascannon or le.		flamers.	North Contraction
ABILITIES	Explod	es: If th	is model	is redu	-	wound	s, roll a I			ving it from the battlef	eld; on a 6	it explode	s
	smoke l	auncher	s. Until	the cor	ntrolling	player's		ooting p		n the Shooting phase, t ny enemy units targetir			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, <0	CHAPT	ER>					
KEYWORDS							OS PAT	_					-

	DEIMOS PATTERN VINDICATOR LASER DESTROYER bown below:													
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A	
Deimos Vindicator	*	6+	*	6	8	12	*	8	3+	7-12+	10"	3+	3	
A Deimos Vindicator Las and a storm bolter.	er Destroye	er is a si	ngle moo	del. It is	equippe	d with a	a laser v	olley can	non	3-6	5" 3"	4+ 5+	D	
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES	1-2	5	3+	1	
Laser volley cannon	When f	firing th	is weapo	on, choo	ose one o	f the fol	lowing	profiles:						
- Volley fire	36"	Hea	avy 2		9	-3	3	-						
- Overcharge fire	36"Heavy 210-56If any hit rolls made for this weapon result in one of more results of a '1', the firing vehicle suffers 3 mor wounds.													
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-						
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	This	weapon	may only be fired once	e per game	2.		
WARGEAR OPTIONS ABILITIES	Explod and eac Smoke smoke from al Power	les: If th ch unit v Launch launche l hit roll Capacit	is model vithin 6" n ers: Ond rs. Until s for Sho or: On a	l is redu ' suffers ce per g the cor ooting a	D3 mor game, ins ntrolling attacks m	wounds tal woun tead of s player's nade aga h the D	s, roll a l nds. shooting next Sh inst this eimos V	D6 befor g any we ooting p g unit. indicato	e remov apons ir hase, an r does n	ving it from the battlefi n the Shooting phase, th ny enemy units targetin not move in the Mover	his model g this unit	can use its	s 1	
FACTION KEYWORDS				-	START				1	A TAR AND	12.98	1.1.1		
KEYWORDS										NDICATOR LASER	DECED	OVED	-8	

5 Power		INI	FER RA	NU AZO	JM I DRI	PAT 3AC	TTE CK	RN		DAMAGE Some of an Infernu characteristics chan 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 Razo	orback is a	single n	nodel. It	is equip	oped wit	h a mult	ti-melta.		30.2	3-5	6"	4+	D3
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES	1-2	3"	5+	1
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	_					100
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6	Thisy	weapon	can only be fired once	e per game	•	128
Multi-melta	24"Heavy 18-4D6If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.										e		
WARGEAR OPTIONS								iller miss d with a		oolter.			
TRANSPORT	This mo PRIMA					R> INF	ANTRY	models.	It cann	ot transport JUMP PA	CK, TER	MINATO	R,
ABILITIES	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.										1		
	smoke l	auncher	rs. Until	the con		player's	next Sh	ooting pl		n the Shooting phase, t ay enemy units targetir			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, <0	СНАРТ	'ER>	1	The state of the second	1.21		
KEYWORDS	VEHIC	CLE, T	RANSI	PORT,	RAZO	RBAC	K, INF	ERNUN	1 PAT	FERN RAZORBAC	K		7

- 20 Fower			AID	DEF	C L R PH	RO]	D TEU	IS		DAMAGE Some of a Relic Lan- characteristics chan battle, as shown belo	ge as it su		ge i
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M.	BS	A
Land Raider Proteus	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	6
A Relic Land Raider Prote	eus is a singl	le mode	l. It is eq	uipped	l with tw	vo twin l	ascanno	n.	Sec. 1	5-8	5"	4+	D
WEAPON	RANGE	TYPI	E		S	AP	D	ABILIT	IES	1-4	3"	5+	1
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-					
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 automati	cally.		
Multi-melta	24"	Hea	vy 1		8	-4	D6	two c		s within half range of t n inflicting damage wi			
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	veapon	can only be fired once	per game		
	of the • A Rel - Hea - Mu	ese optio lic Land avy bolto lti-melta	ons is sele Raider I er a	ected, t	then the	number	of mod	els that	he Prot	ury Web or Heavy Arn eus may transport is re			
	of the • A Rel - Hea - Mu - Twi - Twi • A Rel • A Rel This mo	ese optio lic Land avy bolt- lti-melt- n heavy n heavy lic Land lic Land odel can	ons is sele Raider I er bolter bolter flamer Raider I transpor	ected, t Proteus Proteus Proteus Proteus	then the may tal may als may als CHAPT	number ke one o so be equ so be equ ER> IN	r of mod f the foll uipped v FANTRY	els that owing o vith a hu vith a sto 7 model	he Prot ptions: nter-kil orm bolt s. Each	eus may transport is re ler missile. er. TERMINATOR or JU	educed to	6. K model	
WARGEAR OPTIONS TRANSPORT	of the • A Rel - Hea - Mu - Twi • Twi • A Rel • A Rel This mo takes up	ese optic lic Land wy bolt lti-melt n heavy n heavy lic Land ic Land odel can	ons is sele Raider I er bolter bolter flamer Raider I transpor	Proteus Proteus Proteus Proteus t 10 < C o other	then the may tal may als may als CHAPT models	number ke one o so be equ so be equ ER> IN	r of mod f the foll uipped v FANTRY	els that owing o vith a hu vith a sto 7 model	he Prot ptions: nter-kil orm bolt s. Each	eus may transport is re ler missile. er.	educed to	6. K model	
TRANSPORT	of the A Rel - Hea - Mu - Twi - Twi - Twi A Rel A Rel This mo takes up cannot t	ese optic lic Land ivy bolt lit-melt: n heavy n heavy lic Land lic Land del can the spa rranspor f the M	ons is sele Raider I er bolter flamer Raider I Raider I transpor tre PRIM achine S	Proteus Proteus Proteus Proteus t 10 <0 o other ARIS n	then the may tal may als may als CHAPT models nodels.	number ke one o so be eq so be eq ER> IN , and ea	r of mod f the foll uipped w uipped w FANTRY ch CEN	els that i owing o vith a hu vith a sto I model	he Prot ptions: nter-kil orm bolt s. Each N model	eus may transport is re ler missile. er. TERMINATOR or JU	educed to MP PACE three mod	6. K model	
TRANSPORT	of the • A Rel - Hea - Mu - Twi - Twi • A Rel • A Rel This mo takes up cannot t Power of Heavy w Explode	ese opticities opticit	ons is sele Raider H er a v bolter Raider H Raider H transpor ace of two rt PRIM (achine S s model	Proteus Proteus Proteus T 10 < Co o other ARIS n Spirit: 7	then the may tal may als may als CHAPT models nodels. This models ced to 0	number ke one o so be equ so be equ ER> IN , and ead del doess wounds	of mod f the foll uipped v uipped v FANTRY ch CENT not suff s, roll a I	els that owing o vith a hu vith a sto 7 model FURIO er the po D6 befor	he Prot ptions: nter-kil orm bolt s. Each N model enalty to e remov	eus may transport is re ler missile. er. TERMINATOR or JU takes up the space of	MP PACH three mod nd firing eld and be	6. ζ model dels. It	
TRANSPORT ABILITIES	of the A Rel - Hea - Mu - Twi - Twi - Twi A Rel This mo takes up cannot t Power of Heavy w Explode embarket Smoke Is	ese optic lic Land wy bolt lti-melt n heavy n heavy lic Land lic Land del can the spa cranspon of the M weapons es: If thi ed mode Launch	ons is sele Raider H er a v bolter v flamer Raider H transpor ace of two rt PRIM (achine S s model els disem	Proteus Proteus Proteus Proteus t 10 <co o other ARIS n is redu ibark; c e per g he con</co 	then the may tal may als may als chapt models. This models. This models. Chaptan ced to 0 on a 6 it ame, ins trolling	number ke one o so be equ so be equ ER> IN , and eac del does wounds explode stead of s player's	of mod f the foll uipped v uipped v FANTRY ch CEN not suff s, roll a I s and eac shooting next Sho	els that owing o vith a hu vith a sto 7 model FURIO er the po C6 befor ch unit v any we poting p	he Prot ptions: nter-kil orm bolt s. Each N model enalty to e remov vithin 6 apons in	eus may transport is re ler missile. er. TERMINATOR or JU takes up the space of hit rolls for moving a ing it from the battlefi	educed to MP PACE three moo nd firing eld and be unds. his model	6. K model dels. It efore any can use its	
TRANSPORT Abilities	of the A Rel - Hea - Mu - Twi - Twi - Twi - Twi - Twi - A Rel This mo takes up cannot t Power o Heavy w Explode embarke Smoke I smoke Ia from all Explora deploy o	ese optic lic Land avy bolt lti-melta n heavy n heavy lic Land lic Land del can the spa cranspon f the M weapons es: If this ed mode Launch hit rolls tor Aug	ons is sele Raider H er a bolter flamer Raider H Raider H transpor ace of two rt PRIM (achine S s model els disem ers: Once s for Show	Proteus Proteus Proteus Proteus to 10 < Coordinate ARIS n Spirit: T is redu ibark; co e per ge the con oting a co Ener mal de	then the may tal may tal may als may als CHAPT models nodels. This models. This models ced to 0 on a 6 it ame, ins trolling ttacks m ny units ploymer	number ke one o so be equiso be equiso be equiso be equiso be equiso be equisor and each of the second seco	of mod f the foll uipped v uipped v FANTRY ch CEN not suff s, roll a I s and ease shooting next Sho inst this to deplo	els that owing o vith a hu vith a sto a model TURIO Cer the po Co befor ch unit w oting p unit. y using a	he Prot ptions: nter-kil orm bolt s. Each N model enalty to e remov vithin 6 apons in hase, an	eus may transport is re ler missile. er. TERMINATOR or JU takes up the space of hit rolls for moving a ing it from the battlefi " suffers D6 mortal wo the Shooting phase, th	educed to MP PACH three moo nd firing eld and be unds. his model g this uni h allow th	6. C model dels. It efore any can use its t subtract 1 em to	
TRANSPORT ABILITIES	of the A Rel - Hea - Mu - Twi - Twi - Twi - Twi - A Rel This mo takes up cannot to Power of Heavy w Explode embarket Smoke Is smoke Is from all Explora deploy of within 1	ese optici lic Land wy bolt. Iti-melt: n heavy n heavy ic Land del can the spa transpor of the M veapons es: If this ed mode Launch hit roll: tor Aug 2" of a 1	ons is sele Raider H er a v bolter r flamer Raider H transpor ace of two rt PRIM (achine S). s model els disem ers: Once rs. Until t s for Show gury Wel their nor	Proteus Proteus Proteus T 10 < Co o other ARIS n Spirit: 7 is redu bark; co e per g he con oting a o: Ener mal de ad Raid	then the may tal may tal may als may als CHAPT models nodels. This models ced to 0 on a 6 it ame, ins ttrolling ttacks m ny units ploymenter the prote	number ke one o so be equiso be exploded and the exploded stead of signal and easily	of mod f the foll uipped v uipped v FANTRY ch CEN s, roll a I s and eau shooting next Sho inst this to deplo (such as	els that owing o vith a hu vith a sto TURION Fer the po D6 befor ch unit v any we poting p unit. y using a via telep	he Prot ptions: nter-kil orm bolt s. Each N model enalty to e remov vithin 6 apons in hase, an ubilities	eus may transport is re ler missile. er. TERMINATOR or JU takes up the space of hit rolls for moving a ing it from the battlefi " suffers D6 mortal wo the Shooting phase, th y enemy units targetin during the battle which	educed to MP PACH three moo nd firing eld and be unds. his model g this uni h allow th	6. C model dels. It efore any can use its t subtract 1 em to	

20 www	Ι	LAN	ND]	RA	IDF	ER H	HEI	JOS	S	DAMAGE Some of a Land Rai change as it suffers 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	a single moo	del. It is	equippe	d with a	a helios l	auncher	and	14.8		4-7	5"	4+	De
two twin lascannon.	DANOF	TVD	-			4.0				1-3	3"	5+	1
WEAPON	RANGE	TYP	t		S	AP		ABILI				-	-
Helios launcher	72"	Hea	avy 2D6		7	-1	1	Thisy the b		can target units that a	re not visil	ole to	
Twin lascannon	48"	Hea	avy 2		9	-3	D6	-					1
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					8
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	Thisy	weapon	can only be fired once	per game.		
WARGEAR OPTIONS								unter-ki torm bo		ssile.			
TRANSPORT	takes u	p the sp		vo other	models					TERMINATOR or JUN up the space of three o			
ABILITIES	smoke	launche		the con	ntrolling	player's	next Sh	ooting p		n the Shooting phase, t ay enemy units targetin			
		of the M weapon		Spirit: '	This mo	del does	not suf	fer the po	enalty to	o hit rolls for moving a	nd firing		
										ving it from the battlefi " suffers D6 mortal wo		fore any	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, <0	СНАРТ	'ER>	1323			lad in	
KEYWORDS	VEHI	CIET	DANCI	ODT	LAND	DAID		NDDA	IDED	HELIOS	661 52		100

			PR	ON) RA 1ET	HE				DAMAGE Some of a Land Rai characteristics chan battle, as shown bel	ge as it su		ige i
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	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 equ	ipped	with two	o quad h	neavy bol	lters.		5-8	5"	4+	D
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-4	3"	5+	1
Quad heavy bolter	36"	Hea	avy 12		5	-1	1	-					9
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-					1
Multi-melta	24"	Hea	avy 1		8	-4	D6	two o		is within half range of t en inflicting damage w			No. of Street, or Stre
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	This	weapon	can only be fired once	per game	2.	1
TRANSPORT	• A La This mo takes up	nd Raid odel can o the sp		etheus et 10 <0 o other	may be CHAPT r models	equippe ER> IN	d with a	multi-n Y mode	nelta. ls (each	TERMINATOR , or JU l takes up the space of			ALC: NO
ABILITIES	smoke l	launche		he cor	ntrolling	player's	next She	ooting p		n the Shooting phase, t ay enemy units targetin			
	Power of Heavy v			pirit:	This mo	del does	s not suff	fer the p	enalty to	o hit rolls for moving a	nd firing		
										ving it from the battlefi " suffers D6 mortal wo		efore any	
			Enemy u with this			ceive the	e benefit	to their	saving t	hrows for being in cov	er against	attacks	
										model, one Stratagem o a minimum of 1).	played in	a turn by	
FACTION KEYWORDS	IMPE	RIUM,	ADEPT	TUS A	START	TES, <0	СНАРТ	'ER>					
KEYWORDS	VFHI	CLE, T	RANSP	ORT.	LAND	RAID	ER, LA	ND R	AIDER	PROMETHEUS		262	1

21 	LA	ANI		AII	DEF		CHI		ES	DAMAGE Some of a Land Rai characteristics chan 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+	10-19+	10"	3+	6
A Land Raider Achilles is two twin multi-meltas.	a single mo	odel. It i	s equipp	ed with	one qua	ad launc	her and			5-9 1-4	5" 3"	4+ 5+	D6 1
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES				_
Twin multi-melta	24"	Hea	wy 2		8	-4	D6	two c		is within half range of en inflicting damage w			2
Quad launcher	When f	firing thi	is weapo	n, selec	t one of	the two	profiles	below:					- 3
- Shatter shells	24"	Hea	vy 4		8	-2	3	-					2
- Thunderfire shells	60"	Hea	wy 4D3		5	0	1	This mode		can target units not vi	isible to th	e firing	
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					13
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	can only be fired once	e per game		1
WARGEAR OPTIONS	• A La	nd Raid	er Achil	les may	also be	equippe	d with a	hunter-	killer m	nissile and/or a storm b	oolter.		1
TRANSPORT	takes up	p the spa		o other	models	, and ea				TERMINATOR and JU up the space of three of the the three of the the three of the			
ABILITIES	Inviola	te Armo	our: This	s model	l has a 4-	+ invuln	erable s	ave.		Martin States		16 82	
P	smoke l	launche		the cor	ntrolling	player's	next Sh	ooting p		n the Shooting phase, t ny enemy units targetir			
		of the M weapons		Spirit: '	This mo	del does	not suf	fer the p	enalty to	o hit rolls for moving a	and firing		
										ving it from the battlef 5" suffers D6 mortal wo		efore any	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	ΓUS A	START	'ES, <0	СНАРТ	'ER>	199		10.00		
KEYWORDS	VEHI	CLE, T	RANSP	ORT.	LAND	RAID	ER. LA	NDRA	IDER	ACHILLES			

			REI BA	JC TT	SIC LE	CAR TAI	RAN NK			DAMAGE Some of a Relic Sica change as it suffers of shown below:			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Relic Sicaran	*	6+	*	6	7	14	*	8	3+	7-14+	14"	3+	4
A Relic Sicaran Battle Tar and a heavy bolter.	nk is a single	e model	. It is equ	uipped	with twi	n accele	rator au	tocannor	ı	3-6	10" 8"	4+ 5+	3
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES	1-2	0	5+	2
Twin accelerator autocannon	48"	Ass	ault 8		7	-1	2	to its keywe with t	hit roll ord. In	e with this weapon suf when targeting units v addition, every wound apon increases the AP	vith the FI roll of 6+	L Y made	
Lascannon	48"	Hea	avy 1		9	-3	D6	-					1
Heavy bolter	36"	Hea	avy 3		5	-1	1	-					
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	This v	veapon	a can only be fired once	per game	2.	
WARGEAR OPTIONS	• A Re	lic Sica	ran may ran may ran may	also be	equippe	d with a	hunter	killer mi	oolters ssile.	or two lascannon.			
ABILITIES	explode	es and e	ach unit	within	6" suffer	s D6 mo	ortal wo	unds.		ving it from the battlefi n the Shooting phase, t			ts
	smoke l	aunche		the cor	ntrolling	player's	next Sh	ooting pl		ny enemy units targetin			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, <0	СНАРТ	'ER>					
KEYWORDS	VEHIC	CLE, R	ELIC,	RELIC	SICAR	RAN BA	ATTLE	TANK					

	KE	LIC TA	NI		RA DES	N V ΓRC	EN DYE	$\frac{A}{R}$	JK	DAMAGE Some of a Relic Sica characteristics chan	ge as it su		age in
NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel REMAINING W	ow: M	BS	A
Relic Sicaran Venator	*	6+	*	6	7	14	*	8	3+	7-14+	14"	3+	4
A Relic Sicaran Venator Ba and a heavy bolter,	attle Tank i	s a singl	e model	. It is ea	luipped	with a n	eutron l	aser can	non	3-6	10" 8"	4+ 5+	3
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES		0		
Neutron pulse cannon	48"	Неа	vy 3		12	-4	D6	but is	s not slai ting pha	LE which suffers woun in must subtract 1 fron ase until the end of its o	n its hit ro	lls 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		1
WARGEAR OPTIONS	• A Re	lic Sicar	an Vena	tor may	y also be	equippe	ed with e ed with a ed with a	hunter	-killer n	v bolters or two lascann nissile.	ion.		
ABILITIES		es: If thi h unit w						06 befor	e remov	ving it from the battlefi	eld; on a 6	it explode	s
	smoke l	auncher	s. Until	the cor	trolling	player's		ooting p		n the Shooting phase, the shooting phase, the shoot of the short of th			
	Gyro-st Heavy v			ing: Tł	nis mode	el does n	ot suffer	the pen	alty to h	nit rolls for moving and	l firing		
FACTION KEYWORDS	IMPEI	RIUM,	ADEP'	TUS A	START	TES, <0	CHAPT	ER>	16.2		26.24		
KEYWORDS	VEHIC	CLE. R	ELIC. I	RELIC	SICAR	ANV	ENATO	R TAN	IK DE	STROYER	9 - P	- Martine	

					SIC ASS					DAMAGE Some of a Relic Sica characteristics char battle, as shown bel	nge as it su		age
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	
Relic Sicaran Punisher	*	6+	*	6	7	14	*	8	3+	7-14+	14"	3+	_
A Relic Sicaran Punisher is	s a single n	nodel. I	t is equip	ped wi	ith a pun	isher ro	tary can	non and		3-6	10"	4+	
a heavy bolter.										1-2	8"	5+	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				_
Punisher rotary cannon	36"		avy 18		5	-1	1	-					_
Heavy bolter	36"	Hea	avy 3		5	-1	1	-					
Lascannon	48"	Hea	avy 1		9	-3	D6	-					
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	This	weapon	may only be fired one	e per game	e.	
WARGEAR OPTIONS	• A Re	elic Sicar	ran Puni	sher m	ay also b	e equipp	ped with	a hunte	r-killer	y bolters or two lascan missile and/or a storm	n bolter.	,	
ABILITIES					6" suffer				e remov	ving it from the battlef	ield; on a 6	o 1t	
										n the Movement phase ase of that turn.	e, it may re	-roll all	
	smoke	launche	rs. Until	the co		player's	next Sh	ooting p		n the Shooting phase, by enemy units targeting			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, <0	СНАРТ	'ER>				the south	
KEYWORDS	VEHI	CLE, R	ELIC,	RELIC	SICAR	RAN PI	JNISH	ER ASS	SAULT	TANK	1.		

ABEPTUS ASTARTES ALEANNY ARADOUR

			REL ASS	JC SAL	SPA JLT	RT TA	'AN NK			DAMAGE Some of a Relic Spar as it suffers damage i			
NAME	M	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 and crushing tracks.	gle model. It is		ed with	-	-		o quad la	-		6-11 1-5	5" 3"	4+ 5+	D D
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES				Į,
Crushing tracks	Melee	Mel			User	-2	 D3	_					-1
Twin heavy bolter	36"	Hea	wy 6		5	-1	1	-					1
Quad lascannon	48"		vy 4		9	-3	D6	-					1
Twin heavy flamer	8"		vy 2D6		5	-1	1	Thisy	weapon	hits its target automati	cally.		
Heavy bolter	36"		vy 3		5	-1	1	-	-	-			1
Multi-melta	24"	Hea	vy 1		8	-4	D6	two d	target is ice whe t result.	s within half range of t n inflicting damage wi	his weapo th it and o	on, roll discard the	
Heavy flamer	8"	Hea	vy D6		5	-1	1	Thisy	weapon	hits its target automati	cally.		
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
Laser destroyer	36"	Hea	wy 1		12	-4	D6	additi dama	ional De ge is inc	n successfully inflicts c 5. On a result of a '3-5', creased to 2D6. On a re nage is increased to 3D	the weap esult of a '	on's	
WARGEAR OPTIONS					its quad		ion with	laser de	suovers				
TRANSPORT	A Rei - Hea - Hea - Mu - Stor This mo takes up	ic Spart avy bolt avy flam lti-melt rm bolt odel can o the spa	tan may er her a er transpor ace of two	also be rt 25 <0 o other	equippe CHAPTI • models,	d with o	olter wit one of th	th a twin e follow 7 model	heavy fing:	flamer. TERMINATOR and J up the space of three o			_
	A Rei - Hee - Hee - Hee - Mu - Stor This mo takes up cannot f	ic Spar avy bolt avy flam lti-melt rm bolt odel can o the spa cranspo	tan may er her a er transpor ace of tw rt PRIM	also be rt 25 <0 o other ARIS r	equippe CHAPTI models, nodels.	d with o ER> IN and eac	olter wit one of th FANTRY	th a twin e followi 7 model FURION	heavy f ing: s (each ' V takes t	TERMINATOR and J up the space of three o	ther mod	els). It	
TRANSPORT	A Rei - Hea - Hea - Mu - Stor This mo takes up cannot t Explode	ic Spar avy bolt avy flam lti-melt m bolt odel can o the spa transpo es: If th	tan may er her a er transpon ace of two rt PRIM is model	also be rt 25 <0 o other ARIS r is redu	equippe CHAPTI models, nodels.	d with o ER> IN and eac wounds	olter with one of th FANTRY ch CENT	th a twin e followi 7 model FURION	heavy f ing: s (each ' V takes t	TERMINATOR and J	ther mod	els). It	s
	A Rei - Hee - Hee - Hee - Stor This mo takes up cannot t Explode and eace	lic Spariny bolt wy flam lti-melt melt bolt del can the spa cranspo es: If this h unit w	tan may er her a transpor ace of two rt PRIM is model vithin 2D lachine S	also be rt 25 <0 o other ARIS r is redu 26" suff	equippe CHAPTI models, nodels. icced to 0 čers D6 m	d with of the second se	olter win one of th FANTRY ch CENT o, roll a I ounds.	th a twir e follow: 7 model FURION 26 before	n heavy f ing: s (each ' V takes f e remov	TERMINATOR and J up the space of three o	ther mode	els). It	
	A Rei - Hee - Hee - Hee - Mu - Stor This mo takes up cannot t Explod and eac Power o Heavy v Smoke s	lic Spart avy bolt avy flam lti-melt rm bolt del can the spart ranspo es: If this h unit w of the M veapons Launcher	tan may er her a er transpor ace of two rt PRIM is model vithin 2D Jachine S a. ers: Once rs. Until	rt 25 <(o other ARIS r is redu 06" suff Spirit: ' ce per g the cor	equippe CHAPTI models, nodels. iced to 0 ers D6 m This mod	d with o ER> IN: and each wounds hortal w del does tead of s player's	olter win one of th FANTRY ch CENT c, roll a I bounds. not suff shooting next Sho	th a twir e follow 7 model TURION D6 before er the pe any wea	a heavy f ing: s (each ' V takes f e remov enalty to apons in	TERMINATOR and J up the space of three o ing it from the battlefi	ther mode eld; on a 6 nd firing his model	els). It 5 it explode can use its	1
	A Rei A	lic Spar avy bolt avy flam lti-melt rm bolt del can o the spa cranspo es: If thi h unit w of the M veapons Launch hit roll chemotling play	tan may er her a transpor ace of two rt PRIM is model vithin 2D lachine S ac ers: Once rs. Until s for Sho h: This m rer's turn	also be rt 25 <0 o other ARIS r is redu D6" suff Spirit: ' ce per g the cor boting a nodel n	equippe CHAPTI models, nodels. iced to 0 fers D6 m This mod fame, ins atrolling attacks m nay Fall I y fire its	d with of ER> IN: and eac wounds nortal w del does tead of s player's ade aga Back in weapon	olter win one of th FANTRY ch CENT , roll a I ounds. not suff shooting next Sho inst this the Move	th a twir e follow: 7 model TURION D6 before any wea poting pl unit. ement pi ry units	a heavy f ing: s (each ' V takes f e remov enalty to apons in hase, an hase and are with	TERMINATOR and J up the space of three o ing it from the battlefi o hit rolls for moving a the Shooting phase, th	ther mode eld; on a 6 nd firing his model g this uni	els). It 5 it explode can use its t subtract 1 g the	1
	A Rei - Hee - Hee - Hee - Mu - Store This model takes up cannot the Explode and each Power of Heavy v Smoke 1 from all Steel Be controll gains a	lic Spart avy bolt avy flam lti-melt rm bolt del can o the spart ranspo es: If thi h unit w of the M veapons Launch hit roll chemot ing play ponus to	tan may er her a transpon ace of two rt PRIM is model vithin 2D Jachine S action of the s for Sho h: This m per's turn o its save	rt 25 <0 o other ARIS I is redu 06" suff Spirit: ' ce per g the cor boting a nodel n . It may i n cov	equippe CHAPTI models, nodels. iced to 0 fers D6 m This mod fame, ins atrolling attacks m nay Fall I y fire its	d with o ER> IN: and ead wounds oortal w del does tead of s player's ade aga Back in weapon ast half	olter win one of the FANTRY ch CENT ch	th a twir e follow: 7 model TURION Of before er the pe- any wea ooting pl unit. ement pl y units odel is c	a heavy f ing: s (each ' V takes f e remov enalty to apons in hase, an hase and are with	TERMINATOR and J up the space of three o ing it from the battlefi thit rolls for moving a the Shooting phase, th y enemy units targetin d still shoot and/or cha	ther mode eld; on a 6 nd firing his model g this uni	els). It 5 it explode can use its t subtract 1 g the	1

27 ww			REL AVY	IC T (SI)		PH GE [JK_		DAMAGE Some of a Relic Typh as it suffers damage i			
NAME	М	WS	BS	S 1	[W	A	Ld	Sv	REMAINING W	М	BS	A
Relic Typhon	*	5+	*	_	Э	22	*	9	2+	17-22+	10"	3+	8
A Relic Typhon is a singl and crushing tracks.	le model. It is	• •	d with a				annon	,	21	6-16 1-5	5" 3"	4+ 5+	6 D3
WEAPON	RANGE	TYPE		5	5	AP	D	ABILIT	IES				2
Crushing tracks	Melee	Mele	e	Us	er	-2	D3	_					
Heavy bolter	36"	Heav	у 3	5	5	-1	1	_					
Lascannon	48"	Heav	y 1	ç	Ð	-3	D6	-					
Heavy flamer	8"	Heav	y D6	5	5	-1	1	This v	veapon	hits its target automati	cally.		
Multi-melta	24"	Heav	y 1	٤	3	-4	D6	two d		s within half range of t n inflicting damage wi			
Storm bolter	24"	Rapio	d Fire 2	4	1	0	1	-					
Dreadhammer siege cannon	24"	Heav	y 2D6	1	.0	-5	3	phase	, then tl	whon does not move i ne range of this weapor on of the current turn.	n is increa		
WARGEAR OPTIONS	• A Rel - Hea - Hea	lic Typho avy bolter avy flame	n may al r er	ke either t so be equi						tional weapons:			
	- Stor Explode		model is	reduced t " suffers D				D6 before	e remov	ing it from the battlefi	eld; on a 6	it explodes	;
ABILITIES	- Stor Explode and each	rm bolter es: If this h unit wi of the Ma	model is thin 2D6	" suffers D	06 ma	ortal wo	ounds.			ing it from the battlefic		it explodes	
	- Stor Explode and each Power o Heavy w Smoke l smoke la	rm bolter es: If this h unit wi of the Ma veapons. Launche aunchers	model is thin 2D6 a chine Sp rs: Once . Until th	" suffers D irit: This per game,	D6 mo mode , inste ing p	ortal wo el does ead of s blayer's	ounds. not suff booting next Sho	fer the per any wear	enalty to pons in		nd firing nis model	can use its	3
	- Stor Explode and each Power of Heavy w Smoke Is smoke Is from all Steel Be controllic	rm bolten es: If this h unit wi of the Maa veapons. Launchers hit rolls chemother ing playe which m	model is thin 2D6 chine Sp rs: Once . Until th for Shoot : This mo r's turn. I ust targe	" suffers D irit: This per game, e controll ting attack del may F t may fire	D6 mc mode , inste ing p cs ma Fall Ba its w its y	ortal wo el does ead of s blayer's ade agai ack in t veapons In addit	ounds. not suff hooting next Sho inst this he Moves if enen	fer the per any weat poting pl unit. ement pl ty units of	enalty to pons in nase, an nase and tre with	hit rolls for moving an the Shooting phase, th	nd firing nis model g this unit arge durir s dreadha	can use its subtract 1 g the mmer	
	- Stor Explode and each Power of Heavy w Smoke Ia from all Steel Be controlli cannon of the m	rm bolter es: If this h unit wi of the Ma veapons. Launchers hit rolls chemoths ing playe which m nodel is o	model is thin 2D6 cchine Sp rs: Once . Until th for Shoot : This mo r's turn. } ust targe bscured 1	" suffers D irit: This per game, e controll ting attack del may F t may fire t other un	06 mo mode , inste ing p cs ma Fall Ba ts w its w its), I pearen	ortal wo el does ead of s olayer's ade agai ack in t veapons In addit r.	ounds. not suff hooting next Sho inst this he Mov if enen tion, thi	fer the per gany weat poting pl unit. ement pl my units of s model	enalty to pons in nase, an nase and tre with	hit rolls for moving an the Shooting phase, th y enemy units targeting I still shoot and/or Cha in 1" of it (except for it	nd firing nis model g this unit arge durir s dreadha	can use its subtract 1 g the mmer	

26 26	RI	ELI TA	C C ANI	ER ([BEF DEST	RUS ΓRO	S HI DYE	EAV R	/Y	DAMAGE Some of a Relic Cer change as it suffers of shown below:			
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 crushing tracks.	model. It	is equip	pped wit	h a hea	wy neutr e	on lase	<mark>r array</mark> an	ıd		6-16 1-5	5" 3"	4+ 5+	6 D
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Crushing tracks	Melee	Mel	ee		User	-2	D3	-					
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Lascannon	48"	Hea	vy 1		9	-3	D6	-					1
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapor	n hits its target automat	ically.		2
Multi-melta	24"	Hea	vy 1		8	-4	D6	two		is within half range of t en inflicting damage w t.			and the second second
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					100
Heavy neutron pulse array	72"		vy 3		14	-4	3+D6	weap hit re Shoc	oon but olls unti oting ph		from its S	hooting	
WARGEAR OPTIONS	 A Rei - Hea - Hea - Mu 		erus ma er ier a				nnon or t h one of t			rs. dditional weapons:			
ABILITIES							0 wounds D6 morta			ore removing it from th	e battlefie	eld; on a 5+	
	Power of Heavy v			Spirit:	This moo	del doe	s not suff	er the p	enalty t	to hit rolls for moving a	and firing		
	controll laser arı	ing play ay whic	er's turn :h must 	. It ma target (y fire its	weapor t s), In a	n <mark>s if enem</mark>	y units	are wit	nd still shoot and/or Ch hin 1" of it (except for i y gains a bonus to its sa	i ts heavy r	neutron	
	smoke l	aunchei	s. Until	the con	ntrolling	player's		ooting p		n the Shooting phase, t ny enemy units targetir			
FACTION KEYWORDS							CHAPT		3 deres				
KEYWORDS										TANK DESTROYER	15 6 51		

35		R SU	ELI PEF	C I {-H	FELI	LBI VY	LAD TA	DE NK		DAMAGE Some of a Relic Fell change as it suffers of			cs
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	BS	A
Relic Fellblade	*	5+	*	9	9	26	*	9	2+	14-26+	10"	3+	
A Relic Fellblade is a single r	nodel It	is equir	pped wit	h a twi	n heavy b	olter a	demolis	her canr	non.	7-13	7"	4+	é
two quad lascannon, a Fellbl							defilions	ner cum	1011,	1-6	4"	5+	2
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES		-		_
Crushing tracks	Melee	Mel	ee		User	-2	D3	_					
Twin heavy bolter	36"	Hea	ivy 6		5	-1	1	-					
Twin heavy flamer	8"	Hea	vy 2D6		5	-1	1	This	weapon	hits its target automat	ically.		П
Heavy bolter	36"		ivy 3		5	-1	1	-	-	-			
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	weapon	hits its target automat	ically.		П
Quad lascannon	48"	Hea	ivy 4		9	-3	D6	_	-	-			
Laser destroyer	36"	Hea	ivy 1		12	-4	D6	addit dama weap	ional De age is inc on's dan	n successfully inflicts 6. On a result of a '3-5 creased to 2D6. On a r nage is increased to 3E	, the weap result of a D6.	on's '6', the	
Demolisher cannon	24"	Hea	ivy D3		10	-3	D6	this v	veapon's	ing units with 5 or mo Type to Heavy D6		C	
Multi-melta	24"	Hea	wy 1		8	-4	D6	two d		s within half range of t en inflicting damage w			
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
Fellblade accelerator cannon	When	firing th	nis weap	on, sele	ect one of	the two	o profile	s below:					П
- HE shells	100"	Hea	wy 2D6		8	-3	2		d to deci	ing units with 5 or mo de the number of shot			
- AE shells	100"	Hea	wy 2		14	-4	6	_					
WARGEAR OPTIONS	 A Re A Re He He He Sto 	lic Fellb lic Fellb avy bolt avy flan lti-melt rm bolt es: If th	lade ma lade ma er ner a er is mode	y repla y also l	ce its qua ce its twin be equipp aced to 0 fers D6 m	n heavy ed with wound	bolter w one of t s, roll a I	vith a twi the follow	in heavy wing:		ield; on a (5 it explode	s
P		of the M	lachine					fer the po	enalty to	hit rolls for moving a	and firing		
	smoke l	aunche	rs. Until	the co		player's	next Sh	ooting p		n the Shooting phase, t y enemy units targetir			
	the con accelera	trolling t or can	player's non and	turn. I t demol	may fire isher can	its wea non wł	pons if e hich mus	nemy ui t target (nits are v other un	d still shoot and/or Ch within 1" of it (except : i ts); In addition, this 1 he bearer.	for its Fell	blade	
							-	-					_
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, <0	CHAPT	'ER>					

¥ 40	REL HEA	IC] VY	FAI TA	.CF NK	HIO DI	N S EST	SUP 'RO	ER- YEI	R	DAMAGE Some of a Relic Falc change as it suffers of shown below:		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Relic Falchion	*	5+	*	9	9	26	*	9	2+	14-26+	10"	3+
A Relic Falchion is a sing a twin volcano cannon ar			ed with	a twin	heavy b	olter, tv	vo quad l	lascanno	on,	7-13	7" 4"	4+
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	IES	1-6	4	5+
Crushing tracks	Melee	Mele	e		User	-2	D3	-				
Twin heavy bolter	36"	Heav	y 6		5	-1	1	-				
Twin heavy flamer	8"	Heav	y 2D6		5	-1	1	Thisy	veapon	hits its target automat	ically.	
Heavy bolter	36"	Heav	y 3		5	-1	1	-				
Heavy flamer	8"	Heav	y D6		5	-1	1	Thisy	veapon	hits its target automat	ically.	
Quad lascannon	48"	Heav	y 4		9	-3	D6	-		C C		
Laser destroyer	36"	Heav	y 1		12	-4	D6	additi Dama	ional D 1ge is ir	on successfully inflicts (06. On a result of a '3-5', ncreased to 2D6. On a mage is increased to 31	the weap result of a	on's
Multi-melta	24"	Heav	y 1		8	-4	D6	two d		is within half range of t en inflicting damage w		
Storm bolter	24"	Rapi	d Fire 2		4	0	1	-				
Twin volcano cannon	120"	Heav	y 2D6		16	-5	2D6			oll failed wound rolls w nits with this weapon.	vhen targe	ting
WARGEAR OPTIONS	 A Reli A Reli Hea Hea Hea Mul Stor 	ic Falchi ic Falchi vy bolte vy flame ti-melta m bolter s: If this	on may on may r er model	replace also be	e its twir e equippo ced to 0	heavy ed with wound	s, roll a E	ith a twi ne follow	n heav ving:		ield; on a 6	it explodes
				- Juin								
F	Power o Heavy w		chine S	pirit: T	This moc	lel does	s not suff	er the pe	enalty t	o hit rolls for moving a	and firing	
	Heavy w Smoke I	eapons. L aunche aunchers	rs: Onco . Until t	e per ga he con	ame, inst trolling	tead of player's	shooting next Sho	any wea	ipons i	o hit rolls for moving a n the Shooting phase, t ny enemy units targetin	his model	
	Heavy w Smoke I smoke la from all Steel Bel controlli	eapons. Launche uunchers hit rolls hemoth ng playe which m	rs: Onco . Until t for Shoo : This m r's turn. ust targ	e per ga he con oting a odel m It may et othe	ame, inst trolling j ttacks m aay Fall E 7 fire its v r units),	tead of player's ade aga Back in weapon	shooting next Sho inst this the Move s if enem	any wea ooting pl unit. ement pl y units	ipons in nase, ar hase an are wit l	n the Shooting phase, t	his model ng this uni narge durir ts twin vol	t subtract 1 ng the I cano
FACTION KEYWORDS	Heavy w Smoke I smoke la from all Steel Bel controlli	eapons. Launche sunchers hit rolls hemoth ng playe which m odel is o	rs: Once . Until t for Sho : This m r's turn. ust targ bscured	e per ga he con oting a odel m It may et othe	ame, inst trolling j ttacks m ay Fall F r fire its v r units), the firer.	tead of player's ade aga Back in weapon In add	shooting next Sho inst this the Move s if enem ition, this	any wea ooting pl unit. ement pl y units s model	ipons in nase, ar hase an are wit l	n the Shooting phase, t ny enemy units targetin nd still shoot and/or Ch hin 1" of it (except for i	his model ng this uni narge durir ts twin vol	t subtract 1 ng the I cano

SU	R PER-H	RELI IEA	IC N VY	MAS SIE	STC GE	DC TR)N ANS	SPO	RT	DAMAGE Some of a Relic 1 change as it suffer shown below:				
NAME	М	WS	BS	S	T	W	A	Ld	Sv		N/I	BS	٨	VOID SHIEL
Relic Mastodon	*	5+	*	9	9	30	*	9	2+	REMAINING W 16-30+	M 10"	<u> </u>	A 8	5+
A Relic Mastodon is a s one skyreaper battery, a						amers, t	wo lasca	nnon,		8-15	7"	4+	6	6+
VEAPON	RANGE	TYPE		U	S	AP	D	ABILI	TIES	1-7	4"	5+	D6	7+
Crushing tracks	Melee	Mele			User	-2	D3	-						2.3
Lascannon	48"	Heav	/y 1		9	-3	D6	-						
Heavy flamer	8"	Heav	ry D6		5	-1	1	This	weapon	hits its target auto	matically	<i>.</i>		12.3
Skyreaper battery	48"	Heav	ту 8		7	-1	5	targe	ets that ca	ant rolls made for the form of	from th	e hit ro		de
Siege melta array	12"	Heav	vy 4D3		9	-4	D6	two o		s within half range n inflicting damag				the
WARGEAR OPTIONS	None		1.1938		T Chiles	N. YA		25.57	Stat. 1	the Constant Constant	Sec. 1			1.1.1
TRANSPORT	takes up also trai	o the spa nsport up	ce of tw p to two	o other	models, DNOUGI	, and ea HTS, IR	ch CENT ONCLAD	URION DREAI	takes up DNOUGH	ERMINATOR and J the space of three ITS, VENERABLE I lels. It cannot trans	e other m DREADN	odels). OUGH	It ma TS or	1. 1988
ABILITIES	takes up also tran CONTER Explode mortal v	o the space nsport up MPTOR I es: If this wounds,	ce of two p to two DREAD s model the mo	o other DREAL NOUGH is redu del is th	models, DNOUGI ITS, each ced to 0 ten remo	and each HTS, IR h taking wounds oved.	ch CENT ONCLAD up the s s, roll a I	URION DREAL pace of 06; on a	takes up DNOUGH ten mod 6 it expl	the space of three	e other m DREADN sport PR it within	nodels). IOUGH IMARIS 2D6" s	It ma TS or MOD	ELS.
ABILITIES	takes up also trai CONTEL Explode mortal Power of Heavy v Smoke 1 smoke 1	o the space msport up MPTOR I es: If this wounds, of the Ma veapons. Launche	ce of two p to two DREAD s model the mo achine s ers: Onces. Until	o other DREAN NOUGH is redu del is th Spirit: 7 ce per get the con	models, DNOUGI ITS, each ced to 0 hen remo This mod ame, ins trolling	, and each HTS, IRC In taking wounds oved. del does tead of s player's	ch CENT ONCLAD up the s s, roll a I not suff shooting next Sho	URION DREAI pace of 06; on a er the p any we poting p	takes up DNOUGH ten mod 6 it expl enalty to apons in	the space of three HTS, VENERABLE I lels. It cannot trans odes and each uni	e other m DREADN sport PR it within ng and fi se, this n	iodels). IOUGH IMARIS 2D6" s iring nodel c	It ma TS or MOD uffers an use	ELS. 2D6
ABILITIES	takes up also trai CONTEL Explode mortal Power of Heavy v Smoke 1 from all Void Sh force pr attacks a shown i invulner void shi negate r	o the space nsport up MPTOR I es: If this wounds, of the Ma veapons. Launchers hit rolls hit rolls nields: A ojected c and miss n the Da rable sav eld saves mortal wo	ce of two p to two DREADD a model the mo achine s ers: Once s. Until for Sho Relic M but at a illes aga mage b e agains s are un ounds.	o other DREAL NOUGH is redu del is th Spirit: 7 ce per gr the con boting a fastodo distance inst the ox aboy st any fo affected In this o	models. DNOUGI ITS, each ced to 0 onen remo This moo ame, ins trolling ttacks m n is prot e from it m. In ga ve, which orm of a l by the 2 case how	and eau HTS, IRG htaking wounds wed. del does tead of s player's hade aga rected by s hull in me term h the con ttack ext AP of ar vever, ro	ch CENT ONCLAD up the s s, roll a I not suff shooting next Sho inst this y special hayers, o ns, void s ntrolling cept from hattack, ll one di	URION DREAL pace of D6; on a er the p any we boting p unit. ised voi designe shields player n weapo but unlice for ex	takes up DNOUGH ten mod 6 it expl eenalty to apons in ohase, an d shield d to defle are repre can opt t ons with ike invul ach mort	the space of three ITS, VENERABLE I lels. It cannot trans odes and each uni hit rolls for movin the Shooting pha	e other m DREADN sport PR it within ng and fi se, this n geting thi mpenetra impact of heir norn ke invult may also been in:	able ba of high saving able ba of high saving nal save nerable o be us flicted of	It ma TS or MOD uffers an use subtrac- energ throw e or saves, ed to	ELS. 2D6 e its ct 1 of sy 7
ABILITIES	takes up also trai CONTEL Explode mortal Power of Heavy v Smoke 1 from all Void Sh force pr attacks a shown i invulner void shi negate r model, s Steel Be controll lascanne	the space of the space means of the Markow of the Markow of the Markow of the Markow of the Markow of the Markow and the Markow of the Markow and miss of the Darkow of the Darkow of the Markow of th	ce of two p to two DREADD a model the mo achine s ers: Ond s. Until for Sho Relic M but at a illes aga umage b e agains a are un ounds. mortal : This n er's turn arget un	o other DREAL NOUGH is redu del is the Spirit: 7 ce per gr the con boting a fastodo distance inst the ox above st any fo affected In this of wound model m 1. It may its that	models, DNOUGI (TS, each ced to 0 hen remo This moo ame, ins trolling ttacks m n is prot e from it m. In ga re, which orm of a' l by the 2 case how being ig hay Fall 1 7 fire its are with	and eau HTS, IRG htaking wounds wed. del does tead of s player's hade aga ected by s hull in me term in the con ttack exc AP of ar vever, ro nored in Back in weapon in 1" of	ch CENT ONCLAD up the s s, roll a I not suff shooting next Sho inst this y special hayers, o ns, void s ntrolling cept from hattack, ll one di f the save s if enem- it its o	URION DREAI pace of D6; on a er the p any we boting p unit. ised voi designe shields a player n weapo but unli ce for ea e roll ind ement p y units ther gu	takes up DNOUGH ten mod 6 it expl enalty to apons in bhase, an d shield d to defla are repre can opt t ons with ike invul ach mort dicated i bhase and are with ns must	the space of three ITS, VENERABLE I lels. It cannot trans- odes and each unit thit rolls for movin the Shooting pha y enemy units targ generators, near-in- ect and absorb the sented by a unique to use instead of the the Melee type. Li nerable saves they tal wound that has	e other m DREADN sport PR it within ng and fi se, this n geting thi mpenetra impact of heir norm ke invult may also been in: is passe r Charge y its heav In addi	able ba of high saving able ba of high saving nal save nerable o be us flicted of d. during cy flam	It ma TS or S MOD uffers an use subtrac- energ throw e or saves, ed to on the ers an	ELS. 2D6 e its ct 1 of sy 7
ABILITIES	takes up also tran CONTEN Explode mortal w Power of Heavy w Smoke 1 from all Void Sh force pr attacks a shown i invulnen void shi negate r model, w Steel Be controll lascanne only gai	the space of the space means of the Markow of the Markow of the Markow of the Markow of the Markow of the Markow and the Markow of the Markow and miss of the Darkow of the Darkow of the Markow of th	ce of two p to two DREAD achine S achine S ers: Ondes the mo achine S ers: Ondes s. Until for Sho Nelic M but at a ailes aga s. are un ounds. mortal : This n ers's turn arget un us to its	o other DREAL NOUGH is redu del is the Spirit: 7 ce per g the con boting a fastodo distance inst the ox abov st any fo affected In this of wound nodel m 1. It may its that s save in	models, DNOUGI TTS, each ced to 0 een remo This moo ame, ins trolling ttacks m n is prot e from it m. In ga ze, which orm of a l by the 2 case how being ig hay Fall I z fire its are with n cover it	and eau HTS, IRG h taking wounds oved. del does tead of a player's hade aga rected by s hull in me term h the co- ttack exis AP of ar rever, ro mored in Back in "weapon tin 1" of f at least	ch CENT ONCLAD up the s s, roll a I not suff shooting next Sho inst this y special n layers, o ns, void s ntrolling cept from attack, ll one di f the save the Move s if enem it _ its o	URION DREAL pace of De; on a er the p any we pooting p unit. ised voi designe shields a player n weapo but unli ce for ea e roll ind ement p y units ther gu	takes up DNOUGH ten mod 6 it expl enalty to apons in bhase, an d shield d to defla are repre can opt t ons with ike invul ach mort dicated i bhase and are with ns must	the space of three ITS, VENERABLE I lels. It cannot trans- odes and each unit the shooting pha the Shooting pha y enemy units targ generators, near-in ect and absorb the sented by a unique to use instead of the the Melee type. Li nerable saves they tal wound that has n the Damage box d still shoot and/or in 1" of it (but only target other units)	e other m DREADN sport PR it within ng and fi se, this n geting thi mpenetra impact of heir norm ke invult may also been in: is passe r Charge y its heav In addi	able ba of high saving able ba of high saving nal save nerable o be us flicted of d. during cy flam	It ma TS or S MOD uffers an use subtrac- energ throw e or saves, ed to on the ers an	ELS. 2D6 e its ct 1 of sy 7

ADEPTUS ASTARTES DREADNOUGHTS

W 8		MOR'	TIS DF	REA	.DN	ου	JGHT
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 equip	ped with two tw	vin heavy	v bolters.	2	
WEAPON	RANGE	TYPE	S	AP	D	ABILI	ITIES
Twin heavy bolter	36"	Heavy 6	5	-1	1	-	
Twin autocannon	48"	Heavy 4	7	-1	2	-	
Twin lascannon	48"	Heavy 2	9	-3	D6	-	
Missile launcher	When a	ttacking with t	his weapon, cho	oose one	of the pr	ofiles be	pelow:
- Frag missile	48"	Heavy D6	4	0	1	-	
- Krak missile	48"	Heavy 1	8	-2	D6	-	
Assault cannon	24"	Heavy 6	6	-1	1	-	
Multi-melta	24"	Heavy 1	8	-4	D6	two o	he target is within half range of this weapon, roll dice when inflicting damage with it and discard the est result.
Heavy plasma cannon	When a	ttacking with t	his weapon, cho	oose one	of the pr	ofiles be	below:
- Standard	36"	Heavy D3	7	-3	1	-	
- Supercharge	36"	Heavy D3	8	-3	2		each hit roll of 1, the bearer suffers 1 mortal wound r all of this weapon's slots have been resolved.
WARGEAR OPTIONS	follov - Twi - Twi - Mis - Ass - Mu			ige both	of its twi	n heavy	y bolters for two identical weapons from the
ABILITIES =	explode Smoke smoke l	s and each uni Launchers: Or aunchers. Unti	t within 3" suffe nce per game, in	ers D3 m stead of g player's	ortal woo shooting next Sho	unds. 3 any we 00ting p	pre removing it from the battlefield; on a 6 it reapons in the Shooting phase, this model can use it phase, any enemy units targeting this unit subtract
FACTION KEYWORDS	and the second se		PTUS ASTAR			_	
KEYWORDS		CLE, DREAD					LION T

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Siege Dreadnought	6"	3+	3+	6	8	8	4	8	3+
A Siege Dreadnought is a	a single mod	el. It is e	quipped	with a	seismic	hamme	r, a melt	agun an	nd a Dreadnought inferno cannon.
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES
Dreadnought inferno cannon	8"	Heav	vy D6		6	-1	2		weapon hits its target automatically.
Seismic hammer	Melee	Mele	ee		x2	-4	5		n attacking with this weapon, you must subtract 1 the hit roll.
Heavy flamer	8"	Heav	vy D6		5	-1	1	This	weapon hits its target automatically.
Meltagun	12"	Assa	ult 1		8	-4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.
Multi-melta	24"	Heav	vy 1		8	-4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.
Twin lascannon	48"	Heav	vy 2		9	-3	D6	-	
Twin autocannon	48"	Heav	vy 4		7	-1	2	-	
WARGEAR OPTIONS ABILITIES	twin • A Sie cann Explod explode Smoke use its s	autocann ge Dread on. es: If this s and ea Launche moke lau	non. dnought s model ch unit v ers: Onc	may re is reduce within 3 ce per g Until t	eplace its ced to 0 3" suffer ame, ins he contr	s seismi wounds s D3 mo stead of rolling p	c hamme s, roll a I ortal wou shooting	er and n D6 befor inds.zt g any we ext Sho	cannon with a multi-melta, a twin lascannon or a neltagun with a second Dreadnought inferno re removing it from the battlefield; on a 6 it eapons in the Shooting phase, this model can oting phase, any enemy units targeting this unit bis unit
	Sunder the Figh Fragsto	ing Stril It phase, rm Lau i	the Sieg	enever a e Dread If this n	attackin Inought	g a BUI 's contr	LDING olling pla	or any r ayer ma	model with a Movement characteristic of 0" during y re-roll all wound rolls of 1 with this model. thin 1" of an enemy unit, roll a D6. On a 4+, that
FACTION KEYWORDS		fers D3 1 RIUM, 1			CTA DT			ED.	

NAME	М	WS	BS	S	DÑ(W	A	Ld	Sv	change as it suffers of shown below:		, , ,	_
		••••		_	_					REMAINING W	M	WS	BS
Contemptor Mortis	*		*	7	7	10	4	8	3+	6-10+	9"	2+	2+
A Contemptor Mortis Dre	eadnought	is a sing	le mode	l. It is e	quipped	with tw	o twin h	eavy bol	lters.	3-5	6"	3+	3+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2	3"	4+	4+
Twin heavy bolter	36"	Hea	ivy 6		5	-1	1	-					10
Multi-melta	24"	Hea	wy 1		8	-4	D6	dice		s within half range of t flicting damage with it			
Twin autocannon	48"	Hea	wy 4		7	-1	2	-					3
Heavy plasma cannon	When a	ittacking	g with th	is weap	on, cho	ose one	of the pi	ofiles be	elow:				1
- Standard	36"	Hea	ivy D3		7	-3	1	-					
- Supercharge	36"	Hea	wy D3		8	-3	2			roll of 1, the bearer suff is weapon's slots have b			
Twin lascannon	48"	Hea	ivy 2		9	-3	D6	-					
Kheres assault cannon	24"	Hea	ivy 6		7	-1	1	-					
WARGEAR OPTIONS	the fe - Mu - Tw - Tw - He	ollowing ilti-melt in lasca in autoc avy plas	g: a nnon	ion	dnought	may rej	blace bot	h of its t	twin hea	avy bolters with two ide	entical we	apons fron	1
ABILITIES	Atoma	ntic Shi	elding: "	This mo	del has	a 5+ inv	ulnerabl	e save.	1.18	A STATE OF STATE			
F					iced to 0 3" suffer				e remov	ving it from the battlefi	eld; on a 6	5 it	
FACTION KEYWORDS	-				START	-			1200 4		12.	2992	
KEYWORDS					-				TTO D	READNOUGHT			-1

		CI	HAI	PL/	AIN		ENI	ERA	BLE
NAME	M	WS	BS	KE S	AD, I	NC W	A	Ld Ld	Sv
Chaplain Dreadnought	6"	2+	2+	6	7	9	4	10	3+
A Chaplain Venerable Dre	adnought	is a single	e model	. It is ec	quipped	with tw	o storm	bolters a	and two Dreadnought combat weapons.
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	TIES
Dreadnought combat weapon	Melee	Mele	e		x2	-3	3	-	
Dreadnought inferno cannon	8"	Heav	y D6		6	-1	2	This	weapon hits its target automatically.
Assault cannon	24"	Heav	y 6		6	-1	1	-	
Multi-melta	24"	Heav	y 1		8	-4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.
Twin lascannon	48"	Heav	y 2		9	-3	D6	-	
Storm bolter	24"	Rapi	d Fire 2		4	0	1	-	
Heavy flamer	8"	Heav	y D6		5	-1	1	Thisy	weapon hits its target automatically.
	- Dro - Mu - Ass - Tw	eadnough ilti-melta sault cann in lascan	nt inferr non = non		ion				eavy flamer.
ABILITIES	Unstop	arius: Th pable Fu weapons	ry: You					s model :	if it is equipped with two Dreadnought
,	Icon of	Hate: Al	l friend						rord in combat with the same unit as a model with ion of the Fight phase.
	Unyield is not lo		ient: Ro	oll a D6	each tir	ne this	model lo	oses a wo	ound; on a 6 the damage is ignored and that wound
		es: If this es and ead							re removing it from the battlefield; on a 6 it
	smoke	aunchers	. Until t	the con	trolling	player's	next Sh	ooting p	apons in the Shooting phase, this model can use its hase, any enemy units targeting this unit subtract
FACTION KEYWORDS	smoke from al		. Until t for Sho	the con oting a	trolling ttacks m	player's ade aga	next Sho inst this	ooting p unit.	

		REI I	LIC DRE	CC AD	NT NC	'EN DU(IPT GH'	ΌR Γ		DAMAGE Some of a Relic Con characteristics cham	ige as it su		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel			
Relic Contemptor	 9"	*	*	7	-	12	*	8	2+	REMAINING W	WS	BS	
	-	1 .								7-12+	2+	2+	
A Relic Contemptor Drea weapons and two storm b		a single	model.	t is equ	ipped w	ith two	Dreadn	ought co	mbat	3-6	3+	3+	T
WEAPON	RANGE	TYP	:		S	AP	D	ABILIT	IFS	1-2	4+	4+	Γ
Dreadnought combat													
Weapon	Melee	Mel	ee		x2	-3	3	-					
Dreadnought chainfist	Melee	Mel	ee		x2	-4	4	-					
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	hits its target automation	cally.		
Plasma blastgun	When a	uttacking	g with th	is weap	on, cho	ose one	of the p	rofiles be	elow:				U
Standard	18"	Ass	ault 2		7	-3	1	_					II.
· Supercharge	18"	Ass	ault 2		8	-3	2	For e	ach hit r	oll of 1, the bearer suff	ers a single	e mortal	I.
								wour	nd.		-		J.
Graviton blaster	18"	Ass	ault 2		5	-3	1			as a Save characteristic		better, this	
	10	1 100			Ũ	5		-		eases its Damage to D3.			
C-beam cannon	72"	Hea	vy 1		6	-3	D3	the m 24" b the S is ren cause addit These	nodel can etween t trength noved fr ed by thi ional hit	may not be fired on an rrying it has moved. In the firing model and th by $+2$ and the Damage om play as a casualty d s weapon, then the targ ts at Strength 6, AP 0, c onal hits do not trigger	addition, a e target, in by +D3. If ue to woun get unit suf ausing 1 D	for each acrease a model nds ffers 2D6 Damage.	
Twin heavy bolter	36"	Hea	.vy 6		5	-1	1	-					
I will neavy bolter	50	1100	vy o		5	1	1	If the	target i	s within half range of tl	nis weapor	roll	ъ
Multi-melta	24"	Hea	vy 1		8	-4	D6	two c		n inflicting damage wit			
Twin autocannon	48"	Hea	vy 4		7	-1	2	-					I.
Heavy plasma cannon	When a	ıttacking	g with th	is weap	on, cho	ose one	of the p	rofiles be	elow:				J.
- Standard	36"	Hea	vy D3		7	-3	1	-					I.
- Supercharge	36"	Hea	vy D3		8	-3	2			coll of 1, the bearer suff			
								after	all of thi	is weapon's slots have b	een resolv	ed.	J.
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-					ų,
Kheres assault cannon	24"		vy 6		7	-1	1	_		weapons with Dreadno			
	Drea - Tw. - Mu - Tw. - Tw. - Tw. - Hea - Kh - C-I • One - Hea	dnough in heavy ilti-melt in lascar in autoc avy plas eres assa Beam ca	t combat y bolter a nnon cannon ma cann ault cann nnon storm bo ner	on on	n and o	ne storn	n bolter	for each	weapon	om the following list, re chosen: g:	eplacing of	ne	
		aviton b											
ABILITIES	Atoma	ntic Shi	elding: 7	This mo	del has a	a 5+ inv	ulnerabl	e save.	1999	The second second	14123	1.445	
			219.						if it is ec	uipped with two melee	e weapons		
	and that	t wound	l is not lo	ost.						on the roll of a '6' that			
			is model ach unit						e remov	ing it from the battlefie	eld; on a 6	it	
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	'ES, <0	СНАРТ	'ER>		No. of the second	12516		
										OR DREADNOUGH			- 1

		I I	REL DRE	IC] AD	DE NC	REI DU(DEC GH') [DAMAGE Some of a Relic Der change as it suffers of shown below:			s	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	B	
Relic Deredeo	*	*	*	7	7	14	2	8	3+	10-14+	7"	4+	2	
A Relic Deredeo Dreadnou and one twin heavy bolter.	ght is a sir	ngle mo	del. It is	equippe	ed with a	an anvil	lus autoc	cannon	oattery	5-9 1-4	5" 3"	5+ 6+	3 4	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Anvillus autocannon battery	36"	Hea	vy 8		8	-1	2	-						
Hellfire plasma carronade	24"	When attacking with this weapons, if at least one dice roll when determining Damage inflicted is a natural												
Arachnus heavy lascannon battery	48"	4"Heavy 58-33For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.8"Heavy 210-4D6When attacking with this weapon, if at least one dice roll when determining Damage inflicted is a natural '6' then a mortal wound is inflicted on the target in additional to all other damage.												
Aiolos missile launcher	60"	Hea	vy 2D3		6	-1	1	-						
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 automation	cally.		1	
ABILITIES	- Ato • A Red - Hel - Ara Layered	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: • - Aiolos missile launcher • - Atomantic pavaise • 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 attacks, and a 4+ invulnerable save against Melee attacks in the Fight phase.												
F	Atomar Deredeo	tic Pav	aise: If e nought §	quippee	l with a	n atoma	ntic pav	aise, all	friendly	<chapter> units w</chapter>				
	Helical	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. Helical Targeting Array: At the beginning of any turn, the controlling player may declare that its helical targeting</chapter>												
	array is	rray is active. While it is active, the Relic Deredeo Dreadnought may not move and adds +1 to its hit rolls against nodels with the FLY keyword.												
	array is models Explod	ray is active. While it is active, the Relic Deredeo Dreadnought may not move and adds +1 to its hit rolls against odels with the FLY keyword. cplodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 5 or 6 it plodes and each unit within 6" suffers D3 mortal wounds.												
	array is models Explode explode Smoke I smoke Is	with th es: If th s and ea Launch aunche	e FLY ke is model ach unit ers: Onc	yword. is reduc within 6 se per ga the cont	5" suffer ame, ins trolling	s D3 mc tead of s player's	ortal wou shooting next Sho	inds. any we poting p	apons in	ing it from the battlefic the Shooting phase, th y enemy units targeting	nis model	can use its		
FACTION KEYWORDS	array is models Explode explode Smoke I smoke Is	with th es: If th s and ea Launch auncher hit roll	e FLY ke is model ach unit ers: Onc rs. Until s for Sho	yword. is reduce within 6 within 6 re per ga the cont oting at	5" suffer ame, ins trolling ttacks m	s D3 mc tead of s player's ade aga	ortal wou shooting next Sho inst this	ands. any we ooting p unit.	apons in	the Shooting phase, th	nis model	can use its		

16 16		D	RE.	AD	EVI DNC)U(HA GH'	[DAMAGE Some of a Relic Levi change as it suffers of shown below:			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	BS
Relic Leviathan	*	*	*	8	8	14	4	8	2+	8-14+	8"	2+	2+
A Relic Leviathan Dread two meltaguns and two h			lel. It is	equipj	ped with	two sie	ege claws	,		4-7 1-3	5" 3"	3+ 4+	3+ 4+
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				_
Leviathan siege claw	Melee	Melee			x2	-3	3	Re-ro	oll failed	wound rolls against IN	IFANTRY	7.	3
Leviathan siege drill	Melee	Melee			x2	-4	4	-					- 33
Heavy flamer	8"	Heavy	7 D6		5	-1	1	This	weapon	hits its target automatic	cally.		3
Grav-flux bombard	18"	Heavy	7 D3		9	-5	2	TITA succe mode	NIC th essful att els in the	nodel is a MONSTER , en the amount of Dama cacks becomes 5 per hit e target unit, add D3 to by this weapon.	age suffer . For ever	ed from y five	
Storm cannon array	24"	Heavy	v 10		7	-2	2	-					
Meltagun	12"	Assau	lt 1		8	-4	D6	two c		s within half range of the set of			
Cyclonic melta lance	18"	Heavy	2D3		9	-4	D6	two d		s within half range of the set of			
WARGEAR OPTIONS	 A Re a Lev excha Sto Cyo Gra 	lic Leviath riathan sie anged in th rm canno clonic mel av-flux bon	han may ge claw his fash n array ta lance mbard	replace and m ion, su	ce one o neltagun ıbtract 1	r both I must b from th	Leviathar e exchan ne Relic I	n siege c ged for Leviatha	laws and a single n's Attao	th Leviathan siege drills d meltaguns with one o option). For each Levia cks characteristic:	f the follo		h
ABILITIES	Reinfor	ced Atom	antic B	arrier	s: This r	nodel h	as a 4+ i	nvulner	able save	e.	- 61 -	1933	
P		n tic Confl or 6 it expl								D6 before removing it ds.	from the	battlefield;	
	smoke l	Launcher aunchers. hit rolls f	Until th	ne con	trolling	player's	next Sho	ooting p	apons ir hase, an	n the Shooting phase, th y enemy units targeting	nis <mark>m</mark> odel g this unit	can use its subtract 1	
				0	A DECK OF THE REAL PROPERTY OF						1 A A A A A A A A A A A A A A A A A A A		
FACTION KEYWORDS	IMPE	RIUM, A	DEPT	US A	START	'ES, <0	CHAPT	ER>	r1: [8				

ABEPTUS ASTARTES STIRATE CONTRACTOR

1 8		ΤΛ	ND	SD		DEI	р Т	ЕM	PEST
NAME	M	WS	BS	S		W	A	Ld	Sv
Land Speeder Tempest	15"	3+	3+	4	6	6	2	8	3+
									empest (Power Rating +8) or two additional in assault cannon and two Tempest salvo launchers.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Assault cannon	24"	Hea	avy 6		6	-1	1	-	
Tempest salvo launcher	36"	Hea	avy D3		6	-3	2	-	
WARGEAR OPTIONS	• None	e.	ne Sie		19.90	18-18	10-34		
ABILITIES	And Th	ney Shal	l Know	No Fear	r: See W	arhamm	ner 40,00	00 – Inde	ex: Imperium 1.
									re removing it from the battlefield and before any within 6" suffers 1 mortal wound.
	the unit the nex	: has use t Shooti	ed its ran	njet thr e, and th	usters th ne unit c	en the e an only	nemy pl	ayer mu	models in the unit must move between 20"-35". If ist subtract -1 from hit rolls made against them in arged by units that can FLY during the Fight phase
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	START	'ES, <0	HAPT	ER>	
KEYWORDS	VEHI	CLE, F	LY, LAI	ND SP	EEDEF	R, LAN	D SPEI	EDER 7	ГЕМРЕЅТ

			A	RE] Γ'Τ/	LIC ACk	JA SI	VEI PEE	JN DE	R
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv
Relic Javelin	15"	3+	3+	4	6	9	3	8	3+
A Relic Javelin Attack Sp	peeder is a sir	gle mo	del. It is	equippe	ed with	a heavy	bolter aı	nd a typl	hoon launcher.
WEAPON	RANGE	TYP	E		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 when inflicting damage with it and discard the st result.
Typhoon launcher	When a	ttacking	g with th	is weap	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 💭								ulti-mel er with a	lta. a twin lascannon.
ABILITIES	And Th	ey Shal	Know	No Fea	r: See W	Varhamm	ner 40,00	00 – Inde	ex: Imperium 1.
P									re removing it from the battlefield and before any within 6" suffers 1 mortal wound.
	Gravitie than 8";	c Augui	Haze:	Your op	ponent	subtract	1 from	all hit re	olls made for models that target at ranges greater
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, <c< td=""><td>CHAPT</td><td>'ER></td><td></td></c<>	CHAPT	'ER>	
KEYWORDS	VEHIC	CLE, R	ELIC, I	FLY, L	AND S	PEEDE	ER, REI	LIC JAV	ELIN ATTACK SPEEDER

	X	IPI	XIPHON INTERCEPTOR DAMAGE Some of a Xiphon Interceptor's characterist change as it suffers damage in battle, as shown below:													
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	м	BS				
Xiphon Interceptor	*	6+	*	6	7	11	2	8	3+		20"-50"	3+				
A Xiphon Interceptor is a s	single mod	el. It is	equipped	l with ty	wo twin	lascann	on and			4-7	20"-30"	4+				
a Xiphon missile battery.										1-3	20"	5+				
WEAPONS	RANGE	TYP			S	AP	D	ABILI	IES							
Twin lascannon	48"	Hea	ivy 2		9	-3	D6	-								
Xiphon missile battery	60"	Hea	ivy 3		6	-2	3	-								
WARGEAR OPTIONS	• None															
,	attacked Hard to Superso the mod	l in the Hit: Yo onic: Ea lel mov	Fight ph our oppo .ch time es) and t	ase by u onent m this mo hen mo	units that ust subt del mov we the r	at can FI cract 1 fr ves, first nodel st	Y. om hit r pivot it o raight fo	olls for a on the sp rwards.	attacks t pot up to Note th	t can FLY, and can or hat target this model o 90° (this does not c at it cannot pivot aga	in the Shoot ontribute to in after the i	ing phase. how far				
	pivot. W a dice.	vnen tn	is model	7 luvain		ieuse no	MOVE CI.	laracteri	stic by 2	20" until the end of th	e phase – do					
	a dice. Crash a	nd Bur ore any	n: If this embarke	model	is reduc	ced to 0	wounds	roll a De	5 before	20" until the end of th removing the model odes and each unit w	from the ba	not roll ttlefield				
	a dice. Crash a and befo mortal y	nd Bur ore any wounds	n: If this embarke	model ed mode	is reduc els diser	ced to 0 nbark; o	wounds n a 6 it c	roll a De crashes a	6 before and expl	removing the model	from the ba ithin 6" suffe	not roll ttlefield ers D3				
	a dice. Crash a and befo mortal v Termina Skyborn	nd Bur ore any wounds al Targ n Preda	n: If this embarke eting: Tl .tor: Wh	model ed mode nis mod en targe	is reduc els diser el does eting un	ced to 0 nbark; o not suffe nits that o	wounds n a 6 it c er the pe can FLY	roll a De crashes a nalty to , add 1 t	5 before ind expl hit rolls	removing the model odes and each unit w	from the ba ithin 6" suffe g Heavy wea	not roll ttlefield ers D3				
FACTION KEYWORDS	a dice. Crash a and befor mortal y Termina	nd Bur ore any wounds al Targ n Preda RIUM,	n: If this embarke eting: Tl tor: Wh ADEP'	model ed mode nis mod en targe FUS A	is reduc els diser el does eting un START	ced to 0 ^o nbark; o not suffe nits that o T ES, <c< b=""></c<>	wounds n a 6 it c er the pe can FLY CHAPT	roll a De crashes a nalty to , add 1 t	5 before ind expl hit rolls	removing the model odes and each unit w for moving and firin	from the ba ithin 6" suffe g Heavy wea	not roll ttlefield ers D3				

18	STORM EAGLE ASSAULT GUNSHIP DAMAGE M WS BS S T W A Ld Sv M WS BS S T W A Ld Sv												
NAME	М	WS	BS	S	T	W	A	Ld	Sv			RS	
Storm Eagle Gunship	*	6+	*	8	7	16	*	9	3+	8-16+	20"-45"	3+	
A Storm Eagle Assault Gun a vengeance launcher and t					ped witl	n a twin	heavy b	olter,		4-7 1-3	20"-30" 20"	4+ 5+]
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				_
Twin heavy bolter	36"	Hea	ivy 6		5	-1	1	-					
Vengeance launcher	48"	Hea	wy 2D6		5	-1	1	-					
Twin hellstrike launcher	72"	Hea	wy 2		8	-3	3	-					
Twin lascannon	48"	Hea	wy 2		9	-3	D6	-					
Twin multi-melta	24"	Heavy 2 8 -3 3 -											
Typhoon missile launcher	When a	attacking	g with th	is weap	oon, cho	ose one	of the p	rofiles be	elow:				
- Frag missile	48"	Hea	wy 2D6		4	0	1	-					
- Krak missile	48"	Hea	wy 2		8	-2	D6	-					
WARGEAR OPTIONS										i-melta or a typhoon two twin lascannon.		icher.	
TRANSPORT	model t	akes up		e of tw	o other	INFAN	FRY mo	dels and	l each Cl	Each JUMP PACK or ENTURION takes up			
ABILITIES			model c Fight ph					ged by u	nits that	can FLY, and can on	lly attack or	be	
F	Hard to	Hit: Yo	our oppo	nent n	nust subt	tract 1 fr	om hit r	olls for a	attacks tł	hat target this model	in the Shoot	ing phase.	
	the mod	del mov	es) and t	hen m	ove the 1	nodel st	raight fo	orwards.	Note that	90° (this does not co at it cannot pivot aga 0" until the end of th	in after the i	nitial	
	a dice. Crash and Burn: 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.												
	Power of Heavy v			Spirit:	This mo	del does	not suf	fer the p	enalty to	hit rolls for moving	and firing		
	IMDEI	DITIM	ADED'	THE A	STAR	TES -(HADT	'ED\	1.20	No. I State State		1. 1. 1. 2	
FACTION KEYWORDS	INFER	NIUWI,	ADEF	103 A	10 IAN	$LDO, \land \land$	JIAFI	LU>					

STORM	EAGLE	ASSA	UTT
GUNSHI			

Real Power		STORM EAGLE ASSAULT GUNSHIP – ROC PATTERN								DAMAGE Some of a Storm Eagle Assault Gunship – ROC Pattern's characteristics change as it suffers damage in battle, as shown below:			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	•.
Storm Eagle Gunship – ROC Pattern	*	6+	*	8	7	16	*	9	3+	8-16+	20"-45"	3+	
A Storm Eagle Gunship – F a ROC missile launcher and	ROC patte d two twir	rn is a s 1 lascani	ingle mo 10n.	del. It is	equipp	ed with	a twin l	neavy bo	olter,	4-7 1-3	20"-30" 20"	4+ 5+]
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				Т
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					1
ROC missile launcher	48"	Hea	vy 8		8	-2	2	-					
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-					Т
Twin multi-melta	24"	Hea	vy 2		8	-4	D6	two	e target i dice whe st result	is within half range of en inflicting damage v	this weapon vith it and di	, roll scard the	
Typhoon missile launcher	When a	ıttackinş	, with th	is weapo	n, choc	ose one	of the p	rofiles b	elow:				
- Frag missile	48"	Hea	vy 2D6		4	0	1	-					
- Krak missile	48"	Hea	vy 2		8	-2	D6	-					
WARGEAR OPTIONS	• This	model r	nay repla	ace its tw	in heav	y bolte	r with ei	ther a ty	win mult	ti-melta or a typhoon	missile laun	cher.	
TRANSPORT ABILITIES	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. 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 .												
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.												
P	Hard to	Hit: Yo	our oppo	nent mu	st subti	act I II	om nit i	olls for	attacks t	hat target this model	in the Shoot	ing phase	
	Superso the mod	o nic: Ea del mov	ch time es) and t	this mod hen mov	lel mov re the m	es, first 10del st	pivot it raight fo	on the s orwards.	pot up to Note th	hat target this model o 90° (this does not co at it cannot pivot aga 20″ until the end of th	ontribute to l in after the in	how far nitial	
	Superso the moo pivot. W a dice. Crash a	onic: Ea del mov When th und Bur ore any	ch time t es) and t is model n: If this embarke	this mod hen mov Advance model is	lel mov re the m es, incre s reduce	es, first nodel st ease its ed to 0	pivot it raight fo Move ch wounds	on the s orwards. naracter , roll a D	pot up to Note th istic by 2	o 90° (this does not co at it cannot pivot aga	ontribute to l in after the in e phase – do l from the ba	how far nitial not roll ttlefield	
	Superso the moo pivot. W a dice. Crash a and befo mortal Hover J become	onic: Ea del mov When th und Bur ore any wounds Met: Befor ss 20" ur	ch time t es) and t is model n: If this embarke re this n ttil the er	this mod hen mov Advance model is d model	lel move re the n es, incre s reduce s disem oves in y phase,	es, first nodel st ease its ed to 0 ⁻ nbark; o your Ma and it 1	pivot it raight fo Move ch wounds, n a 6 it o ovement	on the s prwards. haracter , roll a E crashes a : phase,	pot up to Note th istic by 2 06 before and expl you can	o 90° (this does not co at it cannot pivot aga 20" until the end of th e removing the model	ontribute to l in after the in e phase – do l from the ba ithin 6" suffe Its Move cha	how far nitial not roll ttlefield ers D3 racteristic	
	Superso the moo pivot. W a dice. Crash a and befor mortal Hover J become beginni	onic: Ea del mov When th and Bur ore any wounds wounds let: Befo es 20" ur ng of yc of the M	ch time t es) and t is model n: If this embarke re this n ttil the en our next i (achine s	this mod hen mov Advance model is ad model is nodel mo nodel mo nodel mo nodel mo	lel move re the m es, incre s reduce s disem oves in y phase, nt phas	es, first nodel st ease its ed to 0 ⁻ nbark; o your Me and it 1 se.	pivot it : raight fc Move ch wounds, n a 6 it c ovement oses the	on the s orwards. haracter , roll a E crashes a : phase, Airborn	pot up t Note th istic by 2 06 before and expl you can ne, Hard	o 90° (this does not co at it cannot pivot aga 20" until the end of th e removing the model odes and each unit w declare it will hover.	ontribute to l in after the in e phase – do l from the ba ithin 6" suffe Its Move cha ic abilities ur	how far nitial not roll ttlefield ers D3 racteristic	
FACTION KEYWORDS	Superso the moo pivot. W a dice. Crash a and befa mortal w Hover J become beginni Power C Heavy w	onic: Ea del move When the ore any wounds let: Before s 20" ur ng of ycc of the M weapons	ch time t es) and t is model n: If this embarked re this m til the en our next is fachine s	this mod hen mov Advance model is ad model is nodel mo nodel mo nodel mo nodel mo	lel mover re the m es, incre s reduces s disem oves in y phase, nt phase, his mod	es, first nodel st ease its ed to 0 ^o abark; o your Me and it 1 se. del does	pivot it raight fo Move ch wounds, n a 6 it o ovement oses the not suff	on the s prwards. haracter , roll a E crashes a : phase, Airborn fer the p	pot up t Note th istic by 2 06 before and expl you can ne, Hard	o 90° (this does not co at it cannot pivot aga 20" until the end of th e removing the model odes and each unit w declare it will hover. to Hit and Superson	ontribute to l in after the in e phase – do l from the ba ithin 6" suffe Its Move cha ic abilities ur	how far nitial not roll ttlefield ers D3 racteristic	
19 18 29		AS	SA	UĽ.	RA ΓG	PT UN	DR ISH	IP		DAMAGE Some of a Fire Rap characteristics cha battle, as shown be	nge as it suf		
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NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Fire Raptor Gunship	*	6+	*	8	7	16	*	9	3+	8-16+	20"-45"	3+	3
A Fire Raptor Gunship is a stwo quad heavy bolters and					a twin a	venger	bolt can	non,		4-7 1-3	20"-30" 20"	4+ 5+	D3 1
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	1-5	20	57	1
Twin avenger bolt cannon	36"	Hear	vy 10		6	-2	2	-					12
Quad heavy bolter	36"	Hear	vy 12		5	-1	1	-					13
Twin hellstrike launcher	72"	Hear	vy 2		8	-3	3	-					13
Twin lascannon	48"	Hear	vy 2		9	-3	D6	-					
	Shootin Superso the moo pivot. W a dice. Crash a	• Hit: Yo g phase. onic: Ead del move When thi ond Burn ore any e	ur oppo ch time es) and t s model n: If this embarke	onent m this mo hen mo Advan model	del mov odel mov ove the n ces, incr is reduc	ract 1 fr res, first nodel st rease its red to 0	rom hit r pivot it raight fo Move ch wounds,	on the sj prwards. naracteri , roll a D	pot up to Note the stic by 2 6 before	hat target this model 0 90° (this does not co at it cannot pivot aga 00" until the end of th e removing the mode odes and each unit w	ontribute to in after the i ie phase – do l from the ba	nitial o not roll attlefield	
	characte abilities	eristic be until th of the M	ecomes : e begini achine :	20" untining of	il the en your nex	d of the xt Move	phase, a ment ph	nd it los ase.	es the A	declare it will hover. irborne, Hard to Hit o hit rolls for moving	and Superso	onic	
FACTION KEYWORDS Keywords	IMPE	-	ADEP'								6.5.6	5.	

	C.	AE			ASS.		LT			DAMAGE Some of a Caestus characteristics cha battle, as shown be	nge as it suf		ge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	
Caestus Assault Ram	*	5+	*	8	7	14	*	9	2+	8-14+	20"-50"	3+	
A Caestus Assault Ram is a and two firefury missile ba		odel. It is	s equipp	ed wit	h a Caest	us ram,	a twin n	nagna-m	elta	4-7	20"-30" 20"	4+ 5+	
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES		20		_
Caestus ram	Melee	Mel	lee		User	-3	D6	target		hit rolls made with th VILDINGS if the Caes turn.			
Firefury missile battery	72"	Hea	avy 4		6	-1	1	-					
Twin magna-melta	24"	Hea	avy 2D3		10	-4	D6	dice v		is within half range of iflicting damage with			
WARGEAR OPTIONS	• None	e.	i Loit	i. Kis	19.24	15 yel			SX15			1.1.1	
TRANSPORT	transpo CENTU Airborn	ort TERN URION ne Ram	MINATO or PRIM : This m	OR mo MARIS	odels which models.	ch only	take up	one spac	e per m arge pha	HAPTER> INFANTF nodel. It cannot transp ase against units that	port JUMP P	ACK,	
	Superso the mod	onic: Ea del mov	ich time es) and	this m then m	odel mov	res, first nodel st	pivot it raight fo	on the sp orwards.	oot up t Note th	that target this model o 90° (this does not c nat it cannot pivot aga 20″ until the end of th	ontribute to iin after the i	how far nitial	
		ore any	embark							e removing the mode lodes and each unit w			
	become	es 20" un	ntil the e	nd of t		and it				declare it will hover. Hard to Hit and Sup			
	Dorwor	of the M	Iachine	Spirit	This mo	del does	s not suf	fer the pe	enalty t	o hit rolls for moving	and firing		
	Heavy v	weapons		175		1.1.1				A State of the second			
FACTION KEYWORDS	Heavy v	-	6.	TUS .	ASTART	'ES, <0	СНАРТ	'ER>					

tower		T AS	'HU SSA	JND ULI	ER G	CHA UN	WF ISH	K IP		DAMAGE Some of a Thunder characteristics char	nge as it suf	lt Gunshi fers dama	p's ge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown be		BS	
Thunderhawk Gunship	*	6+	*	10	9	30	*	9	3+	REMAINING W	M 20"-50"	2+	
A Thunderhawk Gunship i	is a single i	nodel It	is equi	oped with	ı a Thu	inderha	wk heav	v canno	n.	15-23	20 - 30	2+ 3+	
four twin heavy bolters and			. io equil	ep eu niu				, cuilito	,	8-14	20"-40" 20"-30"	3+ 4+	
WEAPONS	RANGE	TYPE			S	AP	D	ABILI	IES	1-7	20" 20"	5+	
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-				0.	_
Hellstrike battery	72"	Hea	vy 4		8	-3	3	-					
Lascannon	48"	Hea	vy 1		9	-3	D6	-					П
Thunderhawk heavy cannon	48"		vy 2D6		8	-2	D6	_					
Turbo-laser destructor	96"	Hea	vy D3		16	-4	2D6	autor		oll of a 6 made with t inflicts an additiona		wounds	
WARGEAR OPTIONS	• The r	nodel m	ay take		ke miss	sile batt	ery. If th			o-laser destructor. en then the Thunder	hawk Assaul	t Gunship	
ABILITIES	three IN PRIMA Airborn	NFANTR RIS mo ne: This	Y mode dels are model c	els each. I being trai	t canno nsporte arge, ca	ot transp ed, it car an only	port PRI n transpo be charg	MARIS ort up to	models 15 < CH	R> BIKER models w if it carries any other to (APTER> PRIMARIE can FLY, and can on	type of mode S INFANTR	els. If only Y models.	
F	Colossa model's has the	al Flyer: hull wh FLY key	When t ere it wo	argeting ould be at	this un t tablete	it with	Shooting			chic powers, always			
	to hit th		nderhav l. Your o	vk Gunsh	ip. Not	te that t	distance his mear	e to detens many	rmine tl short-ra	base. In addition, unl ne range when makin anged shooting weap attacks that target th	ng shooting a ons will not	ttacks be able	
	to hit th Shootin Superso the mod	nis mode og phase. onic: Eae del move	nderhav el. Your o ch time es) and t	vk Gunsh opponent this mod hen mov	ip. Not must a el mov e the m	te that t also sub es, first nodel st	distance his mear otract 1 f pivot it o raight fo	e to dete ns many rom hit on the sp rwards.	rmine the short-ra rolls for pot up to Note th	ne range when makin anged shooting weap	ng shooting a ons will not is model in t ontribute to in after the i	ttacks be able he how far nitial	
	to hit th Shootin Superso the moo pivot. W a dice.	nis mode og phase. onic: Eas del move Vhen thi	nderhav el. Your o ch time es) and t s model	vk Gunsh opponent this mod hen mov Advance	ip. Not must a el mov e the m es, incre	te that t also sub es, first nodel st ease its	distance his mear otract 1 f pivot it o raight fo Move ch	e to detens many rom hit on the sp rwards. aaracteri	rmine th short-ra rolls for pot up to Note th stic by 2	ne range when makin anged shooting weap attacks that target th o 90° (this does not co at it cannot pivot aga	ng shooting a ons will not is model in t ontribute to in after the i	ttacks be able he how far nitial	
	to hit th Shootin Superso the moo pivot. W a dice. Void-ha Crash a and befo	nis mode og phase. onic: Ead del move When thi ardened and Burn	nderhav d. Your o ch time es) and t s model Hull: T n: If this embarke	vk Gunsh opponent this mod hen mov Advance The Thund model is	ip. Not must a el mov e the m es, incra derhaw	te that t also sub es, first nodel st ease its rk Assau ed to 0	distance his mear otract 1 f pivot it o raight fo Move ch ult Gunsl wounds,	e to dete as many rom hit on the sp rwards. aaracteri nip has a roll a D	rmine the short-ra- rolls for bot up to Note the stic by 2 1.5+ invol- 6 before	ne range when makin anged shooting weap attacks that target th o 90° (this does not co at it cannot pivot aga 10" until the end of th	ng shooting a ons will not is model in t ontribute to in after the i e phase – do l from the ba	ttacks be able he how far nitial not roll	
	to hit th Shootin Superso the moo pivot. W a dice. Void-ha Crash a and befo mortal Hover J become	his mode g phase. onic: Eac del move When thi ardened and Burn ore any of wounds. (et: Befo is 20" un	nderhav el. Your of ch time es) and t s model Hull: T n: If this embarket re this n til the er	vk Gunsh opponent this mod hen mov Advance the Thund model is ed models	ip. Not must a el mov e the m es, incre derhaw s reduc s disem wes in y phase,	te that t also sub es, first nodel st ease its ed to 0 nbark; c your M and it 1	distance his mean otract 1 f pivot it o raight fo Move ch alt Gunsl wounds, on a 6 it c	e to dete as many rom hit on the sp rwards. aracteri nip has a roll a D crashes a phase, y	rmine the short-ra- rolls for pot up to Note the stic by 2 to 5+ invo 6 before and expload	ne range when makin anged shooting weap attacks that target th o 90° (this does not co at it cannot pivot aga 0″ until the end of th ulnerable save. e removing the model	ng shooting a ons will not is model in t ontribute to in after the i e phase – do l from the ba ithin 6" suffe Its Move cha	ttacks be able he how far nitial not roll attlefield ers 2D6 racteristic	
	to hit th Shootin Superso the moo pivot. W a dice. Void-ha Crash a and befa mortal Hover J become beginni	nis mode g phase. onic: Ead del move When thi ardened and Burr ore any o wounds. (et: Befo s 20" un ng of yo	nderhav d. Your of ch time es) and t s model Hull: T n: If this embarket re this n til the ei ur next achine	vk Gunsh opponent this mod hen mov Advance the Thund model is ed model is ed model mo nd of the Movemen	ip. Not must a el mov e the m es, incre derhaw s reduc s disem wes in y phase, nt phas	ee that t also sub es, first nodel st ease its ed to 0 nbark; c your M and it 1 se.	distance his mear otract 1 f pivot it o raight fo Move ch alt Gunsl wounds, on a 6 it c ovement loses the	e to dete ns many rom hit on the sp rwards. hip has a roll a D crashes a phase, y Airborr	rmine the short-ra- rolls for bot up to Note the stic by 2 to 5+ invo 6 before nd expl you can te, Colo	ne range when makin anged shooting weap attacks that target th o 90° (this does not co at it cannot pivot aga 0" until the end of th alnerable save. e removing the model odes and each unit w declare it will hover.	ng shooting a ons will not is model in t ontribute to in after the i he phase – do l from the ba ithin 6" suffe Its Move cha onic abilities	ttacks be able he how far nitial not roll attlefield ers 2D6 racteristic	
	to hit th Shootin Superso the moo pivot. W a dice. Void-ha Crash a and befo mortal Hover J become beginni Power o Heavy w Thundo run aga Gunshij for ever	his mode g phase. onic: Ead del move Vhen thi ardened und Burr ore any o wounds. Vet: Befo s 20" un ng of yo of the M weapons erhawk (inst a sin p has more y other i	nderhav el. Your of ch time es) and t s model Hull: T n: If this embarket re this n til the en ur next achine s Cluster ngle ene oved, pid model, u	vk Gunsh opponent this mod hen move Advance the Thund model is ed model is ed model so a model mo nd of the Movemen Spirit: Th Bombs: (my unit i ck an ene	ip. Not must a el mov e the n es, incre derhaw s reduce s disem ves in y phase, nt phas nis moo Once p t has m my uni aximu	te that t also sub es, first nodel st ease its ease its ed to 0 nbark; c your M and it l se. del does er battl noved o it that if m of 12	distance his mear otract 1 f pivot it o raight fo Move ch alt Gunsl wounds, on a 6 it c ovement loses the s not suff e, a Thui ver durin t flew ove D6. For o	e to dete as many rom hit on the sp rwards. aracteri nip has a roll a D crashes a phase, y Airborr fer the po- nderhaw ag one o er. Roll 3 each roll	rmine the short-ra- rolls for the short-ra- rolls for the short-ra- note the stic by 2 and the stic by	ne range when makin anged shooting weap attacks that target th o 90° (this does not co at it cannot pivot aga 0" until the end of th alnerable save. e removing the model odes and each unit w declare it will hover.	ng shooting a ons will not is model in t ontribute to in after the i he phase – do l from the ba ithin 6" suffe lts Move cha onic abilities and firing an make a bo the Thunde MONSTER , 4	ttacks be able he how far nitial not roll attlefield ers 2D6 racteristic until the ombing rhawk or a D6	
FACTION KEYWORDS	to hit th Shootin Superso the moo pivot. W a dice. Void-ha Crash a and befa mortal w Hover J become beginni Power C Heavy W Thunda run aga Gunshij for ever	his mode ag phase. onic: Ead del move Vhen thi ardened and Burn ore any of wounds. (et: Befo as 20" un ng of yo of the M weapons erhawk (inst a sin p has mory y other i ng of on	nderhav d. Your of ch time es) and t s model Hull: T n: If this embarket re this n til the en ur next achine s Cluster ngle ene poved, pio model, u ly CHA	vk Gunsh opponent this mod hen mov Advance the Thund model is ed model is ed model so a model mo nd of the Movemen Spirit: Th Bombs: C my unit i ck an ene ip to a m	ip. Not must a el mov e the n es, incre derhaw s reduce s disem wes in y phase, nt phas his mod Once p t has m my uni aximu	ee that t also sub es, first nodel st ease its ease its ed to 0 abark; c your M and it l se. del does er battl noved o it that if m of 12 r not be	distance his mear otract 1 f pivot it o raight fo Move ch alt Gunsl wounds, on a 6 it o ovement loses the s not suff e, a Thur ver durin t flew ove targeted	e to dete as many rom hit on the sp rwards. aracteri nip has a roll a D crashes a phase, y Airborr fer the po- nderhaw ag one o er. Roll 3 each roll	rmine the short-ra- rolls for the short-ra- rolls for the short-ra- note the stic by 2 and the stic by	he range when makin anged shooting weap attacks that target th o 90° (this does not co at it cannot pivot aga 0" until the end of th alnerable save. e removing the model odes and each unit w declare it will hover. ssal Flyer and Superso o hit rolls for moving hip with this ability ca vement phases. After every VEHICLE or N	ng shooting a ons will not is model in t ontribute to in after the i he phase – do l from the ba ithin 6" suffe lts Move cha onic abilities and firing an make a bo the Thunde MONSTER , 4	ttacks be able he how far nitial not roll attlefield ers 2D6 racteristic until the ombing rhawk or a D6	

¥ 27						RHA DRT				DAMAGE Some of a Thunde characteristics cha battle, as shown be	nge as it suf		ge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	
Thunderhawk Transporter	*	6+	*	10	9	26	*	9	3+	20-26+	20"-50"	2+	
A Thunderhawk Transporter battery of hellstrike missiles		gle mod	el. It is e	quippec	l with fo	our twin	heavy b	olters an	nd a	14-19	20"-40"	3+	
WEAPON	RANGE	ТҮРІ	5		S	AP	D	ABILIT	166	6-13	20"-30"	4+	
Twin heavy bolter	36"		L IVY 6		5	-1	1			1-5	20"	5+	
Hellstrike battery	72"		vy 4		8	-3	3	-					
WARGEAR OPTIONS	• None		1		58 Br	1802	are de	1993	12.5		1.549.22	-	
	• Up to PREI VIN	o two of DATOR DICAT(the follo , WHIR OR DES	owing: I LWINE TROYI	RHINO,), WHII ER, WH	, RAZOI RIWINI HRIWIN	RBACK) HYPE ND SC(, INFER	RNUM F IUNTEI	SAULT TANK keyw AZORBACK, PREJ & STALKER, DAMC able.	DATOR, DE		5
ABILITIES	attacked Colossa hull wh FLY key Thunde model. Superse the mod pivot. V a dice. Void-ha and bef mortal the Hover J become beginni	d in the al Flyer: ere it wo yword, a erhawk T Your op onic: Ea del move When thi ardened and Bur ore any wounds. let: Befo ss 20" un ng of yo	Fight ph When to ould be a add 12" to Granspor ponent ch time es) and to is mode the time embarket pre this r till the e pour next	targeting at tablet to the m ter. Not must als this mo then mo l Advand the Thu: s model ed model model m nd of th Movem	units that g this ur op level easured te that the so subtra- del mov- we the r ces, incr nderhaw is reduce els diser noves in e phase ent pha	at can FI nit with S , even if distance his mear act 1 from- ves, first nodel strate rease its wk Trans- ced to 0 w nbark; o your Mo , and it le se.	<i>Y</i> . Shootin, it is on e to dete smany m hit ro pivot it raight fo Move cl porter h wounds n a 6 it ovemento oses the	g attacks a flying b ermine th short-ra olls for at on the sp orwards. haracteri has a 5+ i , roll a D crashes a t phase, y	and psy base. In a he range nged sh tacks the bot up to Note the stic by 2 invulner 6 before nd explo- you can he, Colos	can FLY, and can or vchic powers, always addition, unless the a when making shoot ooting weapons will at target this model i o 90° (this does not c at it cannot pivot aga 0" until the end of th vable save. e removing the mode odes and each unit w declare it will hover. ssal Flyer and Supers	measure to t attacking uni ing attacks a not be able t n the Shootin ontribute to in after the i he phase – do l from the ba vithin 6" suffe Its Move cha onic abilities	he model's t has the gainst the o hit this ng phase. how far nitial o not roll attlefield ers 2D6	
								rei ente p		e e	U		
FACTION KEYWORDS	Heavy w					TES, <c< td=""><td></td><td>a have</td><td></td><td></td><td></td><td></td><td></td></c<>		a have					

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NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown		80	•	
Sokar Pattern Stormbird	*	6+	*	- 10	9	40	*	9	3+	REMAINING W	M	BS	A	VOID SHIEL
								,	51	30-40+	20"-50"	2+	6	4+
A Sokar Pattern Stormbird three twin heavy bolters an					vith iou	r twin las	scannon,			20-29	20"-40"	3+	4	5+
WEAPON	RANGE	Түре			S	AP	D	ABILI	TIFS	10-19	20"-30"	4+	3	6+
Twin heavy bolter	36"	Hea			5	-1	1	-		1-9	20"	5+	2	7+
Twin lascannon	48"	Hea	•		9	-3	D6	-						12/61
Hellstrike battery	72"	Hea	•		8	-3	3	_						13:17
WARGEAR OPTIONS	None		•) =					1.54						35.6
	three of three In includin	ther INF	ANTRY RY mod m trans	í model lels each ported r	s. It may . The So nodels,	y also tra okar Patt occupyin	ern Storr ng 25 mo	CHAP nbird 1	PTER> E may also	nd each CENTUR BIKER models who transport a single space. When disen	o take up th < CHAPT	he plac ER> R	ce of HIN	D ,
ABILITIES		ne: This d in the l						ed by u	inits that	t can FLY , and can	only attac	k or be	e	
	able to Shootin Superso the mod	hit this r ng phase. onic: Ead del move	nodel. Y ch time es) and	Your opp this mo then mo	del mov	nust also ves, first nodel str	o subtract pivot it o raight for	1 from the s wards.	n hit rol pot up t	ranged shooting w ls for attacks that ta o 90° (this does no lat it cannot pivot a 20″ until the end of	arget this r t contribut igain after	nodel te to he the ini	in the ow fai itial	
	Void-ha	ardened	Hull: 7	The Soka	r Patter	n Storm	bird has	1 5+ in	vulneral	ble save.				
	and bef		embark							e removing the mo lodes and each unit				
	become		til the e	end of th	e phase	, and it l				declare it will hove ssal Flyer and Supe				
		of the M weapons		Spirit:	This mo	del does	not suffe	r the p	penalty to	o hit rolls for movi	ng and firi	ng		
	game te can opt with the invulne mortal Void sh	erms, the to use in e Melee trable sav wound t iields mu	ese void nstead o type. Li ves, they hat has nst be co	shields of their r ke invul y may al been in ontinuou	are repr normal s nerable so be us flicted o usly re-e	resented save or in saves, vo sed to ne on the un energised	by a unic nvulneral bid shield gate mor it, with t and ren	ue kin le save saves tal wor ne more ewed i	nd of savi e against are unaf unds. In rtal wou n comba	pecialised void shi ing throw which th any form of attack fected by the AP o this case however, nd being ignored i at operations and so able for the Sokar F	e controlli c except fro f an attack roll one di f the save r o as the un	ing pla om we , but u ice for coll is p it is da	yer apons nlike each oassec amage	
														1997-1
	describ is proje	ed previe cting its	ously) a void sh	ind does ields be	not mo yond its	ove at all hull at t	during th he start c	e turn f the N	i, you ma Movemei	g player has choser ay declare that the nt phase. If this is t Pattern Stormbird	Sokar Patte he case, th	ern Sto e void	ormbi shield	
FACTION KEYWORDS	describ is proje save is e	ed previe cting its extended	ously) a void sh l to all r	ind does ields be nodels a	not mo yond its nd BUI	ove at all hull at t	during th he start c	turn f the M 8" of th	i, you ma Movemei	ay declare that the nt phase. If this is t	Sokar Patte he case, th	ern Sto e void	ormbi shield	



ADEPTIS ASTAFTES BATTLEFIC STAFTES SIPPOPT

- 7 Power		C			100 ND			10		DAMAGE Some of a Damocles characteristics chan battle, as shown belo	nge as it su		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Damocles	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
A Damocles Command R							Comma	and Rhin	no	3-5	6"	4+	D3
may be included in any D)etachment.	It is equ	ipped w	rith a sto	orm bolt	er.				1-2	3"	5+	1
WEAPON	RANGE	TYP			S	AP	0	ABILI	TIES				_
Storm bolter	24"	-	id Fire 2		4	0	1	-					_ 2
Hunter-killer missile	48"	Hea	<u> </u>	1.51.	8	-2	D6		-	can only be fired once	e per game	•	_
WARGEAR OPTIONS									-	killer missile.		11.	
TRANSPORT					HAPTE					CHARACTER keywo	ord. It may	' not	
ABILITIES	Self-rej	pair: Rol	ll a D6 a	t the sta	art of eac	ch of you	ur turns;	on a 6 t	his moo	del regains one lost wo	ound.		1
	embark	ed mod	els disen							ving it from the battlefi " suffers D3 mortal wo			
	Smoke smoke l from all Orbital Strike a 6" of that targeted	Launch launcher l hit rolls l Strike A ttack. To at point. l suffers	ers: Ond rs. Until s for Sho Augur: (o do so, r Subtrac D3 mor	abark; c ce per g the con ooting a Once pe nomina t 1 fron tal wou	on a 6 it o ame, ins trolling ttacks m er battle te a poin n the res inds.	explodes tead of s player's ade agai in the Sl at anywh ult if the	s and ea shooting next Sho inst this hooting nere on t e unit be	ch unit v any we boting p unit. phase, t he battle ing targ	within 6 apons in hase, ar he cont efield an eted is a	" suffers D3 mortal wo n the Shooting phase, t ny enemy units targetin rolling player may mak nd roll a D6. Roll a D6 n CHARACTER . On a	bunds. this model ng this uni ke a specia for every 1 4+, the u	can use it t subtract l Orbital unit within nit being	1
	Smoke smoke I from all Orbital Strike a 6" of tha targeted Comma Damoc	Launch launcher l hit rolls l Strike A ttack. To at point. d suffers and Inte	ers: Ond rs. Until s for Sho Augur: (o do so, r Subtrac D3 mor erface U mand R	abark; c ce per g the con boting a Once pe nomina t 1 from tal wou nit: Rol	on a 6 it of ame, ins atrolling attacks m er battle te a poin n the res ands. Il 2D6 at	explodes tead of s player's ade agai in the Sl at anywh ult if the the end	s and ea shooting next Sho inst this hooting nere on t e unit be of each	ch unit v any weat ooting p unit. phase, the battle ing targ of your	within 6 apons in hase, ar he cont: efield ar eted is a turns if	" suffers D3 mortal wo n the Shooting phase, t ny enemy units targetin rolling player may mak nd roll a D6. Roll a D6	bunds. this model ng this uni ke a specia for every 4 4+, the u urked with	can use it t subtract l Orbital unit within nit being in a	1 n
	Smoke smoke I from all Orbital Strike a 6" of the targeted Comma Damoci Comma	Launch launcher l hit rolls Strike A ttack. To at point. d suffers and Inte les Com and poir	ers: Ond rs. Until s for Sho Augur: (o do so, 1 Subtrac D3 mor erface U mand R nt.	abark; c ce per gethe con ooting a Once penomina t 1 fron tal wou nit: Rol hino. If	on a 6 it of ame, ins atrolling attacks m er battle te a poin n the res ands. Il 2D6 at	explodes tead of s player's ade agai in the Sl at anywh ult if the the end l rolled i	s and ea shooting next Sho inst this hooting here on t e unit be of each is less th	ch unit v g any wes boting p unit. phase, t he battle ing targ of your an your	within 6 apons in hase, ar he cont: efield ar eted is a turns if	" suffers D3 mortal wo n the Shooting phase, t ny enemy units targetin rolling player may mak nd roll a D6. Roll a D6 a CHARACTER . On a	bunds. this model ng this uni ke a specia for every 4 4+, the u urked with	can use it t subtract l Orbital unit within nit being in a	1 n
FACTION KEYWORDS	Smoke smoke I from all Orbital Strike a 6" of tha targeted Comma Damoci Comma	Launch launcher l hit rolls Strike J ttack. To at point. d suffers and Inte les Com and poir RIUM,	ers: Ond rs. Until s for Sho b do so, n Subtrac D3 mor erface U mand R ht. ADEP'	bark; c re per g the con ooting a Once pe nomina t 1 from tal wou nit: Rol hino. If FUS A	on a 6 it of ame, ins atrolling ttacks m er battle te a poin n the res ands. Il 2D6 at The tota	explodes tead of s player's ade again in the Sl at anywh ult if the the end l rolled i 'ES, <c< td=""><td>s and ea shooting next Sho inst this hooting here on t e unit be of each is less th CHAPT</td><td>ch unit v any wea boting p unit. phase, t he battle ing targ of your an your ER></td><td>within 6 apons in hase, ar he cont: efield ar eted is a turns if Warlord</td><td>" suffers D3 mortal wo n the Shooting phase, t ny enemy units targetin rolling player may mak nd roll a D6. Roll a D6 n CHARACTER. On a Cyour Warlord is emba d's Leadership characte</td><td>bunds. this model ng this uni ke a specia for every 4 4+, the u urked with</td><td>can use it t subtract l Orbital unit within nit being in a</td><td>1 n</td></c<>	s and ea shooting next Sho inst this hooting here on t e unit be of each is less th CHAPT	ch unit v any wea boting p unit. phase, t he battle ing targ of your an your ER>	within 6 apons in hase, ar he cont: efield ar eted is a turns if Warlord	" suffers D3 mortal wo n the Shooting phase, t ny enemy units targetin rolling player may mak nd roll a D6. Roll a D6 n CHARACTER . On a Cyour Warlord is emba d's Leadership characte	bunds. this model ng this uni ke a specia for every 4 4+, the u urked with	can use it t subtract l Orbital unit within nit being in a	1 n
FACTION KEYWORDS KEYWORDS	Smoke smoke I from all Orbital Strike a 6" of the targeted Damoci Comma IMPEI VEHIO	Launch launcher l hit rolls Strike J ttack. To at point. d suffers and Inte les Com and point RIUM, CLE, TI	ers: Ond rs. Until s for Sho Augur: (o do so, n Subtrac D3 mor erface U mand R tt. ADEP' RANSP	Abark; c re per g the con boting a Once penomina t 1 from tal wou nit: Rol hino. If TUS A ORT,	on a 6 it of ame, ins throlling thacks m er battle te a point in the res unds. Il 2D6 at the tota START RHINC	explodes tead of s player's ade agai in the SI in the SI	s and ea shooting next Sho inst this hooting here on the unit be of each is less the CHAPT AOCLH	any weat boting p unit. phase, ti he battle ing targ of your an your ER> ES COM	within 6 apons in hase, ar he contrefield ar eted is a turns if Warlord IMAN	" suffers D3 mortal wo n the Shooting phase, t ny enemy units targetin rolling player may mak nd roll a D6. Roll a D6 a CHARACTER . On a	bunds. this model ng this uni ke a specia for every to a 4+, the u arked with eristic, you and Hyperio	can use it t subtract l Orbital unit within nit being in a 1 gain one	1 n
	Smoke smoke I from all Orbital Strike a 6" of tha targeted Comma Damoci Comma IMPEI	Launch launcher l hit rolls Strike J ttack. To at point. d suffers and Inte les Com and poir RIUM, CLE, Th	ers: Ond rs. Until s for Sho b do so, n Subtrac D3 mor erface U mand R nt. ADEP' RANSP	abark; c re per g the con ooting a Once pe nomina t 1 from tal wou nit: Rol hino. If FUS A ORT,	on a 6 it of ame, ins atrolling ttacks m er battle te a poin n the res ands. Il 2D6 at the tota START RHINC	explodes tead of s player's ade agai in the Sl at anywh ult if the the end l rolled i 'ES, <c< b=""> D, DAN</c<>	s and ea shooting next Sho inst this hooting here on the unit be of each is less th CHAPT AOCLE	ch unit v any wea boting p unit. phase, t he battle ing targ of your an your ER> CS CON	within 6 apons in hase, ar he cont: efield ar eted is a turns if Warlord	" suffers D3 mortal wor In the Shooting phase, t any enemy units targeting rolling player may make and roll a D6. Roll a D6 a CHARACTER. On a Tyour Warlord is emba d's Leadership character D RHINO DAMAGE Some of a Whirlwing change as it suffers of	bunds. this model ng this uni ke a specia for every to a 4+, the u arked with eristic, you and Hyperio	can use it t subtract l Orbital unit within nit being in a 1 gain one	1 n terist

······		•		-						0-11+
A Whirlwind Hyperios	is a single mod	el. It is equi	pped with a	Whirl	wind hy	perios l	aunche	er.	1.	3-5
71	0	1	11		/ 1				10.00	1.2
WEAPON	RANGE	TYPF		S	AP	П	ARI	I ITIFS	; l	1-2

WEAFUN	NANUE		J	AF	U	Adiliiica
Hyperios launcher	72"	Heavy 2D3	8	-2	D3	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. This weapon can target units not visible to the firing model.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
WARGEAR OPTIONS ABILITIES	A Wh Explode		ay also be e duced to 0	equippe wound	d with a s, roll a I	a storm bolter. D6 before removing it from the battlefield and before any
P	Smoke I smoke la	aunchers: Once pe	r game, inst ontrolling	ead of player's	shooting next Sh	ach unit within 6" suffers D3 mortal wounds. g any weapons in the Shooting phase, this model can use its ooting phase, any enemy units targeting this unit subtract 1 s unit.
FACTION KEYWORDS	IMPER	IUM, ADEPTUS	ASTART	ES, <0	CHAPT	'ER>
KEYWORDS	VEHIC	CLE, WHIRLWIN	D, WHIR	LWIN	D HY	PERIOS

6" 3" D3

1

4+ 5+

NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown belo REMAINING W	ow: M	BS	6
Relic Whirlwind Scorpius	*	6+	*	6	7	11	*	8	3+		12"	3+	A 3
A Relic Whirlwind Scorpius	is a sing	le model	. It is ea	uipped	with a S	Scorpius	multi-la	uncher.	12.2	3-6	6"	4+	D
WEAPON	RANGE	ТУРЕ		11	S	AP	D	ABILIT	IES	1-2	3"	5+	1
Scorpius multi-launcher	48"		vy 3D3		6	-2	2		veapon	can target units not vi	sible to th	e firing	
Hunter-killer missile	48"	Hear			8	-2	D6	This v	veapon	can only be fired once	per battle	2.	
Storm bolter	24"		d Fire 2		4	0	1	-					
WARGEAR OPTIONS		hirlwind hirlwind						sile. storm bo	olter.				
ABILITIES								oes not m g phase.	ove du	ring the Movement ph	ase, you n	nay fire its	
F										ving it from the battlefi 5" suffers D3 mortal wo		efore any	
	smoke l		s. Until	the con	trolling	player's	next Sh	ooting pł		n the Shooting phase, t ny enemy units targetin			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	ΓUS A	START	TES, <0	СНАРТ	'ER>		Statute Statute		in stand	
KEYWORDS	VEHIC	CLE, RI	ELIC,	VHIR	LWINI	, REL	IC WH	IRLWI	ND SC	CORPIUS			フ

- Power			R	AP	IER	CF	AKR		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Rapier Carrier	3"	6+	3+	3	5	4	1	7	3+
Space Marine Gunners	6"	3+	3+	4	4	1	1	7	3+
This unit contains one RapiThe Rapier Carrier is equThe Space Marine Gunn	uipped wit	h a qua	d heavy	bolter.			krak gro	enades.	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Quad heavy bolter	36"	Hea	vy 12		5	-1	1	-	
Laser destroyer	36"	Hea	Heavy 12 Heavy 1		12	-4	D6	addit dama	s weapon successfully inflicts damage, roll an ional D6. On a result of a '3-5', the weapon's age is increased to 2D6. On a result of a '6', the on's damage is increased to 3D6.
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Frag grenades	6"	Gre	nade De	5	3	0	1	-	
Krak grenades	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• A Ra	pier Car	r rier ma	y excha	nge its q	uad hea	vy bolter	r for a la	ser destroyer
ABILITIES =	Space M within 3	farine (of eac y be ch	G <mark>unner</mark> h other,	s: <u>A Raj</u> and mi	oier Carı ust rema	ier and in withi	its Space n this di	e Marine stance tl	ex: Imperium 1. Conners must be deployed as a single group Arroughout the battle. The Space Marine Gunners the closest visible model to the model that
		vithin 3	". If bot	h of the	Space M				one of the Space Marine Gunners it was deployed er Carrier was deployed with are slain, the Rapier
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, <0	CHAPT	ER>	
KEYWORDS									ER CARRIER IARINE GUNNERS

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 Tarantula Sentry Guns (P o									Gun (Power Rating +3) or two additional in heavy bolter.		
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILIT	ries		
Twin heavy bolter	36"	Hea	wy 6		5	-1	1	-			
Twin lascannon	48"	Hea	avy 2		9	-3	D6	-			
Multi-melta	24"	Неа	avy 1		8	-4	D6	two d	e target is within half range of this weapon, roll lice when inflicting damage with it and discard th st result.		
Twin assault cannon	24"	Hea	wy 12		6	-1	1	-			
WARGEAR OPTIONS	- Tw - Mu - Tw	in lasca ılti-melt in assau	nnon a ilt canno	on					ith any one of the following weapons:		
ABILITIES =	automa	tically h	it this m	nodel in	the Figh	t phase	– do no	t make h	fight in the Fight phase. Enemy models nit rolls. However, this model can still shoot if the get enemy units that are within 1" of this model.		
Automated Artillery: If this model has a twin heavy bolter, it will automatically shoot at the nearest enemy INFANTRY unit in the Shooting phase within range. If this model has a twin lascannon, it will automatically shoot at the nearest non-INFANTRY model in the Shooting phase within range. If there are none of the specified types of unit in range then the closest unit of any kind must be targeted, however in all cases this model may only shoot at an enemy CHARACTER if it is the closest model of any type.											
	IMPFI	RIUM	ADFP	TUS A	START	ES. <(СНАРТ	FR>			
FACTION KEYWORDS		u om,	MD	1001	IO II IIII	20,					

A BOWER	ГARA	NT	UL		AIR	DE	(FE)	NCI	E BATTERY			
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Tarantula Air Defence Battery	0"	-	4+	4	5	4	-	10	3+			
									Air Defence Battery (Power Rating +3) or two attery is equipped with air defence missiles.			
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	IES			
Air defence missiles	48"	Hea	avy D3		8	-2	D3	targe	I to all hit rolls made for this weapon against ts that can FLY . Subtract 1 from the hit rolls made is weapon against all other targets.			
WARGEAR OPTIONS	• None	2.	REA	11 4 21	1.2			2256	and the second			
WARGEAR OPTIONS • None. ABILITIES Immobile: 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. Fully Automated Weapons: This model's weapons must target the nearest visible enemy unit that can FLY. If no targets that can FLY are visible, it must instead target the nearest non-FLYING enemy unit.												
FACTION KEYWORDS				-		TES, <c< td=""><td></td><td></td><td></td></c<>						
KEYWORDS	7			-		-			R DEFENCE BATTERY			

6 6	I	DRI	L EAI	UC DN(S PA GH'	TΤ ΓD	ERN RO	N PP POD
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Lucius Drop Pod	0"	_	-	6	7	8	0	8	3+
A Lucius Pattern Dread	nought Drop	Pod is a	single i	nodel.	18/19	Sel get	11533		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
None	_	_			-	-	_	-	
Wargear Options	None	e.	S. L. M.	1.196	2.21	Sector		B.C.	
TRANSPORT	• This	model c	an trans	sport a s	ingle <	CHAPTI	ER> VE	HICLE	model with the DREADNOUGHT keyword.
ABILITIES =	Drop P orbit in a drop j model e	Pod Assa istead of pod assa embarke	ult: Du placing ult – set ed inside	ring dep it on th it up an must in	oloymen e battlef nywhere nmedia	t, you ca field. At t on the l tely dise	in set up the end pattlefie mbark,	o this mo of any o ld that is but they	<i>ex: Imperium 1.</i> odel, along with any unit embarked within it, in of your Movement phases, this model can perform s more than 9" away from any enemy models. Any y must be set up more than 9" away from any enemy enough room is slain.
	Immob	oile: Afte	e r this n	odel ha	s been s	et up on	the bat	tlefield it	t cannot move, run or charge
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, <c< td=""><td>СНАРТ</td><td>'ER></td><td></td></c<>	СНАРТ	'ER>	
KEYWORDS	VEHI	CLE T	DANCI	ODT	DDOD	DOD	TTOTT		TERN DREADNOUGHT DROP POD

A 8 Bowet		DE	CAT	HS	ГОІ	RM	DR	ROP	POD
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv
Deathstorm Pod	0"	-	4+	6	6	8	0	8	3+
A Deathstorm Drop Pod i	s a single	e model	. It is eq	quipped	with a	Deathst	torm mi	issile arr	ay.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Deathstorm missile array	18"	Hea	avy 2		8	-2	D3	attack CHA CHA enem	n fired, this weapon makes one full Shooting c against each enemy unit within range, except RACTERS . A unit consisting entirely of RACTERS may only be attacked if it is the closest by unit to the Deathstorm Drop Pod when the c is declared.
Deathstorm cannon array	12"	Hea	avy 6		6	-1	1	attack CHA CHA enem	n fired, this weapon makes one full Shooting c against each enemy unit within range, except RACTERS . A unit consisting entirely of RACTERS may only be attacked if it is the closest y unit to the Deathstorm Drop Pod when the c is declared.
WARGEAR OPTIONS	• A D	eathstor	m Drop	Pod ma	y replac	e its De	athstorn	n missile	launcher array with a Deathstorm cannon array.
ABILITIES	At the e	end of a	ny of yo	ur Move	ement pl	nases, th	is mode		del in orbit instead of placing it on the battlefield. form a drop pod assault – set it up anywhere on s.
		oile: Aft upon i		nodel ha	s been s	et up or	the bat	tlefield, i	t cannot move, run or charge, and no units can
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, <0	СНАРТ	'ER>	
KEYWORDS	VEHI	CLE, D	ROP P	POD, D	EATHS	STORM	A DRO	P POD	

POWER	(CAS	TE.	LLU	JM	ST.	RO]	NG.	HOLD
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Tacticus Bunker	0	-	*	0	9	20	-	9	3+
Bunker Annex	0	-	*	0	9	12	-	9	3+
The Castellum Stronghold game. These comprise a sir DAMAGE (TACTICUS BUNK	gle large T					er Anne	exes borc	lering a	BUILDINGS that are treated separately during th n open deck area.
The Tacticus Bunker's cha in battle, as shown below	aracteristic	s chang	e as it s	uffers d	amage	Ea	ch Bunl	ker Ann	nex's characteristics change as it suffers damage n below:
REMAINING WOUNDS			B	S					WOUNDS BS
16-20+			3	+				8-12+	+ 3+
6-15			4	+				4-7	4+
1-5			5	+				1-3	5+
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES
Twin heavy bolter	36"	Heav	<i>·</i>		5	-1	1	-	
Twin heavy flamer	8"		y 2D6		5	-1	1	Thisy	weapon hits its target automatically.
Twin lascannon	48"	Heav	y 2		9	-3	D6	-	
Multi-melta	24"	Heav	y 1		8	-4	D6	two d	e target is within half range of this weapon, roll dice when inflicting damage with it and discard t st result.
Twin assault cannon	24"	Heav	y 12		6	-1	1	-	
Castellum air defence missiles	48"	Heav	y D3		8	-2	D3	targe for th	1 to all hit rolls made for this weapon against tts that can FLY . Subtract 1 from the hit rolls made his weapon against all other targets. This weapon arget units not visible to the firing model.
Whirlwind Castellan launcher	72"	Heav	y 2D6		6	0	1	This mode	weapon can target units not visible to the firing el.
Castellum battle cannon	72"	Heav	y D6		8	-2	D3	-	
Icarus quad lascannon	96"	Heav	y 4		9	-3	D6	targe	1 to all hit rolls made for this weapon against ts that can FLY . Subtract 1 from the hit rolls mac his weapon against all other targets.
WARGEAR OPTIONS	- Twi - Twi - Twi - Mu - Twi - Cas - Wh - Cas - Icar - Cor • Each - Twi - Twi - Twi - Twi - Twi - Mu - Twi	n heavy n heavy n lascan lti-melta n assault tellum a irlwind o tellum b us quad nmunica	bolter flamer non cannon castella attle car lascanr tion rel Annex bolter flamer non	n ce missi n launch non ay nay take nay take	les ner				ons (the same option may be chosen twice):

TRANSPORT	Tacticus Bunker: This model can transport any number of <chapter> INFANTRY CHARACTERS</chapter> and one other <chapter> INFANTRY</chapter> 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).
	Bunker Annex: This model can transport any number of <chapter> INFANTRY CHARACTERS</chapter> and one other <chapter> INFANTRY</chapter> unit, up to a maximum of 12 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).
	Designer's Note: 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.
ABILITIES	Immobile (Tacticus Bunker & Bunker Annexes): 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.
	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.
	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.
	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.
	Battlements: INFANTRY models on the Castellum Stronghold tile receive the benefit of cover against attacks from units not on the same tile.
	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.
	Command Relay: 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).
	Designer's Note: 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.
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>
KEYWORDS	BUILDING, VEHICLE, TRANSPORT, CASTELLUM STRONGHOLD



WAR MACHINES OF THE GREY KANGENES THE INFORMATION & ADDRA SOCIAL SOCIAL

	GREY PAT	ΥK ΓΤΕ	NIG ERN		ΓS V AZO	/OF ORF	RTI BAC	ME] K	R	DAMAGE Some of a Grey Kni Razorback's charact damage in battle, as	teristics cl	nange as it	
NAME	М	WS	BS	S	T	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 Razo	orback is a si	ngle mo	del. It is	equipp	ed with	a twin p	sycanno	on.		3-5	6"	4+	D3
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	1-2	3"	5+	1
Twin psycannon	24"	Hea	avy 8		7	-1	1	-					3.95
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6		odel can per batt	only fire each of its hu tle.	nter-killer	missiles	1
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					13
WARGEAR OPTIONS			nay take nay take				12.2		in faith			6,54	
TRANSPORT	This mo JUMP			ort 6 G I	REY KN	IGHT I	NFANT	RY mod	els (it m	nay not transport TER	MINATOF	R or	
ABILITIES			is model vithin 6"					D6 befor	e remov	ving it from the battlefi	eld; on a 6	it explode	es
	smoke	launche		the con	ntrolling	player's	next Sh	ooting p		n the Shooting phase, t ny enemy units targetin			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	res, G	REY KI	NIGHT	'S	The state of the second	12.7	1. 1. 1.	
KEYWORDS	VEHI	CLE, T	RANSP	PORT,	RAZO	RBACK	, GRE	Y KNIC	HTS	VORTIMER PATTE	RN RAZ	ORBACH	$\overline{\mathbf{v}}$

9 Power	GI	REY PAT	KI TE	NIC ERN	GHT D	'S I REA			GLAIVE JGHT
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 mod	el. It is e	equipped	with a	heavy ps	ycannon	a, a nemesis doomglaive and a storm bolter.
WEAPON	RANGE	TYPI			S	AP	D	ABILITI	IES
Heavy psycannon	24"	Hea	vy 6		7	-1	2	-	
Storm bolter	24"	Rap	id Fire	2	4	0	1	-	
Incinerator	8"	Ass	ult D6		6	-1	1	This w	weapon hits its target automatically.
Nemesis doomglaive	Melee	Mel	ee		+3	-3	D6	-	
WARGEAR OPTIONS	• This	model n	nay exc	hange i	ts storm l	oolter fo	or an inci	inerator.	
ABILITIES	Index In Unyield	nperium ling An	1.						nishment: See <i>Warhammer</i> 40,000 – ound; on a 6 the damage is ignored and the wound
		es: If thi			iced to 0 6" suffer				e removing it from the battlefield; on a 6 it
	smoke l	aunchei	s. Until	the co		player's	next Sho	ooting ph	apons in the Shooting phase, this model can use its hase, any enemy units targeting this unit subtract 1
PSYKER	psychic	power i	n each	enemy	Psychic p	hase. It	knows t	he Smite	friendly Psychic phase, and attempt to deny one psychic power and one psychic power from the <i>Imperium 1</i>).
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	'ES, GI	REY KN	NIGHTS	S
KEYWORDS	VEHIC	LE, DR	EADN	OUGH	T, PSYK	ER, GI	REY KN	IGHTS	DOOMGLAIVE PATTERN DREADNOUGHT

PAT	GREY TERN	KI LA	NIG .ND	HT RA	S VO	JR1 RR	TM EDI	ER EEM	IER	DAMAGE Some of a Vortimer Redeemer's charact damage in battle, as	eristics ch	ange as it	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
Vortimer Redeemer	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	_
A Vortimer Pattern Land cannon and a twin psycar		eemer is	s a single	mode	l. It is eq	uipped v	vith two	flames	torm	5-8 1-4	5" 3"	4+ 5+]
WEAPON	RANGE	TYPI	1		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	n hits its target automat	ically.		
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6		odel car per bat	n only fire each of its hu tle.	unter-kille	r missiles	
Multi-melta	24"	Hea	vy 1		8	-4	D6	two e		is within half range of en inflicting damage w t.			1
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
WARGEAR OPTIONS	 This This This 	model n	nay take	a storn		missile.		190			Ref.		
TRANSPORT	This mo of two o					IGHTS	INFAN	TRY m	odels, e	each TERMINATOR n	nodel take	s the space	
ABILITIES					iced to 0 D6 mor			06 befoi	re remo	ving it from the battlef	ield; on a (6 it explode	es
P	Power o Heavy w			Spirit:	This moo	del does	not suff	er the p	enalty t	to hit rolls for moving a	and firing		
										a charge move within 1 ands if that unit is a PS		emy unit;	
	smoke la	auncher	s. Until	the cor		player's	next Sho	ooting p		n the Shooting phase, t ny enemy units targetir			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	rus a	START	'ES, GI	REY KN	NIGHT	ГS	State of the state			
KEYWORDS					LAND					REDEEMER		25	

GREY KNIGHTS THUNDERHAWK ASSAULT GUNSHIP 42

DAMAGE Some of a Grey Knights Thunderhawk Gunship's characteristics change as it suffers damage in battle, as shown below:

NAME	М	WS	BS	C	Т	W	٨	ЬI	Cv	damage in battle, a	as shown be	low:	
	IVI	Wa	69	S	I	VV	A	Ld	Sv	REMAINING W	М	BS	
Grey Knights Thunderhawk Gunship	*	6+	*	10	9	30	*	9	3+	24-30+	20"-50"	2+	
A Grey Knights Thunderha	wk Gunek	nin is a s	ingle m	odel It	is equip	ned wit	h a Thun	derhaw	c heavy	15-23	20"-40"	3+	
cannon, four twin heavy bo					is equip	peu win	li a Tiluli	uernawi	Kileavy	8-14	20"-30"	4+	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-7	20"	5+	
Twin heavy bolter	36"		- wy 6		5	-1	1	-					
Twin psycannon	24"		ivy 8		7	-1	1	-					
Hellstrike battery	72"	Hea	vy 4		8	-3	3	-					Т
Lascannon	48"	Hea	wy 1		9	-3	D6	-					
Thunderhawk heavy cannon	48"	Hea	wy 2D6		8	-2	D6	-					
Turbo-laser destructor	96"	Hea	wy D3		16	-4	2D6	autor		oll of a 6 made with a rinflicts an additiona		wounds	
WARGEAR OPTIONS	 This This loses 	model r model r the Thu	nay repl nay take underha	ace all i a Hells wk Clus	ts twin h strike mi ster Borr	neavy bo issile ba nbs abili	olters wit ttery. If t ty.	h twin p his optic	osycanno on is cho	osen then the Grey Kı	1. 1.	1.15	
TRANSPORT										GHTS and/or INQU ANTRY models.	ISITION IN	NFANTRY	
	model's has the against to hit th Shootim Superso the mod	hull wh FLY key the Thu nis mode ng phase onic: Ea del mov	here it wo yword, a underhav el. Your e. ach time es), and	ould be dd 12" wk Gun oppone this mo then m	at tablet to the m ship. No nt must odel mov ove the	top leve leasured ite that t also sul ves, first model s	l, even if l distance his mean otract 1 f pivot it e traight fe	it is on a to detens many from hit on the sporwards	a flying to rmine the short-ra rolls for pot up to . Note th	vchic powers, always pase. In addition, unl ne range when makin unged shooting weap attacks that target th o 90° (this does not co nat it cannot pivot aga 0" until the end of th	ess the attack ag shooting a ons will not is model in t ontribute to ain after the	king unit ttacks be able he how far initial	
	a dice.									o has a 5+ invulnerab			
	Crash a	and Bur ore any	n: If this embarke	s model	is redu	ced to 0	wounds	, roll a I	D6 before	e removing the mode odes and each unit w	el from the b		
	characte	eristic b	ecomes	20" unt	il the en	d of the		nd it los		declare it will hover. irborne, Colossal Fly		rsonic	
	Power of Heavy v			Spirit:	This mo	del doe	s not suff	fer the p	enalty to	hit rolls for moving	and firing		
	Thunde its Move every V	erhawk c ement p EHICL	luster bo hases. A E or MO	ombs ca fter the NSTEF	n make Thunde R , or a D	a bombi rhawk C 6 for eve	ing run a Gunship I ery other	gainst a nas move model,	single en ed, pick a up to a n	erhawk Assault Gunsh hemy unit it has move an enemy unit that it naximum of 12D6. Fo ay not be targeted by	d over durin flew over. Ro or each roll o	g one of ll 3D6 for	
							1			aj not de targetea dj	tins ability.		
FACTION KEYWORDS		RIUM,	ADEP	TUS A	START	res, G	REY KI			ay not be targeted by	tins ability.		-

	R		QU DEI	ISI R P	TIC RO)N] ME	LAN TH	ND EU:	S	DAMAGE Some of an Inquisit Prometheus' charac suffers damage in ba	teristics c	change as it	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	ч. А
Inquisition Prometheus	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	6
An Inquisition Land Raide two quad heavy bolters.	er Prometh	eus is a	single m	odel. I	t is equip	ped wit	h			5-8 1-4	5" 3"	4+ 5+	D 1
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES			51	-
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
Multi-melta	24"	Hea	vy 1		8	-4	D6	two d		is within half range of the inflicting damage with the inflicting damage wi			
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapoi	n may only be fired onc	e per gam	ie.	
Quad heavy bolter	36"	Hea	vy 12		5	-1	1	-					
	• An Ir	nquisitic	on Land	Raider	Promet	heus ma	v be equ	lipped w	rith a m	nulti-melta.			- 1
	two oth	er mode	els).	rt 10 <	ORDO>	INFAN	TRY m			RMINATOR model tal	kes up the	space of	
	two oth	er mode	els).	rt 10 <		INFAN	TRY m				kes up the	space of	-
	two oth Quarry	er mode : See <i>Wa</i> of the M	els). arhamme [achine \$	rt 10 < er 40,0	ORDO> 00 – Inde	INFAN ex Imper	rium 2.	odels (ea	ach TE			e space of	
TRANSPORT	two oth Quarry Power of Heavy v Explod	er mode : See Wa of the M weapons es: If thi	els). arhamme (achine s s model	rt 10 < er 40,0 Spirit: is redu	ORDO> 00 – Inde This mo	• INFAN ex Imper del does wound	TRY m ium 2. not suff	odels (ea fer the p D6 befor	enalty re remo	RMINATOR model tal	and firing ield and b		-
	two oth Quarry Power of Heavy v Explod embark Smoke smoke l	er mode : See <i>Wa</i> of the M weapons es: If thi ed mode Launcher	els). arhamma (achine S	rt 10 < er 40,00 Spirit: is redu nbark; o ce per g the cor	ORDO> 00 – Inde This mo- nced to 0 on a 6 it game, ins	INFAN ex Imper del does wound explode stead of player's	rium 2. not suff s, roll a I s and ea shooting next Sho	fer the p D6 befor ch unit v g any we ooting p	enalty t enalty t re remo within apons i	RMINATOR model tal to hit rolls for moving a ving it from the battlefi	ield and b bunds.	efore any l can use its	
	two oth Quarry Power of Heavy v Explod embark Smoke smoke I from all	er mode r: See Wa of the M weapons es: If thi ed mode Launch auncher l hit rolls Auspex:	els). arhamma fachine s s model els disen ers: Ond s for Sho Enemy o	rt 10 < er 40,00 Spirit: is redunbark; the correspondence the correspondence to the correspondence the corre	ORDO> 00 – Inde This mo uced to 0 on a 6 it game, ins ntrolling attacks m o not rec	INFAN ex Imper del does wound explode stead of player's nade aga	TRY m ium 2. s not suff s, roll a I s and ea shooting next Sh inst this	fer the p D6 befor ch unit v g any we ooting p g unit.	enalty t e remo within apons i hase, a	RMINATOR model tal to hit rolls for moving a wing it from the battleff 6" suffers D6 mortal wo	ield and b bunds. his mode ng this uni	efore any l can use its it subtract 1	
	two oth Quarry Power of Heavy v Explod embark Smoke 1 from all Battle A made by Comma	er mode r: See Wa of the M weapons es: If thi ed mode Launcher l hit rolls Auspex: y a unit and Rel:	els). arhammo fachine S s model els disen ers: Once rs. Until s for Sho Enemy (with this ay: Whil	rt 10 < er 40,00 Spirit: is redunbark; ce per g the cor boting a units du s ability le your	ORDO> 00 – Inde This mo- nced to 0 on a 6 it game, ins ntrolling attacks m o not rec 7. army's V	INFAN ex Imper del does wound explode stead of player's nade aga ceive the Varlord	TRY m rium 2. s not suff s, roll a I s and ea shooting next Sho inst this benefit is embai	fer the p D6 befor ch unit v g any we ooting p unit. to their	enalty the removishing apons in hase, a saving him this	RMINATOR model tal to hit rolls for moving a ving it from the battlefi 6" suffers D6 mortal wo in the Shooting phase, t ny enemy units targetir	and firing ield and b ounds. this mode ng this uni rer against	efore any l can use its it subtract 1 : attacks	
	two oth Quarry Power of Heavy v Explod embark Smoke 1 from all Battle A made by Comma the cont	er mode r: See Wa of the M weapons es: If thi ed mode Launch auncher l hit rolls Auspex: y a unit and Rela	els). arhamma (achine S s model els disen ers: Ond rs. Until s for Sho Enemy with this ay: Whil player co	rt 10 < er 40,00 Spirit: is redunbark; of the corporting a units do s ability le your posts on	ORDO> 00 – Inde This mo- nced to 0 on a 6 it game, ins ntrolling attacks m o not rec 7. army's V	INFAN ex Imper del does wound explode stead of player's nade aga ceive the Varlord Comman	TRY m rium 2. s not suff s, roll a I s and ea shooting next Sho inst this benefit is embai	fer the p D6 befor ch unit v g any we ooting p unit. to their	enalty the removishing apons in hase, a saving him this	RMINATOR model tal to hit rolls for moving a wing it from the battleff 6" suffers D6 mortal wo in the Shooting phase, t ny enemy units targetir throws for being in cov s model, one Stratagem	and firing ield and b ounds. this mode ng this uni rer against	efore any l can use its it subtract 1 : attacks	

5 Power	S	OR	ORI	TA	LS R	EP	RES	SSO	R	DAMAGE Some of a Sororitas change as it suffers of shown below:			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	1
Repressor	*	5+	*	6	7	12	*	8	3+	6-12+	12"	3+	-
A Sororitas Repressor is a a dozer ram.	a single mod	el. It is	equippe	d with	a storm b	olter, a	heavy fl	amer an	d	3-5 1-2	6" 3"	4+ 5+	D
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				_
Dozer ram	Melee	Mel	ee		User	-1	1	attac	k rathe	ANTRY units make the r than one if the Sororit completed a charge thi	as Repres		
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-					
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	weapor	n hits its target automati	ically.		
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6		odel car per bat	n only fire each of its hu ttle.	inter-killei	r missiles	
WARGEAR OPTIONS					ter-killer i ditional st			eavy fla	mer.				
TRANSPORT	This mo	del can	transpo	rt 10 <	ORDER:	> INFA	NTRY n	nodels. I	lt canno	ot transport JUMP PAC	K models		
ABILITIES	Firing I measuri having I Explod	Ports: & ing and moved i es: If th	l p to six drawing f they or is model	model line o the So is red	f sight fro proritas R	ansport o m any j epresso wounds	ed by a by a bound of the second seco	Sororita the veh in the j	icle. Ur precedii	ssor can shoot in their hits that shoot in this m ng Movement phase, ving it from the battlefi	anner cou	nt as	28
	smoke l	aunche	rs. Until	the co		player's	next Sh	ooting p		n the Shooting phase, t ny enemy units targetin			
FACTION KEYWORDS							-		-	ITAS, <order></order>	110	Sugar	
KEYWORDS	VEHIC	CLE, T	RANSE	ORT,	SOROH	RITAS	REPRI	ESSOR					J

INFERALATION CHARTER APPEndent APPEndent APPEndent

10 LORD HIGH COMMANDER CARAB CULLN

- OWE	MAS	STER	OF T	'HE I	RED SO	CORI	PIONS	6 (BAI	DAB WAR ERA)
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Lord High Commander Carab Culln	5"	2+	2+	4	4	7	4	9	2+
Lord High Commander Ca one of this model and only									Scorpion and the storm bolter 'Judgement'. Only
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	nes
Judgement	24"	Rap	oid Fire 2	2	4	-2	2	-	
Blade of the Scorpion	Melee	Me	lee		+1	-3	D3		weapon has Strength x2 when targeting a ISTER or a VEHICLE .
WARGEAR OPTIONS	• None		1. 1. 1. 1.				Charles .		
ABILITIES	And Th	ey Shal	ll Know	No Fe	ar: See W	arhamn	ner 40,00	0 – Inde	ex Imperium 1.
	Comma	inder C	arab Cu	lln.					D SCORPIONS units within 6" of Lord High nerable save.
									e a friendly RED SCORPIONS model within 6" of Damage is ignored and that wound is not lost.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS	ASTART	ES, R	ED SCC	RPION	NS
KEYWORDS					RY, CHA DER CA				RMINATOR,

								DAB	이 같은 것 같은
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Lugft Huron	5"	2+	2+	4	4	7	4	9	2+
Lugft Huron is a single in your army.	model. He is e	equippe	d with t	ne Gho	st Razors	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	lee		+1	-5	D3		essful invulnerable saves made against this weapon t be re-rolled.
Artificer flamer	8"	Ass	ault D6		5	-1	D3	This	weapon hits its target automatically.
WARGEAR OPTIONS	• None								
\mathcal{O}					oll failed 4+ invuli			ndly AS '	TRAL CLAWS units within 6" of Lugft Huron.
	Big Gun instead be targe Living I your Wa Shadow	ns Neve of shoo ted) an Legend arlord. ved Fate hase as	er Tire: (ting as n ywhere o : If your : If Lug close as	Once per ormal y on the b army is ft Huron	er battle i with this pattlefield s Battle-fi n is redu	in the Sh model. I and ro orged, y ced to 0	nooting j To do so Il a D6. (ou recei ⁻ wounds	o, nomir On a rol ve an ad s, roll a I	rou may unleash a special bombardment attack nate a target enemy unit (CHARACTERS may not ll of 2+, that unit suffers D6 mortal wounds. Iditional 1 Command point if Lugft Huron is D6. On a result of a 5+, set him up again at the end ore than l" from any enemies. He now has a single
FACTION KEYWORDS	Big Gun instead be targe Living I your Wa Shadow of the pi wound in	ns Neve of shoo ted) an Legend arlord. ved Fate hase as remaini	er Tire: (ting as n ywhere o : If your : If Lugt close as ing.	Once pe ormal y on the b army is it Huron possible	er battle i with this pattlefield s Battle-fi n is redu	in the Sl model. l and ro orged, y ced to 0 previous	nooting j To do so ll a D6. (ou recei ⁻ wounds positior	o, nomir On a rol ve an ad s, roll a I n and me	nate a target enemy unit (CHARACTERS may not ll of 2+, that unit suffers D6 mortal wounds. lditional 1 Command point if Lugft Huron is D6. On a result of a 5+, set him up again at the end ore than l" from any enemies. He now has a single

2 (7 4 martines		A	RM	EN	NE	US	VA	LTI	HEX	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Armenneus Valthex	6"	3+	2+	4	4	5	3	9	2+	
Armenneus Valthex is a sing krak grenades. Only one of							rray, a p	hased co	onversion beamer, a bolt pistol, frag grenades and	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
Indynabula array	Melee	Mel	ee		User	-1	1	Arm Fight	least three enemy models are within 1" of enneus Valthex when it is his turn to fight in the t phase, he makes an additional D3 attacks with weapon.	
Phased conversion beamer	42"	Ass	ault 2		6	0	1	enen	cks from the phased conversion beamer that target nies at over half its range are resolved at Strength 8, 1 and Damage 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		1.00	1.24	1.2		1.6	2.1.1		
ABILITIES	 And They Shall Know No Fear: See Warhammer 40,000 – Index Imperium 1. Blessing of the Omnissiah: At the end of your Movement phase, this model can repair a single ASTRAL CLAWS VEHICLE within 1". That model regains D3 lost wounds. A model can only be repaired once per turn. Battle Alchemistry: The Strength characteristic of all boltguns and storm bolters fired by friendly ASTRAL 									
									1 to a maximum of 5.	
FACTION KEYWORDS	IMPER	RIUM,	ADEPT	'US AS'	TART	'ES, AS	STRAL	CLAW	7S	
KEYWORDS	CHAR	ACTE	R, INFA	NTRY,	TEC	HMAF	RINE, A	ARMEN	NNEUS VALTHEX	

2 Towe	C	AP	TA]	IN	CO]	RIE	EN S	SUM	IATRIS			
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv			
Corien Sumatris	6"	2+	2+	4	4	6	4	9	3+			
Captain Corien Sumatris is a single model. He is equipped with a spectre pattern bolter, <i>Goldenfang</i> , a storm shield, frag grenades and krak grenades. Only one of this model may be included in your army.												
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES			
Goldenfang	Melee	Mel	ee		User	-3	2		en Sumatris can make an additional D3 attacks this weapon if he charged this turn.			
Spectre pattern bolter	12"	Pist	ol 2		4	0	1	-				
Frag grenade	6"	Gre	nade D6	5	3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
WARGEAR OPTIONS	• None	2.										
ABILITIES	Storm S Rites of Captain The Typ enemy O Designe their ref	Shield 8 Battle: Corien rant's C CHARA er's Note nnants s, but no	You can Sumatr hampion CTERS : Captai were abso ot both a	alo: Calor C	aptain Co I hit rolls I 1 to Cap en Sumati into the A ame time.	orien Su of a 1 f otain Co ris was stral Cla	matris h for friend prien Sur once a m aws. As s	as a 3+ i: ly ASTR natris' St <i>ember oj</i> uch, you	x Imperium 1. nvulnerable save. RAL CLAWS/TIGER CLAWS units within 6" of trength characteristic if he is within 1" of any f the shunned Tiger Claws Chapter before he and can field this character as being either one of those ch ASTRAL CLAWS or TIGER CLAWS keyword			
FACTION KEYWORDS	IMPEI	RIUM,	ADEP'	TUS A	ASTART	ES, AS	STRAL	CLAW	S/TIGER CLAWS			
KEYWORDS	CHARACTER, INFANTRY, CAPTAIN, CAPTAIN CORIEN SUMATRIS											

ARCH-CENTURION CARNAC COMMODUS

NAME	М	WS BS	S	T	W	A	Ld	Sv
Carnac Commodus	6"	2+ 3+	4	4	5	3	8	3+
Arch-Centurion Carnac (Only one of this model m				equippe	ed with .	Blood Bii	ter and a	bolt pistol, frag grenades and krak grenades.
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TES
Blood Biter	Melee	Melee		+1	-1	2	INFA	ach wound roll of 6+, if the target unit is .NTRY , this weapon inflicts a mortal wound in ion to any other damage.
Bolt pistol	12"	Pistol 1		4	0	1	-	
Frag grenade	6"	Grenade	D6	3	0	1	-	
Krak grenade	6"	Grenade	l	6	-1	D3	-	
WARGEAR OPTIONS	• None.	. A la day	4974	1993	19.65	1311	11.75	
ABILITIES F	Void Ha Cut The	rdened Arm	our: Arcl ou can re-	n-Centur roll wou	rion Ca	rnac Cor	nmodus	<i>x Imperium 1.</i> has a 5+ invulnerable save. friendly ASTRAL CLAWS units within 6" of
FACTION KEYWORDS	IMPER	RIUM, ADE	PTUS A	START	ES, AS	STRAL	CLAW	S
KEYWORDS	CHAR	ACTER. IN	FANTR	Y ARC	H-CE	TURI	ONCA	RNAC COMMODUS

		LC	ORD) AS	STE	RI	ON	MC	DLOC				
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Lord Asterion Moloc	5"	2+	2+	4	4	6	4	9	2+				
Lord Asterion Moloc is a s in your army.	ingle mode	el. He is	equippe	d with	the Blaci	k Spear	and a sto	orm shie	ld. Only one of this model may be included				
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	lies				
Black Spear	Melee	Mel	lee		+2	-3	3		target is a CHARACTER , you may make an ional attack with this weapon.				
Black Spear lasbeam	12"	Ass	ault 1		8	-2	D3	-					
WARGEAR OPTIONS	• None	• None.											
ABILITIES	And Th	And They Shall Know No Fear: See Warhammer 40,000 – Index Imperium 1.											
F	Chapter	r Maste	er: You ca	n re-ro	ll failed l	nit rolls	for frien	dly MIN	OTAURS units within 6" of Lord Asterion Moloc.				
	Iron Ha	ulo & St	orm Shi	eld: Lo	rd Asteri	ion Mol	loc has a	3+ invu	Inerable save.				
			: If Lord attacks b				in the F	ight pha	ase before he has fought, he immediately piles in				
			notaurs: n Moloc		n re-roll	failed o	charge ro	olls for fr	eiendly MINOTAURS INFANTRY units within 6"				
	instead can tele	Teleport Strike: 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	IMPE	RIUM,	ADEP	TUS A	START	ES, M	INOTA	URS					
KEYWORDS	CHARACTER, INFANTRY, CHAPTER MASTER, TERMINATOR, LORD ASTERION MOLOC												

6 <u>6</u>		CHA	PL	AĽ		VAN	JUS	E	NKOMI			
NAME	M	WS	BS	S	T	W	A	Ld	Sv			
Ivanus Enkomi	6"	2+	3+	4	4	5	4	9	3+			
Chaplain Ivanus Enkom model may be included			e is equ	ipped v	vith the O	Crozius	Arkarno	os, a pov	wer fist and a grenade discharger. Only one of this			
WEAPON	RANGE	TYPE			S	AP	D	ABILI	ITIES			
Crozius Arkanos	Melee	Mel	ee		+1	-1	2	-				
Power fist	Melee	Mel	ee		x2	-3	D3		en attacking with this weapon, you must subtract 1 n the hit roll.			
Grenade discharger	When a	When attacking with this weapon, choose one of the profiles below:										
- Frag grenade	12"											
- Krak grenade	12"	Gre	nade 1		6	-1	D3	-				
WARGEAR OPTIONS	None		2.23	. 18.2	12.03							
ABILITIES	And Th	ey Shall	Know	No Fea	r: See W	arhamn	ner 40,00	00 – Ind	dex Imperium 1.			
p	Rosariu	s: Chap	lain Iva	nus En	komi has	a 4+ in	vulneral	ole save.	2.			
State on the	Litanies this mos		e: You c	an re-r	oll failed	hit roll:	s in the l	Fight ph	hase for friendly MINOTAURS units within 6" of			
	Spiritua instead			iendly	MINOT	AURS u	inits wit	hin 6" o	of this model can use the Chaplain's Leadership			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, M	INOTA	URS				
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, CHA	PLAI	N, CHA	PLAIN	N IVANUS ENKOMI			

2 7					'ER					
NAME	M	WS	F LIB BS	KAR S	IAN (I	DF IF W	IE RE A	D SC Ld	OR. S	PIONS V
Sevrin Loth	6"	2+	3+	4	4	6	3	9	2-	+
Magister Sevrin Loth is this model may be inclu			equippe	ed with	the Mag	ister's a	xe and a	bolt pis	stol, fi	rag grenades and krak grenades. Only one of
WEAPON	RANGE	TYPI			S	AP	D	ABILI	TIES	
Magister's axe	Melee	Mel	ee		+2	-2	D3	This	weap	on has a Damage of 3 if its target is a PSYKER .
Bolt pistol	12"	Pist	ol 1		4	0	1	-		
Frag grenade	6"	Gre	nade De	5	3	0	1	-		
Krak grenade	6"	Gre	nade 1		6	-1	D3	-		
WARGEAR OPTIONS	None		- 1.4		5.5.87	1.860	199-11	2	R. S.	
ABILITIES	And Th	ey Shal	Know	No Fea	ar: See W	arhamm	ier 40,00	00 – Ind	lex Im	perium 1.
F	The Arr	nour of	Selket:	Magis	ter Sevrii	n Loth h	as a 4+ i	nvulner	rable	save.
		Hood:		č						for this model against enemy PSYKERS
					ly RED S nst PSYK		ONS IN	FANTE	RY ur	nits within 6" of Magister Sevrin Loth can
PSYKER	psychic	powers	in each	enemy	Psychic	phase. I	He know	s the Sn	nite p	ndly Psychic phase, and attempt to deny three sychic power and two psychic powers from <i>Imperium 1</i>).
FACTION KEYWORDS	IMPER	RIUM,	ADEP	TUS A	ASTART	'ES, RI	ED SCC	ORPIO	NS	
KEYWORDS	CHAR	ACTE	R, INE	ANTR	Y, LIBE	ARIA	N, PSY	KER, I	MAG	GISTER SEVRIN LOTH

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Tyberos	5"	2+	3+	4	4	6	5	9	2+
Tyberos the Red Wake i	is a single mod	del. He i	is equipp	ped with	Hunger	· & Slake	e. Only	one of th	is model may be included in your army.
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	
Hunger	Melee	Mel	ee		x2	-4	3		n attacking with this weapon, you must subtract 1 the hit roll.
Slake	Melee	Mel	ee		User	-3	2	You c	an re-roll failed wound rolls for this weapon.
WARGEAR OPTIONS	• None		1415		1944	11:11:5	10.3	Sec. Sec.	
		Re la com				CARCH	IAROD	ONS wi	
	Telepor Nicor in	t Strike stead of an telepo	: During f placing	g deploy ; him on	ment, yo the batt	CARCH ou can s tlefield.	HAROD set up T At the e	ONS wi yberos th nd of an	
FACTION KEYWORDS	Telepor <i>Nicor</i> in Wake ca	t Strike stead of an telepo nodels.	: During f placing ort onto	g deploy ; him on the batt	ment, ye the batt lefield –	CARCH ou can s tlefield. set him	HAROD set up Ty At the e n up any	PONS wi yberos th nd of an where o	thin 6" of Tyberos the Red Wake have +1 Strengt ne Red Wake in the teleportarium of his warship y of your Movement phases, Tyberos the Red n the battlefield that is more than 9" away from
FACTION KEYWORDS Keywords	Telepor Nicor in Wake ca enemy r IMPEF	t Strike stead of an telepo nodels. RIUM,	: During f placing ort onto ADEP	g deploy him on the batt TUS A S	rment, ye the batt lefield – START	CARCH ou can s tlefield. set him ES, C A	HAROD Set up Ty At the e n up any	YDE WI WE WE W	thin 6" of Tyberos the Red Wake have +1 Strengt ne Red Wake in the teleportarium of his warship y of your Movement phases, Tyberos the Red n the battlefield that is more than 9" away from DNS
	Telepor Nicor in Wake ca enemy r IMPEF CHAR	t Strike stead of an telepo nodels. RIUM, ACTE	: During f placing ort onto ADEP R, INF	g deploy him on the batt TUS AS	rment, ye the batt lefield – START Z, CHA	CARCH ou can s tlefield. set him 'ES, CA PTER	HAROD set up Ty At the e n up any ARCHA MAST	YONS wi yberos th nd of an where or ARODO ER, TE	thin 6" of Tyberos the Red Wake have +1 Strengt ne Red Wake in the teleportarium of his warship y of your Movement phases, Tyberos the Red n the battlefield that is more than 9" away from

one of this model may b	· · · · · · · · · · · · · · · · · · ·	,	_			
WEAPON	RANGE	ТҮРЕ	S	AP		ABILITIES
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-
Assault cannon	24"	Heavy 6	6	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
WARGEAR OPTIONS	• None.		220103	281		
ABILITIES	Reliquar	ius: This model ha	s a 5+ invul	nerable	save.	
F	model wi	th this ability add - Exemplar: Roll a 1	+1 to their S	Strength	h charac	G GRIFFONS keyword in combat with the same unit as a teristic for the duration of the Fight phase. ses a wound; on a 5+ the damage is ignored and that
	-	s: If this model is re and each unit with				D6 before removing it from the battlefield; on a 6 it unds.
	smoke la		controlling	player's	next Sh	g any weapons in the Shooting phase, this model can use its ooting phase, any enemy units targeting this unit subtract 1 s unit.
FACTION KEYWORDS	IMPER	IUM, ADEPTUS	S ASTART	ES, H	OWLIN	NG GRIFFONS
KEYWORDS	VEHIC	LE, CHARACTI	ER, DREA	DNOU	JGHT,	CHAPLAIN DREADNOUGHT TITUS

	2011 C - 1 C - 1	P. Saltado	a state of	SIZE D	NO ESI C	2 and and	97. 172 A	19322				
G AGWER	L	IEU	JTE AN	NA NT	N'I ON	C NA	OM RV	MA AEZ	NDER			
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 grenade								dershoc	k, the voidshard power blade, a bolt pistol, frag			
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	TIES			
Voidshard power blade	Melee	Mele	ee		User	-3	1		wound rolls of 6+ made for this weapon cause a e mortal wound instead of the normal damage.			
Thundershock	24"	Assa	ult D3		7	-2	1	-				
Bolt pistol	12"	Pisto	ol 1		4	0	1	-				
Frag grenade	6"	Grer	nade D6		3	0	1	-				
Krak grenade	6"	Grer	nade 1		6	-1	D3	-				
WARGEAR OPTIONS	• None			19.73	19.4%	R.S.	R. P.					
ABILITIES	And Th	ey Shall	Know N	o Fear	: See Wa	arhamm	er 40,00	0 – Inde	x Imperium 1.			
F	in any p	 And They Shall Know No Fear: See Warhammer 40,000 – Index Imperium 1. Actinic Halo: Lieutenant Commander Anton Narvaez has a 2+ invulnerable save. If he fails an invulnerable save in any phase, his invulnerable save for the rest of the game is now to 6+. Rites of Battle: You can re-roll hit rolls of 1 for friendly MARINES ERRANT units within 6" of Lieutenant 										
			ton Narv									
FACTION KEYWORDS	IMPER	IUM,	ADEPT	US AS	START	ES, M.	ARINE	S ERR	ANT			
KEYWORDS	CHARACTER, INFANTRY, CAPTAIN, LIEUTENANT COMMANDER ANTON NARVAEZ											

CAPTAIN TARNUS VALE

6 POWER

NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Tarnus Vale	6"	2+	2+	4	4	5	4	8	3+	
Captain Tarnus Vale is model may be included		. He is o	equippe	d with t	he Angel	l's Teeth,	a plasm	a charge	r, frag grenades and krak grenades. Only one of th	
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TES	
Angel's Teeth	Melee	Mel	ee		+1	-2	2	-		
Plasma charger	When at	ttacking	g with th	is weap	on, cho	ose one	of the pr	ofiles be	low:	
- Standard	8"	Pist	ol 3		6	-3	1	-		
- Supercharge	8"	Pist	ol 3		7	-3	2	For ea	ach hit roll of 1, the bearer takes a single mortal	
Frag grenade	6"	Gre	nade De	5	3	0	1	-		
Krak grenade	6"	Gre	nade 1		6	-1	D3	-		
WARGEAR OPTIONS	• None		TT C					Negel S		
ABILITIES	And Th	ey Shal	l Know	No Fea	r: See W	Tarhamm	ner 40,00	0 – Inde	x Imperium 1.	
F	Iron Ha	lo: Cap	tain Tar	nus Val	e has a 4	+ invul	nerable s	ave.		
									NGELS units within 6" of Captain Tarnus Vale.	
	Mechan invulner			All frie	ndly FIF	RE ANG	ELS VE	HICLES	S within 6" of Captain Tarnus Vale gain a 6+	
FACTION KEYWORDS	IMPER	RIUM,	ADEP	TUS A	START	'ES, FI	RE AN	GELS		
KEYWORDS	CHARACTER, INFANTRY, CAPTAIN, CAPTAIN TARNUS VALE									

AOWER			_	LIA	S R	550)D(JN			
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 1 may be included in your		equippe	d with M	Ialice, R	aptorcla	w, a bo	lt pistol,	frag gre	enades and krak grenades. Only one of this model		
WEAPON	RANGE	TYPI			S	AP	D	ABILI	TIES		
Malice	30"	Assa	ault 3		5	-4	D3		s do not gain the saving throw bonus for being in r 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	-			
ABILITIES	 None. And They Shall Know No Fear: See Warhammer 40,000 – Index Imperium 1. Chapter Master: You can re-roll failed hit rolls for friendly RAPTORS units within 6" of Lias Issodon. Stealth Modified Armour: You may add 2 to saving throws made for Lias Issodon instead of 1 when he has the benefits of cover. Infiltrate, Isolate, Destroy: You can add +1" to all moves, including Advance, Charge and Fall back moves made by friendly RAPTORS INFANTRY units within 6" of Lias Issodon during the Movement phase and Charge phase. Grim Hunter: After falling back, Lias Issodon may still shoot or Advance in the same turn, but may not charge. Master of Ambush: During deployment, you can set up Lias Issodon and up to three friendly RAPTORS INFANTRY units (not including TERMINATORS, CENTURIONS or PRIMARIS units) in the shadows instead of placing them on the battlefield. At the end of any of your Movement phases, Lias Issodon and any 										
FACTION KEYWORDS			vay from ADEP7				APTOR	S			
KEYWORDS	CHAD	ACTE	DINICA	NTTDV	CIIA	DTED	MACT	CD II.	AS ISSODON		

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8	POWER	

MALAKIM PHOROS

NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Malakim Phoros	6"	2+	2+	4	4	6	5	9	2+	
Malaline Dhanaa in a sin	ala ma dal T	In in a res	in a day	: + h + h = (T	tation t	he Cate	hist for a sugar day and book sugar day Only.	

Malakim Phoros is a single model. He is equipped with the Glaive of Lamentation, the Catechist, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	ТҮРЕ	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 two dice when inflicting damage with it and discard the lowest result.					
Frag grenade	6"	Grenade D6	3	0	1	-					
Krak grenade	6"	Grenade 1	6	-1	D3	-					
WARGEAR OPTIONS	• None.	1. 1. 2. 1. 2. 1. 2.	S.S.N.S.S	RX-1	S-1-2-1						
ABILITIES	And The	ey Shall Know No Fe	ear: See Wa	arhamn	ner 40,00	00 – Index Imperium 1.					
=	BIKER u	units within 6" of Ma	alakim Pho	ros.		endly LAMENTERS INFANTRY, DREADNOUGHT or					
1111	Iron Hal	o: Malakim Phoros	has a 4+ in	vulner	able save						
	Rage un	to Death: Malakim	Phoros may	y charg	e even if	he Fell Back in the preceding Movement phase.					
FACTION KEYWORDS	IMPER	IUM, ADEPTUS	ASTART	ES, LA	AMENT	TERS					
KEYWORDS	CHARACTER, INFANTRY, CHAPTER MASTER, MALAKIM PHOROS										

	No. Carl	12 Partos		1 COLDERAS	C. L. R.C.	12.12	1992	
	CA	PT	'AIN	MO	RDA	ACI	BL	AYLOCK
NAME	М	WS	BS	S T	W	A	Ld	Sv
Mordaci Blaylock	5"	2+	2+	4 4	6	4	9	2+
Captain Mordaci Blayloo your army.	ck is a single	model.	He is equi	pped with a	relic stor	rm bolte	r and Foo	e Ripper. Only one of this model may be included in
WEAPON	RANGE	TYP	E	S	AP	D	ABILI	TIES
Foe Ripper	Melee	Me	lee	x2	-4	3		en attacking with this weapon, you must subtract 1 1 the hit roll.
Relic storm bolter	24"	Rap	oid Fire 2	5	-2	1	-	
WARGEAR OPTIONS	• None	e.	1 Port	Star Star	4 19 18	232 4	2 Back	
ABILITIES	And Th	ey Sha	ll Know N	o Fear: See	Warhami	mer 40,0	00 – Inde	ex Imperium 1.
F			You can i ci Blayloc		lls of 1 fo	or friendl	y NOVA	MARINES units within 6" of
	Iron Ha	alo: Caj	otain More	laci Blaylocl	c has a 4-	+ invulne	erable sav	ve.
								ANTRY within 6" of Captain Mordaci Blaylock ored and that wound is not lost.
	warship	instead k can te	l of placin leport ont	g him on the	e battlefie	eld. At th	ne end of	Mordaci Blaylock in the teleportarium of his Fany of your Movement phases, Captain Mordaci re on the battlefield that is more than 9" away from
FACTION KEYWORDS	IMPE	RIUM,	ADEPT	US ASTAF	RTES, N	IOVAM	ARINE	S
KEYWORDS	CHAR	ACTE	R, INFA	NTRY, CA	PTAIN	, TERM	IINATC	OR, CAPTAIN MORDACI BLAYLOCK

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	OWN

CAPTAIN PELLAS MIR'SAN

NARAF				T	147		14	R -1
NAME	М	WS B	6 S		W	A	Ld	Sv
Pellas Mir'san	6"	2+ 2+	- 4	4	6	4	9	2+
Captain Pellas Mir'san Only one of this model				h Cinder	Edge &	Steelslive	er, a con	nbi-flamer, frag grenades and krak grenades.
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES
Cinder Edge	Melee	Melee		User	-3	D3	-	
Steelsliver	Melee	Melee		User	0	1	attacl	this model makes their normal close combat ks, make an additional single attack with this on against each enemy model within 1".
Combi-flamer		ttacking wit 100se both,						rofiles below. :
- Boltgun	24"	Rapid Fi	re 1	4	0	1	-	
- Flamer	8"	Assault	D6	4	0	1	Thisy	weapon hits its target automatically.
Frag grenade	6"	Grenade	2 D6	3	0	1	-	
Krak grenade	6"	Grenade	21	6	-1	D3	-	
WARGEAR OPTIONS	None			15 M 1. 1	No.	1324		
ABILITIES	And Th	ey Shall Kn	ow No Fea	ar: See Wa	arhamn	1er 40,00	0 – Inde	ex Imperium 1.
F	Iron Ha	lo: Captain	Pellas Mir	'san has a	4+ inv	ulnerable	e save.	
-1431		Battle: You Pellas Mir's		ll hit rolls	of 1 for	friendly	SALAN	MANDERS units within 6" of
		Duellist: Ac CHARACTI		ptain Pella	as Mir's	an's Atta	cks char	racteristics if he is within 1" of any
FACTION KEYWORDS	IMPER	RIUM, AD	EPTUS A	ASTART	ES, SA	LAMA	NDER	RS
KEYWORDS	CHAR	ACTER, I	NFANTR	Y, CAP	TAIN,	CAPTA	AIN PE	ELLAS MIR'SAN

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20 twit		BR	RAY	'AR	TH	AS	SHN	MA]	NTLE
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Bray'arth Ashmantle	6"	2+	2+	8	9	8	4	9	2+
Bray'arth Ashmantle is a s burning wrath on those al									with a Dreadfire heavy flamer. He may also unleash
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Dreadfire claw	Melee	Mel	ee		x2	-4	D6	-	
Dreadfire heavy flamer	8"	Hea	wy D6		6	-2	3	This	s weapon hits its target automatically.
Burning Wrath	2"	Pist	ol 2D6		4	0	1	This	s weapon hits its target automatically.
WARGEAR OPTIONS	None	e.	and a	122		1314	Sec.	127	and the second
ABILITIES	loses a v	wound; t beyon	on a 4+ d Measu	the dam u re: If yo	age is ig	nored a	nd that	wound	ole save. In addition, roll a D6 each time this model is not lost. Bray'arth Ashmantle may only be your Warlord if no
				l is redu ' suffers				D6 befor	re removing it from the battlefield; on a 6 it explodes
	smoke l	auncher	rs. Until		trolling	player's	next Sh	ooting p	eapons in the Shooting phase, this model can use its phase, any enemy units targeting this unit subtract 1
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	ES, SA	LAMA	NDEF	RS
KEYWORDS	VEHIC	CLE, C	HARA	CTER,	DREA	DNOL	GHT.	BRAY	ARTH ASHMANTLE

HARATH SHEN, MASTER APOTHECARY OF THE SALAMANDERS CHAPTER

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Harath Shen	6"	3+	3+	4	4	4	3	9	<u>4</u>
Harath Shen is a single r included in your army.	nodel. He is e	equippe	d with a	power	sabre, Bl	oodfire	, frag gre	enades ai	nd krak grenades. Only one of this model may be
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES
Power sabre	Melee	Me	ee		User	-3	2	-	
Bloodfire	When a	ttacking	g with th	is weap	pon, choc	se one	of the pr	ofiles be	low:
- Standard	12"	Pist	ol 1		7	-3	1	_	
- Supercharge	12"	Pist	ol 1		8	-3	2	On a woun	hit roll of 1, the bearer suffers a single mortal d.
Frag grenade	6"	Gre	nade D6	, ,	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None								
ABILITIES	Master a single that uni wounde model is else for	of Chin model. t contai d mode s return the rem	Select a ns a wou els but or ed to the ainder o	At the friendl inded in he or m e unit w of the tu	end of an ly SALAN model, it nore of its vith 1 wo urn (shoo	y of yo MAND immed model und ren t, charg	ur Move ERS INF iately reg s have be naining. ge, fight,	ment ph FANTRY gains D3 een slain If Harat etc.) as h	<i>x Imperium 1.</i> ases, Harath Shen can attempt to heal or revive or BIKER unit within 3" of the Harath Shen. If +1 lost wounds. If the chosen unit contains no during the battle, roll a D6. On a 3+, a single slain h Shen fails to revive a model, he can do nothing he recovers the gene-seed of the fallen warrior. A gery ability once in each turn.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, SA	LAMA	NDER	S
KEYWORDS	CHAR	ACTE	R, INFA	ANTR	Y, APO'	ГНЕС	ARY, H	IARAT	H SHEN

6	C	HIEF		IAZR LIAN OF				I WARRIORS
NAME	М	WS	BS S	T	W	A	Ld	Sv
Ahazra Redth	6"	3+	3+ 4	4	5	3	9	2+
Ahazra Redth is a single be included in your arm		equippe	d with a for	ce tulwar, a	bolt pi	stol, frag	grenad	es and krak grenades. Only one of this model
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES
Force tulwar	Melee	Mele	e	User	-3	2	-	
Bolt pistol	12"	Pisto	d 1	4	0	1	-	
Frag grenade	6"	Gren	ade D6	3	0	1	-	
Krak grenade	6"	Gren	ade 1	6	-1	D3	-	
WARGEAR OPTIONS	• None	e.				10251	1948	
ABILITIES	The Tal	isman of		Souls: Aha	zra Red			ex Imperium 1. Inerable save and may ignore the effects of the
	Psychic within 1		You can add	1 to any De	eny the	Witch te	ests you	take for this model against enemy PSYKERS
PSYKER	psychic	powers i	n each ener	ny Psychic	phase. I	He know	s the Sm	n friendly Psychic phase, and attempt to deny t <i>tite</i> psychic power and two psychic powers from <i>c: Imperium 1</i>).
FACTION KEYWORDS	IMPE	RIUM, A	ADEPTUS	ASTART	'ES, M	ANTIS	WARF	RIORS
KEYWORDS	CHAR	ACTER	. INFANT	RY LIBR	ARIA	N PSY	KER A	HAZRA REDTH

9	HIC	GH	CH	[A P	PLA	IN	TH	ULS	SA KANE			
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Thulsa Kane	6"	2+	2+	4	4	6	5	9	2+			
High Chaplain Thulsa Kane is a single model. He is equipped with the <i>Lifetaker</i> , a unique plasma pistol, frag grenades and krak grenades. Only one of this model may be included in your army.												
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES			
Lifetaker	Melee	Mel	ee		+2	-3	2		2 to the weapon's damage if the target is a RACTER .			
Kane's plasma pistol	When a	ttacking	g with th	is weap	on, cho	ose one	of the pr	ofiles be	elow:			
- Standard	12"	Pist	ol 2		7	-3	1	-				
- Supercharge	12"	Pist	ol 2		8	-3	2	For ea	ach hit roll of 1, the bearer suffers a single mortal nd.			
Frag grenade	6"	Gre	nade D6		3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
WARGEAR OPTIONS	None		1.77		0 14	. 1						
ABILITIES	Rosariu Litanics of this n	s: High s of Hat nodel.	Chaplai : e: You c	n Thul an re-re	sa Kane i M failed	has a 4+ hit rolls	- invulne : in the I	rable sav Fight pha	ase for friendly EXECUTIONERS units within 6"			
	Spiritua Leaders					FIONE	RS units	within (5" of this model can use the High Chaplain's			
	Grehda l Kane in				nent mu	st subtra	act 1 fro	m hit rol	lls for attacks that target High Chaplain Thulsa			
		of Hig	gh Chap	lain Th	ulsa Kan	e, you ca	an imme	ediately 1	Fight phase for a friendly EXECUTIONERS unit make 1 additional attack for that model. These			
FACTION KEYWORDS	IMPER	RIUM,	ADEP'	TUS A	START	'ES, EX	KECUT	IONEF	85			
KEYWORDS	CHAR	ACTE	R, INFA	ANTR	, CHA	PLAIN	N, HIG	H CHA	PLAIN THULSA KANE			

Control Contro		CA	PT	AII	N SI	[LA	S A	LB]	EREC
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Silas Alberec	6"	2+	2+	5	4	5	4	9	3+
Captain Silas Alberec i model may be included			equippe	ed with	the <i>Hell</i> .	slayer, t	he Purga	tor, frag	g grenades and krak grenades. Only one of this
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Hellslayer	Melee	Mel	ee		x2	-3	D3		weapon has a Damage characteristic of 3 if its et a PSYKER or DAEMON .
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		1 7.1			1784	The start	6 32	
ABILITIES	And Th	ey Shal	l Know	No Fea	r: See W	arhamm	ier 40,00	00 – Inde	ex Imperium 1.
F	Iron Ha	lo: Cap	otain Sila	s Alber	ec has a	4+ invu	Inerable	save.	
-	Rites of	Battle	You can	re-roll	hit rolls	of 1 for	friendly	EXOR	CISTS units within 6" of Captain Silas Alberec.
			las Albe					ingle De	eny the Witch attempt in each enemy Psychic phas
FACTION KEYWORDS		-	ADEP'					STS	
KEYWORDS									LAS ALBEREC

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+			
Knight-Captain Elam Co one of this model may be				is equ	ipped wit	th the S	word Exe	<i>cellus</i> , a	bolt pistol, frag grenades and krak grenades. Only			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
The Sword Excellus	Melee	Me	lee		User	-2	D3	You o	can re-roll failed wound rolls with this weapon.			
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	е.										
ABILITIES	And Th	ney Shal	ll Know	No Fea	ar: See W	arhamn	ner 40,00	00 – Inde	ex Imperium 1.			
F	Iron Ha	alo: Kni	ight-Cap	tain El	am Cour	bray ha	s a 4+ in	vulneral	ble save.			
	Rites o t Elam C			n re-rol	l hit rolls	of 1 for	r friendly	FIRE I	HAWKS units within 6" of Knight-Captain			
									am Courbray's attacks against enemy nt, you may choose which).			
	Teleport Strike: During deployment, you can set up Knight-Captain Elam Courbray in the teleportarium of his warship instead of placing him on the battlefield. At the end of any of your Movement phases, Knight-Captain Elam Courbray can teleport onto the battlefield – set him up anywhere on the battlefield that is more than 9" awa from enemy models.											
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS	ASTART	'ES, FI	RE HA	WKS				
KEYWORDS	CHAR	ACTE	R, INFA	NTR	, САРТ	'AIN, J	UMP PA	ACK, F	LY, KNIGHT-CAPTAIN ELAM COURBRAY			

				VA	YLU	JNL) C.	AL		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Vaylund Cal	5"	2+	2+	5	6	5	3	9	2+	
Vaylund Cal is a single moc the Medusan Hammer. Onl								servo-ai	ns, a masterwork plasma cutter and a fla	amer) an
WEAPON	RANGE	туре Түре		e meru	s s		у. П	ABILI		
	NANUL		•			AI			•• odel suffers any unsaved wounds from the	nis
Medusan Hammer	Melee	Mele	ee		x2	-3	D3	weap	n but is not slain, roll a D6; on a 4+ the a mortal wound.	
Flamer	8"	Assa	ault D6		4	0	1	This	eapon hits its target automatically.	
Masterwork plasma cutter	When a	ttacking	g with thi	is weap	on, cho	ose one	of the pr	ofiles be	ow:	
- Standard	12"	Assa	ault 1		7	-3	2	-		
- Supercharge	12"	Assa	ault 1		8	-3	3	On a wour	it roll of 1, the bearer suffers a single mo	ortal
Servo-arm	Melee	Mele	ee		x2	-2	3	each	ervo-arm can only be used to make one me this model fights. When a model att eapon, you must subtract 1 from the hit	acks wit
WARGEAR OPTIONS	• None		2020	1			1.7	200		1.000
ABILITIES	And Th	ey Shall	Know M	No Fea	r: See W	Tarhamm	ner 40,00	0 – Inde	Imperium 1.	1.200
P	Blessing	g of the	Omniss	iah: A	t the end	l of you	Movem	nent pha	e, this model can repair a single SONS (OF
	MEDUS	SA VEH	IICLE w	ithin 1	". That n	nodel re	gains D3	lost wo	nds. A model can only be repaired once	per tur
	Purge t	he Weal	k: You ca	an re-ro	oll failed	hit rolls	for frien	ndly SO	S OF MEDUSA units within 6" of Vaylu	und Cal
	Iron Ha									
ACTION KEYWORDS	IMPER							MEDI	84	
			MULL							
KEYWORDS	CHAR	ACTEI	R, INFA	NTR	Y, TEC	HMAR	RINE, C	CHAPT	R MASTER, VAYLUND CAL	
KEYWORDS	CHAR CAP	ACTEI	r, infa IN Z	NTR ZH	y, tec RU	HMAR	AL	CHAPT AN	r master, vaylund cal	
KEYWORDS	CHAR CAP M	ACTEI	R, INFA	ANTRY ZHI S	y, tec RUI I	HMAR KH	AL A	CHAPT AN Ld	R MASTER, VAYLUND CAL DROCLES Sv	
KEYWORDS	CHAR CAP M 6"	ACTEI	R, INFA	ANTRY ZHI S 4	y, tec RUI I 4	HMAR KHI W 5	AL A 4	CHAPT AN Ld 9	R MASTER, VAYLUND CAL DROCLES SV 3+	
KEYWORDS	CHAR CAP M 6" es is a sing	ACTEI TAN WS 2+ de mode	R, INFA	ANTRY ZHI S 4	y, tec RUI I 4	HMAR KHI W 5	AL A 4	CHAPT AN Ld 9	R MASTER, VAYLUND CAL DROCLES Sv	ly one o
KEYWORDS 6 NAME Zhrukhal Androcles Captain Zhrukhal Androcle this model may be included	CHAR CAP M 6" es is a sing	ACTEI TAN WS 2+ de mode	R, INFA	ANTRY ZHI S 4	y, tec RUI I 4	HMAR KHI W 5	AL A 4	CHAPT AN Ld 9 ombi-ma	R MASTER, VAYLUND CAL DROCLES SV 3+ ta, frag grenades and krak grenades. On) ·
KEYWORDS	CHAR CAP M 6" es is a sing l in your a	ACTEI TAN WS 2+ cle mode rrmy.	R, INFA	ANTRY ZHI S 4	X, TEC RUI I 4 ed with	HMAR KHU W 5 the Ston	AINE, C AL A 4 efist, a co	CHAPT AN Ld 9 ombi-ma ABILI Whe	R MASTER, VAYLUND CAL DROCLES SV 3+ ta, frag grenades and krak grenades. On	·····) •
KEYWORDS 6 NAME Zhrukhal Androcles Captain Zhrukhal Androcle this model may be included WEAPON Stonefist	CHAR CAP M 6" es is a sing l in your a RANGE Melee	ACTEI TAN WS 2+ cle mode rmy. TYPP Melo ttacking	R, INFA	NTRY S 4 equippoints is weap	X, TEC RUI I 4 ed with S x2 pon, choo	HMAR KHU W 5 the Ston AP -3 ose one	AINE, C AL A 4 efist, a co D 3 or both	CHAPT AN Ld 9 ombi-ma ABILI Whe from of the pr	R MASTER, VAYLUND CAL CROCLES SV 3+ ta, frag grenades and krak grenades. On S attacking with this weapon, you must su) ·
KEYWORDS Stonefist Combi-melta	CHAR CAP M 6" es is a sing d in your a RANGE Melee When a	ACTEJ TAN WS 2+ de mode rmy. TYPH Mele ttacking hoose be	R, INFA	NTRY S 4 equippois is weap tract 1 f	X, TEC RUI I 4 ed with S x2 pon, choo	HMAR KHU W 5 the Ston AP -3 ose one	AINE, C AL A 4 efist, a co D 3 or both	CHAPT AN Ld 9 ombi-ma ABILI Whe from of the pr	R MASTER, VAYLUND CAL CROCLES SV 3+ ta, frag grenades and krak grenades. On SS attacking with this weapon, you must su he hit roll.	·····) •
KEYWORDS Captain Zhrukhal Androcles Captain Zhrukhal Androcles Captain Zhrukhal Androcles Captain Zhrukhal Androcles Stonefist Stonefist Combi-melta - Boltgun	CHAR CAP M 6" es is a sing 1 in your a RANGE Melee When a If you cl	ACTEI TAN WS 2+ de mode rmy. TYPP Mele ttacking hoose be Rap	R, INFA	NTRY S 4 equippois is weap tract 1 f	Y, TEC RU I 4 ed with S x2 pon, choo from all	HMAR W 5 the Ston AP -3 ose one hit rolls	AINE, C A A 4 efist, a co 0 3 or both of for this	CHAPT AN Id 9 ombi-ma ABILI Whe from of the pr weapon - If the two of	R MASTER, VAYLUND CAL CROCLES SV 3+ ta, frag grenades and krak grenades. On SS attacking with this weapon, you must su he hit roll.	ubtract i
KEYWORDS Ceywords Combi-melta Combi-melta Meltagun	CHAR CAP M 6" es is a sing 1 in your a RANGE Melee When a If you cl 24"	ACTEI TAN WS 2+ de mode rmy. TYPH Mele ttacking hoose be Rap Assa	R, INFA	NTRY ZHU S 4 equippo is weap tract 1 f	x, TEC RUU I 4 ed with S x2 yon, choo from all 4	HMAR W 5 the Ston AP -3 ose one hit rolls 0	AL A 4 efist, a co D 3 or both for this 1	CHAPT AN Id 9 ombi-ma ABILI Whe from of the pr weapon - If the two of	R MASTER, VAYLUND CAL CROCLES SV 3+ ta, frag grenades and krak grenades. On S attacking with this weapon, you must st he hit roll. files below. arget is within half range of this weapor ce when inflicting damage with it and di	ubtract i
KEYWORDS Ceywords Captain Zhrukhal Androcles Captain Zhrukhal Androcle Captain Zhrukhal Androcle Captain Zhrukhal Androcle Combi-melta Combi-melta • Boltgun • Meltagun Frag grenade	CHAR CAP M 6" es is a sing d in your a RANGE Melee When a If you cl 24" 12"	ACTEJ TA WS 2+ de mode rmy. TYPH Mele ttacking hoose be Rap Assa Gren	R, INFA	NTRY ZHU S 4 equippo is weap tract 1 f	x, TEC RUI I 4 ed with S x2 pon, choo from all 4 8	HMAR KHU W 5 the Ston AP -3 ose one hit rolls 0 -4	AINE, C AL A efist, a co D 3 or both for this 1 D6	CHAPT AN Id 9 ombi-ma ABILI Whe from of the pr weapon - If the two of	R MASTER, VAYLUND CAL CROCLES SV 3+ ta, frag grenades and krak grenades. On S attacking with this weapon, you must st he hit roll. files below. arget is within half range of this weapor ce when inflicting damage with it and di	ubtract
KEYWORDS Captain Zhrukhal Androcles Captain Zhrukhal Androcles Captain Zhrukhal Androcles Captain Zhrukhal Androcles Captain Zhrukhal Androcles Stonefist Combi-melta Combi-melta Boltgun Meltagun Frag grenade Krak grenade	CHAR CAP M 6" es is a sing d in your a RANGE Melee When a If you cl 24" 12"	ACTEI TA WS 2+ cle mode rmy. TYPF Mele ttacking hoose be Rap Assa Gren Gren	R, INFA	NTRY ZHU S 4 equippo is weap tract 1 f	RU RU I 4 ed with S x2 pon, choo from all 4 8 3	HMAR W 5 the Ston AP -3 ose one hit rolls 0 -4	AINE, C AL A efist, a co D 3 or both o for this 1 D6	CHAPT AN Id 9 ombi-ma ABILI Whe from of the pr weapon - If the two of	R MASTER, VAYLUND CAL CROCLES SV 3+ ta, frag grenades and krak grenades. On S attacking with this weapon, you must st he hit roll. files below. arget is within half range of this weapor ce when inflicting damage with it and di	ubtract
KEYWORDS Captain Zhrukhal Androcles Captain Zhrukhal Androcles Captain Zhrukhal Androcles Captain Zhrukhal Androck this model may be included WEAPON Stonefist Combi-melta - Boltgun - Meltagun Frag grenade Krak grenade WARGEAR OPTIONS	CHAR CAP M 6" es is a sing d in your a RANGE Melee When a If you cl 24" 12" 6" 6" 6" 6"	ACTEI TAN WS 2+ de mode rmy. TYPH Mele ttacking hoose be Rap Assa Gree Gree	R, INFA	ANTRY S 4 equippoint is weap tract 1 f	x, TEC RUU I 4 ed with S x2 pon, choo from all 4 8 3 6	HMAR W 5 the Ston AP -3 ose one hit rolls 0 -4 0 -1	AL A A 4 efist, a co 0 3 or both for this 1 D6 1 D3	CHAPT AN Ld 9 ombi-ma ombi-ma Whe from weapon - If the two of lowes - -	R MASTER, VAYLUND CAL CROCLES SV 3+ ta, frag grenades and krak grenades. On S attacking with this weapon, you must st he hit roll. files below. arget is within half range of this weapor ce when inflicting damage with it and di	ubtract
KEYWORDS AMME Zhrukhal Androcles Captain Zhrukhal Androck this model may be included WEAPON Stonefist Combi-melta - Boltgun - Meltagun Frag grenade Krak grenade WARGEAR OPTIONS ABILITIES	CHAR CAP M 6" es is a sing d in your a RANGE Melee When a If you cl 24" 12" 6" 6" 6" 6" 6" 6"	ACTEI TA WS 2+ cle mode rmy. TYPP Melo ttacking hoose bo Rap Assa Gree Gree S. ey Shall	R, INFA	NTRY S 4 equippoint is weap tract 1 f	x, TEC RUU I 4 ed with S x2 pon, choo from all 4 8 3 6 r: See W	HMAR W 5 the Ston AP -3 ose one hit rolls 0 -4 0 -1	AINE, C AL A 4 efist, a co D 3 or both for this 1 D6 1 D3 	AN Ld 9 ombi-ma Mbi- from of the pr weapon - If the two c lowes - -	R MASTER, VAYLUND CAL DROCLES SV 3+ ta, frag grenades and krak grenades. On S attacking with this weapon, you must su he hit roll. files below. arget is within half range of this weapor ce when inflicting damage with it and di result.	ubtract
KEYWORDS AMME Zhrukhal Androcles Captain Zhrukhal Androck this model may be included WEAPON Stonefist Combi-melta - Boltgun - Meltagun Frag grenade Krak grenade WARGEAR OPTIONS ABILITIES	CHAR CAP M 6" es is a sing 1 in your a RANGE Melee When a If you cl 24" 12" 6" 6" 6" 6" • None And Th Rites of Zhrukh	ACTEI TAN WS 2+ 2e mode rmy. TYPP Mele ttacking hoose be Rap Assa Gree Gree S. eey Shall Battle: al Andre	R, INFA	NTRY ZHI S 4 equippo is weap tract 1 f	X, TEC RUU I 4 ed with S x2 pon, choo from all 4 8 3 6 r: See W hit rolls	HMAR W 5 the Ston AP -3 ose one hit rolls 0 -4 0 -1	AL A A 4 efist, a co D 3 or both for this 1 D6 1 D3 er 40,000 friendly	CHAPT CHAPT AN Id 9 ombi-ma Mbie from of the pr weapon - If the two c lowes - - 00 - Inde 7 STAR	R MASTER, VAYLUND CAL CROCLES SV 3+ ta, frag grenades and krak grenades. On S attacking with this weapon, you must su he hit roll. files below. arget is within half range of this weapor ce when inflicting damage with it and di result. Imperium 1. HANTOMS units within 6" of Captain	ubtract
KEYWORDS	CHAR M 6" es is a sing d in your a RANGE Melee When a If you cl 24" 12" 6" 6" 6" 6" 6" 6" 6" 6" 6" 8. None And Th Rites of	ACTEI TA WS 2+ de mode rmy. TYPH Mele ttacking hoose be Rap Assa Gren Gren Gren Gren Gren Gren Gren Gren	R, INFA	NTRY S 4 equippoint is weap tract 1 f	x, TEC RUU I 4 ed with S x2 pon, choof from all 4 8 3 6 r: See W hit rolls Androccle	HMAR W 5 the Ston AP -3 ose one hit rolls 0 -4 0 -1 Varhamm 5 of 1 for es has a	AINE, C AL A 4 efist, a co 0 3 or both for this 1 D6 1 D3 erer 40,000 friendly 4+ invul	CHAPT	R MASTER, VAYLUND CAL R MASTER, VAYLUND CAL DROCLES SV 3+ ta, frag grenades and krak grenades. On S attacking with this weapon, you must su he hit roll. files below. arget is within half range of this weapor ce when inflicting damage with it and di result. Imperium 1. HANTOMS units within 6" of Captain ave.	ubtract i

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INQUISITOR-LORD HECTOR REX

NAME	М	WS B	S S	T	W	A	Ld	Sv
Inquisitor-Lord Hector Rex	6"	3+ 3	+ 4	3	5	3	9	2+
Inquisitor-Lord Hector krak grenades. Only or						l <i>Arias</i> , a	storm s	hield and a bolt pistol, frag grenades and
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES
Arias	Melee	Melee		User	-3	D3	single	target of this weapon is a DAEMON , it inflicts a e mortal wound on each successful hit in addition normal damage.
Bolt pistol	12"	Pistol 1		4	0	1	-	
Frag grenade	6"	Grenad	e D6	3	0	1	-	
Krak grenade	6"	Grenad	e 1	6	-1	D3	-	
WARGEAR OPTIONS	• None	е.						
	Leaders		eristic inst	ead of the	ir own.		its with	in 6" of Inquisitor-Lord Hector Rex can use his
	Telepor warship	t Strike: Du	placing his	n on the b	attlefiel	ld. At the	e end of	-Lord Hector Rex in the teleportarium of his any of your Movement phases, Inquisitor-Lord pere on the battlefield that is more than 9" away
PSYKER	Telepon warship Hector from er This mo psychic	t Strike: Do instead of j Rex can tele nemy model odel can atte powers in e	placing hin port onto s. mpt to ma ach enem	n on the b the battlet anifest two y Psychic	attlefiel field – s psychi phase. H	ld. At the et him u c powers He knows	e end of p anywh s in each s the Sm	any of your Movement phases, Inquisitor-Lord here on the battlefield that is more than 9" away a friendly Psychic phase, and attempt to deny thre hite psychic power and two psychic powers from the
PSYKER Faction keywords	Telepon warship Hector from er This mo psychic TELET	t Strike: Do instead of j Rex can tele nemy model odel can atte powers in e	placing his port onto s. mpt to ma ach enem cipline (se	n on the b the battlet anifest two y Psychic 1 e page 117	attlefiel field – s psychi phase. H of <i>War</i>	ld. At the et him u c powers He knows hammer	e end of p anywh s in each s the Sm 40,000	any of your Movement phases, Inquisitor-Lord

	INC	QUI	ST()R-	-LO]	RD	SO	LO	MON LOK		
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Inquistor-Lord Solomon Lok	6"	3+	3+	3	3	5	4	9	3+		
Inquistor-Lord Solomon Lok is a single model. He is equipped with the <i>Blade of Surety</i> and a psibolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.											
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		
Blade of Surety	Melee	Mel	ee		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.		1. 31	14.88						
ABILITIES	Author	ity of th	e Inquis	sition,	Quarry:	See Wa	rhamme	r 40,000) – Index Imperium 2.		
	Tenacit not lost		n D6 eacl	h time	this mod	el loses	a wound	l; on a 6	i+ the damage is ignored and that wound is		
					friendly ad of the		UUM ur	nits with	in 6" of Inquistor-Lord Solomon Lok can use hi	s	
FACTION KEYWORDS	IMPEI	RIUM,	INQU	SITIC	ON, ORI	DO XI	ENOS				
KEYWORDS	CHAR	ACTE	R, INFA	ANTR	Y, INQU	JISIT	OR, IN	QUISI	FOR-LORD SOLOMON LOK		

		Н	ECA	AT(DN	AIA	K	DS		DAMAGE Some of Hecaton A change as he suffers shown below:			-
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	WS	BS	A
Hecaton Aiakos	9"	*	*	7	7	13	*	9	2+	8-13+	2+	2+	5
Hecaton Aiakos is a single and a heavy plasma canno								on		3-7 1-2	3+ 4+	3+ 4+	4 D3
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Heavy plasma cannon	When a	ttacking	g with th	is weap	on, cho	ose one	of the p	rofiles be	elow:				10
- Standard	36"	Hea	wy D3		7	-3	1	-					53
- Supercharge	36"	Hea	wy D3		8	-3	2			roll of 1, the bearer suf is weapon's slots have b			
Dreadnought combat weapon	Melee	Me	ee		x2	-3	3	-					
ABILITIES	Augme	nted At	omantic	Shield	ling: Th	is model	has a 4	+ invuln	erable s	ave.		× ~ 32)	123
P	Relic of and that				D6 each	n time th	is mode	el loses a	wound	; on the roll of a 6 that	damage is	ignored	100
	Battlesv	vorn W	arrior: 1	Hecator	n Aiakos	may no	t be cho	osen as a	n army's	Warlord.			
					0			kos may :	immedi	ately inflict D3 mortal	wounds or	n a single	
		unit that has at least one model within 1" of him. 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 8" suffers D3 mortal wounds.											
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	START	ES, M	INOTA	URS					
KEYWORDS	CHAR	ACTE	R, VEF	IICLE	DREA	DNOU	IGHT.	RELIC	HEC	ATON AIAKOS			1 100



POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.

ADEPTUS ASTARTES WARGEAR

ADEPTUS ASTARTES RA	NNCED WE		1.74 2.22		2 11 21	
			C	AΠ	п	
WEAPON Aiolos missile launcher	RANGE 60"	TYPE	S 6	AP -1	D 1	ABILITIES
Air defence missiles	48"	Heavy 2D3 Heavy D3	8	-1	D3	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
Anvillus		·				against all other targets.
autocannon battery	36"	Heavy 8	8	-1	2	-
Arachnus heavy lascannon battery	48"	Heavy 2	10	-4	D6	When attacking with this weapon, if at least one dice roll when determining Damage is inflicted is a natural '6' then a 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	•	veapon,	choose of	one of tl	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 defence missiles	48"	Heavy D3	8	-2	D3	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. This weapon can target units not 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 when inflicting damage with it and discard the lowest result.
Combi-flamer		cking with this v r this weapon:	veapon,	choose	one or b	both 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 r this weapon:	veapon,	choose	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 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 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 against each enemy unit within range, except CHARACTERS . A unit consisting entirely of CHARACTERS may only be attacked if it is the closest enemy unit to the Deathstorm Drop Pod when the attack is declared.
Deathstorm missile array	18"	Heavy 2	8	-2	D3	When fired, this weapon makes one full Shooting attack against each enemy unit within range, except CHARACTERS . A unit consisting entirely of CHARACTERS may only be attacked if it is the closest enemy unit to the Deathstorm Drop 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.

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ADEPTUS ASTARTES RA	ANGED WE	APONS				
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Dreadfire heavy flamer	8"	Heavy D6	6	-2	3	This weapon hits its target automatically.
Dreadhammer siege cannon	24"	Heavy 2D6	10	-5	3	If the Relic Typhon does not move in the Movement phase, then the range of this weapon is increased to 48" for the duration of the current turn.
Dreadnought inferno cannon	8"	Heavy D6	6	-1	2	This weapon hits its target automatically.
Fellblade accelerator cannon	When firin	ng this weapon,	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 MONSTER , VEHICLE or TITANIC 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		•	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	4+D6	Any VEHICLE which suffers wounds from this weapon but is not slain subtracts 1 from its Shooting hit rolls until the end of its controlling player's next Shooting phase.
Heavy plasma cannon	When atta	cking with this	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 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 4	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 can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets. This weapon can target units not 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 FLY . 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	When atta	cking with this	weapon,	choose	one of th	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	-
Krak grenade	6"	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 firin	ng this weapon,	choose o	one of th	ne followi	
- 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 Weapon	RANGE	ТҮРЕ	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, roll an additional dice when inflicting damage and discard the 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 tl	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 when inflicting damage with it and discard the lowest result.
Missile launcher	When atta	cking with this v	veapon,	choose	one of tl	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 when inflicting damage with it and discard the lowest result.
Neutron pulse cannon	48"	Heavy 3	12	-4	D6	Any VEHICLE which suffers wounds from this weapon but is not slain must subtract 1 from its hit rolls in the Shooting 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 enemies at over half its range are resolved at Strength 8, AP -1 and Damage 2.
Plasma blastgun	When atta	cking with this v	veapon,	choose	one of tl	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 tl	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 or	ne of the	two pro	files 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 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 can FLY . Subtract 1 from the hit rolls made for this weapon 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 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 when targeting units with the FLY keyword. In addition, ever wound roll of 6+ made with this weapon increases the AP of that individual wound to -3.

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ADEPTUS ASTARTES RA	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 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 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 TITANIC models with this weapon.					
Typhoon missile launcher	When atta	cking with this	weapon, o	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 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 MI	ELEE WEAI	PONS				
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 CHARACTER , 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 MONSTER or a VEHICLE .
Blood Biter	Melee	Melee	+1	-1	2	For each wound roll of 6+, if the target unit is INFANTRY , 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 BUILDINGS 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 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 Weapon	<u>ILELEE WIZAN</u> 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 PSYKER or DAEMON .
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 Valthex when it is his turn to fight in the Fight phase, he 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 PSYKER .
Medusan Hammer	Melee	Melee	x2	-3	D3	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 4+ the target suffers a mortal 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 time this model fights. When a model attacks with this 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, make an additional single attack with this weapon against 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, INQUISI	tion & Si	<u>Sters of Bat</u>	TLE R/	ANGED	WEAPC	INS
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 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 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	-
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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 DAEMON , it inflicts a single mortal wound on each successful hit in addition to its normal damage.
Blade of Surety	Melee	Melee	User	-3	2	-
Dozer ram	Melee	Melee	User	-1	1	Against INFANTRY units make three hit rolls for each attack rather than one if the Sororitas Repressor has successfully completed a charge this turn.
Nemesis doomglaive	Melee	Melee	+3	-3	D6	-

WE THINK YOU'D LIKE...

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