

INDEX: FORCES OF THE ASTRA MILITARUM





INDEX: FORCES OF THE ASTRA MILITARUM

Forge World



CONTENTS

| Introduction | 4 | Manticore Battery | 26 |
|--------------------------------|----|-----------------------------------|----|
| Datasheets | 5 | Medusa Carriage Battery | 26 |
| | | Rapier Laser Destroyer | |
| Astra Militarum | 6 | Sabre Weapons Battery | |
| Astra Militarum Army List | | Sentinel Powerlifters | |
| Atlas Recovery Tank | | Stygies Destroyer Tank Hunter | 28 |
| Salamander Command Vehicle | 8 | Stygies Thunderer Siege Tank | |
| Hades Breaching Drill Squadron | 9 | Tarantula Battery | |
| Centaur Light Carrier | | Arkurian Pattern Stormblade | 30 |
| Gryphonne Pattern Chimera | 10 | Arkurian Pattern Stormhammer | 31 |
| Trojan Support Vehicle | 11 | Arkurian Pattern Stormsword | 32 |
| Artemia Pattern Hellhound | 11 | Crassus Armoured Assault Vehicle | 33 |
| Salamander Scout Tank | 12 | Dominus Armoured Siege Bombard | 34 |
| Tauros Assault Vehicle | 12 | Gorgon Heavy Transporter | |
| Tauros Venator | 13 | Macharius Heavy Tank | |
| Armageddon Pattern Basilisk | 13 | Macharius Omega | 37 |
| Armageddon Pattern Medusa | | Macharius Vanquisher | 38 |
| Colossus Bombard | | Macharius Vulcan | 39 |
| Cyclops Demolition Vehicle | 15 | Marauder Bomber | 40 |
| Earthshaker Battery | | Marauder Destroyer | 41 |
| Earthshaker Carriage Battery | 16 | Minotaur Artillery Tank | 42 |
| Griffon Mortar Carrier | | Praetor Armoured Assault Launcher | 43 |
| Heavy Mortar Battery | 17 | Valdor Tank Hunter | 44 |
| Heavy Quad Launcher Battery | 18 | Aquila Lander | 45 |
| Hydra Battery | | Arvus Lighter | 46 |
| Leman Russ Annihilator | 19 | Avenger Strike Fighter | |
| Leman Russ Conqueror | 20 | Lightning Strike Fighter | 48 |
| Leman Russ Stygies Vanquisher | 21 | Thunderbolt Heavy Fighter | |
| Malcador Annihilator | | Vendetta Gunship | |
| Malcador Defender | | Vulture Gunship | 51 |
| Malcador Heavy Tank | 24 | Imperial Fortress Walls | |
| Malcador Infernus | | Primaris Redoubt | |

Produced By Forge World

Imperial Armour – Index: Forces of the Astra Militarum © Copyright Games Workshop Limited 2017. Imperial Armour – Index: Forces of the Astra Militarum, Imperial Armour, GW, Games Workshop, Forge World, The Horus Heresy, The Horus Heresy Eye logo, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either * or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

ISBN: 978-1-78826-116-6

Games Workshop web site: www.games-workshop.com

Forge World web site: www.forgeworld.co.uk

| Death Korps of Krieg | .54 |
|--|-----|
| Death Korps of Krieg Army List | 55 |
| Additional Rules | |
| Death Korps Marshal Karis Venner | |
| Death Korps Marshal | |
| Death Korps Field Officer | |
| Death Korps Death Rider Squadron Commander | |
| Death Korps Infantry Squad | |
| Death Korps Grenadier Storm Squad | |
| Death Korps Centaur Light Assault Carrier | |
| Death Korps of Krieg Storm Chimera | |
| Death Korps of Krieg Command Squad | |
| Death Korps Combat Engineer Squad | |
| Death Korps Commissar | |
| Death Korps Quartermaster Cadre | |
| Death Korps Death Rider Command Squadron | |
| Death Korps Death Rider Commissar | |
| Death Korps Death Rider Squadron | |
| Death Korps Heavy Weapons Squad | |
| Death Korps Leman Russ Mars-Alpha Battle Tanks | 68 |
| | |
| Elysian Drop Troops | |
| Elysian Drop Troops Army List | |
| Additional Rules | |
| Elysian Company Commander | |
| Elysian Lord Commissar | |
| Elysian Drop Trooper Squad | |
| Elysian Special Weapons Squad | |
| Elysian Veteran Squad | |
| Elysian Command Squad | |
| Elysian Drop Sentinels | |
| Elysian Platoon Commander | |
| Elysian Sniper Squad | |
| Elysian Heavy Weapons Squad | |
| Valkyrie Sky Talon | 79 |
| D | 00 |
| Renegades and Heretics | |
| Renegades and Heretics Army List | |
| Additional Rules | |
| Renegade Commander | |
| Malefic Lord | |
| Rogue Psyker Coven | |
| Renegade Cultists | |
| Renegade Militia Squad | |
| Renegade Mutant Rabble | |
| Chaos Spawn | 86 |
| Renegade Command Squad | |
| Renegade Disciple Squad | |
| Renegade Enforcer | |
| Renegade Marauder Squad | |
| Renegade Ogryn Beast Handlers | |
| Renegade Ogryn Brutes | |
| Renegade Plague Ogryns | |
| | (1) |

| Questor Imperialis | 93 |
|--|--|
| Questor Imperialis Army List | |
| Acastus Knight Porphyrion | |
| Cerastus Knight-Acheron | |
| Cerastus Knight-Atropos | 97 |
| Cerastus Knight-Castigator | |
| Cerastus Knight-Lancer | |
| Questoris Knight Magaera | |
| Questoris Knight Styrix | 101 |
| | |
| Titan Legions | 102 |
| Titan Legions Army List | 103 |
| Warhound Scout Titan | 104 |
| Reaver Battle Titan | 105 |
| Warlord Battle Titan | 107 |
| | |
| | 100 |
| Appendices | |
| Astra Militarum Points Values | 110 |
| Astra Militarum Points ValuesAstra Militarum Wargear | 110 |
| Astra Militarum Points Values | 110 |
| Astra Militarum Points ValuesAstra Militarum Wargear | 110 112 116 |
| Astra Militarum Points Values | 110 112 116 |
| Astra Militarum Points Values | 110 112 116 117 |
| Astra Militarum Points Values | 110 112 116 117 119 |
| Astra Militarum Points Values | 110 112 116 117 120 121 |
| Astra Militarum Points Values | |

INTRODUCTION

Welcome to *Imperial Armour – Index: Forces of the Astra Militarum*. 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. It provides rules for Forge World's Astra Militarum, Death Korps of Krieg, Elysian Drop Troops, Questor Imperialis and Titan Legions, as well as the malevolent traitors of the Renegades and Heretics army.

This book and its contents are fully compatible with *Warhammer 40,000 – Index: Imperium 2*, expanding the datasheets which are found there and contains all the information you need to field your Forge World models from the Astra Militarum, Death Korps of Krieg, Elysian Drop Troops, Questor Imperialis, Titan Legions and Renegade and Heretics factions in the new edition of the Warhammer 40,000 game. Also included are both Power Ratings and Appendices for their use in Battle-forged armies.

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

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 '-', 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.

| ¥ 22 | M | AR | AU | DER | l D |)ES | ΓRO | | | DAMAGE Some of a Maraud characteristics cha battle, as shown b | inge as it suf | |
|---|---|--|---|---|---|---|--|---|--|--|---|---------------------------------|
| NAME | M | WS | BS | S | Ī | W | A | Ld | Sv | REMAINING W | M | BS |
| Marauder Destroyer | * | 6+ | * | 7 | 7 | 20 | 3 | 7 | 3+ | 11-20+ | 20"-45" | 4+ |
| A Marauder Destroyer is a twin assault cannon, a t | | | | | | | n, | | | 5-10 1-4 | 20'-30" 20' | 5+ 5+ |
| WEAPON | RANGE | TYP | E | | S | AP | 0 | ABILI | TIES | 1-4 | 20 | > + |
| Hellstrike missile | 72" | He | avy 1 | | 8 | -2 | D6 | | | e when inflicting dan the lowest result. | age with this | weap |
| Twin assault cannon | 24" | He | avy 12 | | 6 | -1 | 1 | - | | | | |
| Twin autocannon | 48" | He | avy 4 | | 7 | -1 | 2 | - | | | | |
| Twin heavy bolter | 36" | He | avy 6 | | 5 | -1 | 1 | - | | | | |
| WARGEAR OPTIONS | • This | model: | may tak | e eight hell | strike | missiles | | Mary I | | | | 111 |
| | attacke | | Fight p | hase by uni | its th | at can FI | Y. | | | | | |
| | Hard to Heavy against moved, single I mortal | in a fie o Hit: Y Bombs: a single pick ar O6 for e wound. | our opp Once pe enemy nenemy very oth | osion and e conent mus oer battle, a unit it mov unit that it her model is | t subt Mara ves ov t flew n the | nit withi tract 1 fr suder De ver durin over, the unit, up | om hit r stroyer g one or n roll 3 to a ma | fers D6: colls for equippe f its Mor D6 for e ximum | attacks ed with livement each VE of 12De | that target this model heavy bombs can mal phases. After the Mar HICLE or MONSTE 5. For every roll of a 4 | in the Shoot se a bombing auder Destro R in the unit +, the unit su | ing ph run yer ha |
| FACTION KEYWORDS | Hard to Heavy against moved, single I mortal Sky Fo has mo | in a fie o Hit: Y Bombse a single pick ar O6 for e wound. rtress: T | ry explorer opp Once per enemy nemy or enemy very oth | osion and e conent mus oer battle, a unit it mov unit that it her model is | Mara Wes over tiflew in the | nit within tract 1 from the suder Deser during over, the unit, up | om hit r om hit r stroyer g one oo n roll 3 to a ma | fers D6 i rolls for equippe f its Mor D6 for e ximum | mortal value attacks and with I wement teach VE of 12De ing Hear | that target this model heavy bombs can mal phases. After the Mar HICLE or MONSTE 6. For every roll of a 4 vy weapons on a turn | in the Shoot se a bombing auder Destro R in the unit +, the unit su | ing ph run yer ha or a |

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.



ASTA

ASTRA MILITARUM ARMY LIST

This section serves as an addendum to the Astra Militarum army list found in Warhammer 40,000 – Index: Imperium 2, and features all of the additional datasheets for the Astra Militarum range of models produced by Forge World. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have.

KEYWORDS

Throughout this section you will come across a keyword that is within angular brackets, specifically <REGIMENT>. This is shorthand for a keyword of your own choosing, as described below:

<REGIMENT>

All Astra Militarum belong to a regiment, drawn from one of the many worlds of the Imperium of Mankind. Each has its own distinct traditions, training regimes and methods of waging war.

If an Astra Militarum datasheet does not specify which regiment it is drawn from, it will typically have the <REGIMENT> keyword. When you include such a unit in your army, you must nominate which regiment that unit is from. You then simply replace the <REGIMENT> keyword in every instance on that unit's datasheet with the name of your chosen regiment. You cannot choose to replace the <REGIMENT> keyword with MILITARUM TEMPESTUS, but you can use any of the other regiments that you have read about, or make up your own.

For example, if you included a Stygies Thunderer Siege Tank in your army and wanted it to be from the Vostroyan Firstborn regiment, the Thunder Siege Tank's <REGIMENT> Faction keyword is changed to VOSTROYAN.

MACRO WEAPONS

The following weapons type is common to many of the ranged weapons available to the Astra Militarum:

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 they are 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).

| 5 | A | ΓLA | AS I | REC | COV | DAMAGE Some of an Atlas Recovery Tank's characteristics change as it suffers damage i battle, as shown below: | | | | | | | |
|---------------------------|--------------|---------|------------|----------|-------------------------|---|-------|----------------|----------|---|---|---------|------|
| NAME | M | WS | BS | S | Ţ | W | A | Ld | Sv | REMAINING W | M | BS | A |
| Atlas Recovery Tank | * | 6+ | * | 7 | 7 | 11 | * | 7 | 3+ | 6-11+ | 12" | 4+ | 3 |
| An Atlas Recovery Tank is | s a single m | odel eq | uipped v | with a h | eavy bol | ter. | | | | 3-5 | 8" | 5+ | D3 |
| WEAPON | RANGE | ТУР | | | S | AP | D | ABILI | TIES | 1-2 | 4" | 6+ | 1 |
| Heavy bolter | 36" | | ıvy 3 | | 5 | -1 | 1 | _ | | | | | - 10 |
| Heavy stubber | 36" | Hea | ivy 3 | | 4 | 0 | 1 | - | | | | | 8 |
| Hunter-killer missile | 48" | Неа | ivy 1 | | 8 | -2 | D6 | Each battle | | -killer missile can only | be fired o | nce per | |
| Storm bolter | 24" | Rap | oid Fire 2 | 2 | 4 | 0 | 1 | - | | | | | S |
| WARGEAR OPTIONS | | | | | er-killer n bolter | | | er. | | | | | |
| ABILITIES | | | | | iced to 0 6" suffe | | | | re remov | ving it from the battlef | ield. On a | 6+ it | |
| | | | | | of this m tself). Tl | | | | | odel can repair a single ds. | e <regim< td=""><td>IENT></td><td></td></regim<> | IENT> | |
| | | aunche | | | | | | | | n the Shooting phase, t ponent must subtract 1 | | | ts |
| FACTION KEYWORDS | IMPE | RIUM, | ASTR. | A MIL | ITARU | M, <r< td=""><td>EGIME</td><td>ENT></td><td></td><td></td><td></td><td>140</td><td></td></r<> | EGIME | ENT> | | | | 140 | |
| KEYWORDS | VEHIC | CLE, A | TLAS | RECO | VERY 7 | TANK | | | | | -1542 | - 1.3 | |

| 5 200000 | | | MN | | MA ND | VE | | CLE | | DAMAGE Some of a Salamand characteristics chan battle, as shown bel | ige as it su | | |
|-------------------------------|----------------------------|-------------------------|---|-------------------------------|------------------------|---|-------------------------|----------------|---------|--|--------------|----------|----|
| NAME | M | WS | BS | S | | W | A | Ld | Sv | REMAINING W | M | BS | |
| Salamander Command Vehicle | * | 6+ | * | 6 | 7 | 10 | * | 8 | 3+ | 6-10+ | 12" | 3+ | |
| A Salamander Command | Vehicle is a | single r | nodel eq | uipped | l with a h | eavy fla | mer and | a heavy | bolter. | 3-5 | 8" | 4+ |] |
| WEAPON | RANGE | ТУР | E | | S | AP | 0 | ABILIT | TIES | 1-2 | 4" | 5+ | |
| Heavy bolter | 36" | Hea | ıvy 3 | | 5 | -1 | 1 | _ | | | | | |
| Heavy flamer | 8" | Hea | vy D6 | | 5 | -1 | 1 | This | weapon | automatically hits its | target. | | |
| Heavy stubber | 36" | Hea | ivy 3 | | 4 | 0 | 1 | - | | | | | |
| Hunter-killer missile | 48" | Неа | ivy 1 | | 8 | -2 | D6 | Each battle | | killer missile can only | be fired o | once per | |
| Storm bolter | 24" | Rap | oid Fire 2 | 2 | 4 | 0 | 1 | _ | | | | | |
| WARGEAR OPTIONS | | | | | ter-killer m bolter | | | er. | | | | | |
| ABILITIES | add 1 to COMM Explod | all hit IAND Ves: If th | rolls unt / EHICL is model | il the e E ausp is redi | end of the ex surve | phase. yors. wound | A single s, roll a I | model c | annot b | IMENT> VEHICLE we benefit from multiple Strong it from the battlef | SALAMA | NDER | |
| | to 9". It | cannot | end this | move | | of any | enemy n | nodels. I | | turn begins, you can molayers have units that | | | |
| | | aunche | | | | | | | | n the Shooting phase, to ponent must subtract 1 | | | ts |
| FACTION KEYWORDS | IMPE | RIUM, | ASTR | A MII | ITARU | M, <r< td=""><td>EGIME</td><td>ENT></td><td>Y</td><td></td><td>12 3 30</td><td></td><td></td></r<> | EGIME | ENT> | Y | | 12 3 30 | | |
| | | | | | | | | COMM | | | | | _ |



HADES BREACHING DRILL SQUADRON

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|-----------------------|----|----|----|---|---|---|-----------|----|----|
| Hades breaching drill | 6" | 3+ | 4+ | 5 | 7 | 7 | D6 | 7 | 3+ |
| Veteran | 6" | 4+ | 4+ | 3 | 3 | 1 | 1 | 7 | 5+ |
| Veteran Sergeant | 6" | 4+ | 4+ | 3 | 3 | 1 | 2 | 8 | 5+ |

- This unit contains 1 Hades Breaching Drill, 1 Veteran Sergeant and 9 Veterans.
 The Hades Breaching Drill is armed with a melta-cutter drill.
 The Veteran Sergeant is armed with a laspistol, chainsword and frag grenades.
 Each Veteran is armed with a shotgun and frag grenades.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|--------------------|--|---|-----------------------------|--------------------|------------------------|--|
| Bolt pistol | 12" | Pistol 1 | 4 | 0 | 1 | - |
| Flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. |
| Grenade launcher | When at | tacking with this w | eapon, choo | se one | of the pr | rofiles below: |
| - Frag grenade | 24" | Assault D6 | 3 | 0 | 1 | - |
| - Krak grenade | 24" | Assault 1 | 6 | -1 | D3 | - |
| Laspistol | 12" | Pistol 1 | 3 | 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. |
| Plasma gun | When at | tacking with this w | eapon, choo | se one | of the pr | rofiles below: |
| - Standard | 24" | Rapid Fire 1 | 7 | -3 | 1 | - |
| - Supercharged | 24" | Rapid Fire 1 | 8 | -3 | 3 | On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved. |
| Plasma pistol | When at | tacking with this w | eapon, choo | se one | of the pr | rofiles below: |
| - Standard | 12" | Pistol 1 | 7 | -3 | 1 | - |
| - Supercharged | 12" | Pistol 1 | 8 | -3 | 3 | On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved. |
| Shotgun | 12" | Assault 2 | 3 | 0 | 1 | If the target is within half range, add 1 to this weapon's Strength. |
| Chainsword | Melee | Melee | User | 0 | 1 | Each time the bearer fights, it can make 1 additional attack with this weapon. |
| Melta-cutter drill | Melee | Melee | x2 | -4 | D3 | When making attacks against a VEHICLE , roll D6 for the Damage instead of D3. |
| Power axe | Melee | Melee | +1 | -2 | 1 | - |
| Power fist | Melee | Melee | x2 | -3 | D3 | When attacking with this weapon, you must subtract 1 from the hit roll. |
| Power sword | Melee | Melee | User | -3 | 1 | - |
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - |
| WARGEAR OPTIONS | The VoUp to | eteran Sergeant ma two Veterans may | y replace the replace their | eir lasp shotgu | istol for in with a | for a power sword, power axe or power fist. a bolt pistol or plasma pistol. a flamer, grenade launcher, meltagun or plasma gun. |
| ABILITIES | | tion Breacher: Whof the melta-cutter | | g a BU l | LDING | , change the Hades Breaching Drill's Attacks to 2D6 and the |
| | battlefiel | d. At the end of any | of your Mo | vemen | t phases | et this unit up underground instead of placing it on the , this unit may drill up from the ground and into battle – " away from enemy models. |
| | single gro | oup with each mod g Drill operates inc | el within 2" | of at le | ast one o | Hades Breaching Drill Squadron must be deployed as a other model from their unit. From that point on, the Hades of Veterans and both are treated as separate units for all |
| | Whirling | g Blades: The Hade | s Breaching | Drill h | as a 4+ i | invulnerable save in the Fight phase. |
| FACTION KEYWORDS | | IUM, ASTRA M | | | | |
| KEYWORDS | (HADE | | DRILL): V | EHIC | CLE, HA | ADES BREACHING DRILL |

| 3 (3) | | CE | NT | AU I | R L | IGE | IT (| CAI | RRIER |
|----------------------------|--|--|--|---|--|---|--|---|---|
| NAME | M | WS | BS | S | Ţ | W | A | Ld | Sv |
| Centaur Light Carrier | 12" | 6+ | 4+ | 5 | 6 | 7 | 2 | 7 | 3+ |
| A Centaur Light Carrier is | a single m | odel eq | uipped | with two | heavy | stubbers | | | |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILI | TIES |
| Heavy stubber | 36" | Hea | vy 3 | | 4 | 0 | 1 | _ | |
| Hunter-killer missile | 48" | Hea | vy 1 | | 8 | -2 | D6 | Each battle | hunter-killer missile can only be fired once per e. |
| WARGEAR OPTIONS | • This | model r | nay take | a hunt | er-killer | missile. | 165 | March. | |
| ABILITIES | choose does th within Finally, towed r | to tow it is, this rate of this any creenay not es: If the | t as long nodel in s model w are pl fire its v | g as neith nmediate so that aced in weapons | her this tely make no part base considering during | model ness a move of the Antact with the Shoot wounds | or the Ave of up RTILLE h the All oting ph | to 12". TERY mod RTILLE hase of the | riendly <regiment> ARTILLERY model, it can ERY model is within 1" of an enemy model. If it The ARTILLERY model is then placed anywhere del has moved more than 12" from where it started. RY model. An ARTILLERY model that has been he same turn. The removing it from the battlefield, and before any nit within 6" suffers D3 mortal wounds.</regiment> |
| | | aunche | | | | | | | capons in the Shooting phase, this model can use its your opponent must subtract 1 from any hit rolls |
| TRANSPORT | | | | | | | | | models. Each Heavy Weapon Team or Veteran each OGRYN takes the space of three other models. |
| FACTION KEYWORDS | IMPE | RIUM, | ASTR | A MIL | ITARU | M, <ri< td=""><td>EGIME</td><td>ENT></td><td></td></ri<> | EGIME | ENT> | |
| KEYWORDS | VEHIC | CLE, T | RANSI | PORT, | CENT | AUR LI | GHT (| CARRI | ER |

| 5 | | PA' | | | PHO V C | | | RA | | DAMAGE Some of a Gryphon characteristics char battle, as shown bel | ige as it su | | |
|--|---------------------------|---------|---------------------------------|------------------------------|------------------------------------|--|-------------------------|-----------------|---------|---|--------------|-----------|--------|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | BS | |
| Gryphonne Pattern Chimera | * | 6+ | * | 6 | 7 | 10 | * | 7 | 3+ | 6-10+ | 12" 8" | 4+ 5+ | Γ |
| A Gryphonne Pattern Ch a heavy bolter and a lasgu | | ngle mo | del equ | ipped v | vith twir | heavy l | bolters, | | | 1-2 | 4" | 6+ | L |
| WEAPON | RANGE | TYPE | | | S | AP | D | ABILIT | TIES | | | | |
| Heavy bolter | 36" | Hear | уу 3 | | 5 | -1 | 1 | - | | | | | \neg |
| Heavy flamer | 8" | Hear | vy D6 | | 5 | -1 | 1 | This | weapon | automatically hits its | target. | | |
| Heavy stubber | 36" | Hear | уу 3 | | 4 | 0 | 1 | - | | | | | |
| Hunter-killer missile | 48" | Hea | vy 1 | | 8 | -2 | D6 | Each battle | | killer missile can only | be fired o | nce per | |
| Lasgun array | 24" | Rapi | d Fire 3 | 3 | 3 | 0 | 1 | | | can only be fired if a unicle equipped with it. | ınit is eml | oarked | |
| Storm bolter | 24" | Rapi | d Fire 2 | 2 | 4 | 0 | 1 | - | | | | | |
| Twin heavy bolter | 36" | Hear | уу 6 | | 5 | -1 | 1 | - | | | | | |
| WARGEAR OPTIONS ABILITIES | • This: • This: • Explode | | nay take nay take s model | a hunt a storn is redu | er-killer n bolter iced to 0 | missile. or a hea wounds | vy stubb s, roll a l | er. D6 befor | e remov | ving it from the battlef n 6" suffers D3 mortal | | efore any | 7 |
| | | auncher | | | | | | | | n the Shooting phase, to conent must subtract 1 | | | its |
| TRANSPORT | | | | | | | | | | els. Each Heavy Weapo RYN takes the space of | | | |
| FACTION KEYWORDS | IMPEI | RIUM, | ASTR | A MIL | ITARU | M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td></td><td></td><td></td></r<> | EGIME | NT> | | | | | |
| KEYWORDS | VEHIC | | | | | | | | | | | | |

| 5 | propert Vehicle is a single model equipped with a heavy bolter. RANGE TYPE S AP D ABILITIES 1-2 4" 5+ 1 | | | | | | | | | | | | |
|----------------------------|--|-----------------------------------|----------------------|--------------------|------------------------|---|-----------------------|--------------------|---|--|----------------------|------------|------------|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | | | RS | Δ |
| Trojan Support Vehicle | * | 6+ | * | 6 | 7 | 10 | * | 7 | 3+ | | | | |
| A Trojan Support Vehicle i | is a single r | nodel ed | uipped | with a | heavy bo | olter. | | 1 | | 3-5 | 8" | 4+ | D3 |
| WEAPON | RANGE | TYPE | | | S | AP | D | ABILI | TIES | 1-2 | 4" | 5+ | 1 |
| Heavy bolter | 36" | Hea | vy 3 | | 5 | -1 | 1 | - | | | | | 9 |
| Heavy flamer | 8" | Hea | vy D6 | | 5 | -1 | 1 | This | weapor | automatically hits its | target. | | 9 |
| Heavy stubber | 36" | Hea | vy 3 | | 4 | 0 | 1 | - | | | | | |
| Hunter-killer missile | 48" | Hea | vy 1 | | 8 | -2 | D6 | | | -killer missile can only | be fired o | nce per | |
| Storm bolter | 24" | Rap | id Fire 2 | 2 | 4 | 0 | 1 | - | | | | | 15 |
| WARGEAR OPTIONS | • This | model n | nay take | a hunt | er-killer | missile. | | | | | | | |
| ABILITIES | embark Smoke smoke l | ed mode Launch eauncher | els diser ers: On | nbark; ce per g | on a 6+ i game, ins | it explod stead of | les and e shooting | ach uni gany we | it withir eapons i | n 6" suffers D3 mortal v in the Shooting phase, | vounds. this mode | can use it | 1 |
| | | | | | | | | riendly | <regi< td=""><td>MENT> VEHICLE w</td><td>ithin 6" m</td><td>ay re-roll</td><td></td></regi<> | MENT> VEHICLE w | ithin 6" m | ay re-roll | |
| TRANSPORT | | | | | | | | | | | | | The second |
| FACTION KEYWORDS | IMPE | RIUM, | ASTR | A MIL | ITARU | M, <r< td=""><td>EGIME</td><td>NT></td><td>Add</td><td></td><td>1 - 1 167</td><td></td><td>1</td></r<> | EGIME | NT> | Add | | 1 - 1 167 | | 1 |
| KEYWORDS | VEHIC | CLE, T | RANSI | PORT, | TROJA | N SUI | PPORT | VEHI | CLE | | | | 7 |

| L Tower | P | AT' | ľEŔ | AR N | TEN HE | LL LL | JOI | JNI | D | DAMAGE Some of an Artemia characteristics chan battle, as shown belo | ge as it su | | |
|--|---|----------|----------|----------|-----------------------|---|---------|--------|---------|---|-------------|-----------|---|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | BS | |
| Artemia Pattern Hellhound | * | 6+ | * | 6 | 7 | 11 | * | 7 | 3+ | 6-11+ | 12" 8" | 4+ 5+ | |
| This unit contains 1 Artem Hellhound (Power Rating (Power Rating +10). Each Artemia inferno cannon. | +5) or 2 a | dditiona | l Artem | ia Patt | ern Helll | nounds | | | | 1-2 | 8 4" | 6+ | |
| WEAPON | RANGE | TYPE | | | S | AP | D | ABILI | ries - | | | | |
| Heavy bolter | 36" | Hea | vy 3 | | 5 | -1 | 1 | - | | | | | |
| Heavy flamer | 8" | Hea | vy D6 | | 5 | -1 | 1 | This | weapon | automatically hits its t | arget. | | |
| Artemia inferno cannon | This weapon automatically hits its target. This weapon automatically hits its target. Roll two dice for the number of attacks when firing this weapon and discard the lowest result. | | | | | | | | | | | | |
| Multi-melta | 24" | Hea | vy 1 | | 8 | -4 | D6 | two c | | is within half range of t en inflicting damage wi | | | e |
| WARGEAR OPTIONS | Any i | nodel n | ay repla | ce its l | neavy bo | lter with | a heavy | flamer | or a mu | ılti-melta. | 4.17 | 7 32 3 | M |
| ABILITIES | | | | | is reduce 6" suffe | | | | before | removing it from the b | attlefield. | On a 4+ i | t |
| | | auncher | | | | | | | | n the Shooting phase, the ponent must subtract 1 | | | S |
| | | | | | | | | | | unit must be placed wit as a separate unit for all | | | |
| FACTION KEYWORDS | IMPEI | RIUM, | ASTRA | MIL | ITARU | M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td>FIRST COL</td><td></td><td></td></r<> | EGIME | NT> | | | FIRST COL | | |
| KEYWORDS | VEHIC | CLE, H | ELLHO | UND | , ARTE | MIA P | ATTER | N HE | LLHO | UND | | 7 20 11 5 | |

| THE PERSON NAMED IN COLUMN | 1 5 5 S | | | SA SC | | | ND ΓΑΝ | | | |
|----------------------------|---------|---|----|----------|---|---|-----------|---|----|----|
| 3 | I NAME | M | WS | BS | S | T | W | A | Ld | Sv |

This unit contains 1 Salamander Scout Tank. It can include 1 additional Salamander Scout Tank (Power Rating +5) or 2 additional Salamander Scout Tanks (Power Rating +10).

Salamander Scout Tank

DAMAGE
Some of a Salamander Scout Tank's characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | M | BS | A |
|-------------|-----|----|----|
| 6-10+ | 12" | 4+ | 3 |
| 3-5 | 8" | 5+ | D3 |
| 1-2 | 4" | 6+ | 1 |

| Each Salamander Scout | Tank is equipp | ped with an autocan | non and a | heavy b | olter. | 1-2 4 07 |
|-----------------------|--|---|---|---------------------------------|------------------------------------|---|
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
| Autocannon | 48" | Heavy 2 | 7 | -1 | 2 | - |
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Hunter-killer missile | 48" | Heavy 1 | 8 | -2 | D6 | Each hunter-killer missile can only be fired once per battle. |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| ABILITIES | Explodes explodes Scout Ve 9". It can | s, and each unit with ehicle: At the start of | duced to 0 in 6" suffer the first by thin 9" of | wounds rs D3 m pattle rou | s, roll a I ortal wo and but | O6 before removing it from the battlefield. On a 6+ it |
| | | unchers; if it does so | | | | g any weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls |
| | From the | at point onwards, ea | ch operate | s indepe | endently | models in this unit must be placed within 6" of each other, and is treated as a separate unit for all rules purposes. |
| FACTION KEYWORDS | IMPER | IUM, ASTRA MI | LITARU | M, < R | EGIME | ENT> |
| KEYWORDS | VEHIC | LE, SALAMAND | ER, SAL | AMAN | NDER S | SCOUT TANK |

10

| 3 | | ΓΑΙ | JRO | S | ASS. | AU. | LT ` | VEI | HICLE |
|--|--------|----------|------------|--------|--------------------------|--|------------|----------------|---|
| NAME | М | WS | BS | S | T | W | A | Ld | Sv |
| Tauros Assault Vehicle | 15" | 4+ | 4+ | 4 | 5 | 6 | 2 | 7 | 4+ |
| This unit contains 1 Tauros Tauros Assault Vehicles (Po | | | | | | | | | e (Power Rating +3) or 2 additional neavy flamer. |
| WEAPON | RANGE | TYPI | E | | S | AP | D | ABILIT | IES |
| Heavy flamer | 8" | Hea | vy D6 | | 5 | -1 | 1 | This | weapon automatically hits its target. |
| Hunter-killer missile | 48" | Hea | vy 1 | | 8 | -2 | D6 | Each battle | hunter-killer missile can only be fired once per . |
| Tauros grenade launcher | When a | attackin | g with t | his we | eapon, ch | oose oi | ne of the | profile | s below: |
| - Frag grenade | 36" | Assa | ault 2D6 | | 3 | 0 | 1 | _ | |
| - Krak grenade | 36" | Assa | ault 2 | | 6 | -1 | D3 | - | |
| WARGEAR OPTIONS | | | | | heavy flai ter-killer | | h a Tauro | os grena | de launcher. |
| ABILITIES | | | | | | | | | e removing it from the battlefield, and before any it within 6" suffers 1 mortal wound. |
| | Galvan | ic Moto | r: If this | mode | l moved o | over 10" | in its las | t Mover | nent phase, it gains a 5+ invulnerable save. |
| FACTION KEYWORDS | IMPEI | RIUM, | ASTRA | MII | ITARU | M, <rl< td=""><td>EGIME</td><td>NT></td><td></td></rl<> | EGIME | NT> | |
| KEYWORDS | VEHIC | CLE, T | AUROS | , TAU | JROS A | SSAUL | T VEH | ICLE | |

| 4 Agricons | | | TA | UR | OS | VF | NA | TO | R |
|---|--------------------|----------------------------------|--|----------------------|-----------------|---|-----------|----------------|--|
| NAME | М | WS | BS | S | T | W | A | Ld | Sv |
| Tauros Venator | 15" | 4+ | 4+ | 4 | 5 | 6 | 2 | 7 | 4+ |
| This unit contains 1 Tauro (Power Rating +8). Each | | | | | | | | er Ratin | ng +4) or 2 additional Tauros Venators |
| WEAPON | RANGE | TYPE | | | S | AP | D | ABILIT | TES |
| Hunter-killer missile | 48" | Heav | vy 1 | | 8 | -2 | D6 | Each battle | hunter-killer missile can only be fired once per |
| Twin lascannon | 48" | Heav | vy 2 | | 9 | -3 | D6 | - | |
| Twin multi-laser | 36" | Heav | vy 6 | | 6 | 0 | 1 | - | |
| WARGEAR OPTIONS | | | ay replad ay take a | | | | with a tw | in lasca | nnon. |
| ABILITIES | explode Galvani | s, and eac c Motor Targeti | ch unit were the second | within 6' model m | suffer loved | rs 1 mor over 10" | tal wour | id. t Moven | e removing it from the battlefield. On a 6+ it nent phase, it gains a 5+ invulnerable save. Ity to hit for shooting a Heavy weapon on a turn in |
| FACTION KEYWORDS | | | ASTRA | MILIT | 'A RIT | M <pi< td=""><td>GIME</td><td>NT\</td><td></td></pi<> | GIME | NT\ | |
| KEYWORDS | | | UROS, | | | | | 1117 | |

| Tower | | | | | | DD SASI | | | |
|--------------------------------|------------|----------|-----------|----------|----------|------------|-------|---------|--------|
| NAME | М | WS | BS | S | T | W | A | Ld | Sv |
| Armageddon Pattern Basilisk | * | 6+ | * | 6 | 7 | 12 | * | 7 | 3+ |
| This unit contains 1 Arm | agaddan Da | ttorn Ra | ciliel It | can incl | uda 1 ac | ditional | Armag | oddon D | attarn |

This unit contains 1 Armageddon Pattern Basilisk. It can include 1 additional Armageddon Pattern Basilisk (**Power Rating +7**) or 2 additional Armageddon Pattern Basilisks (**Power Rating +14**). Each Armageddon Pattern Basilisk is equipped with an earthshaker cannon and a heavy bolter.

NAMAGE

Some of an Armageddon Pattern Basilisk's characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | M | BS | A |
|-------------|-----|----|----|
| 6-12+ | 12" | 4+ | 3 |
| 3-5 | 8" | 5+ | D3 |
| 1-2 | 4" | 6+ | 1 |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---------------------------|---|--|---|---|---|---|
| Earthshaker cannon | 240" | Heavy D6 | 9 | -2 | D3 | Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer. |
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Hunter-killer missile | 48" | Heavy 1 | 8 | -2 | D6 | Each hunter-killer missile can only be fired once per battle. |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| WARREAR OPTIONS | Any n | nodel may replace its | heavy bo | lter with | a heavy | flamer. |
| WARGEAR OPTIONS ABILITIES | Any nAny nExplode | | ter-killer m bolter luced to 0 | missile. or a hea wounds | vy stubb | er. D6 before removing it from the battlefield. On a 6+ it |
| | Any n Any n Explode explodes Smoke I | nodel may take a hun nodel may take a stor es: If this model is red s, and each unit withi Launchers: Once per nunchers; if it does so | ter-killer m bolter luced to 0 n 6" suffe game, ins | missile. or a hea wounds rs D3 m | vy stubbos, roll a I ortal wo | er. D6 before removing it from the battlefield. On a 6+ it |
| | • Any n • Any n Explode explodes Smoke I smoke la that targ | nodel may take a hun nodel may take a stor es: If this model is red s, and each unit withi Launchers: Once per nunchers; if it does so et it. Squadron: The first t | nter-killer m bolter luced to 0 n 6" suffe game, ins , until you | missile. or a hea wounds rs D3 m stead of s ar next S | vy stubbes, roll a I ortal wo shooting Shooting | er. D6 before removing it from the battlefield. On a 6+ it unds. g any weapons in the Shooting phase, this model can use its |
| | • Any n • Any n • Explode explodes Smoke I smoke la that targ Vehicle S From that | nodel may take a hun nodel may take a stor es: If this model is red s, and each unit withi Launchers: Once per nunchers; if it does so et it. Squadron: The first t | nter-killer m bolter luced to 0 n 6" suffe game, ins , until you ime this u | missile. or a hea wounds rs D3 m stead of a r next S ur next S s indepe | vy stubbos, roll a I ortal wo shooting Shooting at up, all andently | er. 26 before removing it from the battlefield. On a 6+ it unds. 3 any weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls models in this unit must be placed within 6" of each other. and is treated as a separate unit for all rules purposes. |

| - COMER | | | TT | | | | | | |
|------------|---|------------|----|---|---|----|---|----|----|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
| Armageddon | * | <i>(</i>) | * | | 7 | 12 | * | 7 | 2. |

ARMAGEDDON

Pattern Medusa This unit contains 1 Armageddon Pattern Medusa. It can include 1 additional Armageddon

Pattern Medusa (**Power Rating +7**) or 2 additional Armageddon Pattern Medusa (**Power Rating +14**). Each Armageddon Pattern Medusa is equipped with an Medusa siege cannon and a heavy bolter.

DAMAGE

Some of an Armageddon Pattern Medusa's characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | M | BS | A |
|-------------|-----|----|----|
| 6-12+ | 12" | 4+ | 3 |
| 3-5 | 8" | 5+ | D3 |
| 1-2 | 4" | 6+ | 1 |

| a neavy bolter. | | | | | | |
|---------------------------|-----------------------------|--|--|---|-------------------------|---|
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Hunter-killer missile | 48" | Heavy 1 | 8 | -2 | D6 | Each hunter-killer missile can only be fired once per battle. |
| Medusa siege cannon | 36" | Heavy D6 | 10 | -3 | D3 | This weapon can target units that are not visible to the bearer. |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| WARGEAR OPTIONS ABILITIES | Any n Any n Explode | nodel may replace its nodel may take a hur nodel may take a stor s: If this model is rec s, and each unit with | nter-killer rm bolter o duced to 0 | missile. or a heav wounds | vy stubb s, roll a I | er. O6 before removing it from the battlefield. On a 6+ it |
| | | unchers; if it does so | | | | g any weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls |
| | | | | | | models in this unit must be placed within 6" of each other. and is treated as a separate unit for all rules purposes. |
| FACTION KEYWORDS | IMPER | IUM, ASTRA MI | LITARU | M, <ri< td=""><td>EGIME</td><td>NT></td></ri<> | EGIME | NT> |
| | VEHIC | | | | | |

| | MENAR WIT | | | | | No. | | a try | |
|------|-----------|----|----|---|---|-----|---|-------|----|
| NAME | M | WS | RS | S | T | W | Δ | ld | Sv |

This unit contains 1 Colossus Bombard. It can include 1 additional Colossus Bombard (Power Rating +11) or 2 additional Colossus Bombards (Power Rating +22). Each Colossus Bombard is equipped with a Colossus siege mortar and a heavy bolter.

Colossus Bombard

Some of a Colossus Bombard's characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | M | BS | A |
|-------------|----|----|----|
| 6-12+ | 8" | 4+ | 3 |
| 3-5 | 6" | 5+ | D3 |
| 1-2 | 4" | 6+ | 1 |
| | | | |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---------------------------|----------------------------|---|--------------------------|---|-------------------------|--|
| Colossus siege mortar | 240" | Heavy 2D6 | 6 | -2 | D3 | This weapon can target units that are not visible to the bearer. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. |
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| WARGEAR OPTIONS ABILITIES | Any n Explode | nodel may replace its nodel may take a stor s: If this model is rec s, and each unit withi | m bolter duced to 0 | or a hea | vy stubb s, roll a I | er. O6 before removing it from the battlefield. On a 6+ it |
| | Smoke I smoke la that targ | Launchers: Once per nunchers; if it does so et it. | game, ins , until you | tead of sur next S | shooting Shooting | g any weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls models in this unit must be placed within 6" of each other. |
| | | | | | | and is treated as a separate unit for all rules purposes. |
| FACTION KEYWORDS | IMPER | IUM, ASTRA MI | LITARU | M, <r< td=""><td>EGIME</td><td>NT></td></r<> | EGIME | NT> |
| KEYWORDS | VEILL | LE, COLOSSUS E | OMBAT |)D | 1500 | |

| 3 twee | CYC | CLC |)PS | DEN | 1C | LI | TIC |)N | VEHICLE |
|-------------------------------|---------------------------------|--|--------------------------------------|---|----------------------------|--|------------------------------------|---------------------------------|--|
| NAME | M | WS | BS | S | | W | A | Ld | Sv |
| Cyclops Demolition Vehicle | 10" | 6+ | 4+ | 4 | 6 | 4 | 1 | 7 | 3+ |
| | | | | | | | | | lition Vehicle (Power Rating +3) or 2 additional opped with a Cyclops demolition charge. |
| WEAPON | RANGE | TYPI | E | : | S | AP | D | ABILI | ITIES |
| Cyclops demolition charge | * | Hea | vy 2D6 | 9 | 9 | -2 | D3 | | s weapon automatically hits its target. This weapon only be used once per battle. |
| WARGEAR OPTIONS | • None | | Town of | A STATE | | | | | |
| ABILITIES | it may c within I this mo | hoose to D6" is au del has o ved fron | o detonate atomatica detonated | e its Cyclo lly hit by t l its Cyclop | ps der his we os den | molitic eapon nolitio | on charge using the n charge | e. When e profile , remov | I's Shooting phases, so long as it has not Advanced, in it does so, every unit (both friendly and enemy) le stated above – roll separately for each unit. Once we it from play. Any Cyclops Demolition Vehicle the ts in scenarios that offer Victory points for slaying |
| | | | | s reduced within 6" s | | | | | ore removing it from the battlefield. On a 3+ it |
| | | | | | | | | | s in this unit must be placed within 6" of each other treated as a separate unit for all rules purposes. |
| FACTION KEYWORDS | IMPER | RIUM, | ASTRA | MILITA | RUM | 1, <r1< td=""><td>EGIME</td><td>NT></td><th></th></r1<> | EGIME | NT> | |
| KEYWORDS | VEHIC | CLE, C | YCLOPS | S DEMO | LITI | ON V | EHICL | E | |

| NAME | M | WS | BS | S | T | W | Λ | Ιđ | Sv |
|---|------------------|-----------|-----------|---------------------|---------------------|--|-------------------------|----------------------|---|
| Earthshaker Platform | 0" | - | 4+ | 4 | 7 | 7 | - - | 7 | 4+ |
| This unit contains 1 Earth Platforms (Power Rating | | | | | | | | | (Power Rating +3) or 2 additional Earthshaker cannon. |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILI | TIES |
| Earthshaker cannon | 240" | Неа | avy D6 | | 9 | -2 | D3 | weap | two dice for the number of attacks when firing this on and discard the lowest result. This weapon can be units that are not visible to the bearer. |
| WARGEAR OPTIONS | • None | e. | lija i | | | | 15 1 | Yalk! | |
| ABILITIES | From the Explode | nat poin | t onward | ls, each is redu | operate ced to 0 | s indepe | endently s, roll a I | and is t 06 befor | n this unit must be placed within 6" of each other. reated as a separate unit for all rules purposes. re removing it from the battlefield. On a 6+ it |
| | automa | tically h | it this m | odel in | the Figh | nt phase | - do no | t make l | fight in the Fight phase. Enemy models hit rolls. However, this model can still shoot if ther rget enemy units that are within 1" of this model. |
| FACTION KEYWORDS | IMPE | RIUM, | ASTR | A MIL | TARU | M, <r< td=""><td>EGIME</td><td>NT></td><td></td></r<> | EGIME | NT> | |
| KEYWORDS | ARTII | TEDA | DADE | TTOTT | TED D | - | | | |



Griffon Mortar Carrier

EARTHSHAKER CARRIAGE BATTERY

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|----------------------|----|----|----|---|---|---|---|----|----|
| Earthshaker Carriage | 0" | - | 4+ | 4 | 7 | 7 | - | 7 | 4+ |
| Guardsmen Crew | 6" | 4+ | 4+ | 3 | 3 | 1 | 1 | 6 | 5+ |

This unit contains 1 Earthshaker Carriage and 4 Guardsmen Crew. It can include 1 additional Earthshaker Carriage with 4 Guardsmen Crew (**Power Rating +4**) or 2 additional Earthshaker Carriages with 4 Guardsmen Crew each (**Power Rating +8**).

• Each Earthshaker Carriage is equipped with an Earthshaker cannon.

- Each Guardsmen Crew is equipped with a lasgun and frag grenades.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|--------------------|---|--|---|-------------------------|---|---|
| Earthshaker cannon | 240" | Heavy D6 | 9 | -3 | D3 | Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer. |
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - |
| Lasgun | 24" | Rapid Fire 1 | 3 | 0 | 1 | - |
| WARGEAR OPTIONS | • None. | | | | | |
| ABILITIES | model is in a sing down an Artiller within 3 separate | within 3". A single of the Color of the Colo | Guardsmen Guardsmen blay. Shaker Carr must remai en Crew m | Crew criage Ban withing | model ca within 6' nttery an n this di | anged weapon if a friendly <regiment></regiment> Guardsmen Crew annot operate multiple Earthshaker Carriages in this way of a Earthshaker Carriage are slain, it immediately shuts ad its Guardsmen Crew must be deployed as a single group istance throughout the battle, but are otherwise treated as seen as a target in the Shooting phase if they are the closest |
| | | | | | | D6 before removing it from the battlefield, and before any each unit within 6" suffers D3 mortal wounds. |
| FACTION KEYWORDS | IMPER | IUM, ASTRA MI | LITARUN | M, < R | EGIME | ENT> |
| KEYWORDS | (EART) | HSHAKER CARI | RIAGE): V | VEHIC | CLE, AI | RTILLERY, EARTHSHAKER CARRIAGE |

(GUARDSMEN CREW): INFANTRY, GUARDSMEN CREW

| M 6 Aowith | | G | RIF | | | 1OI IER | | R | |
|---------------|---|----|-----|---|---|------------|---|-----|----|
| NAME | М | WS | RS | S | Т | W | A | l d | Sv |

This unit contains 1 Griffon Mortar Carrier. It can include 1 additional Griffon Mortar Carrier (Power Rating +7) or 2 additional Griffon Mortar Carriers (Power Rating +14).

DAMAGE

Some of a Griffon Mortar Carrier's characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | M | BS | A |
|-------------|----|----|----|
| 6-11+ | 8" | 4+ | 3 |
| 3-5 | 6" | 5+ | D3 |
| 1-2 | 4" | 6+ | 1 |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|----------------------|-----------|---|-------------|--------------------|----------------------|--|
| Griffon heavy mortar | 48" | Heavy D6 | 6 | -1 | D3 | Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. |
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| WARGEAR OPTIONS | | nodel may replace its nodel may take a stor | | | | |
| ABILITIES | Smoke la | s, and each unit with Launchers: Once per nunchers; if it does so | n 6" suffer | rs D3 m tead of | ortal wo shooting | O6 before removing it from the battlefield. On a 6+ it unds. g any weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls |
| | that targ | | ima thia u | mit is so | t un all | models in this unit must be placed within 6" of each other. |
| | From th | at point onwards, eac | ch operate | s indepe | ndently | and is treated as a separate unit for all rules purposes. |
| FACTION KEYWORDS | IMPER | RIUM, ASTRA MI | LITARU | M, < R | EGIME | NT> |
| KEYWORDS | VEHIC | LE, GRIFFON M | ORTAR | CARR | ER | |

HEAVY MORTAR BATTERY

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | |
|----------------|----|----|----|---|---|---|---|----|----|--|
| Heavy Mortar | 0" | - | 4+ | 4 | 7 | 6 | - | 7 | 4+ | |
| Guardsmen Crew | 6" | 4+ | 4+ | 3 | 3 | 1 | 1 | 6 | 5+ | |

This unit contains 1 Heavy Mortar and 3 Guardsmen Crew. It can include 1 additional Heavy Mortar with 3 Guardsmen Crew (**Power Rating +3**) or 2 additional Heavy Mortars with 3 Guardsmen Crew each (**Power Rating +6**).

• Each Heavy Mortar is equipped with a heavy mortar.

• Each Guardsmen Crew is equipped with a lasgun and frag grenades.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|------------------|---|---|--|---|---|--|
| Heavy mortar | 48" | Heavy D6 | 6 | -1 | D3 | This weapon can target units that are not visible to the bearer. |
| Lasgun | 24" | Rapid Fire 1 | 3 | 0 | 1 | - |
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - |
| WARGEAR OPTIONS | None. | | | | 47.54 | |
| ABILITIES | 3". A sing Guardsm Artillery 3" of each units. Th unit to the Explode | gle Guardsmen Crew en Crew within 6" or Battery: A Heavy Nother, and must re- e Guardsmen Crew he model that is show s: If this model is red | model can f a Heavy I Mortar Bat main with may only oting luced to 0 | Mortar a tery and in this cope chose | erate mu are slain, lits Gua listance en as a to s, roll a I | on if a friendly <regiment></regiment> Guardsmen Crew is within ltiple Heavy Mortars in this way in a single turn. If all of the it immediately shuts down and is removed from play. Indexedual and the street of the street |
| FACTION KEYWORDS | IMPER | IUM, ASTRA MI | LITARU | M, <r< td=""><td>EGIME</td><td>NT></td></r<> | EGIME | NT> |
| KEYWORDS | (HEAV | Y MORTAR): VE | HICLE, | ARTIL | LERY, | HEAVY MORTAR |
| | (GUAR | | | | | |

HEAVY QUAD LAUNCHER BATTERY

| NAME | М | WS | BS | S | T | W | A | Ld | Sv |
|---------------------|----|----|----|---|---|---|---|----|----|
| Heavy Quad Launcher | 0" | - | 4+ | 4 | 7 | 6 | - | 7 | 4+ |
| Guardsmen Crew | 6" | 4+ | 4+ | 3 | 3 | 1 | 1 | 6 | 5+ |

This unit contains 1 Heavy Quad Launcher and 3 Guardsmen Crew. It can include 1 additional Heavy Quad Launcher with 3 Guardsmen Crew (Power Rating +3) or 2 additional Heavy Quad Launchers with 3 Guardsmen Crew each (Power Rating +6).

• Each Heavy Quad Launcher is equipped with a heavy quad launcher.

- Each Guardsmen Crew is equipped with a lasgun and frag grenades.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---------------------|---|--|---|--|---|--|
| Heavy quad launcher | 48" | Heavy 4D6 | 5 | 0 | 1 | This weapon can target units that are not visible to the bearer. |
| Lasgun | 24" | Rapid Fire 1 | 3 | 0 | 1 | - |
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - |
| WARGEAR OPTIONS | • None. | | | | | |
| ABILITIES | Crew is win a single down and Artillery within 3" | ithin 3". A single G turn. If all of the C is removed from p Battery: A Heavy C of each other, and r | uardsmen Guardsmen Ilay. Quad Laun must remai en Grew m | Crew n Crew v cher Ba n withing only | nodel ca within 6' attery an n this di | nged weapon if a friendly <regiment></regiment> Guardsmen nnot operate multiple Heavy Quad Launchers in this way of a Heavy Quad Launcher are slain, it immediately shuts dis Guardsmen Grew must be deployed as a single group stance throughout the battle, but are otherwise treated as seen as a target in the Shooting phase if they are the closest |
| | | | | | | D6 before removing it from the battlefield, and before any each unit within 6" suffers D3 mortal wounds. |
| FACTION KEYWORDS | IMPERI | UM, ASTRA MI | LITARU | M, <r< td=""><td>EGIME</td><td>ENT></td></r<> | EGIME | ENT> |
| KEYWORDS | (HEAVY | QUAD LAUNC | CHER): V | EHIC | LE, AR | TILLERY, HEAVY QUAD LAUNCHER |

(GUARDSMEN CREW): INFANTRY, GUARDSMEN CREW

| 4 Lower | | | Н | YD | RA | BA | TT | ERY | Y |
|---|-----------------------------|---|--|---|--|--|--|--|--|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
| Hydra Platform | 0" | - | 4+ | 4 | 7 | 7 | - | 7 | 4+ |
| This unit contains 1 Hydra (Power Rating +8). Each H | | | | | | | | | ing +4) or 2 additional Hydra Platforms |
| WEAPON | RANGE | TYP | <u> </u> | | S | AP | D | ABILI | TIES |
| Hydra quad autocannon | 72" | Неа | vy 8 | | 7 | -1 | 2 | targe | 1 to all hit rolls made for this weapon against ets that can FLY . Subtract 1 from the hit rolls made his weapon against all other targets. |
| WARGEAR OPTIONS | • None | e. | 左 原 | W COM | N INCOME | | | | |
| ABILITIES | Explode explode Immobautoma | nat poin les: If th es, and e bile: Thi tically h | t onward is model ach unit s model it this m | ds, each is redu within cannot nodel in | operate ced to 0 6" suffe move fo the Figl | s indeperson wounds rs D3 moor any reant phase | endently s, roll a l ortal wo ason, no – do no | and is to the country of the country | n this unit must be placed within 6" of each other. reated as a separate unit for all rules purposes. re removing it from the battlefield. On a 6+ it fight in the Fight phase. Enemy models hit rolls. However, this model can still shoot if there |
| FACTION KEYWORDS | | | | | | M, < R | | | rget enemy units that are within 1" of this model. |
| KEYWORDS | | | | | | BATT | | 111/ | |

| | | | | | | AT AT | | | |
|------------------------|---|----|----|---|---|----------|---|----|----|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
| Leman Russ Annihilator | * | 6+ | * | 7 | 8 | 12 | * | 7 | 3+ |

This unit contains 1 Leman Russ Annihilator. It can include 1 additional Leman Russ Annihilator (Power Rating +11) or 2 additional Leman Russ Annihilators (Power Rating +22).

DAMAGE
Some of a Leman Russ Annihilator's characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | M | BS | A |
|-------------|-----|----|----|
| 6-12+ | 10" | 4+ | 3 |
| 3-5 | 7" | 5+ | D3 |
| 1-2 | 4" | 6+ | 1 |

| Each Leman Russ Annih WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|------------------------------|---|---|--|--|-------------------------|---|
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - ADILITIEU |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Hunter-killer missile | 48" | Heavy 1 | 8 | -2 | D6 | Each hunter-killer missile can only be fired once per battle. |
| Lascannon | 48" | Heavy 1 | 9 | -3 | D6 | - |
| 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 th lowest result. |
| Plasma cannon | When at | tacking with this wea | pon, choc | se one o | of the pro | ofiles below: |
| - Standard | 36" | Heavy D3 | 7 | -3 | 1 | - |
| - Supercharged | 48" | Heavy 2 | 8 | -3 | 2 | On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved. |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| Twin lascannon | 48" | Heavy 2 | 9 | -3 | D6 | - |
| WARGEAR OPTIONS | Any nAny nAny n | nodel may take two h nodel may take a hun nodel may take a stor | eavy bolte ter-killer m bolter o | ers, two missile. or a heav | heavy fla y stubbe | flamer or a lascannon. amers, two multi-meltas or two plasma cannon. er. arged plasma cannon, and you roll one or more hit rolls |
| ABILITIES | of 1, it is | | | | | 6 mortal wounds and cannot fire any plasma cannon for |
| | Explodes explodes | s: If this model is red, and each unit withi | uced to 0 n 6" suffer | wounds s D3 mo | , roll a D ortal wou | 06 before removing it from the battlefield. On a 6+ it unds. |
| | | g Advance: This moo | | | the pen | alty to its twin lascannon hit rolls for shooting a Heavy |
| | | unchers; if it does so | | | | any weapons in the Shooting phase, this model can use it phase your opponent must subtract 1 from any hit rolls |
| | | | | | | models in this unit must be placed within 6" of each other. and is treated as a separate unit for all rules purposes. |
| FACTION KEYWORDS | IMPER | IUM, ASTRA MI | LITARUI | M, <ri< td=""><td>GIME</td><td>NT></td></ri<> | GIME | NT> |
| KEYWORDS | VEHIC | LE, LEMAN RUS | S, LEMA | N RUS | SANN | IHILATOR |

LEMAN RUSS CONQUEROR NAME M WS BS S T W A Ld SV Leman Russ Conqueror * 6+ * 7 8 12 * 7 3+

This unit contains 1 Leman Russ Conqueror. It can include 1 additional Leman Russ Conqueror (Power Rating +11) or 2 additional Leman Russ Conquerors (Power Rating +22).

Each Leman Russ Conqueror is equipped with a Conqueror battle cannon with a conqueror battle cannon with a

DAMAGE

Some of a Leman Russ Conqueror's characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | M | BS | A |
|-------------|-----|----|----|
| 6-12+ | 10" | 4+ | 3 |
| 3-5 | 7" | 5+ | D3 |
| 1-2 | 4" | 6+ | 1 |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|-----------------------------|---|--|--|---|---|--|
| Co-axial storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| Conqueror battle cannon | 48" | Heavy D6 | 8 | -2 | D3 | - |
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Hunter-killer missile | 48" | Heavy 1 | 8 | -2 | D6 | Each hunter-killer missile can only be fired once per battle. |
| Lascannon | 48" | Heavy 1 | 9 | -3 | D6 | - |
| 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. |
| Plasma cannon | When at | tacking with this wea | apon, choo | se one | of the pr | ofiles below: |
| - Standard | 36" | Heavy D3 | 7 | -3 | 1 | - |
| - Supercharged | 48" | Heavy 2 | 8 | -3 | 2 | On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved. |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| | | | ter-killer | missile. | | |
| ABILITIES | This r Co-axia | nodel may take a stor I weapon: If during the | m bolter on he same S | or a hear | phase th | er. nis model fires its Conqueror battle cannon at the same rolls with its Conqueror battle cannon. |
| ABILITIES | • This r Co-axia target as Emerger of 1, it is | nodel may take a stor I weapon: If during the its co-axial storm bo ncy Plasma Vents: If | m bolter on the same Solter, it many this mode | or a hear hooting y re-roll el fires a | phase the | nis model fires its Conqueror battle cannon at the same |
| ABILITIES | • This r Co-axia target as Emerger of 1, it is the rest of | nodel may take a stor I weapon: If during the its co-axial storm bo ncy Plasma Vents: If not automatically de of the battle. | he same S lter, it ma this mode estroyed. I | or a hear hooting y re-roll el fires a nstead, i | phase the any hit is superchait suffers | nis model fires its Conqueror battle cannon at the same rolls with its Conqueror battle cannon. arged plasma cannon, and you roll one or more hit rolls 6 mortal wounds and cannot fire any plasma cannon for 06 before removing it from the battlefield. On a 6+ it |
| ABILITIES | • This r Co-axia target as Emerger of 1, it is the rest of Explode explodes Grindin | nodel may take a stor I weapon: If during the its co-axial storm bo ncy Plasma Vents: If not automatically de of the battle. | the same Salter, it mand this mode estroyed. If the stroyed is suffered to 0 in 6" suffered to 4 in 6" suf | or a hear hooting y re-roll el fires a nstead, i wounds to D3 mo | phase the any hit is superchast suffers as, roll a I cortal worth the pen | nis model fires its Conqueror battle cannon at the same rolls with its Conqueror battle cannon. arged plasma cannon, and you roll one or more hit rolls 6 mortal wounds and cannot fire any plasma cannon for 06 before removing it from the battlefield. On a 6+ it unds. |
| ABILITIES | • This r Co-axia target as Emerger of 1, it is the rest of Explode explodes Grindin Heavy w Smoke I | Inodel may take a storm long the its co-axial storm boon on the plasma Vents: If not automatically deport the battle. If this model is reduced as, and each unit withing Advance: This mode eapon on a turn in we caunchers: Once per nunchers; if it does so the properties of the plant of the p | the same Salter, it mand this mode stroyed. I luced to 0 n 6" suffer thich it has game, ins | or a hear hooting y re-roll el fires a nstead, i wounds ss D3 mo ot suffer s moved | phase the any hit superchet suffers so, roll a I ortal worth pen | nis model fires its Conqueror battle cannon at the same rolls with its Conqueror battle cannon. arged plasma cannon, and you roll one or more hit rolls 6 mortal wounds and cannot fire any plasma cannon for 06 before removing it from the battlefield. On a 6+ it unds. alty to its Conqueror battle cannon hit rolls for shooting a |
| ABILITIES | • This r Co-axia target as Emerger of 1, it is the rest of Explode explodes Grindin Heavy w Smoke I smoke lathat targ | Inodel may take a storm have a storm boom to a | the same Same Same, it is mode stroyed. I would be suffered to 0 on 6" suffered to be sufficient to be suffered to be sufficient to be suf | hooting y re-roll el fires a instead, i wounds so D3 moot suffers moved tead of sir next S | phase the any hit superchait suffers s, roll a I ortal worth the pen shooting thou the pen the pen shooting | nis model fires its Conqueror battle cannon at the same rolls with its Conqueror battle cannon. arged plasma cannon, and you roll one or more hit rolls 6 mortal wounds and cannot fire any plasma cannon for 06 before removing it from the battlefield. On a 6+ it unds. alty to its Conqueror battle cannon hit rolls for shooting a any weapons in the Shooting phase, this model can use it. |
| ABILITIES FACTION KEYWORDS | • This r Co-axia target as Emerger of 1, it is the rest of Explode explodes Grindin Heavy w Smoke I smoke lathat targ | Inodel may take a storm have a storm boom to a | the same Salter, it mand this mode stroyed. If the stroyed is stroyed is stroyed in 6" suffer the does not be the stroyed in suffer this until you ime this until suffer this until suffer the suffer this until suffer the suffer this until suffer this until suffer this until suffer the s | or a hear hooting y re-roll el fires a nastead, i wounds is D3 mo ot suffer s moved tead of s r next S nit is se s indepe | phase the any hit superchat suffers of the pen shooting hooting trup, all and ently | nis model fires its Conqueror battle cannon at the same rolls with its Conqueror battle cannon. arged plasma cannon, and you roll one or more hit rolls 6 mortal wounds and cannot fire any plasma cannon for 26 before removing it from the battlefield. On a 6+ it unds. alty to its Conqueror battle cannon hit rolls for shooting can any weapons in the Shooting phase, this model can use it phase your opponent must subtract 1 from any hit rolls models in this unit must be placed within 6" of each other and is treated as a separate unit for all rules purposes. |

LEMAN RUSS STYGIES VANQUISHER

NAME M WS BS S T W A Ld SV Leman Russ Stygies Vanquisher * 6+ * 7 8 12 * 7 3+

This unit contains 1 Leman Russ Stygies Vanquisher. It can include 1 additional Leman Russ Stygies Vanquisher (**Power Rating +11**) or 2 additional Leman Russ Stygies Vanquishers (**Power Rating +22**). Each Leman Russ Stygies Vanquisher is equipped with a Stygies Vanquisher battle cannon with a co-axial storm bolter and a heavy bolter.

DAMAGE

Some of a Leman Russ Stygies Vanquisher's characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | М | BS | A |
|-------------|-----|----|----|
| 6-12+ | 10" | 4+ | 3 |
| 3-5 | 7" | 5+ | D3 |
| 1-2 | 4" | 6+ | 1 |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|--|--|--|---|--|--|--|
| Co-axial storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Hunter-killer missile | 48" | Heavy 1 | 8 | -2 | D6 | Each hunter-killer missile can only be fired once per battle. |
| Lascannon | 48" | Heavy 1 | 9 | -3 | D6 | - |
| 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 th lowest result. |
| Plasma cannon | When at | tacking with this wea | apon, cho | ose one | of the pr | rofiles below: |
| - Standard | 36" | Heavy D3 | 7 | -3 | 1 | - |
| - Supercharged | 48" | Heavy 2 | 8 | -3 | 2 | On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved. |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| Stygies Vanquisher battle cannon | 72" | Heavy 1 | 8 | -3 | D6 | If this model did not move this turn, add 1 to all hit rolls with this weapon during the Shooting phase. Roll two dice when inflicting damage with this weapon and discard the lowest result. |
| No. of the last of | | | | | | |
| | Any mThis mThis n | nodel may take two h nodel may take a hur nodel may take a stor | neavy bolt nter-killer rm bolter | ers, two missile. or a hea | heavy fl vy stubb | |
| WARGEAR OPTIONS ABILITIES | Any m This n This n Co-axial | nodel may take two h nodel may take a hur nodel may take a stor weapon: If during t | neavy bolt nter-killer rm bolter he same S | ers, two missile. or a hea hooting | heavy fla vy stubb phase th | amers, two multi-meltas or two plasma cannon. er. |
| | Any n This n This n Co-axial same targ Emerger | nodel may take two hodel may take a hur nodel may take a stor weapon: If during t get as its co-axial sto ncy Plasma Vents: If t automatically desti | neavy bolt nter-killer rm bolter he same S rm bolter, this mod | ers, two missile. or a hea hooting it may i | heavy flavy stubb phase the re-roll ar | er. his model fires its Stygies Vanquisher battle cannon at the hy hit rolls with its Stygies Vanquisher battle cannon. harged plasma cannon, and you roll one or more hit rolls of |
| | • Any m • This m • This n • To-axial same targ Emerger 1, it is no rest of th Explode | nodel may take two hodel may take a hur nodel may take a stor weapon: If during t get as its co-axial sto ncy Plasma Vents: If t automatically destre e battle. | neavy bolt nter-killer rm bolter he same S rm bolter, this mod royed. Ins | ers, two missile. or a hea hooting it may i el fires a tead, it s | heavy flavy stubb phase the re-roll are superchauffers 6 in a I | er. nis model fires its Stygies Vanquisher battle cannon at the ny hit rolls with its Stygies Vanquisher battle cannon. narged plasma cannon, and you roll one or more hit rolls of mortal wounds and cannot fire any plasma cannon for the D6 before removing it from the battlefield. On a 6+ it |
| | Any m This n This n To-axial same target 1, it is not rest of the explodes Grinding | nodel may take two he nodel may take a hur nodel may take a store weapon: If during to get as its co-axial store y Plasma Vents: If of automatically destrese battle. s: If this model is reconded, and each unit within | neavy bolt nter-killer rm bolter he same S rm bolter, this mod royed. Ins duced to 0 in 6" suffe | ers, two missile. or a hea hooting it may the el fires a tead, it s wounds rs D3 m ot suffer | heavy fix yy stubb phase the re-roll ar superch uffers 6 is s, roll a I ortal wo | er. nis model fires its Stygies Vanquisher battle cannon at the ny hit rolls with its Stygies Vanquisher battle cannon. narged plasma cannon, and you roll one or more hit rolls of mortal wounds and cannot fire any plasma cannon for the complex of the cannon it from the battlefield. On a 6+ it unds. nalty to its Stygies Vanquisher battle cannon hit rolls for |
| | • Any m • This m • This m Co-axial same targ Emerger 1, it is no rest of th Explode explodes Grinding shooting Smoke L | nodel may take two he nodel may take a hur nodel may take a store weapon: If during to get as its co-axial store y Plasma Vents: If of automatically destree battle. s: If this model is recompany and each unit withing Advance: This model a Heavy weapon on aunchers: Once per unchers; if it does so | he same S rm bolter he same S rm bolter, this mod royed. Ins duced to 0 in 6" suffe del does n a turn in | ers, two missile. or a hear hooting it may relefires a tead, it s wounds ars D3 m ot suffer which it stead of s | heavy flavy stubb phase the re-roll are superch uffers 6 for roll a I ortal wo | er. nis model fires its Stygies Vanquisher battle cannon at the ny hit rolls with its Stygies Vanquisher battle cannon. narged plasma cannon, and you roll one or more hit rolls of mortal wounds and cannot fire any plasma cannon for the complex of the cannon it for the ca |
| | • Any m • This m • This m • This m Co-axial same targer 1, it is no rest of th Explode explodes Grinding shooting Smoke L smoke la that targer Vehicle S | nodel may take two had nodel may take a hur nodel may take a store weapon: If during to get as its co-axial store y Plasma Vents: If it automatically destree battle. s: If this model is reconstant and each unit withing Advance: This model a Heavy weapon on aunchers; if it does so get it. Squadron: The first to go and the store to the store th | he same S rm bolter he same S rm bolter, this mod royed. Ins luced to 0 in 6" suffe del does n a turn in game, ins this until you | ers, two missile. or a hear hooting it may real fires a tead, it so wounds ars D3 m or suffer which it stead of sur next Sunit is se | heavy flavy stubb phase the re-roll are superch uffers 6 for the penhase more shooting thooting tup, all tup, a | er. nis model fires its Stygies Vanquisher battle cannon at the my hit rolls with its Stygies Vanquisher battle cannon. narged plasma cannon, and you roll one or more hit rolls of mortal wounds and cannot fire any plasma cannon for the complex plasma cannon for the complex plasma. Ob before removing it from the battlefield. On a 6+ it unds. Natty to its Stygies Vanquisher battle cannon hit rolls for wed; Stanty weapons in the Shooting phase, this model can use it |
| | • Any m • This m • This m • This m Co-axial same targed that is not rest of the explodes Grinding shooting Smoke L smoke la that targed Vehicle Serom that | nodel may take two had nodel may take a hur nodel may take a store weapon: If during to get as its co-axial store y Plasma Vents: If it automatically destree battle. s: If this model is reconstant and each unit withing Advance: This model a Heavy weapon on aunchers; if it does so get it. Squadron: The first to go and the store to the store th | he same S rm bolter he same S rm bolter, this mod royed. Ins duced to 0 in 6" suffe del does n a turn in game, ins y, until you the operate | ers, two missile. or a hea hooting it may rel fires a tead, it s wounds rs D3 m ot suffer which it stead of s rn ext S anit is se s indepe | heavy flavy stubb phase the re-roll are superch uffers 6 to the penhas mount of the pe | er. nis model fires its Stygies Vanquisher battle cannon at the my hit rolls with its Stygies Vanquisher battle cannon. narged plasma cannon, and you roll one or more hit rolls of mortal wounds and cannot fire any plasma cannon for the complex of the complex |

| - Comp | | Wa. | AN | NI | CA HIL | AT | OR OR | | | DAMAGE Some of a Malcado characteristics char battle, as shown bel | nge as it su | | ıage |
|---|---|---|--|--|---|--|------------------------------|-----------------------------|--------------------|---|--------------|---------------------|--------|
| NAME | M | WS | BS | S | ı | W | A | Ld | Sv | REMAINING W | M | BS | |
| Malcador Annihilator | * | 6+ | * | 7 | 8 | 18 | * | 8 | 3+ | 10-18+ | 10" | 4+ | |
| A Malcador Annihilator is a and two heavy stubbers. | a single m | odel equ | iipped v | vith a tv | vin lasca | ınnon, a | Demoli | sher car | nnon | 5-9 1-4 | 7" 4" | 5+ 6+ | Ι |
| WEAPON | RANGE | TYPE | | | S | AP | D | ABILI | TIES | 1-4 | | UT | |
| Autocannon | 48" | Hea | vy 2 | | 7 | -1 | 2 | - | | | | | \neg |
| Demolisher cannon | 24" | Hea | vy D3 | | 10 | -3 | D6 | | | ing units with 5 or mosty type to Heavy D6, | ore models | , change | |
| Heavy stubber | 36" | Hea | vy 3 | | 4 | 0 | 1 | - | | | | | |
| Hunter-killer missile | 48" | Hea | vy 1 | | 8 | -2 | D6 | | hunter- oattle. | -killer missile can only | be fired o | nce | |
| Lascannon | 48" | Hea | vy 1 | | 9 | -3 | D6 | - | | | | | |
| Storm bolter | 24" | Rapi | id Fire 2 | | 4 | 0 | 1 | - | | | | | |
| Twin lascannon | 48" | Hea | vy 2 | | 9 | -3 | D6 | - | | | | | |
| WARGEAR OPTIONS ABILITIES | ThisThisThisExplod | model m model m model m es: If thi | nay replanay take nay take nay take s model | ace its I a hunto a storn is redu | Demolisher-killer h bolter ced to 0 | ner canr missile. or a hea wounds | on with vy stubb s, roll a I | a lascai er. 06 befoi | nnon or | cannon or two lascann an autocannon. ving it from the battlef | | 6+ it | |
| | Grindin Heavy v Smoke smoke l | ng Adva veapon o Launche auncher | nce: The on a turners: One | is mode n in wh | el does no ich it ha ame, ins | ot suffer s moved tead of | l. shooting | alty to i | its Demo | olisher cannon hit roll in the Shooting phase, conent must subtract 1 | this model | can use i | ts |
| FACTION VEVWORDS | that targ | | ACTD | A MIT | TA DIT | M D | ECIME | NITS | 7. (2) | | | | 15 |
| FACTION KEYWORDS | | | | | | | EGIME ANNI | | | ARREST AT A STATE OF THE STATE | | 17 (3) | |

| 15 | M | AL | CA | DC |)R I | DEI | FEN | DE | R | DAMAGE Some of a Malcado change as it suffers shown below: | | | |
|---|--------------|-----------|-----------|----------|------------------------|---|-------------------------|----------------|---------|---|-------------|---------------------|-----|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | BS | |
| Malcador Defender | * | 6+ | * | 7 | 8 | 18 | * | 8 | 3+ | 10-18+ | 10" | 4+ | |
| A Malcador Defender is a Demolisher cannon. | a single mod | lel equip | ped wit | th seven | heavy b | olters a | nd | | | 5-9 1-4 | 7" 4" | 5+ 6+ |] |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILI | TIES | 1-4 | 4 | 0+ | |
| Autocannon | 48" | Hea | vy 2 | | 7 | -1 | 2 | _ | | | | | |
| Demolisher cannon | 24" | Hea | vy D3 | | 10 | -3 | D6 | | | king units with 5 or moss s type to Heavy D6. | ore models | , change | |
| Heavy bolter | 36" | Hea | vy 3 | | 5 | -1 | 1 | - | | | | | |
| Heavy stubber | 36" | Hea | vy 3 | | 4 | 0 | 1 | - | | | | | |
| Hunter-killer missile | 48" | Hea | vy 1 | | 8 | -2 | D6 | Each battle | | -killer missile can only | be fired o | nce per | |
| Lascannon | 48" | Hea | vy 1 | | 9 | -3 | D6 | - | | | | | |
| Storm bolter | 24" | Rap | id Fire 2 | 2 | 4 | 0 | 1 | - | | | | | |
| WARGEAR OPTIONS | • This | model r | nay take | a hunt | er-killer | missile. | | | r two a | utocannon or two lasca | annon. | | |
| ABILITIES | Defend | er Prote | ocols: A | dd 1 to | hit rolls | for the | model w | hen firi | ng Ove | rwatch. | | 4 - 14 14 | 711 |
| | | | | | | | s, roll a I ó mortal | | | ving it from the battlef | ield. On a | 6+ it | |
| | | | | | el does n ich it ha | | | alty to i | ts Dem | olisher cannon hit roll | s for shoot | ing a | |
| | | aunchei | | | | | | | | n the Shooting phase, ponent must subtract 1 | | | its |
| FACTION KEYWORDS | IMPE | RIUM, | ASTR. | A MIL | ITARU | M, <r< td=""><td>EGIME</td><td>NT></td><td>Je T</td><td></td><td></td><td></td><td>137</td></r<> | EGIME | NT> | Je T | | | | 137 |
| KEYWORDS | VEHIC | CLE, M | IALCA | DOR, | MALC | ADOR | DEFE | NDER | W. | | X (1) Y (1) | | |

| 15 | MA | L C | ΈΑΓ | OI | RH | EAV | / Y 7 | ΓΑΝ | JK | DAMAGE Some of a Malcado characteristics char battle, as shown bel | ige as it su | | nage |
|--|---|---|---|---|--|---|--------------------------------------|----------------|---------|---|--------------|----------|--------|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | BS | |
| Malcador Heavy Tank | * | 6+ | * | 7 | 8 | 18 | * | 8 | 3+ | 10-18+ | 10" | 4+ | |
| A Malcador Heavy Tank is two heavy stubbers. | s a single m | odel eq | uipped | with a b | oattle car | nnon, a l | heavy bo | lter and | | 5-9 1-4 | 7" 4" | 5+ 6+ | Ι |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILIT | TIES | | 1 | | |
| Autocannon | 48" | Hea | ıvy 2 | | 7 | -1 | 2 | - | | | | | \neg |
| Battle cannon | 72" | Hea | vy D6 | | 8 | -2 | D3 | - | | | | | |
| Heavy bolter | 36" | Hea | ıvy 3 | | 5 | -1 | 1 | - | | | | | |
| Heavy stubber | 36" | Hea | ivy 3 | | 4 | 0 | 1 | - | | | | | |
| Hunter-killer missile | 48" | Hea | vy 1 | | 8 | -2 | D6 | Each per b | | -killer missile can only | be fired o | nce | |
| Lascannon | 48" | Hea | ıvy 1 | | 9 | -3 | D6 | - | | | | | |
| Storm bolter | 24" | Rap | id Fire | 2 | 4 | 0 | 1 | - | | | | | |
| WARGEAR OPTIONS ABILITIES | ThisThisThisExplod | model r model r model r es: If th | nay repl nay tako nay tako is mode | ace its le a hunt e a storr l is redu | heavy bo er-killer n bolter aced to 0 | olter with missile. or a hea wound | n a lasca vy stubl s, roll a l | nnon or er. | an auto | cannon or two lascanrocannon. ving it from the battlet | | 6+ it | |
| | smoke l that tar | auncher get it. | rs; if it d | loes so, | until yo | ur next S | Shooting | g phase y | | n the Shooting phase, ponent must subtract | | | its |
| FACTION KEYWORDS | | | | | ITARU | | | | 386 | | 31/4 | Lad. | |
| KEYWORDS | VEHIC | CLE, M | IALCA | DOR, | MALC | ADOR | R HEAV | Y TAN | IK | | | | |

| 16 | N | ΊΑΙ | CA | D | OR : | INI | ER | NU | S | DAMAGE Some of a Malcador change as it suffers of shown below: | | | |
|--|---|---------------------------------|----------------------------------|----------------------|---|--|-------------|-----------|-------------------|---|------------|-----------|--------|
| NAME | M | WS | BS | S | Ţ | W | A | Ld | Sv | REMAINING W | М | BS | |
| Malcador Infernus | * | 6+ | * | 7 | 8 | 18 | * | 8 | 3+ | 10-18+ | 10" | 4+ | |
| A Malcador Infernus is a two heavy stubbers. | single mod | el equip | ped with | an in | iferno gui | n with fl | ammabl | e fuel an | nd | 5-9 1-4 | 7" 4" | 5+ 6+ |] |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILI | TIES | 1-4 | | 0+ | |
| Autocannon | 48" | Hea | vy 2 | | 7 | -1 | 2 | _ | | | | | \Box |
| Heavy bolter | 36" | Hea | vy 3 | | 5 | -1 | 1 | - | | | | | |
| Heavy flamer | 8" | Hea | vy D6 | | 5 | -1 | 1 | This | weapon | automatically hits its t | arget. | | |
| Heavy stubber | 36" | Hea | vy 3 | | 4 | 0 | 1 | - | | | | | |
| Hunter-killer missile | 48" | Hea | vy 1 | | 8 | -2 | D6 | | hunter- attle. | -killer missile can only | be fired o | once | |
| Inferno gun | When a | attacking | g with th | nis wea | apon, use | the prof | file that i | natches | the fuel | that the model has: | | | |
| - Chemical fuel | 16" | Hea | vy 2D6 | | * | -3 | 1 | wour | nds on a | automatically hits its t 2+, unless it is targeting t wounds on a 6+. | | | it |
| - Flammable fuel | 16" | Hea | vy 2D6 | | 7 | -2 | 2 | This | weapon | automatically hits its t | arget. | | |
| Lascannon | 48" | Hea | vy 1 | | 9 | -3 | D6 | - | | | | | |
| WARGEAR OPTIONS | This two !This | model r heavy fla model r | nay repl amers or nay take | ace its two lates | nferno gui two heav ascannon ter-killer vy stubbe | y stubb missile. | ers with | | | fuel. cannon, two heavy bolt | ers, | | |
| ABILITIES | | launchei | | | | | | | | n the Shooting phase, the conent must subtract 1 | | | its |
| | | | | | del is red within 2I | | | | | ore removing it from th | e battlefi | eld. On a | |
| FACTION KEYWORDS | IMPE | RIUM, | ASTR. | A MI | LITARU | M, <r< td=""><td>EGIME</td><td>NT></td><td>46</td><td></td><td></td><td></td><td></td></r<> | EGIME | NT> | 46 | | | | |
| KEYWORDS | VEHI | CLE, M | IALCA | DOR | , MALC | ADOR | INFE | RNUS | - 47 | | 11 11 11 | | |

| 4 | | N | /AN | ITI | CO | RE | BA | TT | ERY |
|--|-----------------|-----------------------|-----------|---------------------|---------|---|-------------------------|--------------|--|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
| Manticore Platform | 0" | - | 4+ | 4 | 7 | 7 | - | 7 | 4+ |
| This unit contains 1 Manti (Power Rating +8). Each | | | | | | | | | wer Rating +4) or 2 additional Manticore Platforms |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILI | TIES |
| Manticore missile | 300" | Hea | vy D6 | | 9 | -3 | D6 | Each | Manticore missile can only be fired once per battle. |
| Sky eagle rocket | 120" | Hea | avy 1 | | 9 | -3 | D6 | Add targe | sky eagle rocket can only be fired once per battle. 1 to all hit rolls made for this weapon against ts that can FLY . When attacking a model that can this model can re-roll failed hit rolls with this on. |
| WARGEAR OPTIONS | • Any | model r | nay repla | ace its fo | our Man | ticore n | nissiles v | with four | r sky eagle rockets. |
| ABILITIES | From the Explod | nat poin es: If th | t onward | ls, each is redu | operate | s indepe wounds | endently s, roll a l | and is to | n this unit must be placed within 6" of each other. reated as a separate unit for all rules purposes. re removing it from the battlefield. On a 6+ it |
| FACTION KEYWORDS | IMPE | RIUM, | ASTR | A MIL | TARU | M, <r< td=""><td>EGIME</td><td>ENT></td><td></td></r<> | EGIME | ENT> | |
| KEYWORDS | VEHIC | CLE, A | RTILLI | ERY, M | IANTI | CORE | BATTI | ERY | |

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|---|---|--|---|--------------------------|--|---|--|--|
| Medusa Carriage | 0" | - | 4+ | 4 | 7 | 7 | - | 7 | 4+ |
| Guardsmen Crew | 6" | 4+ | 4+ | 3 | 3 | 1 | 1 | 6 | 5+ |
| This unit contains 1 Mec (Power Rating +4) or 2 • Each Medusa Carriage • Each Guardsmen Crev | additional M is equipped | edusa (with a | Carriages Medusa si | with 4 Gi | uardsr | nen Cre | | | edusa Carriage with 4 Guardsmen Crew Rating +8). |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILIT | ries |
| Lasgun | 24" | Raj | oid Fire 1 | | 3 | 0 | 1 | _ | |
| Medusa siege gun | When a | ttackin | g with thi | s weapon | , choo | ose one | of the pr | ofiles be | elow: |
| - Standard shells | 36" | He | avy D6 | | 10 | -3 | D3 | This beare | weapon can target units that are not visible to the er. |
| - Breacher shells | 48" | He | avy D6 | | 10 | -3 | D3 | | n attacking a BUILDING , increase this weapon's age characteristic to D6. |
| Frag grenade | 6" | Gre | enade D6 | | 3 | 0 | 1 | - | |
| WARGEAR OPTIONS | • None | | #16.11 | | es al | 100 | | | |
| ABILITIES | within 3 If all of from plate Artiller 3" of eacunits. T | 3". A sir the Gua ay. Ty Batte The Othe he Gua | ngle Guard ardsmen (ery: A Me er, and mu | dsmen Carew with dusa Carest remain rew may | rew m hin 6" riage | odel car of a Me Battery in this d | nnot ope dusa Ca and its C istance (| erate mu rriage ai Suardsm through | f a friendly <regiment></regiment> Guardsmen Crew is a slitple Medusa Carriages in this way in a single turn re slain, it immediately shuts down and is removed the Crew must be deployed as a single group without the battle, but are otherwise treated as separate the Shooting phase if they are the closest visible under the shooting phase if they are the closest visible under the shooting phase if they are the closest visible under the closes |
| | | | | | | | | | re removing it from the battlefield, and before any it within 6" suffers D3 mortal wounds. |
| FACTION KEYWORDS | IMPEI | RIUM, | ASTRA | MILIT | ARU | M, <r< td=""><td>EGIME</td><td>NT></td><td></td></r<> | EGIME | NT> | |
| | | | | | | LE, AR | | | |

| $\frac{4}{2}$ | DADIED I ACED DECEDOVED | |
|---------------|-------------------------|--|
| An A | RAPIER LASER DESTROYER | |
| OWE | | |

| | | (1 mg/m | | | | | | * · · | |
|------------------------|----|---------|----|---|---|---|---|-------|----|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
| Rapier Laser Destroyer | 3" | 6+ | 4+ | 3 | 5 | 3 | 1 | 7 | 3+ |
| Guardsmen Crew | 6" | 3+ | 4+ | 4 | 4 | 1 | 1 | 7 | 3+ |

This unit contains one Rapier Laser Destroyer and two Guardsmen Crew.

• The Rapier Laser Destroyer is equipped with a laser destroyer.

| WEADON | DANCE | TVDE | e | AΠ | n | ADUI ITIEC |
|------------------|--|---|--|---|--|--|
| WEAPON | RANGE | TYPE | <u> </u> | <u> </u> | <u> </u> | ABILITIES |
| 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. |
| Lasgun | 24" | Rapid Fire 1 | 3 | 0 | 1 | - |
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - |
| WARGEAR OPTIONS | • None | | 7725 | | TO THE | |
| | | | | | | ts Guardsmen Crew must be deployed as a single group |
| | separate visible u Artiller deployee slain, the | units. The Guardsmonit to the model that y: The Rapier Laser I d with is within 3". If e Rapier Laser Destroes (Rapier Carrier or | en Crew no is shooting Destroyer of both of the oyer is also nly): If this | can only e Imper o remove | fire its virial Guar ed as slai | stance throughout the battle, but are otherwise treated as sen as a target in the Shooting phase if they are the closest weapon if at least one of the Imperial Guard Crew it was rd Crew the Rapier Laser Destroyer was deployed with are |
| FACTION KEYWORDS | Artiller deployed slain, the Explode battlefie | units. The Guardsmonit to the model that y: The Rapier Laser I d with is within 3". If e Rapier Laser Destroes (Rapier Carrier or | en Grew notes the shooting of the shoot of t | can only can only e Imper o remove s model unit wi | r fire its verial Guar ed as slait is reduced thin 6" s | stance throughout the battle, but are otherwise treated as sen as a target in the Shooting phase if they are the closest weapon if at least one of the Imperial Guard Crew it was rd Crew the Rapier Laser Destroyer was deployed with are in. ed to 0 wounds, roll a D6 before removing it from the suffers a single mortal wound. |

| 3 | | \ A I | n | TAZI | 7 A 1 | | TC I | DAT | Trpx |
|---|----------|--------------------|----------------------|---------------------------|--------|--|--------------|------------------|---|
| FOWER | | AI | SKE | L VV I | LA. | POI | N 2 1 | 5A1 | TERY |
| NAME | M | WS | BS | S | Ţ | W | A | Ld | Sv |
| Sabre Gun Platform | 0" | - | 4+ | 4 | 4 | 3 | - | 7 | 4+ |
| This unit contains 1 Sabro (Power Rating +6). Each | | | | | | | | orm (Pov | wer Rating +3) or 2 additional Sabre Gun Platform |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILIT | ies |
| Twin autocannon | 48" | Hea | ıvy 4 | | 7 | -1 | 2 | - | |
| Twin heavy bolter | 36" | Hea | vy 6 | | 5 | -1 | 1 | - | |
| Twin heavy stubber | 36" | Hea | ıvy 6 | | 4 | 0 | 1 | _ | |
| Twin lascannon | 48" | Hea | vy 2 | | 9 | -3 | D6 | - | |
| WARGEAR OPTIONS | , | model 1 ce sear | , 1 | ace its tw | in hea | vy bolte | r with a t | win lasc | annon, twin autocannon, a twin heavy stubber or a |
| ABILITIES | | | | | | | | | this unit must be placed within 6" of each other. reated as a separate unit for all rules purposes. |
| | single e | nemy n | rodel w i | | nd lin | e of sigh | t. One fr | iendly < | the start of each Shooting phase it may select a REGIMENT> unit that attacks the chosen unit, |
| | | | | | | | | | e removing it from the battlefield, and before any it within 6" suffers D3 mortal wounds. |
| | | | | t rolls ma all other t | | this mod | del again | st targets | s that can FLY . Subtract 1 from the hit rolls made |
| FACTION KEYWORDS | IMPE | RIUM, | ASTR | A MILI | ΓARU | M, <r< td=""><td>EGIME</td><td>NT></td><td></td></r<> | EGIME | NT> | |
| KEYWORDS | VEHIC | CLE, A | RTILL | ERY, SA | BRE | WEAP | ONS B | ATTER | Y |

| 2 | | SEI | NTI | NE | LΡ | OW | ER | LIF | FTERS |
|--|--------------------|-----------|-----------|----------|-------------------------|--|---------------------|------------------|--|
| NAME | М | WS | BS | S | T | W | A | Ld | Sv |
| Sentinel Powerlifter | 9" | 4+ | 4+ | 5 | 5 | 6 | 3 | 7 | 4+ |
| This unit contains 1 Senti (Power Rating +4). Each | | | | | | | | fter (Po | wer Rating +2) or 2 additional Sentinel Powerlifter |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILI | TIES |
| Powerlifter | Melee | Me | lee | | x2 | -2 | D3 | - | |
| WARGEAR OPTIONS | • Non | e. | | | | 1,11- | 4:05 | 175 | |
| ABILITIES | explode Scout V | es, and e | each unit | t within | 3" suffer he first b | rs 1 mor oattle rou | tal wour and but | nd. before tl | the first turn begins, you can move this unit up to both players have units that can do this, the player |
| | | | | | ves their | | | | |
| | | launche | | | | | | | apons in the Shooting phase, this model can use its our opponent must subtract 1 from any hit rolls |
| FACTION KEYWORDS | IMPE | RIUM, | ASTR. | A MIL | ITARU | M, <r< td=""><td>EGIME</td><td>NT></td><td></td></r<> | EGIME | NT> | |
| KEYWORDS | VEHI | CLE, S | ENTIN | EL PO | WERL | IFTER | S | 1111 | in the second se |

| 12 | | STYG! TA | IES DI NK H | ESTI UNI | ROY l'Er | ER | | DAMAGE Some of a Stygies D characteristics char battle, as shown be | nge as it su | | |
|---|------------|------------------|---------------------------------------|--|-------------|----------------|----------|---|--------------|------------|--------|
| NAME | M | WS BS | S T | W | A | Ld | Sv | REMAINING W | M | BS | ı |
| Stygies Destroyer Tank Hunter | * | 6 + * | 7 8 | 13 | * | 7 | 3+ | 6-13+ | 10" | 4+ | 3 |
| This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank | or 2 addit | tional Stygies I | Destroyer Tank | Hunters (| (Power I | | | 3-5 1-2 | 7" 4" | 5+ 6+ | D 1 |
| WEAPON | RANGE | TYPE | S | AP | D | ABILI | TIES | | | | |
| Heavy laser destroyer array | 60" | Heavy D3 | 9 | -3 | D6 | _ | | | | | |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - | | | | | |
| Hunter-killer missile | 48" | Heavy 1 | 8 | -2 | D6 | Each battle | | -killer missile can only | be fired o | nce per | 1 |
| Storm bolter | 24" | Rapid Fire | 2 4 | 0 | 1 | - | | | | | |
| WARGEAR OPTIONS | | | ke a hunter-kille ke a storm bolte | | | oer. | | | | | |
| ABILITIES | | | el is reduced to it within 6" suf | | | | e remov | ving it from the battlet | field. On a | 6+ it | |
| | | aunchers; if it | | | | | | n the Shooting phase, ponent must subtract | | | ts |
| | | | model attacks a scard the lowes | | LE with i | ts heavy | laser de | estroyer array, roll two | dice when | inflicting | 5 |
| | | | | | | | | unit must be placed wi | | | r. |
| FACTION KEYWORDS | IMPER | RIUM, ASTI | RA MILITAR | UM, <r< td=""><td>EGIMI</td><td>ENT></td><td></td><td>453 A STATE OF</td><td></td><td>TEL POT</td><td>n ris</td></r<> | EGIMI | ENT> | | 453 A STATE OF | | TEL POT | n ris |
| KEYWORDS | VEHIC | CLE, STYGII | ES DESTROY | YER TAI | NK HU | NTER | 10/4 | | | | |

STYGIES THUNDERER SIEGE TANK

NAME M WS BS S T W A Ld SV Stygies Thunderer Siege Tank * 6+ * 7 8 13 * 7 3+

This unit contains 1 Stygies Thunderer Siege Tank. It can include 1 additional Stygies Thunderer Siege Tank (**Power Rating +12**) or 2 additional Stygies Thunderer Siege Tanks (**Power Rating +24**). Each Stygies Thunderer Siege Tank is equipped with a Demolisher cannon

DAMAGE

Some of a Stygies Thunderer Siege Tank's characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | М | BS | A |
|-------------|-----|----|----|
| 6-13+ | 10" | 4+ | 3 |
| 3-5 | 7" | 5+ | D3 |
| 1-2 | 4" | 6+ | 1 |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|-----------------------|------------------------------|--|---|---------------------------------|-----------------------------------|---|
| Demolisher cannon | 24" | Heavy D3 | 10 | -3 | D6 | When attacking units with 5 or more models, change this weapon's Type to Heavy D6, |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Hunter-killer missile | 48" | Heavy 1 | 8 | -2 | D6 | Each hunter-killer missile can only be fired once per battle. |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| WARGEAR OPTIONS | | nodel may take a hu nodel may take a sto | | | vy stubb | er. |
| ABILITIES | explode Grindin | s, and each unit with g Advance : This mo | in 6" suffer del does n | rs D3 m ot suffer | ortal wo the pen | O6 before removing it from the battlefield. On a 6+ it unds. alty to its Demolisher cannon hit rolls for shooting a |
| | Smoke Is smoke Is that targ | nunchers; if it does so get it. | r game, ins o, until you | tead of s ir next S | shooting Shooting | phase your opponent must subtract 1 from any hit rolls |
| | Smoke lasmoke last that targ | Launchers: Once per aunchers; if it does so get it. Squadron: The first | r game, ins o, until you time this u | tead of sur next S | shooting shooting t up, all | |
| FACTION KEYWORDS | Smoke Is smoke Is that targ | Launchers: Once per aunchers; if it does so get it. Squadron: The first | r game, ins o, until you time this u ch operates | tead of sur next S nit is se | shooting shooting t up, all | models in this unit must be placed within 6" of each other. and is treated as a separate unit for all rules purposes. |

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|--|---|---|---|---|--|---|
| Tarantula Sentry Gun | 0" | - | 4+ | 4 | 5 | 5 | - | 7 | 4+ |
| This unit contains 1 Tarant Guns (Power Rating +4). l | | | | | | | | | ower Rating +2) or 2 additional Tarantula Sentry |
| WEAPON | RANGE | TYPI | | | S | AP | D | ABILIT | TIES |
| Twin heavy bolter | 36" | Hea | vy 6 | | 5 | -1 | 1 | - | |
| Twin lascannon | 48" | Hea | vy 2 | | 9 | -3 | D6 | _ | |
| WARGEAR OPTIONS | • Any | model n | nay repla | ace its tv | win heav | y bolter | with a | twin lasc | cannon. |
| | INFAN' | TRY un | it in the | Shootii my non | ng phase - INFAN | within T RY m | range. I | f this mo the Shoo | will automatically shoot at the nearest enemy odel has a twin lascannon, it will automatically oting phase within range. If there are none of the |
| | specifie model r | d types nay only | target o | enemy (| CHARA | CTER 1 | nodels i | f they ar | e the closest model. |
| | specifie model r Explod | d types may only es: If thi | target of target of target of the start of t | enemy (| CHARA | CTER 1 wounds | nodels i s, roll a I | f they ar D6 befor | |
| | specifie model r Explod explode Immob automa | d types may only es: If this es, and e bile: This tically h | s model ach unit model it this m | is reduce within cannot in | ced to 0 6" suffer move for the Figh | wounds rs D3 m r any rea at phase | models in some some some some some some some some | f they are Of before ounds. or can it founds to the contract of the contrac | |
| FACTION KEYWORDS | specifie model r Explod explode Immob automa are ener | d types may only es: If this es, and e tically home mod | s model ach unit model it this m els with | is reduce within cannot in odel in in 1" of | ced to 0 6" suffer move for the Figh | wounds rs D3 m r any rea at phase riendly t | nodels in some some some some some some some some | f they ar D6 befor unds. or can it f t make h n still tar | e the closest model. e removing it from the battlefield. On a 6+ it fight in the Fight phase. Enemy models hit rolls. However, this model can still shoot if ther |

| TOWEY . | | ST | characteristics chan | Some of an Arkurian Pattern Stormblade's characteristics change as it suffers damage battle, as shown below: | | | | | | | | | |
|--|---|---|----------------------|--|--------------------------|----------|----------|------------|---|---|------------|------------|--------|
| NAME | M | WS | BS | S | ı | W | A | Ld | Sv | REMAINING W | M | BS | |
| Arkurian Pattern Stormblade | * | 5+ | * | 9 | 8 | 26 | * | 8 | 3+ | 14-26+ | 10" | 4+ | |
| An Arkurian Pattern Stor a heavy bolter, two lascan | | | | | | | | | 15 | 7-13 1-6 | 7" 4" | 5+ 6+ | |
| WEAPON | RANGE | TYPE | | | S | AP | 0 | ABILI | TIES | | | | П |
| Heavy bolter | 36" | Hea | vy 3 | | 5 | -1 | 1 | _ | | | | | \neg |
| Heavy stubber | 36" | Hea | vy 3 | | 4 | 0 | 1 | - | | | | | |
| Hunter-killer missile | 48" | Fach hunter killer missile can only be fired once | | | | | | | | | | | |
| Lascannon | 48" | Hea | vy 1 | | 9 | -3 | D6 | - | | | | | |
| Plasma blastgun | When a | ttacking | with th | is wea | pon, choo | se one | of the p | ofiles be | elow: | | | | |
| - Standard | 72" | Hea | vy 2D6 | | 8 | -3 | 2 | - | | | | | |
| - Supercharged | 96" Heavy 2D6 9 -3 3 For each hit roll of | | | | | | | | roll of 1, the bearer suff his weapon's shots have | | | | |
| Storm bolter | 24" | Rap | id Fire 2 | | 4 | 0 | 1 | - | | | | | |
| Twin heavy bolter | 36" | Hea | vy 6 | | 5 | -1 | 1 | - | | | | | |
| Adamantium tracks | Melee | Mel | ee | | User | -2 | D3 | - | | | | | |
| WARGEAR OPTIONS | | | | | ter-killer m bolter o | | | er. | | | | | |
| ABILITIES | | | | | uced to 0 n 2D6" su | | | | | ving it from the battlefi | eld. On a | 6+ it | - |
| | | auncher | | | | | | | | in the Shooting phase, the ponent must subtract 1 | | | S |
| | can also | still fire | its wea | pons i | f enemy u | nits are | within | 1" of it (| out onl | d still shoot and/or char y its twin heavy bolters nits), In addition, this n | or heavy b | olters can | |

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

VEHICLE, TITANIC, STORMBLADE, ARKURIAN PATTERN STORMBLADE

FACTION KEYWORDS

KEYWORDS

| (27) | | AR S | KU TO | | | | | | |
|------|---|---------|----------|---|---|---|---|----|---|
| NAME | M | WS | BS | S | T | W | A | Ld | S |

NAME M WS BS S T W A Ld Sv Arkurian Pattern Stormhammer * 5+ * 9 8 26 * 8 3+

An Arkurian Pattern Stormhammer is a single model equipped with a Stormhammer cannon, twin battle cannon, a co-axial multi-laser, six multi-lasers, a lascannon and adamantium tracks.

DAMAGE

Some of an Arkurian Pattern Stormhammer's characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | M | BS | A |
|-------------|-----|----|---|
| 14-26+ | 10" | 4+ | 9 |
| 7-13 | 7" | 5+ | 6 |
| 1-6 | 4" | 6+ | 3 |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---------------------------|---|--|--|--|--|--|
| Co-axial multi-laser | 36" | Heavy 3 | 6 | 0 | 1 | - |
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Hunter-killer missile | 48" | Heavy 1 | 8 | -2 | D6 | Each hunter-killer missile can only be fired once per battle. |
| Lascannon | 48" | Heavy 1 | 9 | -3 | D6 | - |
| Multi-laser | 36" | Heavy 3 | 6 | 0 | 1 | - |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| Stormhammer cannon | 60" | Heavy D6 | 9 | -3 | D6 | Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Re-roll damage rolls of a 1 for this weapon. |
| Twin battle cannon | 72" | Heavy 2D6 | 8 | -2 | D3 | - |
| Adamantium tracks | Melee | Melee | User | -2 | D3 | _ |
| WARGEAR OPTIONS | | | ny of its mu | ılti-lase | rs with a | ny of the following: heavy flamers, heavy bolters or |
| | lascan This n This n | non. nodel may take a hu nodel may take a sto weapon: If during | inter-killer orm bolter of the same Sl | missile. or a hear | vy stubb phase th | er. nis model fires its Stormhammer cannon at the same targe |
| | lascan This n This n Co-axial as its co- | non. nodel may take a hu nodel may take a sto weapon: If during axial multi-laser, it | nter-killer orm bolter of the same Sl may re-roll | missile. or a hear nooting any hit | vy stubbo phase the rolls wit | er. nis model fires its Stormhammer cannon at the same targe th its Stormhammer cannon. O6 before removing it from the battlefield. On a 6+ it |
| WARGEAR OPTIONS ABILITIES | lascan This n This n Co-axial as its co- Explode explodes Smoke L | non. nodel may take a hu nodel may take a sto weapon: If during axial multi-laser, it s: If this model is re , and each unit with aunchers: Once pe unchers; if it does s | nter-killer orm bolter of the same Sl may re-roll duced to 0 hin 2D6" su r game, ins | missile. or a hear nooting any hit wounds ffers D6 | yy stubbo phase the rolls with s, roll a I mortal shooting | er. nis model fires its Stormhammer cannon at the same targe th its Stormhammer cannon. Of before removing it from the battlefield. On a 6+ it wounds. |
| | lascan This n This n Co-axial as its co- Explode explodes Smoke L smoke la that targe Steel Bel It can als target un | non. nodel may take a hu nodel may take a sto weapon: If during axial multi-laser, it s: If this model is re , and each unit with aunchers: Once pe unchers; if it does s et it. hemoth: This mode to still fire its weapo | nter-killer orm bolter of the same Sl may re-roll duced to 0 nin 2D6" sur game, inso, until you l can Fall B ns if enemy of it its | missile. or a hear nooting any hit wounds ffers D6 tead of s r next S ack in the units a other ge | yy stubby phase the rolls with second a I mortal shooting hooting the Move re withing | er. nis model fires its Stormhammer cannon at the same targe th its Stormhammer cannon. Of before removing it from the battlefield. On a 6+ it wounds. gany weapons in the Shooting phase, this model can use it. |
| | lascan This n This n Co-axial as its co- Explode explodes Smoke I smoke la that targe Steel Bel It can als target un bonus to | non. nodel may take a hu nodel may take a sto weapon: If during axial multi-laser, it s: If this model is re , and each unit with aunchers: Once pe unchers; if it does s et it. hemoth: This mode to still fire its weapo | the same Sl may re-roll duced to 0 nin 2D6" su r game, inso o, until you l can Fall B ns if enemy of it—its at least half | missile. or a hear nooting any hit wounds ffers D6 tead of s r next S ack in the units a other gu of the n | phase the rolls with a first of the roll o | er. nis model fires its Stormhammer cannon at the same targe th its Stormhammer cannon. Of before removing it from the battlefield. On a 6+ it wounds. If any weapons in the Shooting phase, this model can use it phase your opponent must subtract 1 from any hit rolls the phase and still shoot and/or charge during its turn. If a 1 of it (but only its heavy bolters or heavy flamers can target other units). In addition, this model only gains a obscured from the bearer. |

ARKURIAN PATTERN STORMSWORD

| NAME | M | WS | BS | S | Ţ | W | A | Ld | Sv |
|--------------------------------|---|----|----|---|---|----|---|----|----|
| Arkurian Pattern Stormsword | * | 5+ | * | 9 | 8 | 26 | * | 8 | 3+ |

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

DAMAGE

Some of an Arkurian Pattern Stormsword's characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | M | BS | A |
|-------------|-----|----|---|
| 14-26+ | 10" | 4+ | 9 |
| 7-13 | 7" | 5+ | 6 |
| 1-6 | 4" | 6+ | 3 |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|-------------------------|---------------|--|-------------------------------|---|-------------------------|--|
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Hunter-killer missile | 48" | Heavy 1 | 8 | -2 | D6 | Each hunter-killer missile can only be fired once per battle. |
| Lascannon | 48" | Heavy 1 | 9 | -3 | D6 | - |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| Stormsword siege cannon | 36" | Heavy D6 | 10 | -4 | D6 | Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. Re roll damage rolls of a 1 for this weapon. |
| Twin heavy bolter | 36" | Heavy 6 | 5 | -1 | 1 | - |
| Twin heavy flamer | 8" | Heavy 2D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Adamantium tracks | Melee | Melee | User | -2 | D3 | - |
| WARGEAR OPTIONS | either This r | nodel may take eith a twin heavy bolten nodel may take a hu nodel may take a st | or twin hea inter-killer i | avy flan missile. | ner. | onsons – each sponson is equipped with a lascannon and er. |
| ABILITIES | | es: If this model is res, and each unit with | | | | O6 before removing it from the battlefield. On a 6+ it wounds. |
| | | unchers; if it does | | | | any weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls |
| | It can ale | so still fire its weape can target units that | ons if enemy are within | units a 1" of it | are within its other | rment phase and still shoot and/or charge during its turn. n 1" of it (but only its twin heavy bolters or twin heavy er guns must target other units). In addition, this model the model is obscured from the bearer. |
| | | | | | | |
| FACTION KEYWORDS | IMPER | IUM, ASTRA M | ILITARUN | M, <r< td=""><td>EGIME</td><td>NT></td></r<> | EGIME | NT> |

| 17 Ower | | | ASSI SSA | US UL | AR ΓV | M(EH | | REC LE | | DAMAGE Some of a Crassus A characteristics chan | ige as it si | | |
|-------------------------------------|--|--|------------------------|---|---|---|--------------------|-----------------------|------------|---|--------------|------------|----|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | battle, as shown bel | ow: | BS | A |
| Crassus Armoured Assault Vehicle | * | 5+ | * | 8 | 8 | 20 | * | 8 | 3+ | 10-20+ | 10" | 4+ | 3 |
| A Crassus Armoured Ass | sault Vehicle | is a sing | gle mode | l equip _l | oed wit | h four h | eavy bo | lters. | A ANY | 5-9 | 7" | 5+ | D |
| WEAPON | RANGE | TYPI | | | S | AP | D | ABILI | TIES | 1-4 | 4" | 6+ |] |
| Autocannon | 48" | Hea | vy 2 | | 7 | -1 | 2 | - | | | | | 9 |
| Heavy bolter | 36" | Hea | vy 3 | | 5 | -1 | 1 | - | | | | | |
| Heavy flamer | 8" | Hea | vy D6 | | 5 | -1 | 1 | This | weapon | automatically hits its t | arget. | | |
| Heavy stubber | 36" | Hea | vy 3 | | 4 | 0 | 1 | - | | | | | |
| Hunter-killer missile | 48" | Hea | vy 1 | | 8 | -2 | D6 | Each battle | | killer missile can only | be fired o | nce per | - |
| Lascannon | 48" | Hea | vy 1 | | 9 | -3 | D6 | - | | | | | |
| Storm bolter | 24" | Rap | id Fire 2 | | 4 | 0 | 1 | - | | | | | |
| ABILITIES | • This • This • Explod embark | model r model r es: If thi ed mod ive: Thi | els disem s model r | a hunte a storm is reduc bark. C | r-killer bolter ed to 0 n a 6+ | missile. or a hea wound it explo | s, roll a des, and | D6 befor l each un | nit within | ring it from the battlefi n 2D6" suffers D6 mor phase even if it Advand | tal wound | s. | |
| | | aunchei | | | | | | | | n the Shooting phase, to conent must subtract 1 | | | s |
| | Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during its tu It can also still fire its weapons if enemy units are within 1" of it (but only its heavy bolters or heavy flamers c target units that are within 1" of it—its other guns must target other units). In addition, this model only gain bonus to its save in cover if at least half of the model is obscured from the bearer. | | | | | | | | | ners can | | | |
| TRANSPORT | | | | | | | | | | s. Each Heavy Weapon RYN takes the space of | | | 19 |
| | 11cavy | reapon | realli tais | | | | | | | 1 | till co otil | er models. | |
| FACTION KEYWORDS | | | ASTRA | | | | | | | 110 1100 1100 | 777 | er models. | |

DOMINUS ARMOURED SIEGE BOMBARD

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|-----------------------------------|---|----|----|---|---|----|---|----|----|
| Dominus Armoured Siege Bombard | * | 5+ | * | 8 | 8 | 20 | * | 8 | 3+ |

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

DAMAGE
Some of a Dominus Armoured Siege
Bombard's characteristics change as it suffers
damage in battle, as shown below:

| REMAINING W | М | BS | A |
|-------------|-----|----|----|
| 10-20+ | 10" | 4+ | 3 |
| 5-9 | 7" | 5+ | D3 |
| 1-4 | 4" | 6+ | 1 |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | | |
|----------------------------|--|---|---|--|-------------------------|--|--|--|--|--|--|
| Autocannon | 48" | Heavy 2 | 7 | -1 | 2 | - | | | | | |
| Dominus triple bombard | When att | acking with this wea | pon, choo | se one c | of the pro | ofiles below: | | | | | |
| - Mobile | 36" | Heavy 2D6 | 10 | -2 | D3 | This weapon can target units that are not visible to the bearer. | | | | | |
| - Stationary | 60" | Heavy 3D6 | 10 | -3 | D6 | This profile may only be chosen if this model did not move in the preceding Movement phase. This weapon can target units that are not visible to the bearer. | | | | | |
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - | | | | | |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. | | | | | |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - | | | | | |
| Hunter-killer missile | 48" | Heavy 1 | 8 | -2 | D6 | Each hunter-killer missile can only be fired once per battle. | | | | | |
| Lascannon | 48" | Heavy 1 | 9 | -3 | D6 | - | | | | | |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - | | | | | |
| WARGEAR OPTIONS ABILITIES | heavy This i This i | flamer, autocannon model may take a hu model may take a sto | or lascann nter-killer orm bolter o duced to 0 | on. missile. or a hea wounds | vy stubb s, roll a I | O6 before removing it from the battlefield. On a 6+ it | | | | | |
| | Smoke 1 | Launchers: Once per nunchers; if it does so | r game, ins | tead of | shooting | g any weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls | | | | | |
| | Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. It can also still fire its weapons if enemy units are within 1" of it (but only its heavy bolters or heavy flamers can target units that are within 1" of it—its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer. | | | | | | | | | | |
| FACTION KEYWORDS | IMPER | RIUM, ASTRA MI | LITARU | M, <r< td=""><td>EGIME</td><td>ENT></td></r<> | EGIME | ENT> | | | | | |
| KEYWORDS | VEHIC | LE, TITANIC, D | OMINUS | ARM | OURE | D SIEGE BOMBARD | | | | | |

| 18 | | (| GOF TR | | | | AV ľER | Y | | DAMAGE Some of a Gorgon E characteristics chan battle, as shown belo | ge as it su | | |
|---|-------------------------------|---|---|--------------------------------|----------------------------------|---|-------------------------|------------------------|----------------------|--|-------------|------------|-----------|
| NAME | M | WS | BS | S | Ţ | W | A | Ld | Sv | REMAINING W | M M | BS | A |
| Gorgon Heavy Transporter | * | 5+ | * | 9 | 8 | 30 | * | 8 | 3+ | 14-30+ | 10" | 4+ | 5 |
| A Gorgon Heavy Transpo heavy stubbers. | orter is a sing | gle mod | lel equip | ped wit | th two G | orgon n | nortars a | nd two | twin | 7-13 1-6 | 7" 4" | 5+ 6+ | 3 D |
| WEAPON | RANGE | TYP | E | | S | AP | 0 | ABILIT | TIES | | | | 3 |
| Gorgon mortar | 48" | Hea | vy 2D6 | | 5 | -1 | 1 | | | ed by this weapon do not throws for being in cov | | y bonus to | 0 |
| Heavy bolter | 36" | Hea | ivy 3 | | 5 | -1 | 1 | - | | | | | 8 |
| Heavy flamer | 8" | | vy D6 | | 5 | -1 | 1 | This | weapon | automatically hits its t | arget. | | |
| Heavy stubber | 36" | Hea | ivy 3 | | 4 | 0 | 1 | - | | | | | |
| Hunter-killer missile | 48" | Hea | ıvy 1 | | 8 | -2 | D6 | Each per b | | killer missile can only | be fired o | nce | |
| Storm bolter | 24" | Rap | oid Fire 2 | 2 | 4 | 0 | 1 | - | | | | | 8 |
| Twin heavy stubber | 36" | Hea | ıvy 6 | | 4 | 0 | 1 | - | | | | | 8 |
| WARGEAR OPTIONS ABILITIES | heavy This in Explode embarke | y stubbe model r es: If thi ed mod | ers. nay take is model els disen | a hunto is redu nbark. (| er-killer ced to 0 On a 6+ | missile. wound it explo | s, roll a I des, and | 06 beforeach un | e remov it within | ving it from the battlefin 2D6" suffers D6 more | eld, and b | efore any | |
| | Smoke | Launch aunchei | ers: One | ce per g | ame, ins | stead of | shooting | any wea | apons ir | t shooting attacks. In the Shooting phase, the conent must subtract 1 | | | ts |
| | It can al target u | so still t nits tha | fire its w t are wit | eapons hin 1" o | if enem of it its | y units o | are withi uns mus | n 1" of it target o | (but or other ur | l still shoot and/or char aly its heavy bolters or hits). In addition, this n the bearer. | heavy flar | ners can | 200000000 |
| TRANSPORT | | | | | | | | | | els. Each Heavy Weapo GRYN takes the space | | | els. |
| FACTION KEYWORDS | IMPER | RIUM, | ASTR | A MIL | ITARU | M, <r< td=""><td>EGIME</td><td>NT></td><td>140</td><td></td><td>7771</td><td>3/02/30</td><td>1</td></r<> | EGIME | NT> | 140 | | 7771 | 3/02/30 | 1 |
| KEYWORDS | VEHIC | 3 F F | TITLANTIA | - HD | | | | | | | | | |

| C1111 | | | |
|-------|----|-------|---|
| 깼 | 11 | 22 | 1 |
| 7 | Л | Brief | J |
| | | OWE | |

MACHARIUS HEAVY TANK

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|----------------------|---|----|----|---|---|----|---|----|----|
| Macharius Heavy Tank | * | 5+ | * | 8 | 8 | 22 | * | 8 | 3+ |

A Macharius Heavy Tank is a single model equipped with a Macharius battle cannon,

DAMAGE Some of a Macharius Heavy Tank's characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | M | BS | A |
|-------------|-----|----|----|
| 11-22+ | 10" | 4+ | 3 |
| 6-10 | 7" | 5+ | D3 |
| 1-5 | 4" | 6+ | 1 |

| a twin heavy stubber and t | | | a Machari | us batti | e cannon | , | 0-10 | / | 5+ | v |
|----------------------------|--|---|---|---------------------------------|------------------------------------|---|--|---------------|----------------------|---|
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | 1-5 | 4" | 6+ | _ |
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | _ | | | | ٦ |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapo | n automatically hits it | s target. | | |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | _ | | | | П |
| Hunter-killer missile | 48" | Heavy 1 | 8 | -2 | D6 | Each hunte battle. | r-killer missile can on | ly be fired o | nce per | |
| Macharius battle cannon | 72" | Heavy 2D6 | 8 | -2 | D6 | - | | | | П |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - | | | | |
| Twin heavy stubber | 36" | Heavy 6 | 4 | 0 | 1 | _ | | | | П |
| ABILITIES | explodes Smoke I | s, and each unit with Launchers: Once per nunchers; if it does so | in 2D6" su game, ins | offers Destead of | 6 mortal shooting | wounds. any weapons | oving it from the battle in the Shooting phase oponent must subtract | , this model | can use its | |
| FACTION KEYWORDS | Steel Be It can also target ur bonus to | hemoth: This model so still fire its weapor | ns if enem of it its t least half | y units of other great of the r | ure within uns must nodel is | n 1" of it (but of target other u obscured from | nd still shoot and/or cl only its heavy bolters c units), In addition this on the bearer, | or heavy flan | n ers can | |
| KEYWORDS | | CLE, TITANIC, M | | | | | Y TANK | | | J |

| 22 ower | | MA | CH | AR | RIUS | s o | ME | GA | | DAMAGE Some of a Macharit change as it suffers shown below: | | | |
|----------------------------------|-------------|-------------------------|-------------------------|--------------------|-------------------------|-----------------------------------|---------------------|----------------------------|-----------------------|--|------------|----------|-----|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | BS | A |
| Macharius Omega | * | 5+ | * | 8 | 8 | 22 | * | 8 | 3+ | 11-22+ | 10" | 4+ | 3 |
| A Macharius Omega is a | single mode | el equipp | ed with | an Om | iega patte | ern plas | sma blas | tgun. | | 6-10 | 7" | 5+ | D3 |
| WEAPON | RANGE | TYPI | E | | S | AP | D | ABILI | TIES | 1-5 | 4" | 6+ | 1 |
| Autocannon | 48" | Hea | vy 2 | | 7 | -1 | 2 | - | | | | | 9 |
| Heavy bolter | 36" | Hea | ivy 3 | | 5 | -1 | 1 | - | | | | | - 8 |
| Heavy flamer | 8" | | vy D6 | | 5 | -1 | 1 | This | weapon | automatically hits its | target. | | - 8 |
| Heavy stubber | 36" | Hea | ivy 3 | | 4 | 0 | 1 | - | | | | | |
| Hunter-killer missile | 48" | Hea | vy 1 | | 8 | -2 | D6 | Each per b | | killer missile can only | be fired o | nce | |
| Omega pattern plasma blastgun | When a | ttacking | g with th | is weap | on, choo | ose one | of the p | rofiles be | elow: | | | | |
| - Pulsed bolts | 60" | Hea | vy 2D6 | | 8 | -3 | 2 | - | | | | | 100 |
| - Maximal bolts | 60" | Hea | vy 2D6 | | 9 | -3 | 3 | | | oll of 1, the bearer sut s weapon's shots have | | | 1 |
| Storm bolter | 24" | Rap | id Fire 2 | | 4 | 0 | 1 | - | | | | | |
| WARGEAR OPTIONS | • This | model r model r | nay take nay take | a hunte a storn | er-killer n bolter o | missile. or a hea | vy stubl | oer. | | o heavy flamers. | | | |
| ABILITIES | | | | | ced to 0 2D6" su | | | | | ing it from the battlef | ìeld. On a | 6+ it | |
| | | aunchei | | | | | | | | the Shooting phase, to onent must subtract 1 | | | :s |
| | It can al | lso still t nits tha | fire its w t are wit | eapons nin 1" o | if enemy of it—its | <mark>r units a</mark> other g | are with uns mus | in 1" of it at target o | t (but on other un | still shoot and/or cha ly its heavy bolters or its), In addition, this i he bearer, | heavy flar | ners can | - |
| FACTION KEYWORDS | | | | | ITARU | | | | 194 | | | | 3 |
| KEYWORDS | | | | | CHARI | | | | OMEGA | 1 | | | |

| 22 tows | | | T 7 A | ACI NQ | | | JS E R | | | DAMAGE Some of a Machariu characteristics chan battle, as shown bel | ige as it su | | age i |
|---|--|---|---------------------------------|--------------------------|---------------------------|--|-------------------------|--------------------------|-----------------------|---|-----------------------|-------------------------|-------|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | ow: | BS | A |
| Macharius Vanquisher | * | 5+ | * | 8 | 8 | 22 | * | 8 | 3+ | 11-22+ | 10" | 4+ | 3 |
| A Macharius Vanquisher is a twin heavy stubber and tw | | | | with a Ma | chari | us vanqu | iisher ca | annon, | | 6-10 1-5 | 7" 4" | 5+ 6+ | D: |
| WEAPON | RANGE | TYPE | | | S | AP | 0 | ABILIT | TIES | | | | |
| Heavy bolter | 36" | Hea | vy 3 | | 5 | -1 | 1 | - | | | | | |
| Heavy flamer | 8" | Hear | vy D6 | | 5 | -1 | 1 | This | weapon | automatically hits its | arget. | | 3 |
| Heavy stubber | 36" | Hea | vy 3 | | 4 | 0 | 1 | - | | | | | |
| Hunter-killer missile | 48" | Hea | vy 1 | | 8 | -2 | D6 | Each per b | | killer missile can only | be fired o | nce | |
| Macharius vanquisher cannon | When a | ıttacking | with th | is weapor | , cho | ose one | of the p | rofiles be | elow: | | | | |
| - Blast shells | 72" | Hear | vy 2D6 | | 8 | -2 | D3 | - | | | | | |
| - Armour piercing shells | 72" | Hear | vy 2 | | 9 | -3 | D6 | | | e when inflicting dama the lowest result. | ge with th | is weapon | ı |
| Storm bolter | 24" | Rapi | id Fire 2 | 2 | 4 | 0 | 1 | - | | | | | |
| Twin heavy stubber | 36" | Hea | vy 6 | | 4 | 0 | 1 | - | | | | | |
| WARGEAR OPTIONS ABILITIES | ThisThisExplod | model n model n es: If thi | nay take nay take s model | a hunter- a storm b | killer olter d to (| missile. or a heav | vy stubb s, roll a l | er. D6 befor | e remov | y bolters or two heavy | | 6+ it | |
| | Smoke smoke l | auncher | ers: Ones; if it d | ce per gan oes so, un | ne, in til yo | stead of s ur next S | shooting hooting | g any we g phase y | apons ii our opp | n the Shooting phase, to conent must subtract 1 | his model from any | can use it hit rolls | :s |
| | It can a target u | lso still f nits that | ire its w are wit | eapons if hin 1" of i | enem t its | ny units a s other gu | re withi uns mus | n 1" of it t target (| t (but or other ur | d still shoot and/or chan the its heavy bolters or hits), In addition, this in the bearer, | heavy flar | ners can | |
| FACTION KEYWORDS | IMPE | RIUM, | ASTR | A MILIT | ARU | JM, <rj< td=""><td>EGIMF</td><td>ENT></td><td>1.7%</td><td>San Prayary</td><td>- A.M</td><td></td><td></td></rj<> | EGIMF | ENT> | 1.7% | San Prayary | - A.M | | |
| KEYWORDS | VEHIC | | | | | | | | | | | | |

| 24 (24) | 1 | MA | CH. | AR | IUS | V | ULC | CAN | | DAMAGE Some of a Macharit change as it suffers shown below: | | | |
|--|------------------------|---|---------------------------------|---------------------------|-------------------------------|--|----------------------|--------------------------|---------------------|--|------------|---------------------|------|
| NAME | M | WS | BS | S | Ī | W | A | Ld | Sv | REMAINING W | М | BS | A |
| Macharius Vulcan | * | 5+ | * | 8 | 8 | 22 | * | 8 | 3+ | 11-22+ | 10" | 4+ | 3 |
| A Macharius Vulcan is a stubber and two heavy st | | el equipp | ed with | a Mac | charius vu | ılcan me | ega-bolt | er, a twin | heavy | 6-10 1-5 | 7" 4" | 5+ 6+ | D |
| WEAPON | RANGE | TYPE | | | S | AP | D | ABILIT | TIES | 1-3 | | O T | |
| Heavy bolter | 36" | Hea | vy 3 | | 5 | -1 | 1 | _ | | | | | 9 |
| Heavy flamer | 8" | Hea | vy D6 | | 5 | -1 | 1 | This | weapon | automatically hits its | target. | | |
| Heavy stubber | 36" | Hea | vy 3 | | 4 | 0 | 1 | - | | | | | |
| Hunter-killer missile | 48" | Hea | vy 1 | | 8 | -2 | D6 | Each battle | | killer missile can only | be fired o | nce per | 1000 |
| Macharius vulcan mega-bolter | 60" | Hea | vy 15 | | 6 | -2 | 2 | phase | , in the | does not move during preceding Shooting poet to Heavy 30 until the | hase, chan | ge this | |
| Storm bolter | 24" | Rap | id Fire 2 | 2 | 4 | 0 | 1 | - | | | | | |
| Twin heavy stubber | 36" | Hea | vy 6 | | 4 | 0 | 1 | - | | | | | |
| WARGEAR OPTIONS ABILITIES | • This • This • Explod | model n model n es: If thi | nay take nay take s model | a hun a stor is red | ter-killer m bolter | missile. or a hea | vy stubl | oer. D6 befor | e remov | y bolters or two heavy | | 6+ it | |
| | | auncher | | | | | | | | n the Shooting phase, ponent must subtract 1 | | | ts |
| | It can al | lso still f nits that | ire its w are wit | eapon hin 1" | s if enemoniation of it — its | y units a other g | are withi uns mus | n 1" of it t target o | (but or other ur | d still shoot and/or charly its heavy bolters or hits), In addition, this the bearer, | heavy flar | ners can | |
| FACTION KEYWORDS | IMPEI | RIUM, | ASTR | A MII | LITARU | M, <r< td=""><td>EGIME</td><td>ENT></td><td>4</td><td>N 12 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1</td><td></td><td></td><td></td></r<> | EGIME | ENT> | 4 | N 12 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | | | |

VEHICLE, TITANIC, MACHARIUS, MACHARIUS VULCAN

KEYWORDS

| 22) (22) | | | | | ER | | MI | BER | | DAMAGE Some of a Maraud change as it suffer shown below: | | |
|--|---|--|--|--|--|--|--|--|--|--|---|------------------------------------|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | BS |
| Marauder Bomber | * | 6+ | * | 7 | 7 | 20 | 3 | 7 | 3+ | 11-20+ | 20"-45" | 4+ |
| A Marauder Bomber is a and a cluster of heavy bo | | el equip _l | ped with | n a twin | lascann | on, two | twin he | eavy bolte | ers | 5-10 1-4 | 20"-30" 20" | 5+ 5+ |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILI | TIES | 1-4 | 20 | 3+ |
| Twin heavy bolter | 36" | Hea | ıvy 6 | | 5 | -1 | 1 | _ | | | | |
| Twin lascannon | 48" | Hea | vy 2 | | 9 | -3 | D6 | - | | | | |
| WARGEAR OPTIONS | • This | model r | nay repl | ace its c | luster of | f heavy b | ombs f | or a clus | ter of h | ellstorm bombs. | | |
| | Crash a crashes Hard to Shootin †Heavy can mal the Mar MONS' of a 4+, | in a fier in a fier Hit: Yo g phase Bombs ke a bon rauder F TER in the uni | n: If this ry explosion opposition. On through the combiner of the unit t suffers | s model sion and conent m ree separ in again has mov or a sin a morta | d each un rate turn ast a sing yed, pick agle D6 f al wound | nit within ract 1 fr as during the enem than the energy an energy of the every d. | wounds n 6" suf om hit i g the bar y unit it ny unit r other n | ffers D6 in the rolls for a stille, a Matter that it fluodel in the roll of th | attacks arauder over du ew over the un | that target this model Bomber equipped wiring one of its Moven then roll 3D6 for each t, up to a maximum of | in the ith heavy both the phases. ch VEHICL of 12D6. For | mbs After E or every roll |
| | After the MONS of a 3+, | can make Marau FER in the uni | ke a bom uder Bon the unit t suffers | nbing rumber had or a sind a morta | in agains as moved agle D6 f al wound will only | st a singled, pick and or every d. I have on the content of the c | te enemy n enemy other r | y unit it y unit the model in ese abiliti | moves at it flew the unites, which | uder Bomber equippe over during one of its w over, then roll 2D6 a it, up to a maximum of the should be noted before | Movement programmer for each VEI of 10D6. For core the game | phases. HICLE or every roll |
| | Sky For | | his mod | lel does | not suff | er the pe | enalty fo | or shooti | ing Hea | vy weapons on a turn | in which it | |

IMPERIUM, ASTRA MILITARUM, AERONAUTICA IMPERIALIS
VEHICLE, TITANIC, FLY, MARAUDER, MARAUDER BOMBER

FACTION KEYWORDS

KEYWORDS

| \$\begin{align*}(22) \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ | M | AR | AU | DE | RD | ES' | TRO | ΟYΙ | ER | DAMAGE Some of a Maraud characteristics cha battle, as shown be | nge as it suf | |
|---|---|---|--|--|---|--|---|--|--|---|--|---|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M M | BS |
| Marauder Destroyer | * | 6+ | * | 7 | 7 | 20 | 3 | 7 | 3+ | 11-20+ | 20"-45" | 4+ |
| A Marauder Destroyer is a twin assault cannon, a t | | | | | | | on, | | | 5-10 1-4 | 20"-30" 20" | 5+ 5+ |
| WEAPON | RANGE | TYPE | | | S | AP | D | ABIL | ITIES | 1-4 | 20 | J+ |
| Hellstrike missile | 72" | Hea | vy 1 | | 8 | -2 | D6 | | | e when inflicting dam the lowest result. | age with thi | s weapon |
| Twin assault cannon | 24" | Hea | vy 12 | | 6 | -1 | 1 | - | | | | |
| Twin autocannon | 48" | Hea | vy 4 | | 7 | -1 | 2 | - | | | | |
| Twin heavy bolter | 36" | Hea | vy 6 | | 5 | -1 | 1 | _ | | | | 9 |
| ABILITIES | Crash a crashes Hard to Heavy I against moved, single I mortal | d in the land Burn in a fier o Hit: Yo Bombs: a single pick an O6 for ev wound. | Fight phensist of the control of the | nase by s mode sion an onent r er battl unit it unit the mod | units that el is reduced deach un must subt e, a Mara moves ov at it flew lel in the | ed to 0 nit with ract 1 fi nuder D rer durin over, th unit, up | wounds, in 6" suf rom hit restroyer ng one o len roll 3 o to a ma | , roll a I fers D6 rolls for equippe f its Mo D6 for ximum | D6 befor mortal v attacks a ed with b vement each VE of 12D6 | te can FLY, and can one removing it from the wounds. that target this model heavy bombs can make phases. After the Mark HICLE or MONSTEI 6. For every roll of a 4-vy weapons on a turn | e battlefield. in the Shoot e a bombing auder Destro in the unit t, the unit so | On a 6 it ting phase. g run oyer has |
| FACTION KEYWORDS | IMPE | RIUM, | ASTR. | A MII | LITARU | M, AE | RONA | UTICA | IMPE | ERIALIS | | |
| KEYWORDS | VEHIC | CLE, TI | TANI | C, FLY | , MAR | AUDE | R, MAI | RAUD | ER DES | STROYER | | |

NAME M WS BS S T W A Ld SV Minotaur Artillery Tank * 5+ * 8 8 22 * 8 3+ A Minotaur Artillery Tank is a single model equipped with a twin earthshaker cannon and two heavy bolters. WEAPON RANGE TYPE S AP D ABILITIES

DAMAGE Some of a Minotaur Artillery Tank's characteristics change as it suffers damage in

| battle, as shown below: | | | | | | | | | | | |
|-------------------------|-----|----|----|--|--|--|--|--|--|--|--|
| REMAINING W | M | BS | A | | | | | | | | |
| 11-22+ | 10" | 4+ | 3 | | | | | | | | |
| | -" | _ | ъ. | | | | | | | | |

| Williotaul Artificity lank | | 3⊤ 6 | | | | 0 J⊤ | 11-22+ | 10" | 4+ | |
|--|----------------------|---|--------------------------|---|-----------------------|--|---|---------------|--------------|---|
| A Minotaur Artillery Tank two heavy bolters. | is a single | model equipped witl | n a twin ea | arthshak | er canno | on and | 5-10 1-4 | 7" 4" | 5+ 6+ | |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | 1-4 | | <u> </u> | _ |
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | _ | | | | |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - | | | | |
| Hunter-killer missile | 48" | Heavy 1 | 8 | -2 | D6 | Each hunter- battle. | -killer missile can on | ly be fired o | nce per | |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - | | | | |
| Twin earthshaker cannon | 240" | Heavy 2D6 | 9 | -2 | D3 | weapon and | te for the number of a discard the two lowe nits that are not visibl | st results. T | his weapor | |
| WARGEAR OPTIONS | | model may take a hu model may take a sto | | | vy stubb | er. | | | | |
| ABILITIES | | es: If this model is rec s, and each unit with | | | | | ving it from the battle | efield. On a | 6+ it | Š |
| | Heavy A | rmoured Front: Th | is model h | as a 5+ i | nvulner | able save agains | st shooting attacks. | | | |
| | | nunchers; if it does so | | | | | n the Shooting phase conent must subtract | | | S |
| | It can also within 1 | so still fire its weapor | ns if enem s must tar | y units a get othe | re withi r units), | n 1" of it (but or In addition, thi | d still shoot and/or ch nly its heavy bolters c is model only gains a | an target ui | nits that ar | e |
| FACTION KEYWORDS | IMPER | IUM, ASTRA MI | LITARU | M, <ri< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td>S AF</td><td></td></ri<> | EGIME | NT> | | | S AF | |
| KEYWORDS | VEHIC | LE, TITANIC, M | INOTAU | R ART | ILLER | Y TANK | | | | |

| 19 ower | PRA ASS | SAU | | | |
|------------|------------|-----|--|------|--|
| | | | | | |

NAME M WS BS S T W A Ld Sv
Praetor Armoured
Assault Launcher * 5+ * 8 8 20 * 8 3+

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

DAMAGE

Some of a Praetor Armoured Assault Launcher's characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | M | BS | A |
|-------------|-----|----|----|
| 10-20+ | 10" | 4+ | 3 |
| 5-9 | 7" | 5+ | D3 |
| 1-4 | 4" | 6+ | 1 |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|-----------------------|--------------------------|---|--|---|-----------------------------------|--|
| Autocannon | 48" | Heavy 2 | 7 | -1 | 2 | - |
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | = |
| Hunter-killer missile | 48" | Heavy 1 | 8 | -2 | D6 | Each hunter-killer missile can only be fired once per battle. |
| Lascannon | 48" | Heavy 1 | 9 | -3 | D6 | - |
| Praetor launcher | When atta | cking with this wea | pon, choos | se one c | of the pro | ofiles below: |
| - Foehammer | 12"-120" | Heavy 2D6 | 8 | -2 | D6 | - |
| - Firestorm | 12"-120" | Heavy 2D6 | 6 | -2 | 2 | Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. |
| - Pilum | 72" | Heavy D6 | 8 | -2 | D6 | This model may add 1 to all hit rolls when attacking a model with the FLY keyword. |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| WARGEAR OPTIONS | heavy: This m | flamer, autocannon odel may take a hur odel may take a stor | or lascann nter-killer i rm bolter c | on. missile. or a hea | vy stubb | |
| ABILITIES | explodes, | and each unit withit | fuced to 0 in 2D6" suf | wounds fers De | s, roll a L mortal | O6 before removing it from the battlefield. On a 6+ it wounds. |
| | | unchers; if it does so | | | | any weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls |
| | It can also target un | o still fire its weapor its that are within 1" | ns if enemy of it – its o | units a other g | re withi i uns must | ment phase and still shoot and/or charge during its turn. n 1" of it (but only its heavy bolters or heavy flamers can target other units). In addition, this model only gains a obscured from the bearer. |
| FACTION KEYWORDS | IMPER | IUM, ASTRA MI | LITARUN | M, <r< td=""><td>EGIME</td><td>NT></td></r<> | EGIME | NT> |
| KEYWORDS | | | | | | ASSAULT LAUNCHER |

| 18 | V | ALD | OR ' | TAN | KE | IUN | ITE | R | DAMAGE Some of a Valdor T characteristics char | nge as it su | | iage i |
|--|--|---|--|---|--|--|--|--|---|--|-----------------|--|
| NAME | M | WS | BS S | T | W | A | Ld | Sv | battle, as shown be | low: | BS | |
| Valdor Tank Hunter | * | 6+ | * 7 | 8 | 20 | * | 8 | 3+ | 10-20+ | 10" | | |
| A Valdor Tank Hunter is a heavy stubber. | single mo | del equipp | ed with a | neutron las | er proje | ctor and | a | | 5-9 | 7" 4" | 5+ | Ε |
| WEAPON | RANGE | TYPE | | S | AP | 0 | ABILIT | ries | 1-4 | 4 | 6+ | |
| Autocannon | 48" | Heavy | 7 2 | 7 | -1 | 2 | - | | | | | П |
| Heavy bolter | 36" | Heavy | 7 3 | 5 | -1 | 1 | - | | | | | |
| Heavy flamer | 8" | Heavy | D6 | 5 | -1 | 1 | This | weapon | automatically hits its | target. | | П |
| Heavy stubber | 36" | Heavy | 7 3 | 4 | 0 | 1 | - | | | | | |
| Hunter-killer missile | 48" | Heavy | [,] 1 | 8 | -2 | D6 | Each per b | | killer missile can only | be fired or | nce | 1 |
| Lascannon | 48" | Heavy | 1 | 9 | -3 | D6 | - | | | | | |
| Neutron laser projector | 72" | Heavy | 2D3 | 14 | -4 | D6 | but is | s not sla | LE which suffers wour in must subtract 1 from of its controlling play | m its Shoot | ing hit ro | |
| Storm bolter | 24" | Rapid | Fire 2 | 4 | 0 | 1 | - | | | | | |
| WARGEAR OPTIONS ABILITIES | lasca This This Smoke | nnon. model ma model ma Launcher aunchers; | y take a hu y take a sto s: Once pe | inter-killer orm bolter er game, ins | missile. or a hea | vy stubb | er. | apons ir | n the Shooting phase, toonent must subtract 1 | this model | can use it | īs I |
| | It can all target u bonus to Tank H damage | so still firents that a so its save i unter: If the with it and the Reactor | e its weapere within in cover if this model ad discard | ons if enemy are of it—its at least half attacks a Verthe lowest a odel is reduced. | y units of other good for the received the received the received the result. | nre withing with the with the with it will with it with it with it with it will be a with it with it with it w | n 1" of it target cobscured s neutro | t (but or other un d from to on laser | d still shoot and/or charly its heavy bolters or nits). In addition, this the bearer, projector, roll two dices a 2+ it explodes, and | theavy flan model only e when infl | egains a icting | The second secon |
| FARTION VEVIVORO | | | nortal wou | 7.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1 | A | DOX: 5- | > 7/ES | | | 7 pr 1 h | 11 11 1 | |
| FACTION KEYWORDS | | | | ILITARU | | | | 1767 | | | | |
| KEYWORDS | VEHIC | CLE, TIT | 'ANIC, V | ALDOR ' | TANK | HUNT | ER | | | | |) |

| 7 | | A | QU | JIL | A L | AN | DE | R | | DAMAGE Some of an Aquila change as it suffer | | |
|-------------------------|-------------------------|---|----------|----------------------------------|--------------------------------|-------------------------|---------------------|--------------------------|-----------------------|--|----------------------------------|---------|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | shown below: REMAINING W | M | BS |
| Aquila Lander | * | 6+ | * | 6 | 7 | 12 | 2 | 7 | 3+ | 5-12+ | 20"-45" | 4+ |
| An Aquila Lander is a s | ingle model e | quipped | with a | heavy b | olter. | 613 | h(En | 250 363 | 1. 4.0 | 3-4 | 20"-30" | 5+ |
| WEAPON | RANGE | TYPE | | | S | AP | D | ABILI | TIES | 1-2 | 20" | 6+ |
| Autocannon | 48" | Heav | лу 2 | | 7 | -1 | 2 | - | | | | |
| Heavy bolter | 36" | Heav | лу 3 | | 5 | -1 | 1 | - | | | | |
| Multi-laser | 36" | Heav | лу 3 | | 6 | 0 | 1 | - | | | | |
| WARGEAR OPTIONS | • This | model m | ay repl | ace its h | eavy bo | lter with | either | an autoc | annon o | or a multi-laser. | Walles . | |
| | Crash a before a mortal | d in the F and Burn any emba wounds. | Fight ph | nase by u s model nodels d | units that is reductisembar | et can FI ced to 0 v | Y. wounds 6, it cra | s, roll a D shes in a | 06 before fiery ex | e removing it from the plosion and each un | ne battlefield it within 6" s | and |
| | | Hit: You | ur oppo | onent m | ust subt | ract 1 fr | om hit | rolls for | attacks t | that target this mode | l in the | |
| | characte | | comes | 20" unti | l the en | d of the | phase, a | and it los | | declare it will hover. Airborne, Hard to Hit | | onic |
| | the mod | del move | s) and t | then mo | ve the n | nodel sti | raight fo | orwards. | Note th | o 90° (this does not o nat it cannot pivot ago 20" until the end of th | ain after the i | initial |
| TRANSPORT | | | | | | | | | | s. Each Heavy Weapo may not transport O | | Veteran |
| FACTION KEYWORDS | IMPE | RIUM, | ASTR | A MIL | TARU | M, AEI | RONA | UTICA | IMPE | RIALIS | | Sul |
| KEYWORDS | VEHIC | CLE, FL | Y, TR | ANSPO | ORT, A | OUILA | LAN | DER | 110 | | | 5 th 10 |

| 6 Cower | | | A] | RV | US | LIC | 3H7 | ľER | |
|--|---|--|---|--|--|--|---|--|---|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
| Arvus Lighter | 20"-30" | 6+ | 4+ | 6 | 6 | 8 | 1 | 7 | 3+ |
| This unit contains 1 Arv (Power Rating +12). Ea | | | | | | | (Power 1 | Rating - | +6) or 2 additional Arvus Lighters |
| WEAPON | RANGE | TYPE | | | S | AP | D | ABILI | TIES |
| Hellstrike missile | 72" | Heavy | y 1 | | 8 | -2 | D6 | | two dice when inflicting damage with this weapon discard the lowest result. |
| Twin autocannon | 48" | Heavy | y 4 | | 7 | -1 | 2 | - | |
| Twin heavy stubber | 36" | Heavy | y 6 | | 4 | 0 | 1 | - | |
| Twin multi-laser | 36" | Heavy | | | 6 | 0 | 1 | _ | win autocannon, two twin heavy stubbers or |
| ABILITIES | Aerial Arthe end of more than Airborn attacked Crash and before and mortal where the than the the than the the than the than the than the than the than the than the than the the than the the than the | of any of young of any of young of any of young of the Figure 1 and Burn: I any embark ounds. Hit: Your t: Before to | uring do our Mo from e odel can ht phas If this n eed moo oppone | eploymovemen enemy innot choose by un nodel is dels dis | nt phase models. narge, canits that s reduce sembark ast subtroves in your state of the property of the proper | s, this uses on only be can FL ed to 0 vo. On a 6 act 1 frozour Mo | pe charge Y. wounds, i o it crash om hit ro | fly into led by ur roll a Does in a folls for a phase, y | the skies instead of placing it on the battlefield. At battle – set it up anywhere on the battlefield that is nits that can FLY , and can only attack or be 6 before removing it from the battlefield and hery explosion and each unit within 6" suffers D3 ttacks that target this model in the Shooting phase you can declare it will hover. Its Move characteristic |
| | Repair: A | g of your At the end Squadron | next M l of this : The fi | loveme s model rst tim | nt phase I's move e this un | e. ment, r nit is set | oll a D6. up, all n | On a ro | e, Hard to Hit and Supersonic abilities until the oll of a 6, it immediately regains a lost wound. In this unit must be placed within 6" of each other. reated as a separate unit for all rules purposes. |
| TRANSPORT | | | | | | | | | Y models. Each Heavy Weapon Team or Veteran model may not transport OGRYNS . |
| FACTION KEYWORDS | IMPER | IUM, AS | STRA | MILI | TARUN | A, AEI | RONAU | TICA | IMPERIALIS |
| KEYWORDS | VEHIC | LE, FLY, | TRA | NSPO | RT, AI | RVUS I | LIGHT | ER | |

| NAME | M | WS | BS | FIG S | ī | W | A | Ld | Sv | characteristics cha battle, as shown be | | |
|--|---------------------------------|-----------------------------------|-----------------------|--------------------|--------------------|-----------|-----------------------|--------------------|------------------|---|----------------------------------|-----------------|
| Avenger Strike Fighter | * | 6+ | * | 7 | 7 | 14 | 3 | 7 | 3+ | REMAINING W | M | BS |
| | | | | | | | | | | 7-14+ | 20"-45" | 3+ |
| An Avenger Strike Fighter and a defensive heavy stub | | model e | equipped | i with an | avenge | er bolt c | annon, t | wo lasca | annon | 4-6 1-3 | 20"-30" 20" | 4+ 5+ |
| WEAPON | RANGE | TYPI | E | | S | AP | 0 | ABILI | TIES | 13 | | |
| Autocannon | 48" | Hea | vy 2 | | 7 | -1 | 2 | _ | | | | |
| Avenger bolt cannon | 36" | Hea | vy 8 | | 6 | -2 | 1 | - | | | | |
| Defensive heavy stubber | 8" | Hea | vy 3 | | 4 | 0 | 1 | | | hit rolls made for this can FLY . | s weapon aga | inst |
| Hellfury missile | 72" | Hea | vy 2D6 | | 4 | 0 | 1 | - | | | | |
| Hellstrike missile | 72" | Hea | vy 1 | | 8 | -2 | D6 | | | e when inflicting dan the lowest result. | nage with thi | s weapon |
| Lascannon | 48" | Hea | vy 1 | | 9 | -3 | D6 | - | | | | |
| Missile launcher | When a | ttacking | g with th | is weapo | n, cho | ose one | of the p | rofiles b | elow: | | | |
| - Frag missile | 48" | Hea | vy D6 | | 4 | 0 | 1 | - | | | | |
| - Krak missile | 48" | Hea | vy 1 | | 8 | -2 | D6 | - | | | | |
| Multi-laser | 36" | Hea | vy 3 | | 6 | 0 | 1 | _ | | | | |
| WARGEAR OPTIONS | | | | | | | | | | wo hellstrike missiles nulti-lasers. | , | |
| ABILITIES | | | | cannot chase by u | | | | ged by u | nits tha | t can FLY , and can or | nly attack or | be |
| | | | | model i | | | | | | e removing it from th vounds. | ne battlefield. | On a 6 it |
| | Hard to Shootin | | | onent mu | ıst subt | ract 1 fr | om hit r | olls for | attacks t | hat target this model | in the | |
| | the mod | del move | es) and t | hen mov | ve the r | nodel st | raight fo | rwards. | Note th | o 90° (this does not c at it cannot pivot aga 20" until the end of th | in after the i | nitial |
| | run aga Fighter unit or a | inst a sin has mov a single | ngle ene ved, picl | my unit an ener | it move ny unit | es over o | luring of lew over | ne of its; then ro | Movem oll 2D6 | with tactical bombs c ent phases. After the for each VEHICLE o n of 10D6. For every t | Avenger Stri r MONSTEI | ike R in the |

IMPERIUM, ASTRA MILITARUM, AERONAUTICA IMPERIALIS

VEHICLE, FLY, AVENGER STRIKE FIGHTER

FACTION KEYWORDS

KEYWORDS

| 14 | | LI | | ΓN FIC | INC 3H1 | SSTER | ΓRI } | KE | | DAMAGE Some of a Lightnin characteristics cha | inge as it suf | |
|-------------------------------|--|--|--|--|--|--|---|---|---|---|--|--|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | battle, as shown be | eiow: | BS |
| Lightning Strike Fighter | * | 6+ | * | 7 | 7 | 14 | 3 | 7 | 3+ | 7-14+ | 20"-45" | 3+ |
| A Lightning Strike Fighter is | s a single | model | equippe | l with a | a long-ba | rrelled | autocan | non and | a | 4-6 | 20"-30" | 4+ |
| twin lascannon. | | | | | | | | | | 1-3 | 20" | 5+ |
| WEAPON | RANGE | TYP | | | S | AP | 0 | ABILI | TIES | | | |
| Hellfury missile | 72" | Hea | vy 2D6 | | 4 | 0 | 1 | - | | | | |
| Hellstrike missile | 72" | Hea | ivy 1 | | 8 | -2 | D6 | | | when inflicting dam he lowest result. | age with this | s weapon |
| Long-barrelled autocannon | 72" | Hea | ivy 2 | | 7 | -1 | D3 | _ | | | | |
| Skystrike missile | 60" | Hea | ivy 1 | | 7 | -2 | D3 | targe | ts that ca | uit rolls made for this an FLY . Subtract 1 fr on against all other to | om the hit ro | |
| Twin lascannon | 48" | Hea | vy 2 | | 9 | -3 | D6 | - | | | | |
| WARGEAR OPTIONS | | | | | the follo | | | actical b | ombs, fo | ur hellstrike missiles | , | |
| ABILITIES | Crash a crashes Hard to Superso the moo pivot. V a dice. Tactical run agar | I in the and Bur in a fier hit: You hit: You hit: You hit: You hit | Fight ph n: If this ry explose our oppo ch time es) and to is model s: Once ngle ene | s model sion and onent m this mo hen mo Advan per batt my uni | units that I is reduced each unust subtodel move the naces, increttle, a Light it move | ted to 0 onit with ract 1 fires, first nodel strease its | Wounds in 6" suf rom hit rapivot it traight for Move cl | , roll a D fers D3 i rolls for a on the sp orwards. haracteri ghter eq ne of its | of before mortal w attacks the pot up to Note the istic by 2 uipped w Movement | hat target this model o 90° (this does not co at it cannot pivot aga 0" until the end of the with tactical bombs c ent phases. After the | e battlefield. in the Shoot ontribute to in after the in the phase – do an make a bo Lightning St | On a 6 it ing phase. how far nitial not roll ombing rike |
| | Fighter unit or suffers a | has mo a single a mortal | ved, pick D6 for e wound | very ot | emy unit ther mod | that it f | flew over e unit, u | r, then ro p to a m | oll 2D6 fo aximum | or each VEHICLE of of 10D6. For every r | r MONSTEF | l in the |
| FACTION KEYWORDS | | | | | ITARU | | | | IMPE | RIALIS | | 194 |
| KEYWORDS | VEHIC | CLE, F | LY, LIG | HTNI | ING ST | RIKE | FIGHT | ER | | | hat's |) |

| 15 (15) | | F | ΓΉ IEA | UNI VY | DE FI | RB(GH | OLT TEI | R | | DAMAGE Some of a Thunde characteristics cha | inge as it suf | |
|---------------------------------------|---|--|--|--|---|--|--|---|---|--|---|---|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | battle, as shown b | eiow: | BS |
| Thunderbolt | * | 6+ | * | 7 | 7 | 15 | 3 | 7 | 3+ | 7-15+ | 20"-45" | 3+ |
| Heavy Fighter | | | | Ť | | | - | | | 4-6 | 20"-30" | 4+ |
| A Thunderbolt Heavy I twin lascannon. | Fighter is a sin | gle moc | lel equip | ped with | ı two tv | win auto | cannon | and a | | 1-3 | 20" | 5+ |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILI | TIES | | | |
| Hellstrike missile | 72" | Hea | vy 1 | | 8 | -2 | D6 | | | e when inflicting dan the lowest result. | nage with thi | s weapon |
| Skystrike missile | 60" | Hea | vy 1 | | 7 | -2 | D3 | targe | ts that c | hit rolls made for thi can FLY . Subtract 1 fo con against all other t | rom the hit ro | |
| Twin autocannon | 48" | Hea | vy 4 | | 7 | -1 | 2 | - | | | | |
| Twin lascannon | 48" | Hea | vy 2 | | 9 | -3 | D6 | - | | | | |
| | Crash a | nd Bur | n: If this | ase by u model i sion and | s reduc | ed to 0 | wounds, | | | e removing it from th vounds. | ne battlefield. | On a 6 it |
| | Hard to | Hit: Yo | | nent mi | | | | | | | | |
| | | | our oppo | inclit illic | ist sudt | ract I fr | om hit r | olls for a | attacks t | hat target this model | in the Shoot | ing phase. |
| | | At the | end of e | | e Thun | derbolt | Heavy F | ighter's | | hat target this model g phases, roll a dice. | | ing phase. |
| | Superso the mod | At the classificately regionic: Ea | end of eagains a s ch time es) and t | ach of th ingle wo this moo | e Thun und los del mov ve the n | derbolt st earlie ves, first nodel st | Heavy F r in the b pivot it o raight fo | ighter's sattle. on the spreads. | Shootin pot up t Note th | | On a 6+, it contribute to ain after the i | how far nitial |
| | Superse the mod pivot. V a dice. Tactica bombin Heavy I | At the clately resonic: Eadel move When the Bomber of The | end of eagains a s ch time es) and t is model s: Once gainst a nas move single D | ach of th ingle wo this mod hen mod Advanc per battle single en ed, pick a | e Thunund los del mov ve the r es, incr e, a Thu emy ur an ener | derbolt st earlier yes, first model st rease its underbo nit it mo my unit | Heavy Fr in the braight for Move challed Heavy over that it fleavy | ighter's attle. on the sprwards. aracterial Fighter during | Shootin pot up t Note th stic by 2 equipp one of i then ro | g phases, roll a dice. o 90° (this does not cat it cannot pivot aga | On a 6+, it contribute to ain after the i ae phase – do bs can make After the Th ICLE or MO | how far nitial not roll a underbolt NSTER |
| FACTION KEYWORDS | Superso the mod pivot. V a dice. Tactica bombin Heavy I in the u | At the clately reponic: Eadel move When the Bomber of Fighter Parity or a ffers a market a market for a ffers a ma | end of egains a s ch time es) and t is model s: Once gainst a nas move single D ortal wo | ach of th ingle wo this mod then mod Advanc per battle single en ed, pick a 6 for eve ound. | e Thun und los del mov ve the r es, incr e, a Thu emy ur an ener ery othe | derbolt st earlier ves, first model st rease its underbo nit it mo my unit er mode | Heavy F r in the b pivot it o raight fo Move ch olt Heavy eves over that it fle | ighter's sattle. on the sprwards. aracterial Fighter during sw over, init, up | Shootin pot up t Note th stic by 2 equipp one of i then ro to a ma | g phases, roll a dice. o 90° (this does not clast it cannot pivot aga 20" until the end of the distribution of the distributi | On a 6+, it contribute to ain after the i ae phase – do bs can make After the Th ICLE or MO | how far nitial not roll a underbolt NSTER |

VENDETTA GUNSHIP

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|------------------|---|----|----|---|---|----|---|----|----|
| Vendetta Gunship | * | 6+ | * | 7 | 7 | 14 | 3 | 7 | 3+ |

This unit contains 1 Vendetta Gunship. It can include 1 additional Vendetta Gunship

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

| REMAINING W | M | BS | |
|-------------|---------|----|--|
| 8-14+ | 20"-45" | 4+ | |
| 4-7 | 20"-30" | 5+ | |
| 1-3 | 20" | 6+ | |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | |
|----------------------------|---|---|---|--|--|--|---|--------------------------------------|
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - | | |
| Hellfury missile | 72" | Heavy 2D6 | 4 | 0 | 1 | - | | |
| Twin lascannon | 48" | Heavy 2 | 9 | -3 | D6 | _ | | |
| WARGEAR OPTIONS | | nodel may take two l nodel may replace tv | | | nnon wi | two hellfury missiles. | | |
| ABILITIES | | e: This model canno in the Fight phase b | | | | d by units that can FLY, and car | only attack or be | |
| | | ny embarked models | | | | oll a D6 before removing it from es in a fiery explosion and each | | |
| | Gunship | has moved more th | an 20", yo | u must r | oll a D6 | vehicle at any point during its nor each model disembarking, Or ore than 9" from any enemy mod | a 1, that model i | |
| | Hard to | Hit: Your opponent | must subt | ract 1 fr | om hit r | ls for attacks that target this mo | del in the Shootin | g phase. |
| | becomes | | the phase | , and it l | | hase, you can declare it will hov irborne, Hard to Hit and Supers | | |
| | | | | ~ | | | | |
| | the mode | el moves) and then i | nove the r | nodel st | raight fo | the spot up to 90° (this does no wards. Note that it cannot pivot a cacteristic by 20" until the end o | again after the ini | tial |
| | the mode pivot. W a dice. | el moves) and then in the hen this model Advantage of the heat of the first of the heat of the first of the first of the first of the first of the heat of the first of the heat of | move the rances, inco | nodel strease its | raight fo Move ch | vards. Note that it cannot pivot | again after the ini f the phase – do r d within 6" of eac | tial ot roll n other. |
| TRANSPORT | the mode pivot. What a dice. Vehicle Serom that This mode | el moves) and then in then this model Advisors. The first at point onwards, earlel can transport 12 | move the rances, incommendations the this uch operate | rease its unit is sess independent | raight fo Move ch t up, all endently | vards. Note that it cannot pivot a racteristic by 20" until the end o odels in this unit must be placed | again after the ini f the phase – do r d within 6" of each or all rules purpos eapon Team or Vo | tial not roll n other. ses. |
| TRANSPORT FACTION KEYWORDS | the mode pivot. W a dice. Vehicle S From tha This mod Heavy W | el moves) and then in hen this model Advi- Squadron: The first at point onwards, ear del can transport 12 Veapon Team takes t | move the rances, incomments the this uch operate ASTRA Meles pace of the space of | model strease its unit is sendeper MILITAL f two otl | raight fo Move ch t up, all endently RUM IN ner mod | wards. Note that it cannot pivot a cacteristic by 20" until the end of codels in this unit must be placed and is treated as a separate unit for ANTRY models. Each Heavy W | again after the ini f the phase – do r d within 6" of each or all rules purpos eapon Team or Vo | tial not roll h other. ses. |

VULTURE GUNSHIP

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|-----------------|---|----|----|---|---|----|---|----|----|
| Vulture Gunship | * | 6+ | * | 7 | 7 | 14 | 3 | 7 | 3+ |

This unit contains 1 Vulture Gunship. It can include 1 additional Vulture Gunship (Power

DAMAGE

Some of a Vulture Gunship's characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | M | BS | |
|-------------|---------|----|--|
| 8-14+ | 20"-45" | 4+ | |
| 4-7 | 20"-30" | 5+ | |
| 1-3 | 20" | 6+ | |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | | | | | |
|------------------------------|--|---|---|--|--|---|--|--|--|--|--|--|--|--|
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - | | | | | | | | |
| Hellfury missile | 72" | Heavy 2D6 | 4 | 0 | 1 | - | | | | | | | | |
| Hellstrike missile | 72" | Heavy 1 | 8 | -2 | D6 | Roll two dice when inflicting damage with this weapon and discard the lowest result. | | | | | | | | |
| Hunter-killer missile | 48" | Each hunter-killer missile can only be fired once per battle. | | | | | | | | | | | | |
| Multiple rocket pod | 72" | 72" Heavy D6 5 -1 1 – | | | | | | | | | | | | |
| Skystrike missile | 60" | Add 1 to all hit rolls made for this weapon against | | | | | | | | | | | | |
| Twin autocannon | 48" | Heavy 4 | 7 | -1 | 2 | - | | | | | | | | |
| Twin lascannon | 48" | Heavy 2 | 9 | -3 | D6 | - | | | | | | | | |
| Twin multi-laser | 36" | Heavy 6 | 6 | 0 | 1 | - | | | | | | | | |
| Twin punisher gatling cannon | 24" | Heavy 40 | 5 | 0 | 1 | - | | | | | | | | |
| WARGEAR OPTIONS ABILITIES | missil Any n two m Any n Any n | es, six skystrike mis nodel may replace i nultiple rocket pods nodel may replace i | ssiles, six hu ts twin mul ts twin mul ot charge, c | inter-kil ti-laser ti-laser an only | ller miss with one and all h be charg | th one of the following: tactical bombs, two hellfury iles, two multiple rocket pods. e of the following: twin autocannon, twin lascannon, hellstrike missiles for a twin punisher gatling cannon. ged by units that can FLY, and can only attack or be | | | | | | | | |
| | | | | | | roll a D6 before removing it from the battlefield. On a 6 it fers D3 mortal wounds. | | | | | | | | |
| | Hard to | Hit: Your opponen | t must subt | ract 1 fr | om hit r | olls for attacks that target this model in the Shooting phase | | | | | | | | |
| | becomes | | f the phase, | and it l | | phase, you can declare it will hover. Its Move characteristic Airborne, Hard to Hit and Supersonic abilities until the | | | | | | | | |
| | Strafing | Run: Add 1 to hit | olls against | units th | nat do no | ot have the FLY keyword. | | | | | | | | |
| | the mod | | Strafing Run: Add 1 to hit rolls against units that do not have the FLY keyword. Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial | | | | | | | | | | | |

pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Tactical Bombs: Once per battle, an Vulture Gunship equipped with tactical bombs can make a bombing run against a single enemy unit it moves over during one of its Movement phases. After the Vulture Gunship has moved, pick an enemy unit that it flew over, then roll 2D6 for each **VEHICLE** or **MONSTER** in the unit or a single D6 for every other model in the unit, up to a maximum of 10D6. For every roll of a 5+, the unit suffers a

Vehicle Squadron: The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, AERONAUTICA IMPERIALIS

KEYWORDS

VEHICLE, FLY, VULTURE GUNSHIP

| NAME | М | WS | BS | S | T | W | A | Ld | Sv | |
|---|--|--|---|---|---------------------------------|--------------------------------------|------------------------------|----------------------|---|--|
| Imperial Fortress Wall | - | - | 4+ | - | 10 | 40 | - | - | 2+ | |
| An Imperial Fortress Wall Each Gate Tower is equ Each Tower is equipped | ipped with | a twin h | eavy bo | lter. | | Gate Tov | vers, two | Wall Se | ections and two Towers. | |
| WEAPON | RANGE | TYPI | E | | S | AP | D | ABILIT | TIES | |
| Twin heavy bolter | 36" | Hea | vy 6 | | 5 | -1 | 1 | - | | |
| Twin long-barrelled autocannon | 72" | Hea | vy 4 | | 7 | -1 | D3 | - | | |
| Twin lascannon | 48" | Hea | vy 2 | | 9 | -3 | D6 | - | | |
| WARGEAR OPTIONS | | | | | | | oolter wi | | n lascannon. | |
| | unit on Explosi embark Designe | the battle on: If the ed mode or's Note | lements is mode els disen : If you d | to showed is redunded to show the showing | where to () on a 6 it hysically | they are) wound explode y remove | s, roll a es, and es this mo | D6 befor ach unit | el have a 4+ invulnerable save. Place the embarked re removing it from the battlefield and before any within 3D6" suffers D6 mortal wounds. If your battlefield when it is destroyed (because, for | |
| | | | | | | | | | reactor explodes or not, it is wrecked – from that shoot, etc. | |
| | You may have an Imperial Fortress Wall that comprises an extra number of walls, towers, gates, etc. When this i the case, for each other section that you have, add 5 to the Imperial Fortress Wall's Wounds value and add +5 to Power Rating. Each Gate Section must have a Gate Tower Section at either end. You may never have more Towe Sections than Wall Sections. | | | | | | | | | |
| TRANSPORT | up to | a maxii | num of | 20 mod | els. | | | | CHARACTERS and one other INFANTRY unit, | |
| | | | | | | numbe | OI INF | HNIKI | CHARACTERS and one other INFANTRY unit, | |
| MANUAL MARKET | up to | a maxii | num or | 20 11100 | C15. | WALES TO | 7125 | 120-07 | | |
| FACTION KEYWORDS | up to | | | 20 11100 | C18. | | 2 | | | |

| MEAPON RANGE TYPE Air defence missiles 48" Heavy Battle cannon 72" Heavy Dual turbo-laser destructor 96" Macro Heavy bolter 36" Heavy Icarus lascannon 96" Heavy Icarus quad lascannon 96" Heavy Multi-melta 24" Heavy Quad-gun 48" Heavy Twin heavy bolter 36" Heavy Twin heavy flamer 8" Heavy Whirlwind castellan launcher Whirlwind vengeance launcher WARGEAR OPTIONS • This model may lascannon, multi launcher, Whirle This May lascannon, multi | | W | A | Ld | Sv | | | | | | |
|--|--|--------------------------------|------------------|------------------|--|--|--|--|--|--|--|
| Air defence missiles Air defence missiles Alir deavy Alir d | 1+ - 8 | 20 | - | - | 3+ | | | | | | |
| Air defence missiles Battle cannon 72" Heavy Dual turbo-laser destructor Heavy bolter Icarus lascannon 96" Heavy Icarus quad lascannon 96" Heavy Multi-melta 24" Heavy Quad-gun 48" Heavy Twin heavy bolter Twin heavy flamer Twin lascannon 48" Heavy Whirlwind castellan launcher Whirlwind vengeance launcher Whirlwind vengeance Battle Crew: You raths mattomatically hit til are enemy models Reactor Explosion before any embark mortal wounds. Designer's Note: If | with a dual turbo-las | ser destr | uctor. | 1413 | | | | | | | |
| Air defence missiles Battle cannon 72" Heavy Dual turbo-laser destructor Heavy bolter Icarus lascannon 96" Heavy Icarus quad lascannon 96" Heavy Multi-melta 24" Heavy Quad-gun 48" Heavy Twin heavy bolter Twin heavy flamer Twin lascannon 48" Heavy Whirlwind castellan launcher Whirlwind vengeance launcher Whirlwind vengeance Battle Crew: You raths mattomatically hit til are enemy models Reactor Explosion before any embark mortal wounds. Designer's Note: If | S | AP | D | ABILIT | TES | | | | | | |
| Dual turbo-laser destructor Heavy bolter Grarus lascannon 96" Heavy Heavy Multi-melta 24" Heavy Quad-gun Twin heavy bolter Twin heavy flamer Twin lascannon 48" Heavy Whirlwind castellan launcher Whirlwind vengeance launcher WARGEAR OPTIONS ABILITIES Battle Crew: You of TITANIC keyword Force Dome: This mautomatically hit thare enemy models Reactor Explosion before any embark mortal wounds. Designer's Note: If | D3 8 | -2 | D3 | Add 1 target | I to all hit rolls made for this weapon against is that can FLY. Subtract 1 from the hit rolls made is weapon against all other targets. | | | | | | |
| Dual turbo-laser destructor Heavy bolter Grarus lascannon 96" Heavy Heavy Multi-melta 96" Heavy Meavy Multi-melta 96" Heavy Meavy Meavy Twin heavy bolter 36" Heavy Twin heavy flamer 8" Heavy Twin lascannon 48" Heavy Whirlwind castellan launcher Whirlwind vengeance launcher Whirlwind vengeance launcher This model may lascannon, mult launcher, Whirl This model may lascannon, mult launc | D6 8 | -2 | D3 | - | is weapon against an other targets. | | | | | | |
| Icarus lascannon 96" Heavy Icarus quad lascannon 96" Heavy Multi-melta 24" Heavy Quad-gun 48" Heavy Twin heavy bolter 36" Heavy Twin heavy flamer 8" Heavy Twin lascannon 48" Heavy Whirlwind castellan launcher Whirlwind vengeance launcher WARGEAR OPTIONS • This model may lascannon, multi launcher, Whirlier This model may ABILITIES Battle Crew: You in TITANIC keyword Force Dome: This immobile: This immobile: This mautomatically hit that are enemy models Reactor Explosion before any embark mortal wounds. Designer's Note: If | 2D3 16 | -3 | 2D6 | auton | wound roll of a 6 made with this attack natically inflicts an additional D3 mortal wounds e target. | | | | | | |
| Multi-melta 24" Heavy Quad-gun 48" Heavy Twin heavy bolter Twin heavy flamer Twin lascannon 48" Heavy Whirlwind castellan launcher Whirlwind vengeance launcher WARGEAR OPTIONS ABILITIES Battle Crew: You rational automatically hit that are enemy models Reactor Explosion before any embark mortal wounds. Designer's Note: If | 3 5 | -1 | 1 | - | C | | | | | | |
| Quad-gun 48" Heavy Twin heavy bolter Twin heavy flamer Twin lascannon 48" Heavy Whirlwind castellan launcher Whirlwind vengeance launcher WARGEAR OPTIONS ABILITIES Battle Crew: You of TITANIC keyword Force Dome: This mattomatically hit that are enemy models Reactor Explosion before any embark mortal wounds. Designer's Note: If | D6 9 | -3 | D6 | target for th | I to all hit rolls made for this weapon against is that can FLY . Subtract 1 from the hit rolls made is weapon against all other targets. | | | | | | |
| Quad-gun Twin heavy bolter Twin heavy flamer Twin lascannon 48" Heavy Twin lascannon 48" Heavy Whirlwind castellan launcher Whirlwind vengeance launcher WARGEAR OPTIONS This model may lascannon, mult launcher, Whirl This model may TITANIC keyword Force Dome: This Immobile: This m automatically hit th are enemy models Reactor Explosion before any embark mortal wounds. Designer's Note: If | 4D6 9 | -3 | D6 | target | I to all hit rolls made for this weapon against is that can FLY . Subtract 1 from the hit rolls made is weapon against all other targets. | | | | | | |
| Twin heavy bolter Twin heavy flamer Twin lascannon Whirlwind castellan launcher Whirlwind vengeance launcher WARGEAR OPTIONS This model may lascannon, mult launcher, Whirl This model may TITANIC keyword Force Dome: This Immobile: This m automatically hit th are enemy models Reactor Explosion before any embark mortal wounds. Designer's Note: If | 1 8 | -4 | D6 | two d | target is within half range of this weapon, roll lice when inflicting damage with it and discard the tresult. | | | | | | |
| Twin heavy flamer Twin lascannon 48" Heavy Whirlwind castellan launcher Whirlwind vengeance launcher WARGEAR OPTIONS • This model may lascannon, mult launcher, Whirl • This model may TITANIC keyword Force Dome: This Immobile: This m automatically hit th are enemy models Reactor Explosion before any embark mortal wounds. Designer's Note: If | 8 7 | -1 | 1 | target | I to all hit rolls made for this weapon against is that can FLY . Subtract 1 from the hit rolls made is weapon against all other targets. | | | | | | |
| Twin lascannon 48" Heavy Whirlwind castellan launcher Whirlwind vengeance launcher WARGEAR OPTIONS This model may lascannon, mult launcher, Whirl This model may TITANIC keyword Force Dome: This Immobile: This m automatically hit thare enemy models Reactor Explosion before any embark mortal wounds. Designer's Note: If | 6 5 | -1 | 1 | - | | | | | | | |
| Whirlwind castellan launcher Whirlwind vengeance launcher WARGEAR OPTIONS This model may lascannon, mult launcher, Whirle This model may Price This model may TITANIC keyword Force Dome: This Immobile: This mautomatically hit that are enemy models Reactor Explosion before any embark mortal wounds. Designer's Note: If | 2D6 5 | -1 | 1 | This v | weapon automatically hits its target. | | | | | | |
| ABILITIES Battle Crew: Your TITANIC keyword Force Dome: This mautomatically hit that are enemy models Reactor Explosion before any embark mortal wounds. Page 172 Heavy Heavy Heavy Heavy Heavy This model may lascannon, mult launcher, Whirl- This model may TITANIC keyword Force Dome: This mautomatically hit that are enemy models Reactor Explosion before any embark mortal wounds. Designer's Note: If | 2 9 | -3 | D6 | - | | | | | | | |
| WARGEAR OPTIONS This model may lascannon, mult launcher, Whirl This model may Battle Crew: You rate and the service of the s | 2D6 6 | 0 | 1 | This v | weapon can target units that are not visible to the r. | | | | | | |
| lascannon, mult launcher, Whirl This model may Battle Crew: You r TITANIC keyword Force Dome: This Immobile: This m automatically hit tl are enemy models Reactor Explosion before any embark mortal wounds. Designer's Note: If | 2D3 7 | -1 | 2 | This v | weapon can target units that are not visible to the r. | | | | | | |
| Force Dome: This Immobile: This m automatically hit the are enemy models Reactor Explosion before any embark mortal wounds. Designer's Note: If | i-melta, quad gun, t wind vengeance laur take up to four heav | win hea ncher. vy bolter | vy bolter, s. | twin he | es, battle cannon, Icarus lascannon, Icarus quad eavy flamer, twin lascannon, Whirlwind castellan | | | | | | |
| automatically hit the are enemy models Reactor Explosion before any embark mortal wounds. Designer's Note: If | | | | en maki | ng shooting attacks against models with the | | | | | | |
| before any embark mortal wounds. Designer's Note: If | his model in the Figh | nt phase | - do not | make h | ight in the Fight phase. Enemy models uit rolls. However, this model can still shoot if ther get enemy units that are within 1" of this model. | | | | | | |
| | | | | | D6 before removing it from the battlefield and odes, and each unit within 2D6" suffers D6 | | | | | | |
| | Designer's Note: If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether its reactor explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot, etc. | | | | | | | | | | |
| | insport any number | | | | CTERS and one other INFANTRY unit, up to a | | | | | | |
| FACTION KEYWORDS UNALIGNED | 1000 | | | HY | | | | | | | |



TEATH KIRPS OF WRIGHT



DEATH KORPS OF KRIEG ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Death Korps of Krieg models. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Some rules are common to several Death Korps units – these are described below and referenced on the datasheets.

- MASTER OF ORDNANCE Warhammer 40,000 – Index: Imperium 2
- RAPIER LASER DESTROYER BATTERY
 Imperial Armour Index: Forces of the Astra Militarum
- HYDRAS

Warhammer 40,000 - Index: Imperium 2

- TANK COMMANDER
 Warhammer 40,000 Index: Imperium 2
- GRIFFON MORTAR CARRIER Imperial Armour – Index: Forces of the Astra Militarum
- HADES BREACHING DRILL SQUADRON Imperial Armour – Index: Forces of the Astra Militarum
- HELLHOUNDS Warhammer 40,000 – Index: Imperium 2
- SALAMANDER SCOUT TANK
 Imperial Armour Index: Forces of the Astra Militarum
- STYGIES THUNDERER SIEGE TANK

 Imperial Armour Index: Forces of the Astra Militarum
- BASILISKS Warhammer 40,000 – Index: Imperium 2
- ARMAGEDDON PATTERN MEDUSA
 Imperial Armour Index: Forces of the Astra Militarum
- COLOSSUS BOMBARD

 Imperial Armour Index: Forces of the Astra Militarum
- QUAD LAUNCHER BATTERY
 Imperial Armour Index: Forces of the Astra Militarum
- HEAVY MORTAR BATTERY
 Imperial Armour Index: Forces of the Astra Militarum

There are a number of Astra Militarum datasheets that can be used by the Death Korps of Krieg – presented in the box on the left. Those they can use replace the <REGIMENT> keyword on their datasheet in all instances with DEATH KORPS OF KRIEG. If an Astra Militarum unit does not appear on the list, it cannot be from the DEATH KORPS OF KRIEG, and so cannot have the DEATH KORPS OF KRIEG Faction keyword. INFANTRY units on the list will also benefit from the Cult of Sacrifice ability.

DEATH KORPS OF KRIEG OFFICERS use the **DEATH KORPS OF KRIEG** Voice of Command Orders (see opposite) instead of those found in *Warhammer 40,000 – Index: Imperium 2 Armies of the Imperium.*

ABILITIES

The following abilities are common to several **DEATH KORPS OF KRIEG** units:

Cult of Sacrifice

This unit ignores models slain in the Shooting phase when taking Morale tests.

Voice of Command

This unit may issue orders to those under their command at the start of any of their Shooting phases. Orders may only be issued to **INFANTRY** or **CAVALRY** units within 6" of this unit that have the **DEATH KORPS OF KRIEG** keyword. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.

DEATH KORPS OF KRIEG ORDERS

ORDER

Duty unto death!

Any **INFANTRY** or **CAVALRY** model in the unit that is killed in the Fight phase immediately makes a single attack.

Without Mercy

All lasguns and all hot-shot lasguns in the ordered unit change their Type to Pistol 2 until the end of the turn.

Bring it Down!

Re-roll wound rolls of 1 for all the models in the ordered unit until the end of the phase.

Forwards, for the Emperor!

The ordered unit can shoot this phase even if it Advanced in its Movement phase.

Get Back in the Fight!

The ordered unit can shoot this phase even if it Fell Back in its Movement phase.

Move! Move! Move!

Instead of shooting this phase, the ordered unit immediately moves as if it were the Movement phase. It must Advance as part of this move, and cannot declare a charge during this turn.

Fix Bayonets!

This order can only be issued to units that are within 1" of an enemy unit. The ordered unit immediately fights as if it were the Fight phase.

WARGEAR

Many of the units you will find on the following pages reference one or more of the wargear lists below. When this is the case, the unit may take any item from the appropriate list. The profiles for the items in these lists can be found in the Appendices (see pages 116-118).

Ranged Weapons

- Bolt pistol
- Boltgun
- Hot-shot laspistol
- Hot-shot lasgun
- Laspistol
- Plasma pistol

Special Weapons

- Flamer
- Grenade launcher (with frag and krak grenades)
- Meltagun
- Plasma gun

Heavy Weapons

- Autocannon
- Heavy bolter
- Heavy flamer
- Heavy stubber
- Lascannon
- Missile launcher (with frag and krak grenades)
- Mortar

Melee Weapons

- Chainsword
- Power axe
- Power maul
- Power sword
- Power fist



| \$ 5 5 | | MA | ARS | DE HA | ATI L K | H K | OR RIS | PS VEI | NN | ER | | | |
|---------------------------|--|-------|---------|----------|------------|-------|-----------|-----------|-------|---------------------|--|--|--|
| NAME | М | WS | BS | S | T | W | A | Ld | Sv | | | | |
| Marshal Karis Venner | 6" | 3+ | 3+ | 3 | 3 | 4 | 3 | 9 | 4+ | | | | |
| Marshal Karis Venner is a | Marshal Karis Venner is a single model armed with a hot-shot laspistol, power sword, frag grenades and krak grenades. | | | | | | | | | | | | |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILI | TIES | | | | |
| Hot-shot laspistol | 6" | Pist | ol 1 | | 3 | -2 | 1 | - | | | | | |
| Power sword | Melee | Me | lee | | User | -3 | 1 | - | | | | | |
| Frag grenade | 6" | Gre | nade D6 | | 3 | 0 | 1 | - | | | | | |
| Krak grenade | 6" | Gre | nade 1 | | 6 | -1 | D3 | _ | | | | | |
| WARGEAR OPTIONS | • Non | e. | | | | | | | | | | | |
| ABILITIES | The Cult of Sacrifice: See page 56. Voice of Command: See page 56. Refractor Field: This model has a 5+ invulnerable save. Implacable Officer: This model may use the Voice of Command ability three times in each of your turns. Resolve the effects of the first order before attempting the second order, and so on. Commander-in-Chief: Friendly units within 12" of Marshal Karis Venner must use his Leadership value unless their own is higher. Momento Mori: Whenever Marshal Karis Venner suffers wounds from a weapon which does multiple wounds (eg, D3, D6, etc.), the roll is always a 1. | | | | | | | | | | | | |
| FACTION KEYWORDS | IMPE | RIUM, | ASTRA | MIL | ITARU | M, DE | ATH K | ORPS | OF KI | RIEG | | | |
| KEYWORDS | CHAR | RACTE | R, INFA | ANTR | Y, OFFI | ICER, | DEATH | H KOR | PS MA | ARSHAL KARIS VENNER | | | |

| 3 | | DF | EAT | H I | (OI | RPS | M | ARS | SHAL | | | |
|--------------------------|--|-----------|-----------|----------|-----------|----------|----------|----------|--|--|--|--|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | | | |
| Death Korps Marshal | 6" | 3+ | 3+ | 3 | 3 | 4 | 3 | 8 | 4+ | | | |
| A Death Korps Marshal is | a single m | odel arn | ned with | a laspis | tol, frag | grenade | es and k | rak gren | nades. | | | |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILI | TIES | | | |
| Laspistol | 12" | Pis | tol 1 | | 3 | 0 | 1 | _ | | | | |
| Frag grenade | 6" | Gre | enade D6 | , , | 3 | 0 | 1 | - | | | | |
| Krak grenade | 6" Grenade 1 6 -1 D3 - | | | | | | | | | | | |
| WARGEAR OPTIONS | This model may replace its laspistol with an item from the <i>Death Korps of Krieg Ranged Weapons</i> list. This model may choose a single item from the <i>Death Korps of Krieg Melee Weapons</i> list. This model may take a Momento Mori. | | | | | | | | | | | |
| ABILITIES | The Cu | lt of Sac | rifice: S | ee page | 56. | | | | | | | |
| | Voice o | f Comn | nand: Se | e page 5 | 6. | | | | | | | |
| | Refract | or Field | l: This m | odel has | s a 5+ in | vulnera | ble save | | | | | |
| | | | This mo | | | | | nand abi | ility twice in each of your turns. Resolve the effects | | | |
| | | | i: Whene | | bearer o | of the M | omento | Mori su | affers wounds from a weapon which does multiple | | | |
| FACTION KEYWORDS | IMPE | RIUM, | ASTRA | MILI | TARUI | M, DE | ATH K | ORPS (| OF KRIEG | | | |
| | CHARACTER, INFANTRY, OFFICER, DEATH KORPS MARSHAL | | | | | | | | | | | |

| 2 0ws | D | E A T | H I | KO | RPS | FI | ELI | 0 | FFICER | | | | |
|--|---|--------------------|------------|---------|------------|---------|-----------|--------|---|--|--|--|--|
| NAME | М | WS | BS | S | T | W | A | Ld | Sv | | | | |
| Death Korps Field Officer | 6" | 3+ | 3+ | 3 | 3 | 3 | 3 | 8 | 4+ | | | | |
| A Death Korps Field Officer is a single model armed with a laspistol, frag grenades and krak grenades. | | | | | | | | | | | | | |
| WEAPON | RANGE TYPE S AP D ABILITIES | | | | | | | | | | | | |
| Laspistol | 12" | Pistol 1 3 0 1 – | | | | | | | | | | | |
| Frag grenade | 6" | Grenade D6 3 0 1 - | | | | | | | | | | | |
| Krak grenade | 6" | Gre | nade 1 | | 6 | -1 | D3 | - | | | | | |
| WARGEAR OPTIONS | | | | | | | | | Death Korps of Krieg Ranged Weapons list. of Krieg Melee Weapons list. | | | | |
| ABILITIES | The Cu | lt of Sa | crifice: S | ee page | 56. | | 71 | | | | | | |
| | Voice o | f Comn | nand: Se | e page | 56. | | | | | | | | |
| | Refract | or Field | l: This m | odel ha | ıs a 5+ in | vulnera | ble save. | | | | | | |
| FACTION KEYWORDS | IMPE | RIUM, | ASTRA | MIL | ITARUI | M, DE | ATH K | ORPS (| OF KRIEG | | | | |
| KEYWORDS | CHARACTER, INFANTRY, OFFICER, DEATH KORPS FIELD OFFICER | | | | | | | | | | | | |

| NAME | M | WS | BS | S | ī | W | A | Ld | Sv | | | |
|---|--|--|---|--|--|---------------------------------|------------------|-----------------------|---|--|--|--|
| Death Korps Death Rider Squadron Commander | 10" | 3+ | 3+ | 3 | 4 | 4 | 3 | 8 | 4+ | | | |
| A Death Korps Death Rider krak grenades, and rides a K | | | | | | | with a la | aspistol, | Death Korps hunting lance, frag grenades, | | | |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILIT | ries | | | |
| Death Korps Death Rider C | Comman | der | | | | | | | | | | |
| Laspistol | 12" | Pist | ol 1 | | 3 | 0 | 1 | _ | | | | |
| Death Korps hunting lance | Melee Melee +2 -2 D3 A model may only attack with this weapon on a turn which it has charged. | | | | | | | | | | | |
| Demolition charge | 6" | battle. | | | | | | | | | | |
| Frag grenade | 6" | Gre | nade D6 | | 3 | 0 | 1 | - | | | | |
| Krak grenade | 6" | Gre | nade 1 | | 6 | -1 | D3 | _ | | | | |
| Krieg Steed | | | | | | | | | | | | |
| Savage claws | Melee | Mel | ee | | 4 | 0 | 1 | attacl | ks, you can attack with its mount. Make two ional attacks using this weapon's profile. | | | |
| NARGEAR OPTIONS | Death The I an ite | h Korps Death K em from Death K | of Krieg orps Dea the Dea orps Dea | Rangea ath Rid ath Korp ath Rid | l Weapor er Squac ps of Krie er Squac | is list. Iron Co eg Melee | mmande Weapon | er may re us list. | eplace their laspistol with an item from the eplace their Death Korps hunting lance with ake a demolition charge. | | | |
| ABILITIES | The Cu | lt of Sac | rifice: S | ee page | 56. | | | | | | | |
| | | | | | | | | | yound from an attack with a Strength of 4 or less. | | | |
| | On a 5+ | , it igno | res the i | njury a | nd the w | ound is | s not lost | | | | | |
| | Warstri | der: Th | is model | does n | ot suffer | any pe | nalty to i | its move | when charging into terrain features. | | | |
| | Voice of | f Comn | nand: Se | e page | 56. | | | | | | | |
| Voice of Command: See page 56. | | | | | | | | | | | | |
| | Refractor Field: This model has a 5+ invulnerable save. IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG | | | | | | | | | | | |

| ▶ 4 | | | IN | DE NFA | ATI NT | H K RY | OR SQ | PS UA | .D | |
|---|---------------|-----------------------------|---------------------------------|-------------------------------|-----------------------------------|------------------------------|-----------------------|----------|----------------------|--|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | |
| Death Korps Guardsman | 6" | 3+ | 4+ | 3 | 3 | 1 | 1 | 6 | 5+ | |
| Death Korps Watch Master | 6" | 3+ | 3+ | 3 | 3 | 1 | 2 | 7 | 5+ | |
| This unit contains 1 Deat Each model is armed wit | | | | | | | lsmen. | | | |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILI | ITIES | |
| Lasgun | 24" | Rap | id Fire 1 | | 3 | 0 | 1 | _ | | |
| Frag grenade | 6" | Gre | nade De | 5 | 3 | 0 | 1 | - | | |
| Krak grenade | 6" | Gre | nade 1 | | 6 | -1 | D3 | - | | |
| WARGEAR OPTIONS | and a One One | single Guards other G | item from man mag uardsma | m the <i>I</i> y carry an may | Death Ko a vox-ca carry a I | rps of K ster. Death K | rieg Mele orps pla | ee Weap | ons list. andard. | the Death Korps of Krieg Ranged Weapons list . the Death Korps of Krieg Special Weapons list. |
| ABILITIES | | eir Voi | | | | | | | | ithin 3" of a unit with a vox-caster when the order to 18" if the target unit also contains |
| | with a I | Death K | orps Pla | toon St | andard n | | | | | RIEG units within 6" of one or more units when taking Morale tests. |
| TANTINA VEVWONNO | | | crifice: S | | | M DE | ATTI IZ | ODDC | OF IZ | DIEC |
| FACTION KEYWORDS | | | | | ITARU | | | | OF KI | KIEG |
| KEYWORDS | INFAN | TRY, | DEATH | I KOR | PS INF | ANTR | Y SQU | AD | | |

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|-----------------------------|----|----|----|---|---|---|---|----|----|
| Death Korps Grenadier | 6" | 3+ | 3+ | 3 | 3 | 1 | 1 | 6 | 4+ |
| Death Korps Watch Master | 6" | 3+ | 3+ | 3 | 3 | 1 | 2 | 7 | 4+ |

- This unit contains 1 Death Korps Watch Master and 4 Death Korps Grenadiers. It can include up to 5 additional Death Korps Grenadiers (Power Rating +3).
- Each Death Korps Grenadier is armed with a hot-shot lasgun, frag grenades and krak grenades.
 The Death Korps Watch Master is armed with a hot-shot laspistol, chainsword, frag grenades and krak grenades.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | | | |
|--------------------|--|---|---|-------|-------|---------------|--|--|--|--|--|--|
| Hot-shot lasgun | 18" | Rapid Fire 1 | 3 | -2 | 1 | - | | | | | | |
| Hot-shot laspistol | 6" | Pistol 1 | 3 | -2 | 1 | - | | | | | | |
| Chainsword | Melee | Melee | Melee User 0 1 Each time the bearer fights, it can make 1 additional attack with this weapon. | | | | | | | | | |
| Frag grenade | 6" | 6" Grenade D6 3 0 1 - | | | | | | | | | | |
| Krak grenade | 6" | 6" Grenade 1 6 -1 D3 - | | | | | | | | | | |
| | • The W • One G • Up to Weapo | Weapons list. The Watchmaster may replace their chainsword with an item from the Death Korps of Krieg Melee Weapons list. One Grenadier may carry a vox-caster. Up to two Grenadiers may replace their hot shot lasguns with an item from the Death Korps of Krieg Special Weapons list. | | | | | | | | | | |
| ABILITIES | using the a vox-cas | Vox-caster: If a friendly DEATH KORPS OF KRIEG OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster. The Cult of Sacrifice: See page 56. | | | | | | | | | | |
| FACTION KEYWORDS | | - | | A, DE | ATH K | ORPS OF KRIEG | | | | | | |
| KEYWORDS | | INFANTRY, DEATH KORPS GRENADIER STORM SQUAD | | | | | | | | | | |

| (3) | | DI LIC | EAT GH | Ή I ΓΑ: | KOI SSA | RPS UL | S CI T C | ENT CAR | 'AUR RIER | | | |
|--|---|---|---|--|--|--|--|--|---|--|--|--|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | | | |
| Death Korps Centaur Light Assault Carrier | 12" | 6+ | 4+ | 5 | 6 | 7 | 2 | 7 | 3+ | | | |
| This unit contains 1 Death | Korps Cei | ntaur Li | ght Assa | ult Carr | ier equi | ipped wi | ith two | heavy stu | ibbers. | | | |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILIT | TIES | | | |
| Heavy stubber | 36" | Hea | vy 3 | | 4 | 0 | 1 | - | | | | |
| Hunter-killer missile | 48" | Heavy 1 8 -2 D6 Each hunter-killer missile can only be fired once per battle. | | | | | | | | | | |
| WARGEAR OPTIONS | • The I | Death K | orps Ce | ntaur Li | ght Ass | ault Car | rier may | y take a h | unter-killer missile. | | | |
| | within 1 An ART Explod embark Smoke | I" of this FILLER es: If this ed mod Launch auncher | model s Y model is model els diser ers: One | so that n I that has I is reduce nbark. C | o part of the part of the part of the | of the AR owed ma wounds it explose stead of s | TILLEI Ty not find Ty not fin | RY model re its weap D6 before l each unit g any wea | The ARTILLERY model is then placed anywhere I has moved more than 12" from where it started. pons during the Shooting phase of the same turn. The removing it from the battlefield, and before any it within 6" suffers 1 mortal wound. The apons in the Shooting phase, this model can use it our opponent must subtract 1 from any hit rolls | | | |
| TRANSPORT | Assault STORM unit up the play | Team 7 SQUA to 9". It ver who | D within cannot is taking os Centa | n it, at the end this g the firs | he start move v t turn n t Assaul | of the fi vithin 9" noves th t Carrie | rst battl of any eir units r can tra | e round lenemy mes first. | game with a DEATH KORPS GRENADIER but before the first turn begins, you can move this nodels. If both players have units that can do this, SASTRA MILITARUM INFANTRY models. Each | | | |
| ELOTION VENUODO | takes th | e space | of three | other m | odels. | | | | e space of two other models, and each OGRYN | | | |
| FACTION KEYWORDS | | | | | | | | | OF KRIEG | | | |
| KEYWORDS | VEHICLE, TRANSPORT, DEATH KORPS CENTAUR LIGHT ASSAULT CARRIER | | | | | | | | | | | |

| \$5 Lower 1 | D | EAT S' | Ή ΓΟΙ | KO R M | RPS CF | SO | FK | RIF | EG | DAMAGE Some of a Storm Ch | imera's cl | naracteris | stics |
|---|--|---|---|---|------------------------|--|-------------------------------------|----------------------------|--------------------|---|-----------------------|------------|-------|
| NAME | M | WS | BS | S | ī | W | A | Z N. | Sv | change as it suffers shown below: | damage ir | battle, as | s |
| Storm Chimera | * | 6+ | * | 6 | 7 | 10 | * | 7 | 3+ | REMAINING W | M | BS | |
| A Death Korps of Krieg S and a heavy bolter, | Storm Chim | era is a s | single m | odel ed | juipped v | vith a tu | irret aut | ocannor | North Control | 6-10+ 3-5 | 12" 8" | 4+ 5+ | |
| WEAPON | RANGE | TYPI | E | | S | AP | D | ABILI | TIES | 1-2 | 4" | 6+ | |
| Autocannon | 48" | Hea | vy 2 | | 7 | -1 | 2 | _ | | | | | |
| Heavy bolter | 36" | Hea | vy 3 | | 5 | -1 | 1 | - | | | | | |
| Heavy flamer | 8" | Hea | vy D6 | | 5 | -1 | 1 | This | weapon | automatically hits its t | target. | | |
| Heavy stubber | 36" | Hea | vy 3 | | 4 | 0 | 1 | - | | | | | |
| Hunter-killer missile | 48" | Hea | vy 1 | | 8 | -2 | D6 | Each battle | | -killer missile can only | be fired o | nce per | |
| Lasgun array | 24" | Rapid Fire 3 3 0 1 This weapon can only be fired if a unit is embark upon the vehicle equipped with it. | | | | | | | | arked | | | |
| Storm bolter | 24" Rapid Fire 2 4 0 1 – | | | | | | | | | | | | |
| WARGEAR OPTIONS ABILITIES | ThisThisThis | model r model r model r es: If thi | nay take nay be e nay take is mode | e a hunt equippe e a stori l is redi | n bolter aced to 0 | missile. plative s or a hea wound | torm arr vy stubb s, roll a I | mour an er. D6 befor | d a min | e plough. | | efore any | |
| | Smoke smoke l | Launch auncher get it. | ers: On | ce per § loes so, | game, ins until you | tead of ir next S | shooting Shooting | any we phase y | apons i our opj | n 6" suffers D3 mortal n the Shooting phase, to ponent must subtract 1 o its armour save rolls a | his model from any | hit rolls | |
| Transport | a Streng | th of 4 | or less, a | and ign | ores the | effects o | of land m | ines on | a 4+. | s. Each Heavy Weapon | | | |
| ткамарикт | Heavy V | Veapon | Team ta | kes the | space of | two oth | er mode | ls, and e | ach OG | RYN takes the space of | three oth | er models. | |
| FACTION KEYWORDS | IMPEI | RIUM, | ASTR | A MII | ITARU | M, DE | ATH K | ORPS | OF KF | RIEG | | | 1. |
| KEYWORDS | VEHIC | CLE, T | RANSI | PORT. | DEATI | H KOR | PS OF | KRIEC | STO | RM CHIMERA | , Etay) | Bight | |

| 3 | | DI | EAT CC | H I MN | KOI M A | RPS ND | S OI S Q | F KI UA | RIEG D |
|-----------------------------|---------------------------|-------------------------------------|----------------------------------|-------------------------------|------------------|---------------------------------|--------------------------------|---------------------------|---|
| NAME | M | WS | BS | S | Ţ | W | A | Ld | Sv |
| Death Korps Veterans | 6" | 3+ | 3+ | 3 | 3 | 1 | 1 | 6 | 5+ |
| This unit contains 4 Death | Korps Vet | erans. E | Each Dea | th Korps | . Vetera | n is arm | ned with | a lasgui | n, frag grenades and krak grenades. |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILIT | TIES |
| Lasgun | 24" | Rap | oid Fire 1 | | 3 | 0 | 1 | - | |
| Frag grenade | 6" | Gre | nade D6 | ; | 3 | 0 | 1 | _ | |
| Krak grenade | 6" | Gre | nade 1 | | 6 | -1 | D3 | _ | |
| WARGEAR OPTIONS ABILITIES | • One • Two Vox-cas | other Dother Dother If a neir Voice | eath Kor eath Kor friendly | ps Veter ps Veter DEATI | an may ans ma | take a v y take w PS OF F | vox-cast veapons CRIEG (| er. from the OFFICE | r a platoon standard. e <i>Death Korps of Krieg Special Weapons</i> list. c is within 3" of a unit with a vox-caster when ge of the order to 18" if the target unit also contains |
| | | | | | | | | | OF KRIEG units within 6" of a unit with a Death Morale tests. |
| | | | | | | | | | RPS OF KRIEG INFANTRY and CAVALRY units of a unit with a Death Korps Regimental Standard. |
| | The Cu | lt of Sa | crifice: S | ee page ! | 56. | | | | |
| FACTION KEYWORDS | IMPE | RIUM, | ASTRA | A MILI | TARU: | M, DE | ATH K | ORPS (| OF KRIEG |
| KEYWORDS | INFAN | TRY, | DEATH | KORI | PS OF | KRIEC | COM | MAND | SQUAD |

| | | CO | MB. | | | H K GII | | | QUAD | |
|--------------------------------------|----|----|-----|---|---|------------|---|----|------|--|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | |
| Death Korps Engineer | 6" | 3+ | 3+ | 3 | 3 | 1 | 1 | 6 | 4+ | |
| Death Korps Engineer Weapons Team | 6" | 3+ | 3+ | 3 | 3 | 2 | 2 | 6 | 4+ | |
| Death Korps Watch Master | 6" | 3+ | 3+ | 3 | 3 | 1 | 2 | 7 | 4+ | |

- This unit contains 1 Death Korps Watch Master and 4 Death Korps Engineers. It can include up to 5 additional Death Korps Engineers (Power Rating +4).
 Each Death Korps Engineer is armed with a Krieg combat shotgun, frag grenades, krak grenades and acid gas bombs.
 The Death Korps Watch Master is armed with a Krieg combat shotgun, chainsword, frag grenades, krak grenades and acid gas bombs.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | | |
|----------------------|---|---|--|---------------------------------|----------------------------------|---|--|--|--|--|--|
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. | | | | | |
| Krieg combat shotgun | When at | tacking with this we | apon, choo | se one | of the pr | rofiles below: | | | | | |
| - Solid shot | 12" | Assault 2 | 4 | 0 | 1 | - | | | | | |
| - Carcass shot | 12" | Assault 2 | * | 0 | 2 | This weapon wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+. On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved. | | | | | |
| Mole launcher | 24" | Heavy D6 | 5 | -1 | 1 | This weapon does not require line of sight to its target. If this weapon inflicts any unsaved wounds on an enemy unit, that unit cannot Advance in its Movement phase unless it can FLY . | | | | | |
| Chainsword | Melee | Melee | User | 0 | 1 | Each time the bearer fights, it can make 1 additional attack with this weapon. | | | | | |
| Acid gas bomb | 6" | Grenade 1 | * | -2 | D3 | This weapon wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+. | | | | | |
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - | | | | | |
| Krak grenade | 6" | Grenade 1 | 6 | -1 | D3 | - | | | | | |
| Melta bomb | 4" | Grenade 1 | 8 | -4 | D6 | - | | | | | |
| WARGEAR OPTIONS | WeapeThe WThe WOne FUp to SpecialTwo G | ons list. Vatchmaster may rep Vatchmaster may tak Ingineer may carry a two Engineers may Vatepons list. Ither Engineers may | lace their ce melta book toox-caster replace the | hainsw mbs. : ir Krieg | ord with g combat ps Engin | an item from the Death Korps of Krieg Ranged an item from the Death Korps of Krieg Melee Weapons list. shotguns with an item from the Death Korps of Krieg meer Weapons Team with a heavy flamer or mole launcher. | | | | | |
| ABILITIES | using the | Vox-caster: If a friendly DEATH KORPS OF KRIEG OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster. The Cult of Sacrifice: See page 56. | | | | | | | | | |
| FACTION KEYWORDS | IMPER | IUM, ASTRA MI | LITARUN | M, DE | ATH K | ORPS OF KRIEG | | | | | |
| KEYWORDS | | TRY, DEATH KO | | | | | | | | | |

| IAME | M | WS | BS | S | T | W | A | Ld | Sv | | |
|-------------------------|---|-----------|------------|-----------|-----------|----------|----------|-----------|-----------|--|--|
| Death Korps Commissar | 6" | 3+ | 3+ | 3 | 3 | 3 | 3 | 8 | 5+ | | |
| A Death Korps Commissar | is a singl | e model | armed v | vith a la | aspistol, | frag gre | nades an | ıd krak g | grenades. | | |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILIT | TIES | | |
| Laspistol | 12" | Pist | ol 1 | | 3 | 0 | 1 | - | | | |
| Frag grenade | 6" | Gre | nade D6 | , | 3 | 0 | 1 | - | | | |
| Krak grenade | 6" | Gre | nade 1 | | 6 | -1 | D3 | - | | | |
| WARGEAR OPTIONS | This model may replace its laspistol with an item from the <i>Death Korps of Krieg Ranged Weapons</i> list. This model may choose a single item from the <i>Death Korps of Krieg Melee Weapons</i> list. | | | | | | | | | | |
| ABILITIES | The Cu | lt of Sac | crifice: S | ee page | 56. | | | | | | |
| | Aura of Discipline: All friendly DEATH KORPS OF KRIEG units within 6" of a COMMISSAR can use the Commissar's Leadership instead of their own. | | | | | | | | | | |
| | Summary Execution: Friendly ASTRA MILITARUM units within 6" of a COMMISSAR can never lose more than one model as the result of any single failed Morale test, | | | | | | | | | | |

| NAME | М | WS | BS : | S T | W | A | Ld | Sv | | |
|---------------------------------------|--|---|---|--|---------------------------------|-------------------------------|-----------------------------------|---|--|--|
| Death Korps Medicae-servitor | 6" | 5+ | 5+ 3 | 3 3 | 1 | 1 | 6 | 4+ | | |
| Death Korps Quartermaster Revenant | 6" | 3+ | 3+ | 3 3 | 2 | 2 | 7 | 4+ | | |
| Medicae-servitors (Pow | v er Rating termaster R | +1). Levenant | is armed w | rith a hot-sh | ot laspis | | | rvitors. It can include up to 2 extra Death Korps s, krak grenades and carries a medi-pack. | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITI | ES | | |
| Hot-shot laspistol | 6" | Pisto | l 1 | 3 | -2 | 1 | - | | | |
| Medical scalpels | Melee | Mele | e | User | 0 | 1 | | reapon wounds on a 2+, unless it is targeting a CLE , in which case it wounds on a 6+. | | |
| Frag grenade | 6" | Gren | ade D6 | 3 | 0 | 1 | - | | | |
| Krak grenade | 6" | | ade 1 | 6 | -1 | D3 | - | | | |
| WARGEAR OPTIONS | Rang • The C | ed Weapo Quarterm | ons list. naster Reve | nant may ch | | | | stol with an item from the Death Korps of Krieg Death Korps of Krieg Melee Weapons list. | | |
| ABILITIES | Medi-p model. one mo one mo once in | ack: At the Select a for the del in the del slain each turn | riendly DE e unit recove earlier in the n. | ny of your MATH KORI Vers a wound he battle is r | PS OF F l it lost eturned | CRIEG IN earlier in to the un | NFANTR the battl nit instea | el with a medi-pack can attempt to heal a single RY unit within 3" and roll a D6. On a roll of 4+, le (if the unit has a Wounds characteristic of 1, ad). A unit can only be the target of this ability | | |
| | | | | | | | | tic Skill to 4+, and their Leadership value to 9, TERMASTER REVENANT. | | |
| | whilst they are within 6" of any friendly DEATH KORPS QUARTERMASTER REVENANT . Vitae Mortis: Each time a friendly DEATH KORPS OF KRIEG INFANTRY or DEATH KORPS OF KRIEG CAVALRY unit within 6" suffers a wound, roll a D6. On a 6, it ignores the injury and the wound is not lost. A unit cannot use both this and the Augmented Mount ability to prevent the same wound. | | | | | | | | | |
| | | use both | this and th | e Augmente | a ivious | | I | at the same would. | | |
| FACTION KEYWORDS | cannot | | | IILITARU | | | | | | |

| 壘 | (6) |
|---|------|
| | OII. |

DEATH KORPS DEATH RIDER COMMAND SQUADRON

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|------------------------------------|-----|----|----|---|---|---|---|----|----|
| Death Korps Death Rider Veteran | 10" | 3+ | 3+ | 3 | 4 | 2 | 2 | 7 | 4+ |

This unit contains 4 Death Korps Death Rider Veterans. Each model is armed with a laspistol, Death Korps hunting lance, frag grenades, krak grenades, and rides a Krieg Steed which attacks with savage claws.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | |
|---------------------------|--|--------------------|--------------|--------|---------|---|--|--|--|--|
| Death Korps Death Rider | Veterans | | | | | | | | | |
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | - | | | | |
| Death Korps hunting lance | Melee | Melee | +2 | -2 | D3 | A model may only attack with this weapon on a turn in which it has charged. | | | | |
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - | | | | |
| Krak grenade | 6" | Grenade 1 | 6 | -1 | D3 | - | | | | |
| Krieg Steed | | | | | | | | | | |
| Savage claws | Melee | Melee | 4 | 0 | 1 | After a model on this mount makes its close combat attacks, you can attack with its mount. Make two additional attacks using this weapon's profile. | | | | |
| WARGEAR OPTIONS | • None. | | | | | | | | | |
| ABILITIES | The Cult of Sacrifice: See page 56. Augmented Mount: Roll a D6 each time this model suffers a wound from an attack with a Strength of 4 or less. On a 5+, it ignores the injury and the wound is not lost. Warstrider: This model does not suffer any penalty to its move when charging into terrain features. Flanking Manoeuvres: During deployment, you can set up this unit and up to five other DEATH RIDERS units on the battlefield's flanks instead of placing them on the battlefield. At the end of any of your Movement phases | | | | | | | | | |
| FACTION KEYWORDS | of your cl | hoice and more tha | n 9" from ar | ny ene | my mode | all models in these units are within 7" of a battlefield edge els. ORPS OF KRIEG | | | | |
| KEYWORDS | | | | | | DEATH RIDER COMMAND SQUADRON | | | | |

3

DEATH KORPS DEATH RIDER COMMISSAR

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--------------------------------------|-----|----|----|---|---|---|---|----|----|
| Death Korps Death Rider Commissar | 10" | 3+ | 3+ | 3 | 4 | 4 | 3 | 8 | 4+ |

A Death Korps Death Rider Commissar is a single model armed with a laspistol, chainsword, frag grenades, krak grenades, and rides a Krieg Steed which attacks with savage claws.

| Steed willen attacks with | savage claws. | | | | | |
|---------------------------|---------------|----------------------|--------------|--------|------------|---|
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
| Death Korps Death Rid | er Commissa | ır | | | | |
| Bolt pistol | 12" | Pistol 1 | 4 | 0 | 1 | - |
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | - |
| Plasma pistol | When at | tacking with this we | eapon, choo | se one | of the pr | rofiles below: |
| - Standard | 12" | Pistol 1 | 7 | -3 | 1 | - |
| - Supercharge | 12" | Pistol 1 | 8 | -3 | 2 | On a hit roll of a 1, the bearer is slain. |
| Chainsword | Melee | Melee | User | 0 | 1 | Each time the bearer fights, it can make 1 additional attack with this weapon. |
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - |
| Krak grenade | 6" | Grenade 1 | 6 | -1 | D3 | - |
| Krieg Steed | | | | | | |
| Savage claws | Melee | Melee | 4 | 0 | 1 | After a model on this mount makes its close combat attacks, you can attack with its mount. Make two additional attacks using this weapon's profile. |
| WARGEAR OPTIONS | • The D | | | | | ange their laspistol for a bolt pistol or plasma pistol. ce their chainsword with an item from the <i>Death Korps of</i> |
| ABILITIES | The Cult | of Sacrifice: See pa | age 56. | 13 | 1242 | |
| | | ted Mount: Roll a I | | | | ffers a wound from an attack with a Strength of 4 or less. |
| | Warstrid | ler: This model doe | s not suffer | any pe | nalty to i | its move when charging into terrain features. |
| | | | | | | KRIEG units within 6" of a Death Korps Death Rider der Commissar's Leadership value instead of their own. |
| | | | | | | units within 6" of a Death Korps Death Rider Commissar v single failed Morale test. |
| FACTION KEYWORDS | IMPER | IUM, ASTRA M | ILITARUN | M, OF | FICIO | PREFECTUS, DEATH KORPS OF KRIEG |
| KEYWORDS | CITADA | CTED CAMAIDY | OFFICER | DEAR | | RS, DEATH KORPS DEATH RIDER COMMISSAR |

DEATH KORPS DEATH RIDER SQUADRON

BS NAME M Ld Sv 10" 3 2 2 6 **Death Korps Death Rider** 3+ 4+ 4 4+ 10" Death Korps Ridemaster 3+ 4+

This unit contains 1 Death Korps Ridemaster and 4 Death Korps Death Riders. It can include up to 5 additional Death Riders (**Power Rating +5**). Each model is armed with a laspistol, Death Korps hunting lance, frag grenades, krak grenades, and rides a Krieg Steed which attacks with savage claws.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
|---------------------------|--|---------------|----------|-------|---------|---|--|--|--|
| Death Korps Death Rider a | ınd Ridem | aster | | | | | | | |
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | - | | | |
| Death Korps hunting lance | Melee | Melee | +2 | -2 | D3 | A model may only attack with this weapon on a turn in which it has charged. | | | |
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - | | | |
| Krak grenade | 6" | Grenade 1 | 6 | -1 | D3 | - | | | |
| Krieg Steed | | | | | | | | | |
| Savage claws | Melee | Melee | 4 | 0 | 1 | After a model on this mount makes its close combat attacks, you can attack with its mount. Make two additional attacks using this weapon's profile. | | | |
| WARGEAR OPTIONS | | | | | | em from the Death Korps of Krieg Ranged Weapons list and eath Korps of Krieg Melee Weapons list. | | | |
| ABILITIES | The Cult of Sacrifice: See page 56. Augmented Mount: Roll a D6 each time this model suffers a wound from an attack with a Strength of 4 or less. On a 5+, it ignores the injury and the wound is not lost. Warstrider: This model does not suffer any penalty to its move when charging into terrain features. | | | | | | | | |
| FACTION KEYWORDS | IMPERI | UM, ASTRA MI | LITARUN | 1, DE | ATH K | ORPS OF KRIEG | | | |
| KEYWORDS | CAVALR | Y, DEATH RIDI | ERS, DEA | TH K | CORPS I | DEATH RIDERS SQUADRON | | | |

| 4 | | HE | EAV | DE Y V | ATI VE | H K | OR ONS | PS S SC | UAD | |
|----------------------------------|------------|---|------------|-----------|-----------|----------|-----------|------------|----------------------------------|--|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | |
| Death Korps Heavy Weapon Team | 6" | 3+ | 4+ | 3 | 3 | 2 | 2 | 6 | 5+ | |
| This unit contains 3 Death | n Korps He | avy Wea | pon Tea | ms. Ea | ch mode | l is arm | ed with | lasguns, | frag grenades and krak grenades. | |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILIT | IES | |
| Lasgun | 24" | Rap | oid Fire 1 | | 3 | 0 | 1 | _ | | |
| Frag grenade | 6" | Gre | nade De | ó | 3 | 0 | 1 | - | | |
| Krak grenade | 6" | Gre | nade 1 | | 6 | -1 | D3 | - | | |
| WARGEAR OPTIONS | • Each | model | must tak | ce an ite | m from | the Dea | th Korp: | s of Krieş | Heavy Weapons list. | A STATE OF THE PARTY OF THE PAR |
| ABILITIES | The Cu | The Cult of Sacrifice: See page 56. | | | | | | | | |
| FACTION KEYWORDS | IMPE | IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG | | | | | | | | |
| KEYWORDS | INFAN | NTRY, | DEATH | I KOR | PS HE | AVY W | EAPO | NS SQ | UAD | |

12 Ower

DEATH KORPS LEMAN RUSS MARS-ALPHA BATTLE TANKS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|-----------------------|---|----|----|---|---|----|---|----|----|
| Leman Russ Mars-Alpha | * | 6+ | * | 7 | 8 | 12 | * | 7 | 3+ |

This unit contains 1 Death Korps of Krieg Mars-Alpha Leman Russ Battle Tank. It can include 1 additional Leman Russ Battle Tank (**Power Rating +12**) or 2 additional Death Korps of Krieg Mars-Alpha Leman Russ Battle Tanks (**Power Rating +24**). Each model is equipped with a battle cannon and a heavy bolter.

DAMAGE

Some of a Death Korps of Krieg Mars-Alpha Leman Russ Battle Tank's characteristics change as it suffers damage in battle, as shown below:

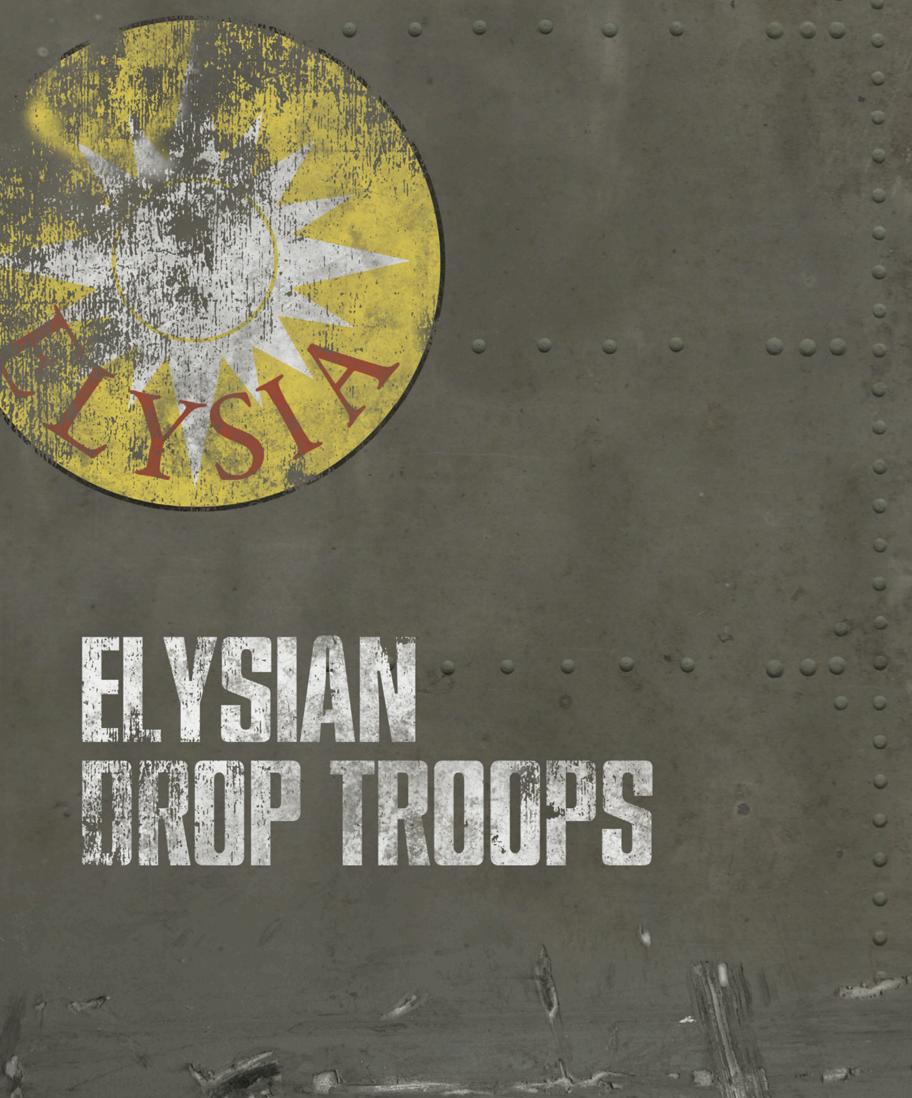
| REMAINING W | M | BS | A |
|-------------|-----|----|----|
| 7-12+ | 10" | 4+ | 3 |
| 4-6 | 7" | 5+ | D3 |
| 1-3 | 4" | 6+ | 1 |

| a battle cannon and a heavy | | TVNF | p | AD | n | ADULTUR |
|-----------------------------|---------|----------------------|------------|-----------|------------|--|
| WEAPON D. (4) | RANGE | TYPE | <u>S</u> | <u>AP</u> | <u>D</u> 2 | ABILITIES |
| Battle cannon | 72" | Heavy D6 | 8 | -2 | D3 | - |
| Co-axial heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Co-axial storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| Conqueror battle cannon | 48" | Heavy D6 | 8 | -2 | D3 | - |
| Demolisher cannon | 24" | Heavy D3 | 10 | -3 | D6 | When attacking units with 5 or more models, change this weapon's Type to Heavy D6. |
| Eradicator nova cannon | 36" | Heavy D6 | 6 | -2 | D3 | Units attacked by this weapon do not gain any bonus t their saving throw for being in cover. |
| Executioner plasma cannon | When at | tacking with this we | apon, choo | ose one | of the pr | ofiles below: |
| - Standard | 36" | Heavy D6 | 7 | -3 | 1 | - |
| - Supercharge | 36" | Heavy D6 | 8 | -3 | 2 | If you make one or more hit rolls of a 1, the bearer suffers D6 mortal wounds after all of this weapon's sho have been resolved. |
| Exterminator autocannon | 48" | Heavy 4 | 7 | -1 | 2 | - |
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Hunter-killer missile | 48" | Heavy 1 | 8 | -2 | D6 | Each hunter-killer missile can only be fired once per battle. |
| Lascannon | 48" | Heavy 1 | 9 | -3 | D6 | - |
| 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. |
| Plasma cannon | When at | tacking with this we | apon, choo | ose one | of the pr | ofiles below: |
| - Standard | 36" | Heavy D3 | 7 | -3 | 1 | - |
| - Supercharge | 36" | Heavy D3 | 8 | -3 | 2 | On a hit roll of 1, the bearer is slain after all of this weapon's shot have been resolved. |
| Punisher gatling cannon | 24" | Heavy 20 | 5 | 0 | 1 | - |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| Twin lascannon | 48" | Heavy 2 | 9 | -3 | D6 | - |
| Vanquisher battle cannon | 72" | Heavy 1 | 8 | -3 | D6 | Roll two dice when inflicting damage with this weapo and discard the lower result. |

WARGEAR OPTIONS

- Any model may replace its battle cannon with a Conqueror battle cannon with co-axial storm bolter, Demolisher cannon, Eradicator nova cannon, Executioner plasma cannon, Exterminator autocannon, Punisher gatling cannon, twin lascannon, or a Vanquisher battle cannon with co-axial heavy stubber.
- Any model may replace its heavy bolter with a heavy flamer, multi-melta, lascannon or plasma cannon.
- Any model may take two heavy bolters, two heavy flamers, two multi-meltas or two plasma cannon.
- This model may take a hunter-killer missile.
- This model may take an additional storm bolter or heavy stubber.

| ABILITIES | Vehicle Squadron: The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes. | | | | | | | |
|------------------|--|--|--|--|--|--|--|--|
| | Grinding Advance: This model does not suffer the penalty to turret weapon hit rolls for shooting a Heavy weapon on a turn in which it has moved. The following weapons are turret weapons: battle cannon, Eradicator nova cannon, Exterminator autocannon, Vanquisher battle cannon, Demolisher cannon, Executioner plasma cannon and Punisher gatling cannon. | | | | | | | |
| | Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. | | | | | | | |
| | Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it. | | | | | | | |
| | Emergency Plasma Vents: If this model fires a supercharged plasma cannon, and you roll one or more hit rolls of 1, it is not automatically destroyed. Instead, it suffers 6 mortal wounds and cannot fire any plasma cannon for the rest of the battle. | | | | | | | |
| | Co-axial weapon: If during the same Shooting phase this model fires its Conqueror battle cannon at the same target as its co-axial storm bolter, it may re-roll any hit rolls with its Conqueror battle cannon. The same rule applies if the model has a Vanquisher battle cannon and co-axial heavy stubber. | | | | | | | |
| | Mars-Alpha Hull: This vehicle receives +1 to its armour save rolls against weapons with a Strength of 4 or less. | | | | | | | |
| FACTION KEYWORDS | IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG | | | | | | | |
| KEYWORDS | VEHICLE, LEMAN RUSS, DEATH KORPS LEMAN RUSS MARS-ALPHA BATTLE TANKS | | | | | | | |



ELYSIAN DROP TROOPS ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Elysian Drop Troops models. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Some rules are common to several Elysian units – these are described below and referenced on the datasheets.

- OFFICER OF THE FLEET
 Warhammer 40,000 Index: Imperium 2
- VALKYRIES

 Warhammer 40,000 Index: Imperium 2
- TAUROS ASSAULT VEHICLE
 Imperial Armour Index: Forces of the Astra Militarum
- TAUROS VENATOR
 Imperial Armour Index: Forces of the Astra Militarum
- VULTURE GUNSHIP
 Imperial Armour Index: Forces of the Astra Militarum
- VENDETTA GUNSHIP
 Imperial Armour Index: Forces of the Astra Militarum
- TARANTULA BATTERY
 Imperial Armour Index: Forces of the Astra Militarum
- CYCLOPS DEMOLITION VEHICLE Imperial Armour – Index: Forces of the Astra Militarum
- THUNDERBOLT HEAVY FIGHTER

 Imperial Armour Index: Forces of the Astra Militarum
- LIGHTNING STRIKE FIGHTER
 Imperial Armour Index: Forces of the Astra Militarum
- AVENGER STRIKE FIGHTER
 Imperial Armour Index: Forces of the Astra Militarum

There are a number of Astra Militarum datasheets that can be used by the Elysian Drop Troops – presented in the box on the left. Those that do replace the <REGIMENT> keyword on their datasheet in all instances with ELYSIAN DROP TROOPS. If an Astra Militarum unit does not appear on the list to the left, it cannot be used by models with the ELYSIAN DROP TROOPS keyword, and so cannot have the ELYSIAN DROP TROOPS Faction keyword. Models in the list that have the AERONAUTICA IMPERIALIS keywords replace them with ELYSIAN DROP TROOPS.

All ELYSIAN DROP TROOPS models gain the Aerial Drop ability. TAUROS units on the list opposite will also benefit from the Drop Troop Assault ability.

ELYSIAN DROP TROOPS OFFICERS use the ELYSIAN DROP TROOPS Voice of Command Orders (see page 72) instead of those found in *Warhammer 40,000 – Index: Imperium 2 Armies of the Imperium.*

ABILITIES

The following abilities are common to several ELYSIAN DROP TROOPS units:

Aerial Drop

During deployment, you can set up this model in a high-altitude transport instead of placing it on the battlefield. At the end of any of your Movement phases, the unit can aerial drop into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

Voice of Command

This unit may issue orders to those under their command at the start of any of their Shooting phases. Orders may only be issued to **INFANTRY** units within 6" of this unit that have the **ELYSIAN DROP TROOPS** keyword. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.

ELYSIAN DROP TROOPS ORDERS

ORDER

Hold the Line!

The ordered unit ignores models killed during the Shooting phase or Fight phase when taking Morale tests until the start of its next Movement phase.

First Rank, Fire! Second Rank, Fire!

All lasguns and all hot-shot lasguns in the ordered unit change their Type to Rapid Fire 2 until the end of the phase.

Bring it Down!

Re-roll wound rolls of 1 for all the models in the ordered unit until the end of the phase.

Move and Fire!

Any **INFANTRY** models in the ordered unit count their weapons as being Assault weapons until the end of the turn.

Get Back in the Fight!

The ordered unit can shoot this phase even if it Fell Back in its Movement phase.

Move! Move! Move!

Instead of shooting this phase, the ordered unit immediately moves as if it were the Movement phase. It must Advance as part of this move, and cannot declare a charge during this turn.

Take Aim!

Re-roll hit rolls of a 1 for all models in the ordered unit until the end of the phase.

WARGEAR

Many of the units you will find on the following pages reference one or more of the wargear lists below. When this is the case, the unit may take any item from the appropriate list. The profiles for the items in these lists can be found in the Appendices (see pages 119-120).

Ranged Weapons

- Bolt pistol
- Plasma pistol

cial Weapons

- Flamer
- Grenade launcher (with frag and krak grenades)
- Meltagun
- Plasma gun
- Lascutter

Heavy Weapons

- Heavy bolter
- Missile launcher (with frag and krak missiles)
- Mortar

Melee Weapons

- Power sword
- Power fist



| 3 twee | ELY | SIA | N (| CON | ИPA | N | | OM | IMANDER |
|------------------------------|---|--|-----------|-----------|-----------------------------------|-----------------------|----------|---------|---|
| NAME | М | WS | BS | S | Ī | W | A | Ld | Sv |
| Elysian Company Commander | 6" | 3+ | 3+ | 3 | 3 | 4 | 3 | 9 | 5+ |
| An Elysian Company C | Commander is | a single | model a | armed v | vith a la | spistol a | nd frag | grenade | es. |
| WEAPON | RANGE | ТҮР | E | | S | AP | D | ABILI | TIES |
| Laspistol | 12" | Pist | ol 1 | | 3 | 0 | 1 | - | |
| Frag grenade | 6" | Gre | nade D6 | 5 | 3 | 0 | 1 | - | |
| Krak grenade | 6" | Gre | nade 1 | | 6 | -1 | D3 | - | |
| WARGEAR OPTIONS | • This | model 1 | | ace their | r laspiste | ol with o | | | s Melee Weapons list. the Elysian Drop Troops Ranged Weapons list. |
| ABILITIES | Iron Di Morale Refract Senior of the fi | iscipling tests. tor Field Officer irst orde | l: This m | nodel ha | s a 5+ ii y use the ing the | nvulnera e Voice o | ble save | | ts within 6" of this model may re-roll failed bility twice in each of your turns. Resolve the effects |
| FACTION KEYWORDS | | | _ | | | M, ELY | SIAN | DROP | TROOPS |
| KEYWORDS | | | | | | | | | MPANY COMMANDER |

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | |
|---------------------------|--|---|---|---|--|--|-------------------------------|-----------|---|-------|
| Elysian Lord Commissar | 6" | 2+ | 2+ | 3 | 3 | 4 | 3 | 9 | 4+ | |
| An Elysian Lord Commissa | r is a sing | le mode | l armed v | with a bo | olt pisto | ol, frag g | grenade | and kr | k grenades. | |
| WEAPON | RANGE | TYPI | | | S | AP | D | ABILI | ES | |
| Bolt pistol | 12" | Pist | ol 1 | | 4 | 0 | 1 | - | | |
| Boltgun | 24" | Rap | id Fire 1 | | 4 | 0 | 1 | - | | |
| Frag grenade | 6" | | nade D6 | | 3 | 0 | 1 | - | | |
| Krak grenade | 6" | Gre | nade 1 | | 6 | -1 | D3 | _ | | |
| WARGEAR OPTIONS | | | | | n from | | | | Melee Weapons list. | J (E) |
| | This boltg Aura of Commi | model n gun. f Discip i ssar's Le | nay repla | riendly instead | n from bolt pis | stol with | one op | tion from | Melee Weapons list. In the Elysian Drop Troops Ranged Weapons lits within 6" of a COMMISSAR can use the | 417 |
| | This boltg Aura of Commi | model n gun. f Discip i ssar's Le Drop: Se iscipline | line: All fadership | friendly instead | n from bolt pis ELYSIA of thei | AN DRO | one op | OOPS u | the Elysian Drop Troops Ranged Weapons l | |
| | This boltg Aura of Commi Aerial I Iron Di Morale | model ngun. f Disciplessar's Le Drop: Se scipline tests. | line: All fadership | riendly instead 2. endly El | n from bolt pis ELYSL of thei | AN DRO | OP TRO | OOPS unit | n the Elysian Drop Troops Ranged Weapons lits within 6" of a COMMISSAR can use the | |
| WARGEAR OPTIONS ABILITIES | This boltg Aura of Commi Aerial I Iron Di Morale Refract Summa | model n gun. f Discipi ssar's Le Drop: So scipline tests. or Field | line: All fadership ee page 72 e: Any fric | friendly instead 2. endly El | n from bolt pis ELYSIA of thei | AN DROI ON DROI ON DROI ON WILLT | OP TRO P TROC able save | OOPS unit | n the Elysian Drop Troops Ranged Weapons lits within 6" of a COMMISSAR can use the | e |
| | • This boltg Aura of Commi Aerial I Iron Di Morale Refract Summathan on | model n gun. f Discip ssar's Le Drop: Se iscipline tests. or Field ary Execute model | line: All fadership ee page 72 e: Any frical: This more | friendly instead 2. endly El odel has riendly / | n from bolt pis ELYSL of thei LYSIAN a 5+ in ASTRA | AN DRO r own. N DROM N DROM N DROM N DROM N MILIT MOTAL | OP TROC ble save ARUM test | OOPS unit | the Elysian Drop Troops Ranged Weapons lits within 6" of a COMMISSAR can use the within 6" of this model may re-roll failed | e |

| | DINOLANI | DDOD | TRACER | COLLAD |
|------------|----------|------|---------|--------|
| lacksquare | ELYSIAN | DKOP | TROOPER | SQUAD |

| NAME | М | WS | BS | S | T | W | A | Ld | Sv |
|-----------|----|----|----|---|---|---|---|----|----|
| Sergeant | 6" | 4+ | 4+ | 3 | 3 | 1 | 2 | 8 | 5+ |
| Guardsman | 6" | 4+ | 4+ | 3 | 3 | 1 | 1 | 7 | 5+ |

This unit contains 1 Sergeant and 9 Guardsmen.

KEYWORDS

- Each Guardsman is armed with a lasgun and frag grenades.
- The Sergeant is armed with a laspistol and frag grenades.

| | 0.0 | | | | |
|--|---|--|---|--|--|
| RANGE | TYPE | S | AP | D | ABILITIES |
| 24" | Rapid Fire 1 | 3 | 0 | 1 | - |
| 12" | Pistol 1 | 3 | 0 | 1 | - |
| When at | tacking with this we | eapon, choo | se one | of the pr | rofiles below: |
| 12" | Pistol 1 | 7 | -3 | 1 | - |
| 12" | Pistol 1 | 8 | -3 | 3 | On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved. |
| Melee | Melee | * | * | * | A model with a breacher charge may use it in the Fight phase instead of attacking normally. If it does this, roll a dice. On a 4+, it inflicts D3 mortal wounds on one enemy unit in the fight; if this is a VEHICLE , BUILDING or a MONSTER , it will instead inflict D6 mortal wounds |
| Melee | Melee | User | -3 | 1 | _ |
| 6" | Grenade D6 | 3 | 0 | 1 | - |
| 6" | Grenade 1 | 6 | -1 | D3 | - |
| One o One o The Se | ther Guardsman m ther Guardsman m ergeant may take a p ergeant may exchan | ay replace h ay take a bro power sword ge his laspis | is lasgueacher of l. tol for | charge. | an option from the Elysian Drop Troops Special Weapons list. |
| Aerial D | rop: See page 72. | | | STATE. | |
| | | | | | t with a vox-caster when using their Voice of Command the target unit also contains a vox-caster. |
| IMPER | IUM, ASTRA M | ILITARUN | A, ELY | SIAN I | DROP TROOPS |
| INFAN' | ΓRY, ELYSIAN Ι | PROP TRO | OOPE | R SQUA | AD |
| | Melee Melee Melee 6" One O One o The Se Every Aerial D Vox-cast ability, you | RANGE TYPE 24" Rapid Fire 1 12" Pistol 1 When attacking with this we 12" Pistol 1 12" Pistol 1 Melee Melee Melee Melee 6" Grenade D6 6" Grenade 1 One Guardsman may take 0 One other Guardsman may take 1 One other Guardsman may take 1 The Sergeant may take a part of the Sergeant may take because of the Sergeant may take a part of t | 24" Rapid Fire 1 3 12" Pistol 1 3 When attacking with this weapon, choo 12" Pistol 1 7 12" Pistol 1 8 Melee Melee * Melee Melee * Melee Melee User 6" Grenade D6 3 6" Grenade 1 6 One Guardsman may take a vox-caste One other Guardsman may replace h One other Guardsman may take a bro The Sergeant may take a power sword The Sergeant may take a power sword The Sergeant may take krak grenades Aerial Drop: See page 72. Vox-caster: If a friendly OFFICER is weability, you may extend the range of the IMPERIUM, ASTRA MILITARUM | RANGE TYPE 24" Rapid Fire 1 3 0 12" Pistol 1 3 0 When attacking with this weapon, choose one 12" Pistol 1 7 -3 12" Pistol 1 8 -3 Melee Melee * * Melee Melee User -3 6" Grenade D6 3 0 6" Grenade D6 3 0 6" Grenade 1 6 -1 • One Guardsman may take a vox-caster. • One other Guardsman may replace his lasgue. • One other Guardsman may take a breacher of the Sergeant may take a power sword. • The Sergeant may exchange his laspistol for a builting the sum of the sum o | RANGE TYPE 24" Rapid Fire 1 3 0 1 12" Pistol 1 3 0 1 When attacking with this weapon, choose one of the property of the pro |

ELYSIAN SPECIAL WEAPONS SQUAD NAME M WS BS Ld Sv 4+ 5+ Guardsman 4+ 3 3 This unit contains 6 Guardsmen. Each model is armed with a lasgun and frag grenades. WEAPON **ABILITIES** Rapid Fire 1 Lasgun A model with a breacher charge may use it in the Fight phase instead of attacking normally. If it does this, roll a Breacher charge Melee Melee dice. On a 4+, it inflicts D3 mortal wounds on one enemy unit in the fight; if this is a **VEHICLE**, **BUILDING** or a **MONSTER**, it will instead inflict D6 mortal wounds. Frag grenade Grenade D6 • Three models must take one option from the *Elysian Drop Troops Special Weapons* list or a breacher charge. **WARGEAR OPTIONS** Aerial Drop: See page 72. **ABILITIES FACTION KEYWORDS** IMPERIUM, ASTRA MILITARUM, ELYSIAN DROP TROOPS

INFANTRY, ELYSIAN SPECIAL WEAPONS SQUAD

| (6) | | ELY | YSLA | AN | VE | TE | RAI | N SO | QUAD |
|----------------------|----|-----|------|----|----|----|-----|------|------|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
| Veteran Sergeant | 6" | 4+ | 3+ | 3 | 3 | 1 | 2 | 8 | 5+ |
| Veteran | 6" | 4+ | 3+ | 3 | 3 | 1 | 1 | 7 | 5+ |
| Veteran Weapons Team | 6" | 4+ | 3+ | 3 | 3 | 2 | 2 | 7 | 5+ |

- This unit contains 1 Veteran Sergeant and 9 Veterans.
 Each Veteran is armed with a lasgun, frag grenades and krak grenades.
 The Sergeant is armed with a laspistol, frag grenades and krak grenades.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|------------------|--|--|---|-----------------|--|---|
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Lasgun | 24" | Rapid Fire 1 | 3 | 0 | 1 | - |
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | - |
| Shotgun | 12" | Assault 2 | 3 | 0 | 1 | If the target is within half range, add 1 to this weapon's Strength. |
| Breacher charge | Melee | Melee | * | * | * | A model with a breacher charge may use it in the Fight phase instead of attacking normally. If it does this, roll a dice. On a 4+, it inflicts D3 mortal wounds on one enemy unit in the fight; if this is a VEHICLE , BUILDING or a MONSTER , it will instead inflict D6 mortal wounds. |
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - |
| Krak grenade | 6" | Grenade 1 | 6 | -1 | D3 | - |
| WARGEAR OPTIONS | One V Up to Weape One of Two of Heavy One of | ons list. other Veteran may take other Veterans may for weapons list. other Veteran may take ergeant may take one | ex-caster. may repla see a heavy orm a Vete see a breach option fr | flamer. ran Wea | lasgun apons Te ge. Elysian 1 | with an option from the Elysian Drop Troops Special eam who must take one item from the Elysian Drop Troops Drop Troops Melee Weapons list. ion from the Elysian Drop Troops Ranged Weapons list. |
| ABILITIES | Aerial D | Prop: See page 72. | | | | |
| | 77 | IC . C.: II. OFF | ICED is a | rithin 2" | of a uni | |
| | | | | | | it with a vox-caster when using their Voice of Command the target unit also contains a vox-caster. |
| FACTION KEYWORDS | ability, y | | nge of the | order to | 18" if t | the target unit also contains a vox-caster. |

| | ŀ | ELY | SIA | N (| COI | ΜM | AN | D S | SQUAD |
|------------------------------|---|--|---|--|---|---|--|--|--|
| NAME | M | WS | BS | S | Ī | W | A | Ld | Sv |
| Veteran | 6" | 4+ | 3+ | 3 | 3 | 1 | 1 | 8 | 5+ |
| Veterans Weapons Team | 6" | 4+ | 3+ | 3 | 3 | 2 | 2 | 7 | 5+ |
| This unit contains 4 Veterar | ns. Each n | nodel is | armed v | with a la | asgun an | d frag g | renades | . 740 | |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILI | TIES |
| Lasgun | 24" | Rap | id Fire | 1 | 3 | 0 | 1 | - | |
| Laspistol | 12" | Pist | ol 1 | | 3 | 0 | 1 | - | |
| Frag grenade | 6" | Gre | nade De | 5 | 3 | 0 | 1 | - | |
| Krak grenade | 6" | Gre | nade 1 | | 6 | -1 | D3 | _ | |
| | HeavAny oEvery | <i>y Weapo</i> other Vo | ons list. eterans 1 | may rep | | ir lasgun | | | o must take one item from the Elysian Drop Troops from the Elysian Drop Troops Special Weapons list |
| ADUITIED | | Juan. C | | 72 | 7/10/10/10 | | | | |
| ABILITIES | Medi-p model. S model i | ack: At Select a n the ui lain ear | ee page the end friendly | of any of ELYSI vers a w | AN DRO | Moveme OP TRO ost earli | OPS IN er in the | FANTR battle (| del with a medi-pack can attempt to heal a single RY unit within 3" and roll a D6. On a roll of 4+, on if the unit has a Wounds characteristic of 1, one . A unit can only be the target of this ability once i |
| ABILITIES | Medi-p model. S model i model s each tur Elysian | ack: At Select a n the un lain ear n. Drop T | the end friendly nit recov lier in th | of any of ELYSI vers a we hat battle | AN DRO ound it let is reture ntal Star | Moveme OP TRO ost earli ened to t | OPS IN er in the he unit i | FANTR battle (instead). | RY unit within 3" and roll a D6. On a roll of 4+, on if the unit has a Wounds characteristic of 1, one |
| ABILITIES | Medi-p model i model i model s each tur Elysian Leaders | ack: At Select a n the un lain ear rn. Drop Thip whi | the end friendly nit recovilier in the Froops I let they | of any of ELYSI yers a we hattle Regime are with | AN DRO ound it l e is retur ntal Star hin 6" of | Moveme OP TRO ost earli rned to t a unit w within 3" | oops IN er in the he unit in all frience with an E | FANTE battle (Instead). Ly ELYS Lysian Dit with a | RY unit within 3 ⁿ and roll a D6. On a roll of 4+, on if the unit has a Wounds characteristic of 1, one . A unit can only be the target of this ability once i |
| ABILITIES FACTION KEYWORDS | Medi-p model s model s each tur Elysian Leaders Vox-cas ability, y | ack: At Select a n the un lain ear n. Drop Thip white: If a you may | the end friendly nit recov lier in the Froops I lst they friendly v extend | of any of ELYSI vers a wene battle Regime are with the ran | AN DRO ound it let is return ntal Stan nin 6" of CER is was a ge of the | Moveme OP TRO ost earli rned to t ndard: A a unit w within 3" | oops in the end of a un to 18" if | E battle (Instead). Ily ELYS Clysian D It with a | RY unit within 3 ⁿ and roll a D6. On a roll of 4+, on if the unit has a Wounds characteristic of 1, one and a unit can only be the target of this ability once it also be the target of this ability |

| 3 | | ELY | SIA | N | DR | OP | SE | NTI | NELS | |
|--|----------------|--------------------|-----------------------|---------------------|----------------------|-----------------------|-------------------------|----------------|---|--|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | |
| Elysian Drop Sentinel | 9" | 4+ | 4+ | 5 | 5 | 6 | 1 | 7 | 4+ | |
| This unit contains 1 Elysia Sentinels (Power Rating - | | | | | | | | | (Power Rating +3) or 2 | additional Elysian Drop |
| WEAPON | RANGE | TYPI | | | S | AP | D | ABILIT | ES | |
| Heavy bolter | 36" | Hea | vy 3 | | 5 | -1 | 1 | - | | |
| Heavy flamer | 8" | Hea | vy D6 | | 5 | -1 | 1 | This | veapon automatically hi | ts its target. |
| Hunter-killer missile | 48" | Hea | vy 1 | | 8 | -2 | D6 | Each battle | nunter-killer missile can | only be fired once per |
| Multi-melta | 24" | Hea | vy 1 | | 8 | -4 | D6 | two c | target is within half rangice when inflicting dama result. | ge of this weapon, roll age with it and discard the |
| WARGEAR OPTIONS | • Any • Any | model n model n | nay repla nay take | ce its h a hunte | eavy bo er-killer | lter witl missile. | n a heavy | flamer | or a multi-melta. | |
| ABILITIES | Explod | les: If thi | | is redu | | | s, roll a I rtal wou | | removing it from the b | attlefield. On a 6+ it |
| | 9". It ca | nnot en | | ove witl | hin 9" of | any en | emy mod | | | can move this unit up to at can do this, the player |
| | | launcher | | | | | | | | nase, this model can use it ract 1 from any hit rolls |
| FACTION KEYWORDS | IMPE | RIUM, | ASTRA | MILI | TARU | M, EL | YSIAN | DROP | ΓROOPS | 第15年1月1日 (ALL) |
| KEYWORDS | VEHI | CLE, El | LYSIAN | DRO | P SEN' | TINEL | S | | | |

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | |
|------------------------------|---|---|---------------------------------|--|---------|-----------|------------|-----------------|--|--|
| Elysian Platoon Commander | 6" | 3+ | 3+ | 3 | 3 | 3 | 3 | 8 | 5+ | |
| An Elysian Platoon Cor | nmander is a | single r | nodel arn | ned with | a laspi | istol and | l frag gre | enades. | | |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILITI | ES | |
| Laspistol | 12" | Pist | ol 1 | | 3 | 0 | 1 | _ | | |
| Frag grenade | 6" | Gre | nade D6 | | 3 | 0 | 1 | - | | |
| Krak grenade | 6" | Gre | enade 1 | | 6 | -1 | D3 | - | | |
| Melta bomb | 4" | Gre | enade 1 | | 8 | -4 | D6 | - | | |
| WARGEAR OPTIONS | This model may take an option from the <i>Elysian Drop Troops Melee Weapons</i> list. This model may replace their laspistol with one option from the <i>Elysian Drop Troops Ranged Weapons</i>. This model may take krak grenades. This model may take melta bombs. | | | | | | | | | |
| | • This | moderi | ind, care | | | | | | | |
| ABILITIES | | | ee page 7 | | | | | | | |
| ABILITIES | Aerial l | Drop: S | ee page 7 | 72. | YSIAN | N DRO | P TROO | PS units | within 6" of this model may re-roll failed | |
| ABILITIES | Aerial l Iron Di Morale | Drop: Soiscipline tests. | ee page 7 e: Any fri | 72. | | | | | within 6" of this model may re-roll failed | |
| ABILITIES | Aerial l Iron Di Morale Refract | Drop: Soiscipling tests. | ee page 7 e: Any fri | iendly EL odel has a | 1 5+ ir | | | | within 6" of this model may re-roll failed | |
| ABILITIES FACTION KEYWORDS | Aerial l Iron Di Morale Refract Voice o | Drop: Soiscipling tests. tor Field of Comm | ee page 7 e: Any fri d: This me | 72. iendly EL odel has a e page 72. | 1 5+ ir | ıvulnera | ıble save. | | within 6" of this model may re-roll failed | |

| 3 | | El | LYS | IAN | SI | NIP | ER | SQ | UAD |
|-----------------------------|--------------|---------|------------|------------|--------|-----------|------------|--------------|--|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
| Elysian Sniper Team | 6" | 4+ | 3+ | 3 | 3 | 2 | 2 | 7 | 5+ |
| This unit contains 3 Elysia | an Sniper Te | ams. E | ach mod | el is arme | ed wit | h a snipe | r rifle, l | asgun aı | nd frag grenades. |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILI | TIES |
| Lasgun | 24" | Rap | oid Fire 1 | | 3 | 0 | 1 | - | |
| Sniper rifle | 36" | Нег | avy 1 | | 4 | 0 | 1 | CHA unit. | odel firing a sniper weapon can target an enemy aRACTER even if they are not the closest enemy If you roll a wound roll of a 6+ for this weapon, licts a mortal wound in addition to its normal age. |
| Frag grenade | 6" | Gre | nade D6 | i | 3 | 0 | 1 | - | |
| WARGEAR OPTIONS | • None | | | 38 78 | | | | | |
| ABILITIES | Aerial I | Orop: S | ee page 7 | 72. | | 4.4.3/7 | | | |
| FACTION KEYWORDS | IMPER | RIUM, | ASTRA | A MILIT | 'ARU | M, ELY | SIAN | DROP | TROOPS |
| KEYWORDS | INFAN | TRY, | ELYSIA | N SNIP | ER S | QUAD | | 4.13.7 | |

| 3 | ELYS | SIAI | ΝH | EA | VY | W | EAI | PON | NS SQUAD |
|-----------------------------|-----------|----------|-----------|-----------|-----------|------------|-----------|-----------|-------------------------|
| NAME | М | WS | BS | S | Ī | W | A | Ld | Sv |
| Elysian Weapons Team | 6" | 4+ | 4+ | 3 | 3 | 2 | 2 | 7 | 5+ |
| This unit contains 3 Elysia | n Weapons | Teams. | Each mo | odel is a | armed w | vith a las | gun and | d frag gr | enades. |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILIT | NES |
| Lasgun | 24" | Rap | id Fire 1 | | 3 | 0 | 1 | _ | |
| Frag grenade | 6" | Gre | nade D6 | | 3 | 0 | 1 | - | |
| WARGEAR OPTIONS | • Each | model | must take | e one op | ption fro | om the I | Elysian I | Orop Tro | ops Heavy Weapons list. |
| ABILITIES | Aerial 1 | Drop: So | ee page 7 | 2. | W. O | | SYTTL: | | |
| FACTION KEYWORDS | IMPE | RIUM, | ASTRA | MILI | TARU | M, ELY | SIAN | DROP | TROOPS |
| KEYWORDS | INFAN | TRY, | ELYSIA | N HEA | AVY W | EAPO | NS SQ | UAD | |

| 10 | , | VAL | KY | RIE | SI | XY ' | TAI | LON | | DAMAGE Some of a Valkyric change as it suffer shown below: | | |
|-------------------------|--|--------------------------------|--|------------------------|---------|--------------------|-----------|-----------------------|---------------------|---|---------------------|----------|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | BS |
| Valkyrie Sky Talon | * | 6+ | * | 7 | 7 | 14 | 3 | 7 | 3+ | 8-14+ | 20"-45" | 4+ |
| A Valkyrie Sky Talon is | a single mod | el armed | l with a | heavy bo | lter an | d two h | ellstrike | missiles. | | 4-7 | 20"-30" | 5+ |
| WEAPON | RANGE | TYPI | E | | S | AP | D | ABILIT | TIES | 1-3 | 20" | 6+ |
| Heavy bolter | 36" | Hea | vy 3 | | 5 | -1 | 1 | - | | | | |
| Hellstrike missile | 72" | Hea | vy 1 | | 8 | -2 | D6 | | | e when inflicting dan the lowest result. | nage with thi | s weapon |
| Multiple rocket pod | 72" | | vy D6 | | 5 | -1 | 1 | _ | | | | |
| WARGEAR OPTIONS | • This | model n | nay repl | ace its tw | o hells | trike m | issiles w | ith two r | nultiple | rocket pods. | | |
| | Grav-cl Sky Talo Models Hard to | on has n that dis | ertion: noved m embark our oppo | nore than in this m | 20", yo | ou must must be | roll a D | 6 for eac more tha | h mode in 9" fro | point during its morel disembarking. On a many enemy model that target this model | a 1, that mod s. | |
| | Hover) charact | l et: Befo eristic b | re this r ecomes | | the en | d of the | phase, a | and it los | | declare it will hover. Airborne, Hard to Hit | | onic |
| | the mo | del move | es) and t | then mov | e the r | nodel st | raight fo | orwards. | Note th | o 90° (this does not c at it cannot pivot aga 20" until the end of th | ain after the i | nitial |
| TRANSPORT | This mo | odel can | transpo | ort 1 ELY | SIAN 7 | TAURO | S or 2 E | LYSIAN | DROP | SENTINELS. | 3 | |
| FACTION KEYWORDS | IMPE | RIUM, | ASTR | A MILI | ΓARU | M, EL | YSIAN | DROP | TROC | PS | 7 1 11 9 | |
| KEYWORDS | VEHIC | CLE, T | RANSI | PORT, I | ELY, V | ALKYI | RIE SK | Y TALC | ON | | | |

SEAS SELECTION OF THE PROPERTY OF THE PROPERTY

RENEGADES AND HERETICS ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Renegades and Heretics models. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Some rules are common to several Renegades and Heretics units – these are described below and referenced on the datasheets.

• CHIMERA

Warhammer 40,000 – Index: Imperium 2

• HELLHOUNDS

Warhammer 40,000 - Index: Imperium 2

• SCOUT SENTINELS

Warhammer 40,000 - Index: Imperium 2

• ARMOURED SENTINELS

Warhammer 40,000 – Index: Imperium 2

• SALAMANDER SCOUT TANK

Imperial Armour – Index: Forces of the Astra Militarum

• ARVUS LIGHTER

Imperial Armour – Index: Forces of the Astra Militarum

VALKYRIES

Warhammer 40,000 - Index: Imperium 2

• LEMAN RUSS BATTLE TANKS

Warhammer 40,000 - Index: Imperium 2

• LEMAN RUSS DEMOLISHERS

Warhammer 40,000 – Index: Imperium 2

• BASILISKS

Warhammer 40,000 - Index: Imperium 2

• MEDUSA

Imperial Armour – Index: Forces of the Astra Militarum

GRIFFON

Imperial Armour – Index: Forces of the Astra Militarum

• WYVERNS

Warhammer 40,000 - Index: Imperium 2

• HYDRAS

Warhammer 40,000 - Index: Imperium 2

COLOSSUS BOMBARD

Imperial Armour – Index: Forces of the Astra Militarum

• EARTHSHAKER BATTERY

Imperial Armour - Index: Forces of the Astra Militarum

• MEDUSA BATTERY

Imperial Armour – Index: Forces of the Astra Militarum

• RAPIER LASER DESTROYER

Imperial Armour - Index: Forces of the Astra Militarum

• HEAVY QUAD LAUNCHER BATTERY

Imperial Armour – Index: Forces of the Astra Militarum

• HEAVY MORTAR BATTERY

Imperial Armour - Index: Forces of the Astra Militarum

• MALCADOR HEAVY TANK

Imperial Armour - Index: Forces of the Astra Militarum

• MINOTAUR ARTILLERY TANK

Imperial Armour – Index: Forces of the Astra Militarum

• MALCADOR DEFENDER

Imperial Armour – Index: Forces of the Astra Militarum

- RANERI ADE

Warhammer 40,000 - Index: Imperium 2

There are a number of Astra Militarum datasheets that can also be used by Renegades and Heretics models—presented in the box on the left. Those that do replace the <REGIMENT> keyword on their datasheet in all instances with RENEGADES AND HERETICS and the IMPERIUM keyword with CHAOS. If a Renegades and Heretics unit does not appear on the list, it cannot be from the RENEGADES AND HERETICS, and so cannot have the RENEGADES AND HERETICS Faction keyword.

ABILITIES

The following abilities are common to several **RENEGADES AND HERETICS** units:

Uncertain Worth

The first time this unit is required to make a Morale test, roll a D6 and add 2 (giving you a number between 3 and 8). This is the unit's Leadership value for the rest of the battle – make a note of it for reference.

Chaos Covenant

If you include a Renegade Commander as the Warlord in your Renegades and Heretics army list, you may select a Chaos Covenant for your detachment from the four below, note that each Chaos Covenant comes with an ability also listed below.

If you choose to do this, change the <CHAOS COVENANT> keyword for all the units in the same detachment with your chosen Chaos Covenant from the list below: eg, if your Renegade Commander chooses the <COVENANT OF KHORNE>, all the units in the detachment with the <CHAOS COVENANT> keyword will change their keyword to <COVENANT OF KHORNE> and will gain the Covenant of Khorne ability listed below too.

COVENANT OF KHORNE

Any **INFANTRY** unit with this keyword adds 1 to its Strength in a turn in which it has charged.

COVENANT OF NURGLE

Any **INFANTRY** unit with this keyword gains a 6+ invulnerable save against attacks with a Strength of 4 or less.

COVENANT OF SLAANESH

Any INFANTRY unit with this keyword may roll two dice when making an Advance, and choose the highest result (discarding the lowest). Additionally, they may roll 3D6 when making a charge move and choose the two highest results (discarding the lowest).

COVENANT OF TZEENTCH

Any **INFANTRY** unit with this keyword gains +1 to hit when firing Overwatch.

RENEGADES AND HERETICS DISCIPLINE

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Renegades and Heretics Discipline using the table below. You can either roll a D3 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the **PSYKER** to have.

RENEGADES AND HERETICS DISCIPLINE

D3 PSYCHIC POWER

Warp Flux

Warp Flux has a warp charge value of 7. Choose an enemy unit within 12", it immediately suffers D3 mortal wounds. Against **VEHICLES**, it inflicts D6 mortal wounds instead.

Creeping Terror

2 Creeping Terror has a warp charge value of 7. Choose an enemy unit within 12", if that unit takes a Morale test in this battle round, it subtracts D3 from its Leadership value,

Unnatural Vigour

Unnatural Vigour has a warp charge value of 10. Every RENEGADES AND HERETICS INFANTRY unit (except this unit) within 6" re-rolls failed charge rolls and re-rolls failed hit rolls and wound rolls in the Fight phase for the rest of the turn. At the start of the Morale phase, each affected unit suffers D3 mortal wounds.

WARGEAR

Many of the units you will find on the following pages reference one or more of the wargear lists below. When this is the case, the unit may take any item from the appropriate list. The profiles for the items in these lists can be found in the Appendices (see pages 121-123).

Ranged Weapons

- Bolt pistol
- Laspistol
- Plasma pistol

Special Weapons

- Flamer
- Grenade launcher (with frag and krak grenades)
- Meltagun
- Plasma gun
- Sniper rifle (Renegade Marauders only)

Heavy Weapons

- Autocannon
- Heavy bolter
- Heavy stubber
- Lascannon
- Missile launcher (with frag and krak missiles)
- Mortar

Melee Weapons

- Brutal assault weapon
- Chainsword
- Power axe
- Power maul
- Power sword
- Power fist

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|-------|----------------------------------|-------------------------|-----------|---------|-----------|----------|-----------------|---|
| Renegade Commander | 6" | 3+ | 3+ | 3 | 3 | 4 | 3 | * | 5+ |
| This unit contains 1 ResThe Renegade Comman | | | | assault v | weapon | , frag gr | enades a | and eith | er a laspistol or autopistol. |
| WEAPON | RANGE | TYPI | E | | S | AP | D | ABILI | ries |
| Autogun | 24" | Rap | id Fire 1 | | 3 | 0 | 1 | - | |
| Autopistol | 6" | Pist | ol 1 | | 3 | 0 | 1 | - | |
| Lasgun | 24" | Rap | id Fire 1 | | 3 | 0 | 1 | - | |
| Laspistol | 12" | Pist | ol 1 | | 3 | 0 | 1 | _ | |
| Shotgun | 12" | Assa | ault 2 | | 3 | 0 | 1 | If the Stren | e target is within half range, add 1 to this weapon's agth. |
| Brutal assault weapon | Melee | Mel | ee | | User | 0 | 1 | | time the bearer fights, they can make 1 additiona k with this weapon. |
| Frag grenade | 6" | Gre | nade D6 | | 3 | 0 | 1 | - | |
| WARGEAR OPTIONS | Reneg | gades ar model r ons list. | nd Heretic nay excha | s Range | ed Weap | ons list. | | | hotgun, autogun, lasgun or a weapon from the weapon from the Renegades and Heretics Melee |

Chaos Covenant: If this model is your Warlord, they may choose a **<CHAOS COVENANT>** (see page 81).

| (4) | | | 1 | МA | LEF | IC | LO | RD | |
|---------------------------|-------------|--|-----------|--------------------|-----------|----------|----------|----------|--|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
| Malefic Lord | 6" | 4+ | 4+ | 3 | 4 | 4 | 3 | 8 | - |
| A Malefic Lord is a singl | e model arm | ed with | only its | bare ha | ınds. | | | | |
| WEAPON | RANGE | ТҮР | E | | S | AP | 0 | ABILIT | ries |
| Bare hands | Melee | Mel | ee | | User | 0 | 1 | _ | |
| WARGEAR OPTIONS | • None | e. | | | | | | | |
| ABILITIES | Warp P | ossession of the contract of t | on: If th | is mode Strengt | h to 8 an | Perils o | f the Wa | rp and s | ave. Survives, immediately increase its Weapon Skill adjust the Armour Penetration and Damage of its |
| PSYKER | psychic | power | in each e | enemy I | | hase. It | knows t | | endly Psychic phase, and attempt to deny one psychic power and two psychic powers from the |
| FACTION KEYWORDS | CHAC | S, REI | NEGAI | DES A | ND HE | RETIC | S | | |
| KEYWORDS | CHAR | ACTE | R, INF | ANTR | Y, PSYI | KER, M | 1ALEF | IC LOP | RD. |

INFANTRY, <CHAOS COVENANT>, RENEGADE COMMANDER

Refractor Field: This model has a 5+ invulnerable save.

CHAOS, RENEGADES AND HERETICS

FACTION KEYWORDS

KEYWORDS

| 3 | | R | OG | UE | PS | YK | ER (| CO | VEN |
|--|---------------------|---------------------|---|-----------|-----------|----------|------------|------------|---|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
| Rogue Psyker | 6" | 5+ | 5+ | 3 | 3 | 3 | 1 | 8 | - |
| This unit contains 5 RRogue Psykers fight w | | | ands. | | | | | | |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILIT | TES |
| Bare hands | Melee | Mel | lee | | User | 0 | 1 | - | |
| WARGEAR OPTIONS | • None | e. | 1 | | | | | 11/1/ | |
| ABILITIES | Aura of | f the Wi | itch: Th | is unit h | as a 5+ i | nvulnei | rable save | e. | |
| | | tead of | 2D6: if | | | | | | Witch test for this unit, you may choose to roll unds. If all the models in the unit are slain, the test |
| PSYKER | psychic | power | in each | enemy P | | hase. It | knows t | | endly Psychic phase, and attempt to deny one psychic power and one psychic power from the |
| | etc, from Warhan | n this n nmer 40 | nodel. If 0,000 rul | this uni | t suffers | Perils o | of the Wa | rp, it suf | del in the unit – measure range, visibility, ffers D3 mortal wounds as described in the er damage if the Perils of the Warp causes the last |
| FACTION KEYWORDS | CHAO | S, REI | NEGAI | DES AN | ND HE | RETIC | CS | 72:11 | |
| KEYWORDS | INFAN | TRY, | <cha< td=""><td>OS CO</td><td>VENAN</td><td>VT>, F</td><td>SYKER</td><td>, ROG</td><td>UE PSYKER COVEN</td></cha<> | OS CO | VENAN | VT>, F | SYKER | , ROG | UE PSYKER COVEN |

| | M | WS | BS | S | Ī | W | A | Ld | Sv |
|---|----------|---------------------|----------------|----------------|-----------------------|--------|---------|-----------------|---|
| Renegade Cultist | 6" | 4+ | 4+ | 3 | 3 | 1 | 1 | * | 6+ |
| Renegade Cultist Champion | 6" | 4+ | 4+ | 3 | 3 | 1 | 2 | * | 6+ |
| (Power Rating +3) or up Renegade Cultists are arr The Renegade Cultist Ch WFAPIN | ned with | autogur | ns. with an | | | ΔP | 0 | ABILI | TIFS |
| Autogun | 24" | | oid Fire 1 | | 3 | 0 | 1 | | ii.u |
| Autopistol | 6" | | ol 1 | | 3 | 0 | 1 | _ | |
| Flamer | 8" | Ass | ault D6 | | 4 | 0 | 1 | This | weapon automatically hits its target. |
| Heavy stubber | 36" | Hea | avy 3 | | 4 | 0 | 1 | - | |
| Shotgun | 12" | Ass | ault 2 | | 3 | 0 | 1 | If the Stren | e target is within half range, add 1 to this weapon's agth. |
| Brutal assault weapon | Melee | Me | lee | | User | 0 | 1 | | time the bearer fights, it can make 1 additional k with this weapon. |
| WARGEAR OPTIONS | • For e | very ter Renegac | n models | in the Cham | unit, one pion may | Renega | de Cult | tist may | topistol and brutal assault weapon. replace their autogun with a heavy stubber or flame with an autopistol and brutal assault weapon or a |
| ABILITIES | Uncerta | ain Wo | rth: See p | page 81 | (A) (S) | | 4/2/ | 4 7 3 | |
| FACTION KEYWORDS | CHAO | S. REI | NEGAD | ES Al | ND HEI | RETIC | S | | |

| \triangleright 3 | | REN | NEG | AL | E I | MIL | ITL | A S | QUAD |
|----------------------------------|----|-----|-----|----|-----|-----|-----|-----|------|
| NAME | М | WS | BS | S | T | W | A | Ld | Sv |
| Renegade Militia | 6" | 5+ | 5+ | 3 | 3 | 1 | 1 | * | 6+ |
| Renegade Militia Weapons Team | 6" | 5+ | 5+ | 3 | 3 | 2 | 2 | * | 6+ |
| Renegade Militia Champion | 6" | 4+ | 4+ | 3 | 3 | 1 | 2 | * | 6+ |

- This unit contains 1 Renegade Militia Champion and 9 Renegade Militia. It may include up to 10 additional Renegade Militia (Power Rating +3).
 Renegade Militia are armed with frag grenades and either autoguns or lasguns.
 The Renegade Militia Champion is armed with frag grenades and either an autogun or lasgun.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|----------------------------|--|---|---|---|--|---|
| Autogun | 24" | Rapid Fire 1 | 3 | 0 | 1 | - |
| Autopistol | 6" | Pistol 1 | 3 | 0 | 1 | - |
| Lasgun | 24" | Rapid Fire 1 | 3 | 0 | 1 | - |
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | - |
| Shotgun | 12" | Assault 2 | 3 | 0 | 1 | If the target is within half range, add 1 to this weapon's Strength. |
| Brutal assault weapon | Melee | Melee | User | 0 | 1 | Each time the bearer fights, it can make 1 additional attack with this weapon. |
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - |
| Krak grenade | 6" | Grenade 1 | 6 | -1 | D3 | - |
| | | mer Kenegade Cult | isi may be i | morade | | Chanairil |
| | For every equipper of the Reserved | ther Renegade Cult very 10 models in the ped with a weapon enegade Cultist Cha enegades and Heretic | tist may be used unit, two from the Reampion may can Ranged W | apgrade other R negades replac Veapons | ed with a enegade and He e their a list and | a Chaos sigil. a vox-caster. b Militia may form a Renegade Militia Weapons Team cretics Heavy Weapons list. utogun or lasgun with a shotgun or a single choice from complete of the renegades and Heretics Melee also take krak grenades. |
| ABILITIES | For every equipper of the Reserve to the Re | ther Renegade Cult very 10 models in the ped with a weapon enegade Cultist Cha enegades and Heretic | tist may be unit, two from the Reampion may cs Ranged Wide Cultist C | apgrade other R negades replac Veapons | ed with a enegade and He e their a list and | e Wox-caster. Militia may form a Renegade Militia Weapons Team Pretics Heavy Weapons list. Utogun or lasgun with a shotgun or a single choice from Vor a single choice from the Renegades and Heretics Melee |
| ABILITIES | • For every equipped of the Reservation Weapon | ther Renegade Cultiery 10 models in the ped with a weapon enegade Cultist Changades and Heretions list. The Renegatin Worth: See page igil: A unit equippe | tist may be une unit, two from the <i>Re</i> ampion may as <i>Ranged W</i> de Cultist C | ipgrade other R negades replac Veapons Champio | ed with a enegade and He e their a list and on may a | e Wox-caster. Militia may form a Renegade Militia Weapons Team Pretics Heavy Weapons list. Utogun or lasgun with a shotgun or a single choice from Vor a single choice from the Renegades and Heretics Melee |
| ABILITIES | • For every equipped of the Reweapor Uncertain Chaos Statement of the Rewest seems of | ther Renegade Cultiery 10 models in the ped with a weapon enegade Cultist Changades and Heretions list. The Renegatin Worth: See page ligil: A unit equipped ore; er: A unit equipped ore; | tist may be une unit, two from the Reampion may cs Ranged V de Cultist C 81. | ipgrade other R negades replac Veapons Champio | ed with a enegade and He e their a list and on may a | a vox-caster. Militia may form a Renegade Militia Weapons Team retics Heavy Weapons list. utogun or lasgun with a shotgun or a single choice from /or a single choice from the Renegades and Heretics Melee also take krak grenades. |
| ABILITIES FACTION KEYWORDS | • For every equipped of the Rew Weapon Uncertain Chaos Silowest so Vox-cast highest s | ther Renegade Cultiery 10 models in the ped with a weapon enegade Cultist Changades and Heretions list. The Renegatin Worth: See page ligil: A unit equipped ore; er: A unit equipped ore; | tist may be une unit, two from the Re ampion may cs Ranged Wide Cultist C 81. | ipgrade other R negades v replac Veapons Champio naos sig | ed with a cenegade and He e their a list and on may a cenegative to the cenegative t | a vox-caster. Militia may form a Renegade Militia Weapons Team eretics Heavy Weapons list. Sutogun or lasgun with a shotgun or a single choice from for a single choice from the Renegades and Heretics Melee also take krak grenades. We dice when making Morale tests, and chooses the |



| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|-----------------|----|----|----|---|---|---|---|----|----|
| Mutant | 6" | 5+ | 5+ | 3 | 3 | 1 | 1 | * | 6+ |
| Mutant Champion | 6" | 4+ | 5+ | 3 | 3 | 1 | 2 | * | 6+ |

- This unit contains 9 Mutants and 1 Mutant Champion. It may include up to 10 additional Mutants (Power Rating +2), up to 20 additional Mutants (**Power Rating +4**), up to 30 additional Mutants (**Power Rating +6**) or up to 40 additional Mutants (**Power Rating +8**). Mutants are armed with frag grenades and either laspistols, stub guns or autopistols.
- The Mutant Champion is armed with frag grenades and either a laspistol, stub gun or autopistol.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|------------------|----------------------------------|------------------------|---|--------------------|----------------------|--|
| Autogun | 24" | Rapid Fire 1 | 3 | 0 | 1 | _ |
| Autopistol | 6" | Pistol 1 | 3 | 0 | 1 | - |
| Lasgun | 24" | Rapid Fire 1 | 3 | 0 | 1 | - |
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | - |
| Shotgun | 12" | Assault 2 | 3 | 0 | 1 | If the target is within half range, add 1 to this weapon's Strength. |
| Stub gun | 6" | Pistol 1 | 3 | 0 | 1 | - |
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - |
| WARGEAR OPTIONS | | | | | | ol for a lasgun, autogun or shotgun. from the <i>Renegades and Heretics Melee Weapons</i> list. |
| ABILITIES | Curse of D6 mode character | ls in the unit as they | y are slain w n of the bat | vhen th tle. On | eir muta a 3 4, a | ll a D6 and apply the following result. On a 1, remove ation runs amok. On a 2-3, add 2" to the unit's Move dd 1 to the unit's Attack characteristic in a turn in which it |
| FACTION KEYWORDS | CHAOS | , RENEGADES A | AND HER | RETIC | S | |
| KEYWORDS | INFAN | TRY, MUTANTS, | <chaos< td=""><td>S COV</td><td>ENAN</td><td>TT>, RENEGADE MUTANT RABBLE</td></chaos<> | S COV | ENAN | TT>, RENEGADE MUTANT RABBLE |

| (2) | | | | СН | AO | SS | PAV | VN | | | |
|------------------|-----|----|-------|-----|------|----|-----|------|----------|----------------|--------|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | | |
| Chaos Spawn | 7" | 4+ | - | 5 | 5 | 4 | D6 | 9 | 5+ | | |
| TTI: 14 4 1 1 CI | С т | | 1 1 1 | 1.1 | 1.01 | C | (D) | D (* | . 2) 2 1 | 1::: 1.01 0 (1 | D D 41 |

This unit contains 1 Chaos Spawn. It can include 1 additional Chaos Spawn (Power Rating +2), 2 additional Chaos Spawn (Power Rating +4), 3 additional Chaos Spawn (Power Rating +6) or 4 additional Chaos Spawn (Power Rating +8). Each Chaos Spawn attacks with

| hideous mutations. | | | | | | |
|--------------------|---------------------------|---|-----------------|---------|----------|---|
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
| Hideous mutations | Melee | Melee | User | -2 | 2 | - |
| WARGEAR OPTIONS | None. | | | | | |
| ABILITIES | Fearsom | e: Enemy units v | within 1" of an | y Chaos | Spawn | must subtract 1 from their Leadership value. |
| | table belo | ow: | : When a unit | of Cha | os Spaw | n makes its close combat attacks, roll a D3 and consult the |
| | Fig 2 Gr Fig | zor Claws: The hast phase. asping Pseudop that phase. | ods: Each Cha | os Spav | vn in th | s Spawn in the unit have an AP of -4 until the end of the e unit adds 2 to its Attacks characteristic until the end of the drolls for this unit until the end of the Fight phase. |
| FACTION KEYWORDS | CHAOS | , RENEGADE | ES AND HEI | RETIC | S | |
| KEYWORDS | INFAN' | FRY, <chaos< th=""><th>COVENAN</th><th>VT>, C</th><th>HAOS</th><th>SPAWN</th></chaos<> | COVENAN | VT>, C | HAOS | SPAWN |

| - CWD | RF | ENE | GA | DE | CC |)M | MA | ND | SQUAD |
|---|--|--|---|---|---|---|---|--|--|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
| Disciples | 6" | 3+ | 3+ | 3 | 3 | 1 | 1 | * | 5+ |
| Disciple Weapon Team | 6" | 3+ | 3+ | 3 | 3 | 2 | 2 | * | 5+ |
| This unit contains 4 DisEach Disciple is armed | sciples. It m with frag g | nay inclu renades | ide up to and eith | 5 more ner a lasg | Discip un or a | les (Pow autogun | er Rati | ng +3) or | r up to 10 more Disciples (Power Rating +6). |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILIT | IES |
| Autogun | 24" | Rap | id Fire 1 | | 3 | 0 | 1 | - | |
| Lasgun | 24" | Rap | id Fire 1 | Į. | 3 | 0 | 1 | - | |
| Frag grenade | 6" | | nade D6 | 5 | 3 | 0 | 1 | - | |
| Krak grenade | 6" | Gre | nade 1 | | 6 | -1 | D3 | - | |
| | Here | tics Hea | vy Weapo | ons list | | | | Геат equ | ipped with a weapon from the Renegades and |
| ABILITIES | • All n | tics Hear nodels in ain Wor | y Weapon this un | ons list it may ta page 81. | ike kra | k grenad | les. | | |
| ABILITIES | • All n Uncerta | tics Hear nodels in ain Wor :: Roll an | yy Weapon this une the See per addition | ons list it may ta page 81. | ike kra vhen d | k grenad | les. | | certain Worth, and choose the highest of the two |
| ABILITIES | Herei All n Uncerta Fanatic dice rol | tics Hear nodels in ain Wor Roll ar ls. In ad | wy Weapon this unth: See pon addition, a | ons list ait may ta page 81. onal D6 wadd 3 to t | when do | k grenadetermininstead | les. ing this of 2. units su | unit's Un | certain Worth, and choose the highest of the two |
| ABILITIES | Here. All n Uncerts Fanatic dice rol Banne within 6 | nodels in ain Wor ain Wor air Roll ar lls. In ad r of the 5" of any r of Hat | wy Weapon this unthis unthis See pon addition, a Apostate models e: When | ons list nit may tapage 81. onal D6 widd 3 to the Enemy with a Braver a R | when do he roll y IMP! Ganner | k grenace etermininstead ERIUM of the A | les. ing this of 2. units supostate. | unit's Un | certain Worth, and choose the highest of the two |
| ABILITIES | Here. All n Uncerts Fanatic dice rol Banne within o Banne unit, it i | tics Hearnodels in ain Work: Roll and ls. In addrofthe 6" of any rof Hatmay immand Vox | this un this un this ee p addition dition, a Apostate models e: When mediately | ons list nit may tapage 81. onal D6 wordd 3 to the Enemy with a Brever a Ry make a | when do he roll sanner ENEG single | etermin instead ERIUM of the A ADES A attack a | des. ing this of 2. units supostate. AND HI | unit's Un ubtract 1: ERETICS he unit th | certain Worth, and choose the highest of the two from their Leadership characteristic whilst they ar 6 model is slain in the Fight phase within 6" of this |
| ABILITIES | Here. All n Uncerta Fanatic dice rol Banne within o Banne unit, it is Leaders | ain Wor ain Wor Roll ar ls. In ad r of the 6" of any r of Hat may immand Vox ship for any and a Rer | wy Weapon this unthis en addition, a Apostaty models e: When mediately in Net: Al Morale t | ons list at may ta page 81. onal D6 wadd 3 to the Enemy with a Brever a Ray make a ll friendly tests if it is | when do he roll y IMP! Sanner ENEG single y units is high- | etermininstead ERIUM of the A ADES A attack a with a ver. | des. ing this of 2. units supostate. AND HI gainst t | unit's Un ubtract 1: ERETICS he unit the | certain Worth, and choose the highest of the two from their Leadership characteristic whilst they are model is slain in the Fight phase within 6" of this nat killed it. |
| ABILITIES FACTION KEYWORDS | Here. All n Uncerts Fanatic dice rol Banne within o Banne unit, it Comma Leaders Note the | tics Hearnodels in More and les. In add r of the may improve and Vox ship for any at a Renggins. | wy Weapon this un th: See pan addition dition, a Apostate we models e: When mediately a Net: Al Morale to megade C | ons list at may ta page 81. onal D6 wadd 3 to the Enemy with a Brever a Ray make a ll friendly tests if it is | when do he roll y IMP sanner ENEG single y units is higher to san a san | etermininstead ERIUM of the A ADES A attack a with a ver. | des. ing this of 2. units su postate. AND HI gainst to cox-caste by have of the cox-caste by | unit's Un ubtract 1: ERETICS he unit the | certain Worth, and choose the highest of the two from their Leadership characteristic whilst they as model is slain in the Fight phase within 6" of this nat killed it. 120" of a command vox net can use this unit's |

| 3 | R | EN | EG. | AD. | E D | ISC | CIPI | LE S | SQUAD | |
|---|---------------------------------------|--|---|---|---|---------------------------------------|-------------|----------|---|-----|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | |
| Disciples | 6" | 3+ | 3+ | 3 | 3 | 1 | 1 | * | 5+ | |
| Disciple Weapon Team | 6" | 3+ | 3+ | 3 | 3 | 2 | 2 | * | 5+ | |
| Disciple Champion | 6" | 3+ | 3+ | 3 | 3 | 1 | 2 | * | 5+ | |
| This unit contains 5 DiscEach model in this unit | | | | | | | | | or up to 10 more Disciples (Power Rating +6). | |
| WEAPON | RANGE | TYP | | | S | AP | D | ABILI | LITIES | |
| Autogun | 24" | Rap | oid Fire 1 | | 3 | 0 | 1 | - | | |
| Lasgun | 24" | Rap | oid Fire 1 | | 3 | 0 | 1 | - | | |
| Frag grenade | 6" | Gre | nade D6 | | 3 | 0 | 1 | - | | |
| Krak grenade | 6" | Gre | nade 1 | | 6 | -1 | D3 | - | | |
| WARGEAR OPTIONS | Pisto One One One Weat Two Weat All n | Is list an Disciple other Dother Doons list other Doons list ondels in odels in Doons list anodels in Disciple and Doons list anodels in Disciple and Dis | nd a weap e may car visciple m visciple m visciples n visciples n visciples n | on from ry a Ch ay carr ay exch may for at may t | m the <i>Re</i> naos sigi y a vox- nange th m a wea | negades l. caster. eir lasgi | and He | retics M | gun for a weapon from the Renegades and Hereti Melee Weapons list. For a weapon from the Renegades and Heretics Sp with a weapon from the Renegades and Heretics H | eci |
| ABILITIES | Uncerta | ain Wo | rth: See p | age 81. | | | 1.11 | | | 3 |
| | Chaos S | - | unit equi | pped v | vith a Ch | aos sig | il rolls tv | o dice | when making Morale tests, and chooses the | |
| | | | n addition dition, ac | | | | | ınit's U | Uncertain Worth, and choose the highest of the to | ΝO |
| | Vox-cas highest | | ınit equip | pped w | ith a vox | -caster | rolls two | dice to | to determine its Leadership value, and chooses th | ie |

CHAOS, RENEGADES AND HERETICS
INFANTRY, <CHAOS COVENANT>, RENEGADE DISCIPLE SQUAD

FACTION KEYWORDS KEYWORDS

| MARAF | N/ | WS | BS | | T | | | | CER |
|---------------------------|-----------------|-----------|------------------------------|---------|------------|-----------|----------|-----------------|---|
| NAME Renegade Enforcer | M 6" | Wa | 55 | 3 | 3 | W | A 3 | Ld * | Sv 5+ |
| This unit contains 1 Re | negade Enf | orcer. | 734 | | | | | grenad | es and either a laspistol or autopistol. |
| WEAPON | RANGE | TYP | | | S | AP | 0 | ABILI | • |
| Autogun | 24" | Rap | id Fire 1 | | 3 | 0 | 1 | - | |
| Autopistol | 6" | Pist | ol 1 | | 3 | 0 | 1 | - | |
| Lasgun | 24" | Rap | id Fire 1 | | 3 | 0 | 1 | - | |
| Laspistol | 12" | Pist | ol 1 | | 3 | 0 | 1 | - | |
| Shotgun | 12" | Ass | ault 2 | | 3 | 0 | 1 | If the Stren | e target is within half range, add 1 to this weapon's ngth. |
| Brutal assault weapon | Melee | Mel | ee | | User | 0 | 1 | | time the bearer fights, it can make 1 additional k with this weapon. |
| Frag grenade | 6" | Gre | nade D6 | ; | 3 | 0 | 1 | - | |
| WARGEAR OPTIONS | Reneg • This | gades ar | <i>id Hereti</i> nay exch | cs Ran | ged Weap | ons list. | | | hotgun, autogun, lasgun or a weapon from the a weapon from the Renegades and Heretics Melee |
| ABILITIES | Uncerta | in Wor | th: See p | page 81 | | 11/1/2 | 17-7-2 | -1/2 1 | |
| | | | | | when de | | | unit's Ur | ncertain Worth, and choose the highest of the two |
| | | | | | | | | | NFANTRY unit within 3" of this model must taken are slain and the test is automatically passed. |
| | Refract | or Field | l. This m | odel h | as a 5+ ir | vulnera | ble save | | |

CHAOS, RENEGADES AND HERETICS

INFANTRY, <CHAOS COVENANT>, RENEGADE ENFORCER

FACTION KEYWORDS

KEYWORDS

| | RE | NE | GA | DE | MA | AR A | MI | ER | SQUAD |
|---|--------------------------------|---|--|----------|----------------------------|-----------------------|-----------------------|--------------------------------------|--|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
| Marauder | 6" | 3+ | 3+ | 3 | 3 | 1 | 2 | 7 | 5+ |
| Brute | 6" | 3+ | 5+ | 4 | 3 | 3 | 3 | 7 | 5+ |
| Marauder Chief | 6" | 3+ | 3+ | 3 | 3 | 2 | 2 | 8 | 5+ |
| and up to 2 Brutes (Powers)Marauders and the MaraWEAPON | | | | h frag g | renades, | krak gr AP | enades a | and eithe | r an autogun, lasgun or shotgun. |
| | | | | | | | | | |
| | 24" | | id Fire 1 | | 3 | 0 | 1 | - | |
| Autogun | | | id Fire 1 | L | | | | | |
| Autogun Autopistol | 24" | Rap Pist | id Fire 1 | | 3 | 0 | 1 | | |
| Autogun Autopistol Boltgun | 24" 6" | Rap Pist Rap | oid Fire 1 ol 1 | | 3 3 | 0 | 1 | - | |
| Autogun Autopistol Boltgun Lasgun Laspistol | 24" 6" 24" | Rap Pist Rap | oid Fire 1 ol 1 oid Fire 1 oid Fire 1 | | 3 3 4 | 0 0 0 | 1 1 1 | - - - | |
| Autogun Autopistol Boltgun Lasgun Laspistol | 24" 6" 24" 24" | Rap Pist Rap Rap Pist | oid Fire 1 ol 1 oid Fire 1 oid Fire 1 | | 3 3 4 3 | 0 0 0 0 | 1 1 1 1 | - - - - | target is within half range, add 1 to this weapon' |
| Autogun Autopistol Boltgun Lasgun Laspistol Shotgun | 24" 6" 24" 24" 12" | Rap Pist Rap Rap Pist | oid Fire 1 ol 1 oid Fire 1 oid Fire 1 ol 1 ault 2 | | 3 3 4 3 3 | 0 0 0 0 | 1 1 1 1 | - - - - If the Streng | target is within half range, add 1 to this weapon |
| Autogun Autopistol Boltgun Lasgun | 24" 6" 24" 24" 12" | Rap Pist Rap Rap Pist Assa | oid Fire 1 ol 1 oid Fire 1 oid Fire 1 ol 1 ault 2 | | 3 3 4 3 3 3 | 0 0 0 0 0 | 1 1 1 1 1 | - - - - If the Streng | target is within half range, add 1 to this weapons oth. time the bearer fights, it can make 1 additional |

Renegades and Heretics Ranged Weapons list, and one weapon from the Renegades and Heretics Melee

2+ the test is automatically passed regardless of other modifiers. On a 1, the unit is removed from play.

Additionally, models in the unit gain +1 to their saving throw if they are in cover. **Murder Cultists:** You can re-roll failed hit rolls for this unit in the Fight phase.

krak grenades.

CHAOS, RENEGADES AND HERETICS

INFANTRY, RENEGADE MARAUDER SQUAD

ABILITIES

FACTION KEYWORDS

KEYWORDS

In it for the Money: Whenever you must take a Morale test for this unit, instead of taking the test, roll a D6. On a

Specialists: Before your game starts, choose one of the following abilities to apply for the duration of the battle:

• Stalkers: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Hereteks: All models in this unit have a Save characteristic of 4+ instead of 5+. The entire unit also gains



RENEGADE OGRYN BEAST HANDLERS

| NAME | М | WS | BS | S | T | W | A | Ld | Sv |
|---------------------|----|----|----|---|---|---|---|----|----|
| Ogryn Pack Master | 6" | 3+ | 4+ | 5 | 5 | 3 | 3 | 6 | 5+ |
| Chaos Mauler Hounds | 6" | 4+ | - | 5 | 5 | 2 | 2 | 6 | 5+ |

- This unit contains 1 Ogryn Pack Master and three Chaos Mauler Hounds. It may include up to 3 additional Chaos Mauler Hounds (Power Rating +3).
 The Ogryn Pack Master is armed with a mauler goad, ripper claw and frag grenades.
 The Chaos Mauler Hounds are armed with befouled fangs and claws.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|--------------------------|----------|---|---------------|--------|---|--|
| Ogryn Pack Master | | | | | | |
| Mauler goad | Melee | Melee | User | 0 | 1 | Attack with this weapon before the Mauler Hounds make their attacks. If this weapon causes 1 or more unsaved wounds on an enemy unit, the Mauler Hounds get +1 to their hit rolls against the same unit this turn. |
| Ripper claw | Melee | Melee | User | -1 | D3 | - |
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - |
| Chaos Mauler Hounds | | | | | | |
| Befouled fangs and claws | Melee | Melee | User | 0 | 1 | A unit that suffers 1 or more unsaved wounds from this weapon adds +1 to the dice roll for the subsequent Morale test. |
| WARGEAR OPTIONS | • None. | | | | | |
| ABILITIES | | ne of Muscle: Mode le a successful charq | | it can | make on | e additional attack in the Fight phase in a turn in which |
| | one Ogry | | nediately sla | in. On | a 2-5, ea | ay activate the combat stimms – if so, roll a D6. On a 1, ach Ogryn increases their Attack characteristic by 1. On a or each unit). |
| FACTION KEYWORDS | CHAOS | , RENEGADES | AND HER | RETIC | S | |
| KEYWORDS 🦳 | (OGRY | N PACK MASTE | ER): INFAI | NTRY, | <cha< td=""><td>OS COVENANT>, OGRYN,</td></cha<> | OS COVENANT>, OGRYN, |
| | RENEG | ADE OGRYN B | EAST HA | NDLE | RS | |

| | 165167 | 22 m | 100 | | Rental | | | | |
|--|------------------|---|-------------------------------|---------------------------------|---------------------|-----------------------|----------|--------------------|---|
| 6 | | REN | NEG | AI |)E (| OG] | RYN | I B | RUTES |
| NAME | М | WS | BS | S | T | W | A | Ld | Sv |
| Ogryn Brute | 6" | 3+ | 4+ | 5 | 5 | 3 | 3 | 6 | 5+ |
| Ogryn Berserker Boss | 6" | 3+ | 4+ | 5 | 5 | 4 | 4 | 7 | 5+ |
| This unit contains 3 Ogu (Power Rating +18). The Ogryn Brute is arm | | | | 7 7 | | | n Brutes | (Power | Rating +8) or up to 9 additional Ogryn Brutes |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILI | ITIES |
| Ogryn power drill | Melee | Mel | .ee | | 10 | -3 | D3 | Agai | inst VEHICLES, re-roll failed wound rolls. |
| Ogryn weapon | Melee | Mel | ee | | +1 | -1 | 2 | - | |
| Frag grenade | 6" | Gre | nade D6 | ó | 3 | 0 | 1 | - | |
| WARGEAR OPTIONS | • One | Ogryn l | Brute in | the uni | t may be | upgrad | ed to be | an Ogr | ryn Berserker Boss with an Ogryn power drill. |
| ABILITIES | they made one Og | ade a su a t Stimn ryn Bru | ccessful ns: At th te in the | charge. e start o unit is | of the As immedi | sault ph ately sla | ase, you | may ac 2-5, eac | ional attack in the Fight phase in a turn in which ctivate the combat stimms – if so, roll a D6. On a 1, ch Ogryn Brute gains +1 Attack. On a 6, each Ogryn |
| FACTION KEYWORDS | | | NEGAI | | | | | 197 | |
| KEYWORDS | | | | | | | | , RENI | EGADE OGRYN BRUTES |

| | | 1000 | 100 | | PART I | 13466 | 23.6 | 12/19 | PRINTED AND THE PRINTED AND TH |
|--|--|---|--|---|--------------------------------------|-----------------------------------|--------------------------------|------------------------------------|--|
| 7 | | RE | NE | GA OC | DE GRY | PL NS | AG | UE | |
| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
| Plague Ogryn | 6" | 3+ | 4+ | 5 | 5 | 3 | 3 | 6 | - |
| This unit contains 3 P Ogryns (Power Ratin Plague Ogryns are arr | g + 14). | | | ıde up 1 | to 3 addi | tional P | lague O | gryns (P o | ower Rating +7) or up to 6 additional Plague |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILIT | TES |
| Plague claws | Melee | Mel | lee | | User | -1 | D3 | Re-ro | ll failed wound rolls against non-VEHICLE models. |
| WARGEAR OPTIONS | • None | e. | | | | | | | |
| ABILITIES | they ma Plague Plague o Ogryn i | de a such the standard of the | ccessful s: At the n the un nit gains | charge. start of it is im D3 Att | f the Figh mediatel tacks (rol | nt phase y slain. ll once f | you ma On a 2-5 for each | y activate 5, each Pl unit). | e the plague stimms – if so, roll a D6. On a 1, one lague Ogryn gains +1 Attack. On a 6, each Plague |
| | benefit : | from th of Bile: | e Coven Each tii | ant of N me a Pla | Nurgle (s ague Ogr | ee page yn is sla | 81). ain in the | Fight ph | ord chooses, Plague Ogryns always (and only) hase, nearby units are showered in plague bile: roll a hin 3". On a 4+, that unit suffers a mortal wound. |
| FACTION KEYWORDS | | | | | ND HE | | | | |
| KEYWORDS | | | | | GRYN, | | | RYNS | |

| 3 RI | ENE | GA | DE | HI | EAV | YV | VE. | APC | NS SQUAD | |
|--|--------|---------|---|---------|---------|----------|----------|------------------|--|------------|
| NAME | M | WS | BS | S | Ţ | W | A | Ld | Sv | |
| Renegade Weapons Team | 6" | 5+ | 5+ | 3 | 3 | 2 | 2 | * | 6+ | |
| This unit contains 3 ReneEach model is armed witWEAPON | | | nd eithe | | | | ditional | Renegad ABILI | e Weapons Teams (Power Rating +3). | |
| Autogun | 24" | | oid Fire 1 | | 3 | 0 | 1 | - ADILII | LU | |
| Lasgun | 24" | | oid Fire 1 | | 3 | 0 | 1 | - | | |
| Frag grenade | 6" | Gre | nade De | 5 | 3 | 0 | 1 | - | | |
| WARGEAR OPTIONS | • Each | Renega | de Weap | ons Te | am must | select a | single v | weapon | rom the Renegades and Heretics Heavy Wed | apons list |
| ABILITIES | Uncert | ain Wor | rth: See | page 81 | | | 10:03 | 3,500 | | 5-13 |
| FACTION KEYWORDS | CHAC | OS, REN | NEGAI | DES Al | ND HE | RETIC | S | | | 132 |
| KEYWORDS | INFA | NTRY, | <chac< td=""><td>os co</td><td>VENA</td><td>NT>, R</td><td>ENEG</td><td>ADE H</td><td>EAVY WEAPONS SQUAD</td><td>9-28</td></chac<> | os co | VENA | NT>, R | ENEG | ADE H | EAVY WEAPONS SQUAD | 9-28 |

INDERING.



QUESTOR IMPERIALIS ARMY LIST

This section serves as an addendum to the Questor Imperialis army list which features in *Warhammer 40,000 – Index: Imperium 2*, and features all of the additional datasheets for the Questor Imperialis models produced by Forge World. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have.

KEYWORDS

Throughout this section you will come across a keyword that is within angular brackets, specifically < HOUSEHOLD >. This is shorthand for a keyword of your own choosing, as described below,

<HOUSEHOLD>

With the exception of Freeblades, all Imperial Knights belong to a household – a noble house which owes its allegiance to the Imperium or to the Adeptus Mechanicus.

Imperial Knights datasheets have the <**HOUSEHOLD**> keyword. When you include such a unit in your army, you must nominate which household that unit is from. You then simply replace the <**HOUSEHOLD**> keyword in every instance on that unit's datasheet with the name of your chosen household. You can use any of the households that you have read about, or make up your own.

For example, if you were to include a Knight Errant in your army, and you decided it was from House Taranis, its <**HOUSEHOLD**> Faction keyword is changed to **HOUSE TARANIS**.

You can also instead nominate any Imperial Knight to be a Freeblade. If you do so, replace the **<HOUSEHOLD>** keyword in every instance on that unit's datasheet with the **FREEBLADE** keyword.

| 40 (40) | | | PC | PRF | US E PHY | RI | IGE ON | | | DAMAGE Some of an Acastu- characteristics cha- battle, as shown be | nge as it sı | | |
|---------------------------|---|---|--|---|---|--|---|---|--|--|---|---------------------------------------|-----|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS |
| Acastus Knight Porphyrion | * | * | * | 8 | 9 | 30 | 3 | 9 | 3+ | 23-30+ | 10" | 3+ | 2+ |
| An Acastus Knight Porphy | vrion is a si | ngle m | odel. It is | s equip | ped with | two tw | in magn | a lascan | non, | 16-22 | 8" | 4+ | 3+ |
| two autocannon and an iro | | | | | | | | | | 9-15 | 6" 4" | 5+ | 4+ |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILI | TIES | 1-8 | 4 | 6+ | 5+ |
| Autocannon | 48" | Hea | avy 2 | | 7 | -1 | 2 | - | | | | | |
| Helios defence missiles | 60" | Неа | avy 2 | | 8 | -2 | 3 | targe | ets that | hit rolls made for this can FLY. Subtract 1 from against all other to | om the hit | | |
| Ironstorm missile pod | 72" | Hea | avy D6 | | 5 | 0 | D3 | | weapoi bearer. | n can target units that | are not vis | ible to | |
| Lascannon | 48" | Hea | avy 1 | | 9 | -3 | D6 | - | | | | | |
| Twin magna lascannon | 72" | Hea | avy 2D3 | | 12 | -3 | 6 | Thes attac | _ | ons may not be used to | o make Ov | erwatch | |
| Titanic feet | Melee | Me | lee | | User | -2 | D3 | | e 3 hit i | rolls for each attack ma | ade with th | is weapon | |
| WARGEAR OPTIONS | | | | | | | | | | on with a lascannon. ood with helios defence | e missiles. | | |
| ABILITIES | Blessed one wou | | imulacra | a: At th | e beginn | ing of e | ach of y | our turn | ıs, roll a | D6; on the result of a | 5+ the mo | del heals | |
| | | | | | | | | | | roll a D6 before removi D6 mortal wounds. | ing the mo | del from | |
| | Ion Shie | e ld: Th | is model | has a 5 | 5+ invuln | erable s | save agai | inst shoo | oting at | tacks. | | | - 3 |
| | during i models, Porphyr INFAN; unit tha Porphyr | ts turn; though ion car FRY ke t is with ion car | When an at the construction shoot is eyword. In the construction is a second short angular move a second short and short angular move a second | end of i f there In this e and n | stus Knig ts move i are enem case, it ca nore thar Heavy w | ht Porp t must l ny mode nn shoo n 1" awa reapons | hyrion I be more els within t the end y from a without | Falls Bac than 1" n 1" of it emy unit any frien sufferir | k, it car from al , as lon that is adly mo ng the p | ovement phase and still a even move over enemal enemy units. An Acagas all of the enemy movement of the enemy of the enemy of the folls. In addition, the folls. In addition of the model is obse | ny INFAN' stus Knigh nodels have other visibl Acastus Kn inally, the | TRY tt tte the e enemy ight Acastus | |
| FACTION KEYWORDS | 107.17 | | | | MPERI | | - | | | | | | |
| KEYWORDS | TITAN | IC, V | EHICL | E, AC | ASTUS | KNIG | HT PC | RPYH | RION | | | |) |

| 25 | | KN | | | RAS' [-A(| | | ON | | DAMAGE Some of a Cerastus characteristics char | ıge as it sı | | ıage |
|--|--|--|---|---|---|---|---|---|--|---|--|--|----------|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | battle, as shown bel | low: | WS | E |
| Cerastus Knight-Acheron | * | * | * | 8 | 8 | 27 | 4 | 9 | 3+ | 15-27+ | 14" | 3+ | 3 |
| A Cerastus Knight-Acheror reaper chainfist with an inb | | | | | | | | | | 7-14 1-6 | 10" 6" | 4+ 5+ | 4 |
| WEAPON | RANGE | TYPI | E | | S | AP | D | ABILI | TIES | 1-0 | | 3+ | |
| Acheron flame cannon | 18" | Hea | vy 2D6 | | 7 | -2 | 3 | This | weapon | automatically hits its | target. | | |
| Twin heavy bolter | 36" | Hea | vy 6 | | 5 | -1 | 1 | - | | | | | |
| Reaper chainfist | Melee | Mel | ee | | x2 | -4 | 6 | Whe | | ing with this weapon, | subtract 1 | from the | |
| Titanic feet | Melee | Mel | ee | | User | -2 | D3 | | e 3 hit ro ad of 1. | olls for each attack ma | de with th | is weapon | |
| WARGEAR OPTIONS | • None | | 1237 | | | 12 27 | | The state of | 24 | | | | 71 4 |
| ABILITIES | one wou | ind. es: If thi | is model | l is red | | wound | ls, roll a | D6 befoi | re remov | D6; on the result of a 5 | | | + |
| | Flank S may mo | _ | Vhen ma | aking a | dvance r | olls for | this mo | del, roll 2 | 2D6 to d | etermine the maximu | m distanc | e it | |
| | Ion Shi | e ld: Thi | s model | has a 5 | 5+ invuln | erable s | save agai | inst shoc | oting atta | acks. | | | |
| | during i though if there this case more th weapon | ts turn, at the en are ener e, it can an 1" av s withou | When and of its my mod shoot the way fron ut suffer | move els with ne ener n any fri ing the | tus Knigl it must be hin 1" of i ny unit th riendly m | nt Ache e more it, as lon nat is windels. I de its hi | eron Fall than 1" ng as all ithin 1" In additi it rolls. F | s Back, i from all of the er of it or a ion, the (inally, the | t can ever enemy unemy me ny other Cerastus ne Ceras | nent phase and still sheen move over enemy I units. A Cerastus Knig odels have the INFAN' visible enemy unit the Knight Acheron can tus Knight Acheron o | NFANTR' ht-Achero TRY keyw at is within move and | Y models, n can show ord. In n range an fire Heavy | ot id |
| FACTION KEYWORDS | | | | | MPERI | | | | | | | 4-77 | 3 |
| KEYWORDS | | | | | RASTU | _ | | | | | | | |

CERASTUS KNIGHT-ATROPOS

WS Ld NAME M Sv Cerastus Knight-Atropos 27 8 9 8 4 3+

A Cerastus Knight-Atropos is a single model. It is equipped with an Atropos lascutter and a

DAMAGE

Some of a Cerastus Knight-Atropos' characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | M | WS | BS |
|-------------|-----|----|----|
| 15-27+ | 14" | 3+ | 3+ |
| 7-14 | 10" | 4+ | 4+ |
| 1-6 | 6" | 5+ | 5+ |

| Atropos lascutter (shooting) Atropos lascutter (melee) Graviton singularity cannon Titanic feet M | ANGE 9" Ielee | TYPE Heavy 1 Melee Heavy 4 | \$ 12 14 | AP -4 | 6 | or MONSTER us immediately mak target within rang further attacks. You may re-roll for this weapon again BUILDING or V | this weapon slays and it in the Shooting we another attack agge. This bonus attack added hit rolls and wanst targets with the YEHICLE keyword. | phase, yo gainst a se ck does no wound rol MONST | u may sparate ot generate |
|--|---|---|--|---|--|---|---|--|---|
| Atropos lascutter (shooting) Atropos lascutter (melee) Graviton singularity cannon Titanic feet M | 9" Ielee | Heavy 1 Melee | 12 | -4 | 6 | If an attack with to or MONSTER un immediately make target within range further attacks. You may re-roll for this weapon again BUILDING or V | nit in the Shooting see another attack agge. This bonus attact ailed hit rolls and wast targets with the | phase, yo gainst a se ck does no wound rol MONST | u may sparate ot generate |
| (melee) Graviton singularity cannon Titanic feet M | | | | -4 | 6 | this weapon again BUILDING or V | nst targets with the | MONST | |
| Titanic feet M | 36" | Heavy 4 | 0. | | | Poll a Dé asab tie | | | |
| | | | 8 | -3 | 3 | the bearer suffers normally (if the b is carried out nor the weapon's attac | me before this wear is a mortal wound an bearer survives this rmally using its liste cks are instead carr ge 6 instead of its no | nd the we). On 2-5, ed profile. ried out at | apon fires , the attack . On a 6, : Strength |
| WARCEAR ORTIONS | ſelee | Melee | User | -2 | D3 | Make 3 hit rolls for instead of 1. | or each attack mad | e with thi | s weapon |
| WARGEAR OPTIONS • | None. | | | 7 4 7 | F K | | | MAJA) | 100 |
| the Fla ma Io | ne battlefice lank Special move. Donic Flare | eld; on a 6+ it exp ed: When making | olodes and e g advance ro | ach uni lls for t | t within his mode | to 0 wounds, roll a l 2D6" suffers D6 mo el, roll 2D6 to detern we against shooting | ortal wounds. | n distance | eit |
| du the if t the me its Mi | uring its to cough at to there are this case, it core than eapons was save in care. | urn, When a Cer he end of its mov enemy models w can shoot the en 1" away from any ithout suffering t cover if at least ha inction Protocol | astus Knigh re it must be ithin 1" of it emy unit th friendly man he penalty to lf of the mo | t Atrop more to to as lone at is with odels. In o its hith del is o | os Falls han 1" fr g as all o hin 1" o n additio rolls. Fi oscured | k in the Movement Back, it can even movement all enemy units of the enemy models fit or any other vision, the Cerastus Kninally, the Cerastus I from the bearer, trolls with this models. | ove over enemy IN. A Cerastus Knight have the INFANT ble enemy unit that ght Atropos can m Knight Atropos onl | FANTRY t Atropos RY keywe t is within tove and f y gains a | models, can shoot ord. In range and ire Heavy bonus to |
| | | gets with the TIT. JM, QUESTOR | | | HOUS | SEHOLD> | | | 31 |
| | | E, TITANIC, C | | | | | | | 710 120 |

M BS S Ld NAME

Sv Cerastus Knight-Castigator 8 8 9 27 3+

DAMAGE Some of a Cerastus Knight-Castigator's characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | M | WS | BS |
|-------------|-----|----|----|
| 15-27+ | 14" | 3+ | 3+ |
| 7-14 | 10" | 4+ | 4+ |
| 1-6 | 6" | 5+ | 5+ |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
|------------------------|---|--|---|--|--|---|---|---|---|
| Castigator bolt cannon | 36" | Heavy 14 | 6 | -2 | 2 | _ | | | |
| Tempest warblade | Melee | Melee | +6 | -3 | 5 | weapon against | a 6 is rolled on any a a MONSTER or V mortal wounds are | VEHICLE, t | hen an |
| Titanic feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls instead of 1. | s for each attack m | ade with thi | s weapon |
| WARGEAR OPTIONS | • None. | | | | | | | 7:59 | AL . |
| ABILITIES | Blessed A | | At the beginni | ng of ea | ach of yo | our turns, roll a De | 5; on the result of a | 5+ the mod | lel heals |
| | | s: If this model is es and each unit w | | | | | g the model from | the battlefiel | ld; on a 6+ |
| | Flank Sp may mov | | ng advance ro | olls for t | his mod | el, roll 2D6 to dete | ermine the maxim | um distance | it |
| | | ld: This model ha | s a 5+ invulne | erable s | ave agair | . 1 1 | 7.0 | | |
| | Ion Shie | id. Tillo illodel ild | o a 5 i ilivalii | | are again | nst snooting attack | . . | | |
| | Knight I during it though a shoot if t In this ca and more Heavy we | Fitan: A Cerastus s turn, When a C the end of its mo here are enemy muse, it can shoot the than 1" away froe eapons without su | Knight Casti erastus Knigh ove it must be nodels within he enemy unit m any friend affering the po | gator co t Casting more t 1" of it, that is ly mode | nn Fall B gator Fal han 1" fi as long within 1 els. In ad | ack in the Movem lls Back, it can eve rom all enemy uni as all of the enemy " of it or any other ldition, the Cerast rolls. Finally, the C | ent phase and still n move over enem ts. A Cerastus Kni models have the l visible enemy uni us Knight Castigat Cerastus Knight Ca | y INFANTE ght Castigat INFANTRY it that is with or can move | W models or can keyword. nin range and fire |
| FACTION KEYWORDS | Knight I during it though a shoot if t In this ca and more Heavy we bonus to | Fitan: A Cerastus s turn, When a C the end of its mo here are enemy muse, it can shoot the than 1" away froe eapons without su | Knight Casti erastus Knigh ove it must be nodels within ne enemy unit m any friend uffering the po f at least half | gator control ga | nn Fall B gator Fall han 1" fi as long within 1 els. In ad o its hit i | ack in the Movem lls Back, it can eve rom all enemy uni as all of the enemy " of it or any other Idition, the Cerast rolls. Finally, the Cobscured from the | ent phase and still n move over enem ts. A Cerastus Kni models have the l visible enemy uni us Knight Castigat Cerastus Knight Ca | y INFANTE ght Castigat INFANTRY it that is with or can move | W models or can keyword. nin range and fire |

CERASTUS KNIGHT-LANCER

 NAME
 M
 WS
 BS
 S
 T
 W
 A
 Ld
 Sv

 Cerastus Knight-Lancer
 *
 *
 *
 8
 8
 27
 4
 9
 3+

A Cerastus Knight-Lancer is a single model. It is equipped with a cerastus shock lance which it wields in melee combat and can also use it to discharge a lethal shock blast. It may also crush its foes beneath its titanic feet.

DAMAGE

Some of a Cerastus Knight-Lancer's characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | M | WS | BS |
|-------------|-----|----|----|
| 15-27+ | 14" | 3+ | 3+ |
| 7-14 | 10" | 4+ | 4+ |
| 1-6 | 6" | 5+ | 5+ |

| its foes beneath its titanic | feet. | | | | | |
|------------------------------|---|--|--|--|---|---|
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
| Shock blast | 18" | Heavy 6 | 6 | -1 | D3 | - |
| Cerastus shock lance | Melee | Melee | +6 | -4 | 6 | You may re-roll failed hit rolls with this weapon if the Cerastus Knight-Lancer has successfully charged in your Charge phase. |
| Titanic feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls for each attack made with this weapon instead of 1. |
| WARGEAR OPTIONS | None. | A STATE OF THE STATE OF | | 314 | | |
| ABILITIES | Blessed one wou | | At the beginni | ng of ea | ach of yo | our turns, roll a D6; on the result of a 5+ the model heals |
| | | s: If this model is es and each unit | | | | D6 before removing the model from the battlefield; on a 6+al wounds. |
| | Flank Sp may mov | | ing advance ro | olls for t | this mod | lel, roll 2D6 to determine the maximum distance it |
| | in the Fi | ght phase of any t | turn. In additi | on, ene | my unit | a 5+ invulnerable save increasing to a 4+ invulnerable save s with the TITANIC keyword within 1" must subtract 1 the Cerastus Knight-Lancer (to a maximum of 6+ to hit). |
| | during it though a if there a this case more the weapons | s turn, When a C t the end of its m re enemy models , it can shoot the in 1" away from a | cerastus Knigh ove it must be within 1" of i enemy unit th ny friendly m g the penalty t | t Lance more t t, as lor at is wi odels. I o its hi | er Falls I than 1" f ng as all (thin 1" c n addition | in the Movement phase and still shoot and/or charge Back, it can even move over enemy INFANTRY models, from all enemy units. A Cerastus Knight Lancer can shoot of the enemy models have the INFANTRY keyword. In of it or any other visible enemy unit that is within range and on, the Cerastus Knight Lancer can move and fire Heavy inally, the Cerastus Knight Lancer only gains a bonus to its om the bearer. |
| FACTION KEYWORDS | IMPER | IUM, QUESTO | OR IMPERL | ALIS, | <hou< td=""><td>SEHOLD></td></hou<> | SEHOLD> |
| KEYWORDS | VEHIC | LE, TITANIC, | CERASTUS | KNI | GHT-L | ANCER |

| 28 | | QU | | | RIS GA | | | HT | | DAMAGE Some of a Questoris characteristics chan | ge as it su | | |
|--|--|---|---|--|---|---|---|---|--|--|---|--|----------|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | battle, as shown bel | ow: | WS | B |
| Questoris Knight Magaera | * | * | * | 8 | 8 | 24 | 4 | 9 | 3+ | 13-24+ | 12" | 3+ | 3- |
| A Questoris Knight Maş plasma-fusil and a reape | | | | | | | | | sed | 7-12 1-6 | 9" 6" | 4+ 5+ | 4· 5· |
| WEAPON | RANGE | TYP | E | | S | AP | D | ABILI | TIES | | | | |
| Lightning cannon | 48" | Hea | ıvy 6 | | 7 | -1 | D3 | weap | on, that | ou make a wound roll on thit is resolved with an ange 3 instead of D3. | | | |
| Phased plasma-fusil | 24" | Rap | oid Fire 2 | 2 | 6 | -3 | 2 | - | | | | | |
| Twin rad-cleanser | 9" | Ass | ault 2D6 | 5 | * | 0 | 3 | on a | 3+ exce | hits automatically, and pt against TITANIC ar h it always wounds on a | nd VEHIC | | |
| Hekaton siege claw | Melee | Mel | lee | | x2 | -4 | 6 | Subti | act 1 fr | om hit rolls made with | this weap | on. | - 2 |
| Reaper chainsword | Melee | Mel | lee | | +4 | -3 | 6 | - | | | | | |
| Titanic feet | Melee | Mel | lee | | User | -2 | D3 | | e 3 hit ro ad of 1. | olls for each attack mad | le with thi | s weapon | |
| WARGEAR OPTIONS | | | | | era may its cost b | | | er chains | word w | ith a hekaton siege clav | v with an i | inbuilt tw | in |
| ABILITIES | Empyre against t Explode battlefie | al Prey his mo es (Uns ld; on a | rsight: U del. table Re 6+ it ex eld: Thi | Units otheractor): | ner than If this mand each | VEHIC nodel is n unit w | CLES car reduced vithin 2D | nnot clain I to 0 wo 106" suffer | m the bounds, ro | D6; on the result of a 5 onus +1 to their save for all a D6 before removin ortal wounds. | or being in | cover lel from tl | he |
| | during i though of shoot if In this c and mon Heavy w | ts turn, at the e there a ase, it c e than reapons | When and of its re enemerate shoot 1" away withou | n Questo move i y mode t the en from a t suffer | oris Knig t must b ls within emy uni ny frienc ing the p | ght Mag e more 1 " of it t that is lly mod venalty t | gaera Fal than 1" I , as long within els. In ac to its hit | ls Back, from all of as all of 1" of it or ddition, rolls. Fir | it can evenemy use the energy of the Que | ment phase and still sheen move over enemy I units. A Questoris Knigmy models have the IN her visible enemy unitestoris Knight Magaera e Questoris Knight Magthe bearer, | NFANTR' ht Magaer IFANTRY that is with can move | Y models ra can keyword hin range and fire | |

IMPERIUM, QUESTOR IMPERIALIS, <HOUSEHOLD> VEHICLE, TITANIC, QUESTORIS KNIGHT MAGAERA

FACTION KEYWORDS KEYWORDS

QUESTORIS KNIGHT STYRIX WS BS Ld Sv NAME Questoris Knight Styrix 8 8 24 4 3+

A Questoris Knight Styrix is a single model. It is equipped with a volkite chieorovile,

DAMAGE Some of a Questoris Knight Styrix's characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | M | WS | BS |
|-------------|-----|----|----|
| 13-24+ | 12" | 3+ | 3+ |
| 7-12 | 9" | 4+ | 4+ |
| 1-6 | 6" | 5+ | 5+ |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---------------------------|---|---|--|---|--|--|
| Graviton crusher | 18" | Heavy D3 | 6 | -2 | 2 | If the target unit's armour save is 3+ or better, the damage of this weapon's attacks increases to 3. |
| Twin rad-cleanser | 9" | Assault 2D6 | * | 0 | 3 | This weapon hits automatically, and it always wounds on a 3+ except against TITANIC and VEHICLE units, against which it always wounds on a 6+. |
| Volkite chieorovile | 45" | Heavy 5 | 8 | -3 | D6 | Each time you make a wound roll of 6+ for this weapon, the weapon scores an additional automatic hit at the weapon's normal profile which is resolved after the initial attacks for the weapon on the same unit. These additional hits do not themselves generate more additional hits. |
| Hekaton siege claw | Melee | Melee | x2 | -4 | 6 | Subtract 1 from hit rolls made with this weapon. |
| Reaper chainsword | Melee | Melee | +4 | -3 | 6 | - |
| Titanic feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls for each attack made with this weapon instead of 1. |
| | rad-cle Blessed | eanser, this increase Autosimulacra: At | es its cost by | / +1 Po | wer. | hainsword with a hekaton siege claw with an inbuilt twin our turns, roll a D6; on the result of a 5+ the model heals |
| WARGEAR OPTIONS ABILITIES | Blessed A one would | eanser, this increase Autosimulacra: At nd. al Preysight: Units of | es its cost by the beginni | ng of ea | wer. ach of yo | |
| | Blessed A one wour Empyrea against the Explode | eanser, this increase Autosimulacra: At nd. al Preysight: Units of his model. s (Unstable Reactor | es its cost by the beginning other than ' | v +1 Por ing of ea | wer. ach of you LES can reduced | our turns, roll a D6; on the result of a 5+ the model heals |
| | Blessed A one would be said the battle lonic Fla | eanser, this increase Autosimulacra: At nd. al Preysight: Units of his model. s (Unstable Reactor efield; on a 6+ it exp | es its cost by the beginning other than ' r): If this molodes and e | y +1 Por ing of ea WEHIC codel is each un | wer. ach of you LES can reduced it within | our turns, roll a D6; on the result of a 5+ the model heals not claim the bonus +1 to their save for being in cover to 0 wounds, roll a D6 before removing the model from |
| | Empyrea against the battle lonic Flat against many though a if there a this case, more than weapons | eanser, this increase Autosimulacra: At nd. al Preysight: Units of his model. s (Unstable Reactor efield; on a 6+ it exp nelee attacks. Fitan: A Questoris I s turn, When a Que to the end of its move re enemy models we to it can shoot the end an 1" away from any without suffering the | es its cost by the beginni other than ' r): If this molodes and e del has a 4+ Knight Styr estoris Knig e it must be ithin 1" of i emy unit the friendly m he penalty t | y +1 Po ng of ea VEHIC odel is each un ix can F ht Styri more t t, as lon at is wi odels. I | wer. ach of your less can reduced it within erable satisfied as all each as a | our turns, roll a D6; on the result of a 5+ the model heals not claim the bonus +1 to their save for being in cover to 0 wounds, roll a D6 before removing the model from 2D6" suffers D6 mortal wounds. ave against shooting attacks, and a 5+ invulnerable save in the Movement phase and still shoot and/or charge back, it can even move over enemy INFANTRY models, from all enemy units. A Questoris Knight Styrix can shoot of the enemy models have the INFANTRY keyword. In if it or any other visible enemy unit that is within range and on, the Questoris Knight Styrix can move and fire Heavy mally, the Questoris Knight Styrix only gains a bonus to its |
| | Empyrea against the battle lonic Fla against n Knight I during it though a if there a this case, more that weapons save in co | eanser, this increase Autosimulacra: At nd. al Preysight: Units of his model. s (Unstable Reactor efield; on a 6+ it exp nelee attacks. Fitan: A Questoris I s turn, When a Que t the end of its mov re enemy models w t; can shoot the end an 1" away from any | the beginning the beginning the than 'cother than 'cother than 'cother than 'cother than a 4+ Conight Styrestoris Knight Styres | r +1 Porng of early well as each under the Styrice of the styrice | wer. ach of your control of y | our turns, roll a D6; on the result of a 5+ the model heals not claim the bonus +1 to their save for being in cover to 0 wounds, roll a D6 before removing the model from 2D6" suffers D6 mortal wounds. Ave against shooting attacks, and a 5+ invulnerable save in the Movement phase and still shoot and/or charge tack, it can even move over enemy INFANTRY models, from all enemy units. A Questoris Knight Styrix can shoot of the enemy models have the INFANTRY keyword. In a fit or any other visible enemy unit that is within range and on, the Questoris Knight Styrix can move and fire Heavy anally, the Questoris Knight Styrix only gains a bonus to its our the bearer. |



TITAN LEGIONS ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Titan Legions models. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Some rules are common to several Titan Legions units – these are described below and referenced on the datasheets.

KEYWORDS

Throughout this section you will come across a keyword that is within angular brackets, specifically <TITAN LEGION>. This is shorthand for a keyword of your own choosing, as described below.

<TITAN LEGION>

All Titans belong to a Titan Legion.

Titan Legions datasheets have the <TITAN LEGION> keyword. When you include such a unit in your army, you must nominate which household that unit is from. You then simply replace the <TITAN LEGION> keyword in every instance on that unit's datasheet with the name of your chosen household. You can use any of the households that you have read about, or make up your own.

For example, if you were to include a Warhound Scout Titan in your army, and you decided it was from Legio Astorum, its <TITAN LEGION> Faction keyword is changed to LEGIO ASTORUM.

MACRO WEAPONS

The following weapons type is common to many of the ranged weapons available to the Titan Legions:

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).

| | | WA | RH | OU T | JNI ITA | N_ | CO | | | DAMAGE Some of a Warho characteristics cl battle, as shown | hange as | | | mage | in |
|--------------------------------|---|---|--|---|--|--|---|--|--|--|---|--|---|------------------------------------|--------|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | M | WS | BS | VOID | SHIELD |
| Warhound Scout Titan | * | * | * | 10 | 9 | 35 | 4 | 10 | 3+ | 30-35+ | 24" | 5+ | 2+ | | 4+ |
| A Warhound Scout Titan is | | | | | | | | | | 16-22 | 8" | 5+ | 3+ | | 5+ |
| from the list in this datashe | | | • | ush its | | | | | | 9-15 | 6" | 6+ | 4+ | | 6+ |
| WEAPON | RANGE | TYPE | | | S | AP | | ABILIT | $\overline{}$ | 1-8 | 4" | 6+ | 5+ | | 7+ |
| Dual turbo-laser destructor | 96" | Mac | ro 2D3 | | 16 | -3 | 2D6 | rolĺ o | | de with this attack 3 mortal wounds o | | | nflicts | an | |
| Titan inferno gun | 18" | Hear | vy 4D6 | | 7 | -3 | 4 | This | weapon | hits automatically. | | | | | 984 |
| Titan plasma blastgun | This wea | apon ha | s two fir | ing mo | des, decl | are whi | ch is bei | ng used | before t | he attack is made: | | | | | |
| - Normal | 72" | Mac | ro 2D6 | | 8 | -3 | 3 | - | | | | | | | |
| - Overcharged | 72" | Mac | ro 2D6 | | 10 | -4 | 4 | Titan shots | suffers have be | this firing mode, for a mortal wound af en resolved. These of the Titan's own vo | ter all of mortal | this we | eapon's | . | |
| Titan vulcan mega-bolter | 72" | Hear | vy 20 | | 6 | -3 | 2 | - | | | | | | | |
| Titanic stride | Melee | Mele | ee | | User | -3 | 3 | | 3 hit ro | lls for each attack | made wi | th this | weapo | n | |
| | - Tita | an inferr | na blastg no gun | | or | | | | | | | | | | |
| ABILITIES | - Tita - Tita Cataclys | an inferr an vulca smic Ex | na blastg no gun n mega- plosion: | un bolter : If this | model is | | | | | before removing thin 3D6" suffers I | | | | | |
| ABILITIES | - Tita - Tita Cataclys battlefie | an inferr an vulca smic Ex ld. On a | na blastg no gun n mega- plosion: 5+, it su | un bolter : If this uffers a | model is | nic exp | losion, a | nd each | unit wit | | 06 morta | ıl woun | ds. | | |
| ABILITIES | - Tita - Tita - Tita Cataclys battlefie Flank S Imperia charge d though a fire its sl this case and mon weapons | an inferran vulca smic Ex smic Ex ld. On a peed: W al God-ε during it at the er hototing e, it can a re than I s withou | na blastg no gun n mega-l plosion: 5+, it su Then this engine: A s turn. V ad of its name weapon: shoot the " away f it any pe | bolter If this Iffers a mode Warh When a move it s even e enem rom ar nalty to | s model is cataclysical cataclysical cound Sc warhou t must be if there a my unit the | ees, incr out Tita nd Scou e more t re enem at is with ly mode colls. Fir | losion, a ease its I in can Fa it Titan han 1" a ny mode thin 1" o els. In ad nally, a V | nd each Move ch all Back Falls Bac way fror s within f it or an dition, a | unit with aracteristin the Mack, it can all end all unle by other | thin 3D6" suffers I | of rolling of rolling of still should still should Scoolels are that is wan move | al woung a dice noot and TRY nout Tital TITAN within rand fir | ds. d/or nodels an can NIC. I range e Heav | n | |
| ABILITIES | - Tita - Tita - Tita Cataclys battlefie Flank Sy Imperia charge of though a fire its sl this case and mon weapons cover if Titan Ve projecte energy a saving tl any form unaffect In this c wound b in comb | an inferran vulca. smic Ex ld. On a peed: W al God-e during it at the er hooting e, it can a re than I s withou at least I foid Shie do out at attacks a hrow wh n of atta ted by th case how being ign at opera | na blastg no gun n mega-l plosion: 5+, it su Then this engine: A s turn. V ad of its n weapons shoot the " away f at any pe half of the lds: Tita a distan nd missi nich the ck excep ne AP of ever, rol nored if titions an | bolter If this Iffers a s mode A Warh When a move it s even e enem from ar nalty the mod ans are ce from iles aga control of from an atta l one d the saw d so as | s model is cataclysical Advance and the cataclysical Advance and the catacly in t | es, incrout Titated Scote more tree enementatis will by mode colls. Fire cured from In In garer can es with the like in ach more passed. | losion, a ease its I ease its I ease it Titan than 1" a ease mode thin 1" o els. In ad hally, a W om the b ecialised ayers, an me term opt to us he Melee vulneral ttal wour Litan voi | Move chall Back Falls Back Falls Back way fror ls withir f it or ar dition, a Varhoundearer. void shid design s, Titan e instead type. Lole saves and that I id shield | unit with aracteristic the Mck, it can all end a 1" unled by other a Warhord Scout eld gended to de void shift of their ike invuithey mas been s must be | thin 3D6" suffers I stic by 12" instead lovement phase and move over enemy emy units. A Warh ss those enemy units wisible enemy unit and Scout Titan ca | of rolling d still shy INFAN ound Scoodels are at that is wan move bonus to the inetrable the impact d by a unvulnera an void sanegate mitan, with energise | g a dice noot and TRY nout Tita TITAN within rand fir to its sav barrier to f hig nique k ble sava shield sa nortal w h the m d and r | ds. d/or nodels an can NIC. I range e Heav e in es of fo gh- cind of e agair aves ar younds cortal enewe | n ry rce sist re s. | |
| ABILITIES FACTION KEYWORDS | - Tita - Tita Cataclys battlefie Flank Sy Imperia charge d though a fire its sl this case and mon weapons cover if Titan Ve projecte energy a saving tl any form unaffect In this c wound b in comb Damage | an inferran vulca smic Ex ld. On a peed: W al God-e during it at the er hooting e, it can a re than it s withou at least i dout at attacks a hrow wh n of atta ted by the abeling ign at operate table lise | na blastg no gun n mega- plosion: 5+, it su Then this engine: A s turn. V ad of its a weapon: shoot the " away f it any pe nalf of the lelds: Tita a distan nd missi nich the ck excep e AP of ever, rol nored if titions an sted for t | bolter If this Iffers a s mode A Warh When a move ir s even e enem rom ar malty to e mod uns are ce from iles aga control t from an atta l one d the sav d so as the Tita | s model is cataclysical Advance and the cataclysical Advance and the catacly in t | es, incrout Titated Scott Present Scott Pres | losion, a ease its I an can Fa at Titan han 1" a hy mode thin 1" o els. In adhally, a Woom the becialised ayers, and the ethical wound the end of the end | Move chall Back Falls Fa | unit with aracteristic the Mck, it can nall end 1" unled by other to Warhood Scout eld generated to de void shift of their like invuitely mass been as must be sive potential. | thin 3D6" suffers I stic by 12" instead lovement phase and move over enemy emy units. A Warhess those enemy units and Scout Titan call Titan only gains a crators, near-impered and absorb the lds are represented are represented and absorb the lds are represented are represented and absorb the lds are represented and lds are represented an | of rolling d still shy INFAN ound Scoolels are at that is wan move bonus to the inetrable the impact d by a unvulnera an void sanegate mitan, with energise | g a dice noot and TRY nout Tita TITAN within rand fir to its sav barrier to f hig nique k ble sava shield sa nortal w h the m d and r | ds. d/or nodels an can NIC. I range e Heav e in es of fo gh- cind of e agair aves ar younds cortal enewe | n ry rce sist re s. | |

120

REAVER BATTLE TITAN

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---------------------|---|----|----|----|----|----|---|----|----|
| Reaver Battle Titan | * | * | * | 10 | 10 | 60 | 5 | 10 | 3+ |

A Reaver Battle Titan is a single model. It is equipped with a single carapace-mounted weapon and two arm-mounted weapons selected from the lists in this datasheet as shown. It may also crush its enemies beneath its titanic stride.

DAMAGI

Some of a Reaver Battle Titan's characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | M | WS | BS | VOID SHIELD |
|-------------|-----|----|----|-------------|
| 50-60+ | 20" | 4+ | 2+ | 3+ |
| 35-49 | 18" | 4+ | 3+ | 4+ |
| 20-34 | 15" | 5+ | 4+ | 5+ |
| 10-19 | 12" | 5+ | 5+ | 6+ |
| 1-9 | 10" | 6+ | 6+ | 7+ |

| it may also crush its chemic | 5 Deficatif it | s titalife strice. | | | | 10-19 12" 5+ 5- | L |
|------------------------------|----------------|----------------------|---------------|-------|----------|---|------------|
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES 1-9 10" 6+ 6- | |
| A | | | | | | 1-9 10 6+ 6- | Ε |
| Apocalypse missile launcher | 24"-360" | Heavy 12 | 7 | -2 | 2 | This weapon can target units that are not visible to the bearer. | o |
| Dual turbo-laser destructor | 96" | Macro 2D3 | 16 | -3 | 2D6 | Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wo on the target. | unds |
| Incinerator missile bank | 24"-360" | Heavy 10 | 6 | -2 | 2 | Against INFANTRY , the number of successful hi rolled for this weapon is doubled. Units attacked this weapon do not gain any bonus to their saving throws for being in cover. This weapon can target which are not visible to the bearer. | by g |
| Reaver gatling blaster | 72" | Macro 6 | 8 | -3 | 3 | Against INFANTRY units, each successful hit rol inflicted by this weapon instead becomes 3 hits. | l |
| Reaver laser blaster | 96" | Macro 3D3 | 10 | -3 | 2D6 | Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wo on the target. | unds |
| Reaver melta cannon | 48" | Macro 2D6 | 16 | -4 | 6 | - | |
| Reaver volcanno cannon | 180" | Macro D6 | 25 | -5 | 12 | _ | |
| Titan inferno gun | 18" | Heavy 4D6 | 7 | -3 | 4 | This weapon hits automatically. | |
| Titan plasma blastgun | This weapo | on has two firing mo | odes, declare | which | is being | used before the attack is made: | |
| - Normal | 72" | Macro 2D6 | 8 | -3 | 3 | _ | |
| - Overcharged | 72" | Macro 2D6 | 10 | -4 | 4 | When using this firing mode, for each hit roll of a 1, the Titan suffers a mortal wound after all of this weapon's shots have been resolved. These mortal wounds may not be stopped by the Titan's own voshields. | S |
| Titan vulcan mega-bolter | 72" | Heavy 20 | 6 | -3 | 2 | - | |
| Reaver chainfist | Melee | Melee | x2 | -5 | 10 | Subtract 1 from hit rolls made with this weapon. Any wound roll of a 6 made with this attack on ar VEHICLE , MONSTER or BUILDING automatic inflicts an additional 2D6 mortal wounds on the target. | |
| Reaver power fist | Melee | Melee | x2 | -5 | 10 | If you slay a VEHICLE or MONSTER that does rehave the TITANIC keyword with the Reaver power fist, select an enemy unit within 12" and roll a D6 a 4+ that unit suffers D6 mortal wounds as the debody or debris is thrown at it. | er ; on |
| Titanic stride | Melee | Melee | User | -3 | 3 | Make 3 hit rolls for each attack made with this we instead of 1. | apon |
| | | | | | | | |

WARGEAR OPTIONS • This model must take an option from the following list of carapace-mounted weapons: Dual turbo-laser destructor - Titan plasma blastgun - Titan inferno gun - Titan vulcan mega-bolter - Apocalypse missile launcher - Incinerator missile bank This model must take two of the following arm-mounted weapons: - Reaver gatling blaster - Reaver laser blaster - Reaver volcano cannon - Reaver melta cannon - Reaver power fist - Reaver chainfist **ABILITIES** Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. On a 5+, it suffers a cataclysmic explosion, and each unit within 3D6" suffers 2D6 mortal wounds. Icon of Imperial Might: All enemy models within 9" add an additional D6 to the result of any Morale tests. Imperial God-engine: A Reaver Battle Titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Reaver Battle Titan Falls Back, it can move over enemy INFANTRY models, though at the end of its move it must be more than 1" away from all enemy units. A Reaver Battle Titan can fire its shooting weapons even if there are enemy models within 1" unless those enemy models are TITANIC. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, a Reaver Battle Titan can move and fire Heavy weapons without any penalty to its hit rolls. Finally, a Reaver Battle Titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer. Titan Void Shields: Titans are protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from their hulls in layers, and designed to deflect and absorb the impact of high-energy attacks and missiles against them. In game terms, Titan void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, Titan void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves they may also be used to negate mortal wounds. In this case however, roll one dice for each mortal wound that has been inflicted on the Titan, with the mortal wound being ignored if the save roll is passed. Titan void shields must be continuously reenergised and renewed in combat operations and so as the Titan is damaged, the defensive potential of its void shields is reduced (see the Damage table listed for the Titan). Titanic Gait: When this model Advances, increase its Move characteristic by 8" instead of rolling a dice. **FACTION KEYWORDS** IMPERIUM, ADEPTUS TITANICUS, <TITAN LEGION>

TITANIC, VEHICLE, GOD-ENGINE, REAVER BATTLE TITAN

KEYWORDS

200

WARLORD BATTLE TITAN

| NAME | M | WS | BS | S | ī | W | A | Ld | Sv |
|----------------------|---|----|----|----|----|----|---|----|----|
| Warlord Battle Titan | * | * | * | 16 | 16 | 70 | 5 | 10 | 2+ |

A Warlord Battle Titan is a single model. It is equipped with two carapace-mounted weapons and two arm-mounted weapons selected from the lists in this datasheet as shown. It is also armed with two ardex-defensor mauler bolter cannon turrets and two ardex-defensor twin lascannon turrets. It may also crush its enemies beneath its greater titanic stride.

DAMAGE

Some of a Warlord Battle Titan's characteristics change as it suffers damage in battle, as shown below:

| REMAINING W | M | WS | BS | VOID SHIELD |
|-------------|-----|----|----|-------------|
| 60-70+ | 18" | 4+ | 2+ | 3+ |
| 40-59 | 14" | 4+ | 3+ | 4+ |
| 20-39 | 12" | 5+ | 4+ | 4+ |
| 10-19 | 10" | 5+ | 4+ | 5+ |
| 1-9 | 8" | 6+ | 5+ | 6+ |
| | | | | |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES 1-9 8" 6+ 5+ |
|----------------------------------|----------|-----------|--------------|----|------------|--|
| Apocalypse missile launcher | 24"-360" | Heavy 12 | 7 | -2 | 2 | This weapon can target units that are not visible to the bearer. |
| Ardex-defensor maulers | 36" | Heavy 6 | 6 | -2 | 2 | Overwatch attacks with this weapon hit on a 5+ regardless of modifiers. |
| Ardex-defensor twin lascannon | 48" | Heavy 2 | 9 | -3 | D6 | Overwatch attacks with this weapon hit on a 5+ regardless of modifiers. These weapons may only fire at targets behind the Titan. |
| Belicosa volcano cannon | 180" | Macro D6 | 30 | -6 | 12 | Any wound roll of a 6 made with this attack automatically inflicts an additional D6 mortal wounds on the target. |
| Dual turbo-laser destructor | 96" | Macro 2D3 | 16 | -3 | 2D6 | Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target. |
| Incinerator missile bank | 24"-360" | Heavy 10 | 6 | -2 | 2 | Against INFANTRY , the number of successful hits rolled for this weapon is doubled. Units attacked by this weapor do not gain any bonus to their saving throws for being in cover. This weapon can target units which are not visible to the bearer. |
| Mori quake cannon | 24"-360" | Macro 3D6 | 20 | -5 | 6 | Units hit by this weapon must halve their Move characteristic and cannot Advance in their following Movement phase. |
| Reaver gatling blaster | 72" | Macro 6 | 8 | -3 | 3 | Against INFANTRY units, each successful hit roll inflicted by this weapon instead becomes 3 hits. |
| Reaver laser blaster | 96" | Macro 3D3 | 10 | -3 | 2D6 | Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target. |
| Saturnyne lascutter (shooting) | 18" | Heavy 1 | 12 | -4 | 6 | After you have rolled a successful hit with this weapon, you may immediately roll for an additional hit against the same target unit, if this additional hit roll is successful, you may roll to hit again and again until either you miss or a total of 12 hits has been achieved. After the total number of hits has been determined for the weapon, resolve the attack. |
| Saturnyne lascutter (melee) | Melee | Melee | 20 | -5 | 12 | You may re-roll failed hit rolls rolls for this weapon against targets with the MONSTER, BUILDING or VEHICLE keyword. |
| Sunfury plasma annihilator | 72" | Macro 2D6 | 10 | -4 | 2D6 | After resolving all damage on the target unit, roll a D6 for every other unit within 6" of the target unit; on a 4+ that unit also suffers D3 hits using the weapon's profile. |
| Titan plasma blastgun | _ | - | nodes, decla | | ch is beir | ng used before the attack is made: |
| - Normal | 72" | Macro 2D6 | 8 | -3 | 3 | - |
| - Overcharged | 72" | Macro 2D6 | 10 | -4 | 4 | When using this firing mode, for each hit roll of a 1, the Titan suffers a mortal wound after all of this weapon's shots have been resolved. These mortal wounds may not be stopped by the Titan's own void shields. |
| Titan vulcan mega-bolter | 72" | Heavy 20 | 6 | -3 | 2 | - |
| Twin Titan mega-bolter | 72" | Heavy 40 | 6 | -3 | 2 | - |
| Warlord gatling blaster | 72" | Macro 12 | 8 | -3 | 3 | Against INFANTRY units, each successful hit inflicted by this weapon instead becomes 3 hits. |
| Arioch Titan power claw | Melee | Melee | x2 | -5 | 12 | If you slay a VEHICLE or MONSTER that does not have the TITANIC keyword with the Arioch Titan power claw, select an enemy unit within 12" and roll a D6; on a 4+ that unit suffers D6 mortal wounds as the dead body or debris is thrown at it. |
| Greater titanic stride | Melee | Melee | User | -4 | 3 | Make 4 hit rolls for each attack made with this weapon instead of 1. |
| Constitution of the second | | | | | | |

| WARGEAR OPTIONS | This model must take an option from the following list of carapace-mounted weapons: Dual turbo-laser destructor Titan plasma blastgun Twin Titan mega-bolter Reaver laser blaster Reaver gatling blaster Apocalypse missile launcher Incinerator missile bank This model must take two of the following arm-mounted weapons: Sunfury plasma annihilator Mori quake cannon Saturnyne lascutter Arioch Titan power claw with inbuilt Titan mega-bolter Warlord gatling blaster Belicosa volcano cannon |
|------------------|---|
| ABILITIES | Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. On a 5+, it suffers a cataclysmic explosion, and each unit within 3D6" suffers 2D6 mortal wounds. Icon of Imperial Might: All enemy models within 9" add an additional D6 to the result of any Morale tests. |
| | Imperial God-engine: A Warlord Battle Titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Warlord Battle Titan Falls Back, it can move over enemy INFANTRY models, though at the end of its move it must be more than 1" away from all enemy units. A Warlord Battle Titan can fire its shooting weapons even if there are enemy models within 1" unless those enemy models are TITANIC. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, a Warlord Battle Titan can move and fire Heavy weapons without any penalty to its hit rolls. Finally, a Warlord Battle Titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer. |
| | Titan Void Shields: Titans are protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from their hulls in layers, and designed to deflect and absorb the impact of high-energy attacks and missiles against them. In game terms, Titan void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, Titan void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves they may also be used to negate mortal wounds. In this case however, roll one dice for each mortal wound that has been inflicted on the Titan, with the mortal wound being ignored if the save roll is passed. Titan void shields must be continuously reenergised and renewed in combat operations and so as the Titan is damaged, the defensive potential of its void shields is reduced (see the Damage table listed for the Titan). |
| | Titanic Gait: When this model Advances, increase its Move characteristic by 8" instead of rolling a dice. |
| FACTION KEYWORDS | IMPERIUM, ADEPTUS TITANICUS, <titan legion=""></titan> |
| KEYWORDS | TITANIC, VEHICLE, GOD-ENGINE, WARLORD BATTLE TITAN |



APPENIIS

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.





ASTRA MILITARUM WARGEAR

| ASTRA MILITARUM RAN | | | S | AP | п | ABILITIES |
|-----------------------------|-----------|-------------------|----------|--------|-----------|--|
| WEAPON | RANGE | TYPE | <u> </u> | AP | <u> </u> | |
| 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. |
| Artemia inferno cannon | 16" | Heavy D6 | 6 | -1 | 2 | This weapon automatically hits its target. Roll two dice for the number of attacks when firing this weapon and discard the lowest result. |
| Autocannon | 48" | Heavy 2 | 7 | -1 | 2 | - |
| Avenger bolt cannon | 36" | Heavy 8 | 6 | -2 | 1 | - |
| Battle cannon | 72" | Heavy D6 | 8 | -2 | D3 | - |
| Bolt pistol | 12" | Pistol 1 | 4 | 0 | 1 | - |
| Co-axial multi-laser | 36" | Heavy 3 | 6 | 0 | 1 | - |
| Co-axial storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| Colossus siege mortar | 240" | Heavy 2D6 | 6 | -2 | D3 | This weapon can target units that are not visible to the bearer. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. |
| Conqueror battle cannon | 48" | Heavy D6 | 8 | -2 | D3 | - |
| Cyclops demolition charge | * | Heavy 2D6 | 9 | -2 | D3 | This weapon automatically hits its target. This weapon may only be used once per battle. |
| Defensive heavy stubber | 8" | Heavy 3 | 4 | 0 | 1 | Add 1 to all hit rolls made for this weapon against targets that can FLY . |
| Demolisher cannon | 24" | Heavy D3 | 10 | -3 | D6 | When attacking units with 5 or more models, change this weapon's type to Heavy D6 |
| Dominus triple bombard | When atta | cking with this v | weapon, | choose | one of tl | ne profiles below: |
| - Mobile | 36" | Heavy 2D6 | 10 | -2 | D3 | This weapon can target units that are not visible to the bearer |
| - Stationary | 60" | Heavy 3D6 | 10 | -3 | D6 | This profile may only be chosen if this model did not move in the preceding Movement phase. This weapon can target units that are not visible to the bearer. |
| Dual turbo-laser destructor | 96" | Macro 2D3 | 16 | -3 | 2D6 | Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target. |
| Earthshaker cannon | 240" | Heavy D6 | 9 | -2 | D3 | Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer. |
| Flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. |
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - |
| Gorgon mortar | 48" | Heavy 2D6 | 5 | -1 | 1 | Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. |
| Grenade launcher | When atta | cking with this v | weapon, | choose | one of tl | ne profiles below: |
| - Frag grenade | 24" | Assault D6 | 3 | 0 | 1 | - |
| - Krak grenade | 24" | Assault 1 | 6 | -1 | D3 | - |
| Griffon heavy mortar | 48" | Heavy D6 | 6 | -1 | D3 | Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can targe units that are not visible to the bearer. Units attacked by this weapon do not gain any bonus to their saving throws for bein in cover. |
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Heavy laser destroyer array | 60" | Heavy D3 | 9 | -3 | D6 | |
| Heavy mortar | 48" | Heavy D6 | 6 | -1 | D3 | This weapon can target units that are not visible to the bearen |
| Heavy quad launcher | 48" | Heavy 4D6 | 5 | 0 | 1 | This weapon can target units that are not visible to the bearest |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Hellfury missile | 72" | Heavy 2D6 | 4 | 0 | 1 | - |
| Hellstrike missile | 72" | Heavy 1 | 8 | -2 | D6 | Roll two dice when inflicting damage with this weapon and discard the lowest result. |

| ASTRA MILITARUM RAI WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|----------------------------------|-----------|-------------------|---------|----------|------------|---|
| Hunter-killer missile | 48" | Heavy 1 | 8 | -2 | D6 | Each hunter-killer missile can only be fired once per battle. |
| Turner kiner missine | -10 | ricavy r | U | 2 | Do | Add 1 to all hit rolls made for this weapon against targets that |
| Hydra quad autocannon | 72" | Heavy 8 | 7 | -1 | 2 | can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets. |
| Icarus lascannon | 96" | Heavy D6 | 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. |
| Icarus quad lascannon | 96" | Heavy 4D6 | 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. |
| Inferno gun | When atta | cking with this v | veapon, | use the | profile tl | hat matches the fuel that the model has: |
| - Chemical fuel | 16" | Heavy 2D6 | * | -3 | 1 | This weapon automatically hits its target. In addition, it wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+. |
| - Flammable fuel | 16" | Heavy 2D6 | 7 | -2 | 2 | This weapon automatically hits its target. |
| 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. |
| Lasgun | 24" | Rapid Fire 1 | 3 | 0 | 1 | - |
| Lasgun array | 24" | Rapid Fire 3 | 3 | 0 | 1 | This weapon can only be fired if a unit is embarked upon the vehicle equipped with it. |
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | - |
| Long-barrelled autocannon | 72" | Heavy 2 | 7 | -1 | D3 | - |
| Macharius battle cannon | 72" | Heavy 2D6 | 8 | -2 | D6 | - |
| Macharius vanquisher cannon | | Ü | • | | | he profiles below: |
| - Blast shells | 72" | Heavy 2D6 | 8 | -2 | D3 | |
| - Armour piercing shells | 72" | Heavy 2 | 9 | -3 | D6 | Roll two dice when inflicting damage with this weapon and discard the lowest result. |
| Macharius vulcan mega-bolter | 60" | Heavy 15 | 6 | -2 | 2 | If this model does not move during the Movement phase, in the preceding Shooting phase, change this weapon's Type to Heavy 30 until the end of the turn. |
| Manticore missile | 300" | Heavy D6 | 9 | -3 | D6 | Each Manticore missile can only be fired once per battle. |
| Medusa siege cannon | 36" | Heavy D6 | 10 | -3 | D3 | This weapon can target units that are not visible to the bearer. |
| Medusa siege gun | When atta | - | veapon, | choose | one of th | ne profiles below: |
| - Standard shells | 36" | Heavy D6 | 10 | -3 | D3 | This weapon can target units that are not visible to the bearer. |
| - Breacher shells | 48" | Heavy D6 | 10 | -3 | D3 | When attacking a BUILDING , increase this weapon's Damage characteristic to D6. |
| 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 | | - | | | | ne profiles below: |
| - Frag missile | 48" | Heavy D6 | 4 | 0 | 1 | - |
| - Krak missile | 48" | Heavy 1 | 8 | -2 | D6 | - |
| Multi-laser | 36" | Heavy 3 | 6 | 0 | 1 | Tech a tanget is within 1. 16 |
| 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. |
| Multiple rocket pod | 72" | Heavy D6 | 5 | -1 | 1 | - |
| Neutron laser projector | 72" | Heavy 2D3 | 14 | -4 | D6 | Any VEHICLE which suffers wounds from this weapon but is not slain must subtract 1 from its Shooting hit roll until the end of its controlling player's next turn. |
| Omega pattern plasma blastgun | When att | acking with this | weapon | , choose | one of t | he profiles below. |
| - Pulsed bolts | 60" | Heavy 2D6 | 8 | -3 | 2 | - |
| - Maximal bolts | 60" | Heavy 2D6 | 9 | -3 | 3 | On a hit roll of a 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved. |

| ASTRA MILITARUM RA | | | | | | |
|----------------------------------|------------|-------------------|---------|-----------|-----------|---|
| WEAPON | RANGE | TYPE | S | <u>AP</u> | <u> </u> | ABILITIES |
| Plasma blastgun | When attac | cking with this v | veapon, | choose | one of th | ne profiles below: |
| - Standard | 72" | Heavy 2D6 | 8 | -3 | 2 | - |
| - Supercharged | 96" | Heavy 2D6 | 9 | -3 | 3 | For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved. |
| Plasma cannon | When attac | cking with this v | veapon, | choose o | one of th | ne profiles below: |
| - Standard | 36" | Heavy D3 | 7 | -3 | 1 | - |
| - Supercharged | 48" | Heavy 2 | 8 | -3 | 2 | On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved. |
| Plasma gun | When attac | cking with this v | veapon, | choose o | one of th | ne profiles below: |
| - Standard | 24" | Rapid Fire 1 | 7 | -3 | 1 | - |
| - Supercharged | 24" | Rapid Fire 1 | 8 | -3 | 3 | On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved. |
| Plasma pistol | When attac | cking with this v | veapon, | choose of | one of th | ne profiles below: |
| - Standard | 12" | Pistol 1 | 7 | -3 | 1 | - |
| - Supercharged | 12" | Pistol 1 | 8 | -3 | 3 | On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved. |
| Praetor launcher | When attac | cking with this v | veapon, | choose o | one of th | ne profiles below: |
| - Foehammer | 12"-120" | Heavy 2D6 | 8 | -2 | D6 | - - |
| - Firestorm | 12"-120" | Heavy 2D6 | 6 | -2 | 2 | Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. |
| - Pilum | 72" | Heavy D6 | 8 | -2 | D6 | This model may add 1 to all hit rolls when attacking a model with the FLY keyword. |
| Quad-gun | 48" | Heavy 8 | 7 | -1 | 1 | 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. |
| Shotgun | 12" | Assault 2 | 3 | 0 | 1 | If the target is within half range, add 1 to this weapon's Strength. |
| Sky eagle rocket | 120" | Heavy 1 | 9 | -3 | D6 | Each sky eagle missile can only be fired once per battle. Add 1 to all hit rolls made for this weapon against targets that can FLY . When attacking a model that can FLY this model can re-roll failed hit rolls with this weapon. |
| Skystrike missile | 60" | Heavy 1 | 7 | -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. |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| Stormhammer cannon | 60" | Heavy D6 | 9 | -3 | D6 | Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Re-roll damage rolls of 1 for this weapon. |
| Stormsword siege cannon | 36" | Heavy D6 | 10 | -4 | D6 | Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Units attacked by this weapon do not gain any bonus to their saving throws for bein in cover. Re-roll damage rolls of a 1 for this weapon. |
| Stygies Vanquisher battle cannon | 72" | Heavy 1 | 8 | -3 | D6 | If this model did not move this turn, add 1 to all hit rolls with this weapon during the Shooting phase. Roll two dice when inflicting damage with this weapon and discard the lowest result. |
| Tauros grenade launcher | When attac | cking with this v | veapon, | choose o | one of th | ne profiles below: |
| - Frag grenade | 36" | Assault 2D6 | 3 | 0 | 1 | = |
| - Krak grenade | 36" | Assault 2 | 6 | -1 | D3 | _ |
| Twin assault cannon | 24" | Heavy 12 | 6 | -1 | 1 | - |
| Twin autocannon | 48" | Heavy 4 | 7 | -1 | 2 | - |
| Twin battle cannon | 72" | Heavy 2D6 | 8 | -2 | D3 | - |
| Twin earthshaker cannon | 240" | Heavy 2D6 | 9 | -2 | D3 | Roll four dice for the number of attacks when firing this weapon and discard the two lowest results. This weapon can target units that are not visible to the bearer. |
| Twin heavy bolter | 36" | Heavy 6 | 5 | -1 | 1 | - |
| Twin heavy flamer | 8" | Heavy 2D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Twin heavy stubber | 36" | Heavy 6 | 4 | 0 | 1 | - |
| Twin lascannon | 48" | Heavy 2 | 9 | -3 | D6 | _ |

| ASTRA MILITARUM RA | ASTRA MILITARUM RANGED WEAPONS | | | | | | | | | | |
|--------------------------------|--------------------------------|-----------|---|----|----|--|--|--|--|--|--|
| WEAPON | RANGE | TYPE | S | AP | 0 | ABILITIES | | | | | |
| Twin long-barrelled autocannon | 72" | Heavy 4 | 7 | -1 | D3 | _ | | | | | |
| Twin multi-laser | 36" | Heavy 6 | 6 | 0 | 1 | - | | | | | |
| Twin punisher gatling cannon | 24" | Heavy 40 | 5 | 0 | 1 | - | | | | | |
| Whirlwind castellan launcher | 72" | Heavy 2D6 | 6 | 0 | 1 | This weapon can target units that are not visible to the firing model. | | | | | |
| Whirlwind vengeance launcher | 72" | Heavy 2D3 | 7 | -1 | 2 | This weapon can target units that are not visible to the firing model. | | | | | |

| ASTRA MILITARUM M | ASTRA MILITARUM MELEE WEAPONS | | | | | | | | | | | |
|--------------------|-------------------------------|-------|------|----|----|--|--|--|--|--|--|--|
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | | | |
| Adamantium tracks | Melee | Melee | User | -2 | D3 | - | | | | | | |
| Chainsword | Melee | Melee | User | 0 | 1 | Each time the bearer fights, it can make 1 additional attack with this weapon. | | | | | | |
| Melta-cutter drill | Melee | Melee | x2 | -4 | D3 | When making attacks against a VEHICLE , roll D6 for the Damage instead of D3. | | | | | | |
| Power axe | Melee | Melee | +1 | -2 | 1 | - | | | | | | |
| Power fist | Melee | Melee | x2 | -3 | D3 | When attacking with this weapon, you must subtract 1 from the hit roll. | | | | | | |
| Power sword | Melee | Melee | User | -3 | 1 | - | | | | | | |
| Powerlifter | Melee | Melee | x2 | -2 | D3 | - | | | | | | |

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.



DEATH KORPS OF KRIEG MELEE WEAPONS WEAPON POINTS PER WEAPON See latest Munitorum Field Manual and/or recent relevant supplements

| DEATH KORPS OF KRIEG OTHER WARGEAR | | | | | | |
|------------------------------------|----------------------------|--|--|--|--|--|
| WEAPON | POINTS PER WEAPON | | | | | |
| See latest Munitorum Field Manu | aal and/or recent relevant | | | | | |
| supplements | | | | | | |
| | | | | | | |

DEATH KORPS OF KRIEG WARGEAR

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---------------------------|-----------|-------------------|---------|--------|----------|---|
| Acid gas bomb | 6" | Grenade 1 | * | -2 | D3 | This weapon wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+. |
| Autocannon | 48" | Heavy 2 | 7 | -1 | 2 | - |
| Battle cannon | 72" | Heavy D6 | 8 | -2 | D3 | - |
| Bolt pistol | 12" | Pistol 1 | 4 | 0 | 1 | - |
| Boltgun | 24" | Rapid Fire 1 | 4 | 0 | 1 | - |
| Co-axial heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Co-axial storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| Conqueror battle cannon | 48" | Heavy D6 | 8 | -2 | D3 | - |
| Demolisher cannon | 24" | Heavy D3 | 10 | -3 | D6 | When attacking units with 5 or more models, change this weapon's Type to Heavy D6, |
| Demolition charge | 6" | Grenade D6 | 8 | -3 | D3 | Each demolition charge can only be used once per battle. |
| Eradicator nova cannon | 36" | Heavy D6 | 6 | -2 | D3 | Units attacked by this weapon do not gain any bonus to their saving throw for being in cover. |
| Executioner plasma cannon | When atta | cking with this v | veapon, | choose | one of t | he profiles below: |
| - Standard | 36" | Heavy D6 | 7 | -3 | 1 | - |
| - Supercharge | 36" | Heavy D6 | 8 | -3 | 2 | If you make one or more hit rolls of a 1, the bearer suffers D6 mortal wounds after all of this weapon's shots have been resolved. |
| Exterminator autocannon | 48" | Heavy 4 | 7 | -1 | 2 | - |
| Flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. |
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - |
| Grenade launcher | When atta | cking with this v | veapon, | choose | one of t | he profiles below: |
| - Frag grenade | 24" | Assault D6 | 3 | 0 | 1 | - |
| - Krak grenade | 24" | Assault 1 | 6 | -1 | D3 | - |
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - |
| Hot-shot lasgun | 18" | Rapid Fire 1 | 3 | -2 | 1 | - |
| Hot-shot laspistol | 6" | Pistol 1 | 3 | -2 | 1 | - |
| Hunter-killer missile | 48" | Heavy 1 | 8 | -2 | D6 | Each hunter-killer missile can only be fired once per battle. |
| Krak grenade | 6" | Grenade 1 | 6 | -1 | D3 | - |
| Krieg combat shotgun | When atta | cking with this v | veapon, | choose | one of t | he profiles below: |
| - Solid shot | 12" | Assault 2 | 4 | 0 | 1 | - |
| - Carcass shot | 12" | Assault 2 | * | 0 | 2 | This weapon wounds on a 2+, unless it is targeting a VEHICLI in which case it wounds on a 6+. On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved. |
| Lascannon | 48" | Heavy 1 | 9 | -3 | D6 | - |

| DEATH KORPS OF KRIEG RANGED WEAPONS O | | | | | | | | | | |
|---------------------------------------|-----------|-------------------|--------|--------|----------|--|--|--|--|--|
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | |
| Lasgun | 24" | Rapid Fire 1 | 3 | 0 | 1 | - | | | | |
| Lasgun array | 24" | Rapid Fire 3 | 3 | 0 | 1 | This weapon can only be fired if a unit is embarked upon the vehicle equipped with it. | | | | |
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | - | | | | |
| Melta bomb | 4" | Grenade 1 | 8 | -4 | D6 | - | | | | |
| 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 w | eapon, | choose | one of t | he profiles below: | | | | |
| - Frag missile | 48" | Heavy D6 | 4 | 0 | 1 | - | | | | |
| - Krak missile | 48" | Heavy 1 | 8 | -2 | D6 | - | | | | |
| Mole launcher | 24" | Heavy D6 | 5 | -1 | 1 | This weapon does not require line of sight to its target. If this weapon inflicts any unsaved wounds on an enemy unit, that unit cannot Advance in its Movement phase unless it can FLY. | | | | |
| Mortar | 48" | Heavy D6 | 4 | 0 | 1 | This weapon can target units that are not visible to the bearer. | | | | |
| Multi-laser | 36" | Heavy 3 | 6 | 0 | 1 | - | | | | |
| 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. | | | | |
| Plasma cannon | When atta | cking with this w | eapon, | choose | one of t | he profiles below: | | | | |
| - Standard | 36" | Heavy D3 | 7 | -3 | 1 | - | | | | |
| - Supercharge | 36" | Heavy D3 | 8 | -3 | 2 | On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved. | | | | |
| Plasma gun | When atta | cking with this v | eapon, | choose | one of t | he profiles below: | | | | |
| - Standard | 24" | Rapid Fire 1 | 7 | -3 | 1 | - | | | | |
| - Supercharge | 24" | Rapid Fire 1 | 8 | -3 | 2 | On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved. | | | | |
| Plasma pistol | When atta | cking with this v | eapon, | choose | one of t | 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 is slain. | | | | |
| Punisher gatling cannon | 24" | Heavy 20 | 5 | 0 | 1 | - | | | | |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - | | | | |
| Twin lascannon | 48" | Heavy 2 | 9 | -3 | D6 | - | | | | |
| Vanquisher battle cannon | 72" | Heavy 1 | 8 | -3 | D6 | Roll two dice when inflicting damage with this weapon and discard the lower result. | | | | |

| DEATH KORPS OF KRIEG MELEE WEAPONS | | | | | | | | | | | |
|------------------------------------|-------|-------|------|----|----|---|--|--|--|--|--|
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | | |
| Chainsword | Melee | Melee | User | 0 | 1 | Each time the bearer fights, it can make 1 additional attack with this weapon. | | | | | |
| Death Korps hunting lance | Melee | Melee | +2 | -2 | D3 | A model may only attack with this weapon on a turn in which it has charged. | | | | | |
| Medical scalpels | Melee | Melee | User | 0 | 1 | This weapon wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+. | | | | | |
| Power axe | Melee | Melee | +1 | -2 | 1 | - | | | | | |
| Power fist | Melee | Melee | x2 | -3 | D3 | When attacking with this weapon, you must subtract 1 from the hit roll. | | | | | |
| Power maul | Melee | Melee | +2 | -1 | 1 | | | | | | |
| Power sword | Melee | Melee | User | -3 | 1 | - | | | | | |
| Savage claws | Melee | Melee | 4 | 0 | 1 | After a model on this mount makes its close combat attacks, you can attack with its mount. Make two additional attacks using this weapon's profile. | | | | | |

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.



ELYSIAN DROP TROOPS WARGEAR

| ELYSIAN DROP TROOP | S RANGED | WEAPONS | | | | |
|-----------------------|-----------|-------------------|---------|----------|----------|---|
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
| Bolt pistol | 12" | Pistol 1 | 4 | 0 | 1 | _ |
| Boltgun | 24" | Rapid Fire 1 | 4 | 0 | 1 | - |
| Flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. |
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - |
| Grenade launcher | When atta | cking with this v | veapon, | choose o | one of t | he profiles below: |
| - Frag grenade | 24" | Assault D6 | 3 | 0 | 1 | - |
| - Krak grenade | 24" | Assault 1 | 6 | -1 | D3 | - |
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. |
| Hellstrike missile | 72" | Heavy 1 | 8 | -2 | D6 | Roll two dice when inflicting damage with this weapon and discard the lowest result. |
| Hunter-killer missile | 48" | Heavy 1 | 8 | -2 | D6 | Each hunter-killer missile can only be fired once per battle. |
| Krak grenade | 6" | Grenade 1 | 6 | -1 | D3 | - |
| Lasgun | 24" | Rapid Fire 1 | 3 | 0 | 1 | - |
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | - |
| Melta bomb | 4" | Grenade 1 | 8 | -4 | D6 | - |
| 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 o | one of t | he profiles below: |
| - Frag missile | 48" | Heavy D6 | 4 | 0 | 1 | - |
| - Krak missile | 48" | Heavy 1 | 8 | -2 | D6 | - |
| Mortar | 48" | Heavy D6 | 4 | 0 | 1 | This weapon can target units not visible to the bearer. |
| 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. |
| Multiple rocket pod | 72" | Heavy D6 | 5 | -1 | 1 | - |
| Plasma gun | When atta | cking with this v | veapon, | choose o | one of t | he profiles below: |
| - Standard | 24" | Rapid Fire 1 | 7 | -3 | 1 | - |
| - Supercharged | 24" | Rapid Fire 1 | 8 | -3 | 3 | On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved. |
| Plasma pistol | When atta | cking with this v | veapon, | choose o | one of t | he profiles below: |
| - Standard | 12" | Pistol 1 | 7 | -3 | 1 | - |
| - Supercharged | 12" | Pistol 1 | 8 | -3 | 3 | On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved. |
| Shotgun | 12" | Assault 2 | 3 | 0 | 1 | If the target is within half range, add 1 to this weapon's Strength. |
| Sniper rifle | 36" | Heavy 1 | 4 | 0 | 1 | A model firing a sniper weapon can target an enemy CHARACTER even if they are not the closest enemy unit. If you roll a wound roll of a 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage. |

| ELYSIAN DROP TROI | ELYSIAN DROP TROOPS MELEE WEAPONS | | | | | | | | | | | |
|-------------------|-----------------------------------|-------|------|----|----|---|--|--|--|--|--|--|
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | | | |
| Breacher charge | Melee | Melee | * | * | * | A model with a breacher charge may use it in the Fight phase instead of attacking normally. If it does this, roll a dice. On a 4+, it inflicts D3 mortal wounds on one enemy unit in the fight; if this is a VEHICLE , BUILDING or a MONSTER , it will instead inflict D6 mortal wounds. | | | | | | |
| Lascutter | Melee | Melee | 9 | -3 | D3 | When attacking with this weapon, a model may only ever make a single attack. | | | | | | |
| Power fist | Melee | Melee | x2 | -3 | D3 | When attacking with this weapon, you must subtract 1 from the hit roll. | | | | | | |
| Power sword | Melee | Melee | User | -3 | 1 | - | | | | | | |



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.



RENEGADES AND HERETICS WARGEAR

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | |
|-------------------|-----------|--|---------|--------|----------|---|--|--|--|--|
| Autogun | 24" | Rapid Fire 1 | 3 | 0 | 1 | - | | | | |
| Autopistol | 6" | Pistol 1 | 3 | 0 | 1 | - | | | | |
| Autocannon | 48" | Heavy 2 | 7 | -1 | 2 | - | | | | |
| Bolt pistol | 12" | Pistol 1 | 4 | 0 | 1 | - | | | | |
| Boltgun | 24" | Rapid Fire 1 | 4 | 0 | 1 | - | | | | |
| Demolition charge | 6" | Grenade D6 | 8 | -3 | D3 | Each demolition charge can only be used once per battle. | | | | |
| Flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. | | | | |
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - | | | | |
| Grenade launcher | When atta | cking with this v | veapon, | choose | one of t | he profiles below: | | | | |
| - Frag grenade | 24" | Assault D6 | 3 | 0 | 1 | _ | | | | |
| - Krak grenade | 24" | Assault 1 | 6 | -1 | D3 | - | | | | |
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - | | | | |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target. | | | | |
| Heavy stubber | 36" | Heavy 3 | 4 | 0 | 1 | - | | | | |
| Krak grenade | 6" | Grenade 1 | 6 | -1 | D3 | - | | | | |
| Lascannon | 48" | Heavy 1 | 9 | -3 | D6 | - | | | | |
| Lasgun | 24" | Rapid Fire 1 | 3 | 0 | 1 | _ | | | | |
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | - | | | | |
| Melta bomb | 4" | Grenade 1 | 8 | -4 | D6 | _ | | | | |
| 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 | When attacking with this weapon, choose one of the profiles below: | | | | | | | | |
| - Frag missile | 48" | Heavy D6 | 4 | 0 | 1 | - | | | | |
| - Krak missile | 48" | Heavy 1 | 8 | -2 | D6 | - | | | | |
| Mortar | 48" | Heavy D6 | 4 | 0 | 1 | This weapon can target units that are not visible to the bearer | | | | |
| Plasma gun | When atta | When attacking with this weapon, choose one of the profiles below: | | | | | | | | |
| - Standard | 24" | Rapid Fire 1 | 7 | -3 | 1 | - | | | | |
| - Supercharge | 24" | Rapid Fire 1 | 8 | -3 | 2 | On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved. | | | | |
| Plasma pistol | When atta | cking with this v | weapon, | choose | one of t | 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 is slain. | | | | |
| Shotgun | 12" | Assault 2 | 3 | 0 | 1 | If the target is within half range, add 1 to this weapon's Strength. | | | | |
| Stub gun | 6" | Pistol 1 | 3 | 0 | 1 | - | | | | |
| Sniper rifle | 36" | Heavy 1 | 4 | 0 | 1 | A model firing a sniper weapon can target an enemy CHARACTER even if they are not the closest enemy unit. It you roll a wound roll of 6+ for this weapon, it inflicts a mort wound in addition to its normal damage. | | | | |

| RENEGADES AND HERETICS MELEE WEAPONS | | | | | | | | | |
|--------------------------------------|-------|-------|------|----|----|--|--|--|--|
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Bare hands | Melee | Melee | User | 0 | 1 | - | | | |
| Befouled fangs and claws | Melee | Melee | User | 0 | 1 | A unit that suffers 1 or more unsaved wounds from this weapon adds 1 to the dice roll for the subsequent Morale test. | | | |
| Brutal assault weapon | Melee | Melee | User | 0 | 1 | Each time the bearer fights, it can make 1 additional attack with this weapon. | | | |
| Chainsword | Melee | Melee | User | 0 | 1 | Each time the bearer fights, it can make 1 additional attack with this weapon. | | | |
| Hideous mutations | Melee | Melee | User | -2 | 2 | - | | | |
| Mauler goad | Melee | Melee | User | 0 | 1 | Attack with this weapon before the Mauler Hounds make their attacks. If this weapon causes 1 or more unsaved wounds on an enemy unit, the Mauler Hounds get +1 to their hit rolls against the same unit this turn. | | | |
| Ogryn weapon | Melee | Melee | +1 | -1 | 2 | - | | | |
| Ogryn power drill | Melee | Melee | 10 | -3 | D3 | Against VEHICLES, re-roll failed wound rolls. | | | |
| Plague claws | Melee | Melee | User | -1 | D3 | Re-roll failed wound rolls against non-VEHICLE models. | | | |
| Power axe | Melee | Melee | +1 | -2 | 1 | - | | | |
| Power fist | Melee | Melee | x2 | -3 | D3 | When attacking with this weapon, you must subtract 1 from the hit roll. | | | |
| Power maul | Melee | Melee | +2 | -1 | 1 | - | | | |
| Power sword | Melee | Melee | User | -3 | 1 | - | | | |
| Ripper claw | Melee | Melee | User | -1 | D3 | - | | | |

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.



QUESTOR IMPERIALIS WARGEAR

| QUESTOR IMPERIALIS RANGED WEAPONS | | | | | | | | |
|-----------------------------------|-------|--------------|----|----|----|--|--|--|
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | |
| Acheron flame cannon | 18" | Heavy 2D6 | 7 | -2 | 3 | This weapon automatically hits its target. | | |
| Atropos lascutter (shooting) | 9" | Heavy 1 | 12 | -4 | 6 | If an attack with this weapon slays an enemy VEHICLE or MONSTER unit in the Shooting phase, you may immediately make another attack against a separate target within range. This bonus attack does not generate further attacks. | | |
| Atropos lascutter (melee) | Melee | Melee | 14 | -4 | 6 | You may re-roll failed hit rolls and wound rolls for this weapon against targets with the MONSTER, BUILDING or VEHICLE keyword. | | |
| Autocannon | 48" | Heavy 2 | 7 | -1 | 2 | - | | |
| Castigator bolt cannon | 36" | Heavy 14 | 6 | -2 | 2 | - | | |
| Graviton crusher | 18" | Heavy D3 | 6 | -2 | 2 | If the target unit's armour save is 3+ or better, the damage of this weapon's attacks increase to 3. | | |
| Graviton singularity cannon | 36" | Heavy 4 | 8 | -3 | 3 | Roll a D6 each time before this weapon is fired. On a 1 the bearer suffers a mortal wound and the weapon fires normally (if the bearer survives this). On 2-5 the attack is carried out normally using its listed profile. On a 6, the weapon's attacks are instead carried out at Strength 16, AP -4, Damage 6 instead of its normal profile. | | |
| Helios defence missiles | 60" | Heavy 2 | 8 | -2 | 3 | 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. | | |
| Ironstorm missile pod | 72" | Heavy D6 | 5 | 0 | D3 | This weapon can target units that are not visible to the bearer. | | |
| Lascannon | 48" | Heavy 1 | 9 | -3 | D6 | - | | |
| Lightning cannon | 48" | Heavy 6 | 7 | -1 | D3 | Each time you make a wound roll of a 6+ for this weapon, that hit is resolved with an AP of -3 instead of -1 and Damage 3 instead of D3. | | |
| Phased plasma-fusil | 24" | Rapid Fire 2 | 6 | -3 | 2 | - | | |
| Shock blast | 18" | Heavy 6 | 6 | -1 | D3 | - | | |
| Twin heavy bolter | 36" | Heavy 6 | 5 | -1 | 1 | - | | |
| Twin magna lascannon | 72" | Heavy 2D3 | 12 | -3 | 6 | These weapons may not be used to make Overwatch attacks. | | |
| Twin rad-cleanser | 9" | Assault 2D6 | * | 0 | 3 | This weapon hits automatically, and it always wounds of a 3+ except against TITANIC and VEHICLE units, against which it always wounds on a 6+. | | |
| Volkite chieorovile | 45" | Heavy 5 | 8 | -3 | D6 | Each time you make a wound roll of 6+ for this weapon, the weapon scores an additional automatic hit at the weapon's normal profile which is resolved after the initial attacks for the weapon on the same unit. These additional hits do not themselves generate more additional hits. | | |

| QUESTOR IMPERIALIS MELEE WEAPONS | | | | | | | | |
|----------------------------------|-------|-------|------|----|----|--|--|--|
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | |
| Cerastus shock lance | Melee | Melee | +6 | -4 | 6 | You may re-roll failed hit rolls with this weapon if the Cerastus Knight-Lancer has successfully charged in your Charge phase. | | |
| Hekaton siege claw | Melee | Melee | x2 | -4 | 6 | Subtract 1 from hit rolls made with this weapon. | | |
| Reaper chainfist | Melee | Melee | x2 | -4 | 6 | When attacking with this weapon, subtract 1 from the hit roll. | | |
| Reaper chainsword | Melee | Melee | +4 | -3 | 6 | - | | |
| Tempest warblade | Melee | Melee | +6 | -3 | 5 | If any result of a 6 is rolled on any wound roll with this weapon against a MONSTER or VEHICLE , then an additional D3 mortal wounds are also inflicted on the enemy unit. | | |
| Titanic feet | Melee | Melee | User | -2 | D3 | Make 3 hit rolls for each attack made with this weapon instead of 1. | | |

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.



TITAN LEGIONS WARGEAR

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|-----------------------------------|------------|------------------|----------|---------|---------|--|
| Apocalypse missile | | | | | | |
| launcher | 24"-360" | Heavy 12 | 7 | -2 | 2 | This weapon can target units that are not visible to the bearer |
| Ardex-defensor maulers | 36" | Heavy 6 | 6 | -2 | 2 | Overwatch attacks with this weapon hit on a 5+ regardless of modifiers. |
| Ardex-defensor twin lascannon | 48" | Heavy 2 | 9 | -3 | D6 | Overwatch attacks with this weapon hit on a 5+ regardless of modifiers. These weapons may only fire at targets behind the Titan. |
| Belicosa volcano cannon | 180" | Macro D6 | 30 | -6 | 12 | Any wound roll of a 6 made with this attack automatically inflicts an additional D6 mortal wounds on the target. |
| Dual turbo-laser destructor | 96" | Macro 2D3 | 16 | -3 | 2D6 | Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target. |
| Incinerator missile bank | 24"-360" | Heavy 10 | 6 | -2 | 2 | Against INFANTRY, the number of successful hits rolled for this weapon is doubled. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. This weapon can target units which are not visible to the beare |
| Mori quake cannon | 24"-360" | Macro 3D6 | 20 | -5 | 6 | Units hit by this weapon must halve their Move characteristi and cannot Advance in their following Movement phase. |
| Reaver gatling blaster | 72" | Macro 6 | 8 | -3 | 3 | Against INFANTRY units, each successful hit roll inflicted be this weapon instead becomes 3 hits. |
| Reaver laser blaster | 96" | Macro 3D3 | 10 | -3 | 2D6 | Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target. |
| Reaver melta cannon | 48" | Macro 2D6 | 16 | -4 | 6 | - |
| Reaver volcanno cannon | 180" | Macro D6 | 25 | -5 | 12 | - |
| Saturnyne lascutter (shooting) | 18" | Heavy 1 | 12 | -4 | 6 | After you have rolled a successful hit with this weapon, you may immediately roll for an additional hit against the same target unit, if this additional hit roll is successful, you may ro to hit again and again until either you miss or a total of 12 hi has been achieved. After the total number of hits has been determined for the weapon, resolve the attack. |
| Saturnyne lascutter (melee) | Melee | Melee | 20 | -5 | 12 | You may re-roll failed hit rolls for this weapon against target with the MONSTER, BUILDING or VEHICLE keyword. |
| Sunfury plasma annihilator | 72" | Macro 2D6 | 10 | -4 | 2D6 | After resolving all damage on the target unit, roll a D6 for every other unit within 6" of the target unit; on a 4+ that uni also suffers D3 hits using the weapon's profile. |
| Titan inferno gun | 18" | Heavy 4D6 | 7 | -3 | 4 | This weapon hits automatically. |
| Titan mega-bolter | 72" | Heavy 20 | 6 | -3 | 2 | - |
| Titan plasma blastgun | This weapo | on has two firin | g modes, | declare | which i | s being used before the attack is made. |
| - Normal | 72" | Macro 2D6 | 8 | -3 | 3 | - |
| - Overcharged | 72" | Macro 2D6 | 10 | -4 | 4 | When using this firing mode, for each hit roll of a 1, the Tita suffers a mortal wound after all of this weapon's shots have been resolved. These mortal wounds may not be stopped by the Titan's own void shields. |
| Titan vulcan mega-bolter | 72" | Heavy 20 | 6 | -3 | 2 | - |
| Twin Titan mega-bolter | 72" | Heavy 40 | 6 | -3 | 2 | - |
| Warlord gatling blaster | 72" | Macro 12 | 8 | -3 | 3 | Against INFANTRY units, each successful hit inflicted by th weapon instead becomes 3 hits. |

| TITAN LEGIONS MELEE WEAPONS | | | | | | | | | |
|-----------------------------|-------|-------|------|----|----|---|--|--|--|
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Arioch Titan power claw | Melee | Melee | x2 | -5 | 12 | If you slay a VEHICLE or MONSTER that does not have the TITANIC keyword, with the Arioch Titan power claw, select an enemy unit within 12" and roll a D6; on a 4+ that unit suffers D6 mortal wounds as the dead body or debris is thrown at it. | | | |
| Greater titanic stride | Melee | Melee | User | -4 | 3 | Make 4 hit rolls for each attack made with this weapon instead of 1. | | | |
| Reaver chainfist | Melee | Melee | x2 | -5 | 10 | Subtract 1 from hit rolls made with this weapon. Any wound roll of a 6 made with this attack on any VEHICLE , MONSTER or BUILDING automatically inflicts an additional 2D6 mortal wounds on the target. | | | |
| Reaver power fist | Melee | Melee | x2 | -5 | 10 | If you slay a VEHICLE or MONSTER that does not have the TITANIC keyword with the Reaver power fist, select an enemy unit within 12" and roll a D6; on a 4+ that unit suffers D6 mortal wounds as the dead body or debris is thrown at it. | | | |
| Titanic stride | Melee | Melee | User | -3 | 3 | Make 3 hit rolls for each attack made with this weapon instead of 1. | | | |

WE THINK YOU'D LIKE...

YOUR ARMY IS READY. NOW TAKE IT TO THE BATTLEFIELD WITH THE FULL RULES FOR WARHAMMER 40,000, ALONGSIDE A HOST OF MISSIONS, ALTERNATIVE WAYS TO PLAY AND MUCH MORE.

