

INDEX: FORCES OF THE ASTRA MILITARUM





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Forge World[®]



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INTRODUCTION

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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	М			DE	R D		ſRO	DYI	3 2R	DAMAGE Some of a Maraud characteristics cha battle, as shown be	nge as it suf	
NAME	М	WS	IS	S	T	W	A	Lđ	Sv	REMAINING W	M	BS
Marauder Destroyer	*	6+	*	7	7	20	3	7	3+	11-20+	20"-45"	4+
A Marauder Destroyer is							m,	100	10.0	5-10	20"-30"	5+
a twin assault cannon, a t				ter of he						1-4	20"	5+
WEAPON	RANGE	TYP	E		S	AP	0	ABILI				
Hellstrike missile	72"	Hes	wy 1		8	-2	D6			e when inflicting dam the lowest result.	age with this	s weap
Twin assault cannon	24"	Hes	wy 12		6	-1	1	-				
Twin autocannon	48"	Hes	wy 4		7	-1	2	-				
Twin heavy bolter	36"		wy 6		5	-1	1	-				
WARGEAR OPTIONS	 This 	model r	nay take	eight h	ellstrike	missile	5.					
ABILITIES	attacker Crash a crashes Hard to Heavy 1 against moved, single I	d in the and Bur in a fier o Hit: Yo Bombs: a single pick an	Fight pl n: If this y explo- our opp- Once p enemy enemy very oth	ase by u s model sion and onent m er battle unit it m unit tha	inits that is reduced leach u ust subt a Mara noves ov t it flew	at can Fl ced to 0 nit within tract 1 fr auder De ver durin over, th	Y. wounds, in 6" suff om hit r estroyer ig one of en roll 3.	, roll a D fers D6 i rolls for : equippe f its Mov D6 for e	6 befor mortal attacks d with wement ach VE	tt can FLY, and can or re removing it from th wounds. that target this model heavy bombs can mal phases. After the Mar HICLE or MONSTE 5. For every roll of a 4	e battlefield. in the Shoot a bombing auder Destro R in the unit	On a 6 ing ph run oyer ha or a
	Sky For		his mod	lel does	not suff	er the p	malty fo	r shooti	ng Hea	vy weapons on a turn	in which it	
FACTION KEYWORDS			A CTTP				ON	TTTT	TMEN	RIALIS		-

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.

ASTRA MITARUM

total

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).

			AS F			characteristics char	Some of an Atlas Recovery Tank's characteristics change as it suffers damage in battle, as shown below:							
NAME	М	WS	BS	S		W	A	Ld	Sv	REMAINING W	М	BS	A	
Atlas Recovery Tank	*	6+	*	7	7	11	*	7	3+	6-11+	12"	4+	3	
An Atlas Recovery Tank i	s a single m	odel eq	uipped v	vith a h	eavy bo	lter.	P. S.			3-5	8"	5+	Dâ	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2	4"	6+	1	
Heavy bolter	36"	Hea	ivy 3		5	-1	1	_						
Heavy stubber	36"	Hea	ivy 3		4	0	1	-					- 8	
Hunter-killer missile	48"	48" Heavy 1 8 -2 D6 Each hunter-killer missile can only be fired once per battle.												
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-					1	
WARGEAR OPTIONS			nay take nay take			missile. or a hea	vy stubb	er.	160	A Balanta		See.		
ABILITIES	explode	s, and e	ach unit c le: At th	within we end o	6" suffe	rs D3 m 10del's N	ortal wo Iovemen	unds. t phase,	this mo	ving it from the battlef odel can repair a single ds.				
	smoke l	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.												
FACTION KEYWORDS	IMPEI	RIUM,	ASTRA	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td>1283. 487. JUNE</td><td></td><td>1.18</td><td></td></r<>	EGIME	NT>		1283. 487. JUNE		1.18		
KEYWORDS	VEHIC	CLE, A	TLAS I	RECO	VERY '	FANK	1000	5-1-	1865	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	- 64.24	5115		

A OWE		COMMAND VEHICLE Some of a Salamander Con characteristics change as it												
NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel				
Salamander Command Vehicle	*	6+	*	6	7	10	*	8	3+	REMAINING W 6-10+	M 12"	BS 3+	A 3	
A Salamander Command	Vehicle is a	single 1	nodel eq	uipped	with a h	eavy fla	mer and	a heavy	bolter.	3-5	8" 4"	4+	D3	
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	1-2	4	5+	1	
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-					1	
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	weapon	automatically hits its	target.			
Heavy stubber	36"	Hea	ivy 3		4	0	1	-					10	
Hunter-killer missile	48"	Fach hunter-killer missile can only be fired once per												
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-						
WARGEAR OPTIONS			nay take nay take					oer.			12-7	The second		
ABILITIES	add 1 to COMM Explod	o all hit IAND V les: If th	rolls unt /EHICL	il the er E auspe is redu	nd of the ex survey iced to 0	phase. vors. wound	A single s, roll a	e model o D6 befor	cannot t	IMENT> VEHICLE vote the second	SALAMA	NDER		
	to 9". It	Scout Vehicle: At the start of the first battle round but before the first turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.												
		launche								n the Shooting phase, ponent must subtract 1			ts	
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	A MIL	ITARU	M, <r< td=""><td>EGIMI</td><td>ENT></td><td></td><td></td><td>12-51.55</td><td>States 1</td><td></td></r<>	EGIMI	ENT>			12-51.55	States 1		
KEYWORDS	VEIL	CLEC		NIDE	R, SAL		IDED	00101			and the second second			

	ADE	S B	REA	ACI	HIN	G I	DRI	LL	SQUADRON
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hades breaching drill	6"	3+	4+	5	7	7	D6	7	3+
-	6"			3		1			
Veteran	-	4+	4+		3		1	7	5+
Veteran Sergeant	6"	4+	4+	3	3	1	2	8	5+
This unit contains 1 HadesThe Hades Breaching DThe Veteran Sergeant isEach Veteran is armed v	rill is arme armed wit	d with a h a laspi	melta-c stol, cha	utter di insword	rill.				
WEAPON	RANGE	ТҮРЕ			S	AP	D	ABILIT	TES
Bolt pistol	12"	Pisto			4	0	1	-	
Flamer	8"	Assa	ult D6		4	0	1	Thisy	weapon automatically hits its target.
Grenade launcher	When a	ttacking	with th	is weap	on, choc	ose one	of the pr		
- Frag grenade	24"	-	ult D6		3	0	1	7	
- Krak grenade	24"	Assa	ult 1		6	-1	D3	_	
Laspistol	12"	Pisto	ol 1		3	0	1	-	
Meltagun	12"	Assa	ult 1		8	-4	D6	two d	target is within half range of this weapon, roll lice when inflicting damage with it and discard the t result.
Plasma gun	When a	ttacking	with th	is weap	on, choc	ose one	of the pr	ofiles be	low:
- Standard	24"	Rap	id Fire 1		7	-3	1	-	
- Supercharged	24"	Rap	id Fire 1		8	-3	3		hit roll of a 1, the bearer is slain after all of this on's shots have been resolved.
Plasma pistol	When a	ttacking	with th	is weap	on, choc	ose one	of the pr	ofiles be	low:
- Standard	12"	Pisto	ol 1		7	-3	1	-	
- Supercharged	12"	Pisto	ol 1		8	-3	3		hit roll of a 1, the bearer is slain after all of this on's shots have been resolved.
Shotgun	12"	Assa	ult 2		3	0	1	Stren	
Chainsword	Melee	Mele	ee		User	0	1	attacl	time the bearer fights, it can make 1 additional c with this weapon.
Melta-cutter drill	Melee	Mele			x2	-4	D3		n making attacks against a VEHICLE , roll D6 for amage instead of D3.
Power axe	Melee	Mel	ee		+1	-2	1	-	
Power fist	Melee	Mele			x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.
Power sword	Melee	Mel			User	-3	1	-	
Frag grenade	6"		nade D6		3	0	1	٦	
WARGEAR OPTIONS ABILITIES	• The V • Up to	Veteran S o two Ve	Sergeant terans n	may repl	place the	eir laspi shotgu	stol for a in with a	a bolt pie flamer,	ver sword, power axe or power fist. stol or plasma pistol. grenade launcher, meltagun or plasma gun. the Hades Breaching Drill's Attacks to 2D6 and the
AUILIIILU	Damage Subterr battlefie	e of the r ranean A eld. At th	melta-cu Assault: ne end of	itter dri During f any of	ll to D6. deployn your Mc	nent, yo ovemen	ou can se t phases,	t this un this un	it up underground instead of placing it on the it may drill up from the ground and into battle – rom enemy models.
	Separat single g	e Order roup wit ng Drill	s: The fi th each 1	irst time nodel v	e this uni vithin 2"	it is set of at lea	up, the H ast one o	Hades Br other mo	reaching Drill Squadron must be deployed as a del from their unit. From that point on, the Hades ns and both are treated as separate units for all
	Whirlin	ng Blade	es: The H	Hades B	reaching	Drill h	as a 4+ i	nvulner	able save in the Fight phase.
FACTION KEYWORDS		-					EGIME		
KEYWORDS	(HAD)	ES BRE	ACHI	NG DI		VEHIC	CLE, HA		BREACHING DRILL

A BOWE		CE	NTA	AU]	R L	IGH	IT (CAI	RRIER
NAME	М	WS	BS	S	T	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 equ	uipped	with tw	o heavy	stubbers		51.0	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Heavy stubber	36"	Hea	wy 3		4	0	1	-	
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6	Each battle	hunter-killer missile can only be fired once per e.
WARGEAR OPTIONS	• This	model r	nay take	e a hunt	er-killer	missile.	and a	1.54	
ABILITIES	choose does th within Finally, towed r Explod	to tow it is, this n 1" of this any crev nay not es: If this	t as long nodel in s model w are pla fire its v is mode	as neit nmedia so that aced in veapon l is redu	tely mak no part base cor s during uced to 0	model n es a mov of the A ntact wit the Sho	or the A ve of up RTILLE h the Al oting ph s, roll a l	RTILLE to 12". T RY moo RTILLE ase of th D6 befor	riendly <regiment> ARTILLERY</regiment> 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. re removing it from the battlefield, and before any
	embark	ed mod	els diser	nbark.	On a 6+	it explo	des, and	each un	nit within 6" suffers D3 mortal wounds.
		auncher							eapons in the Shooting phase, this model can use its your opponent must subtract 1 from any hit rolls
TRANSPORT									Y 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, <r< td=""><td>EGIME</td><td>ENT></td><th></th></r<>	EGIME	ENT>	
KEYWORDS	VEHI							1.	

1 5 		PA	TT)	ERN	PHC N C	DNN HIN	NE ME	RA		DAMAGE Some of a Gryphon characteristics chan battle, as shown bel	ge as it su				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A		
Gryphonne Pattern Chimera	*	6+	*	6	7	10	*	7	3+	6-10+ 3-5	12" 8"	4+ 5+	3 D3		
A Gryphonne Pattern Ch a heavy bolter and a lasgu		ngle mo	ədel equ	ipped w	/ith twir	i heavy l	oolters,			1-2	4"	6+	1		
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES				83		
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-							
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	weapon	automatically hits its t	arget.		13		
Heavy stubber	36"	Hea	ivy 3		4	0	1	-							
Hunter-killer missile	48"	Hea	ivy 1		8	-2	D6	Each battle		inter-killer missile can only be fired once per					
Lasgun array	24"	Rap	oid Fire 3	3	3	0	1			can only be fired if a u nicle equipped with it.	init is eml	oarked			
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					13		
Twin heavy bolter	36"	Hea	ivy 6		5	-1	1	-							
WARGEAR OPTIONS	This This	model 1 model 1	nay take nay take	a hunte a storn	er-killer 1 bolter	or a hea	vy stubb	er.	Nel 1						
ABILITIES										ving it from the battlefi n 6" suffers D3 mortal		efore any			
		aunche								n the Shooting phase, t ponent must subtract 1			s		
TRANSPORT										els. Each Heavy Weapo RYN takes the space of					
FACTION KEYWORDS	IMPE	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	CLE, T	RANSI	PORT,	GRYP	HONN	E PAT	ERN C	CHIMI	ERA	141		7		

5 (5)		SU	JPP		OJ. T \		[IC]	LE		DAMAGE Some of a Trojan Su characteristics chan battle, as shown bel	ge as it su		age in
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Trojan Support Vehicle	*	6+	*	6	7	10	*	7	3+	6-10+	12"	3+	3
A Trojan Support Vehicle i	s a single n	nodel e	quipped	with a	heavy b	olter.	1.1	58-13s	122	3-5	8"	4+	D3
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2	4"	5+	1
Heavy bolter	36"	Hea	avy 3		5	-1	1	-					200
Heavy flamer	8"	Hea	avy D6		5	-1	1	This	weapon	automatically hits its	arget.		
Heavy stubber	36"	Hea	avy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	avy 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	-					
WARGEAR OPTIONS	• This	nodel 1	nay repl nay take nay take	a hunt	er-killer	missile.							
ABILITIES	embarke Smoke	ed mod L <mark>aunc</mark> h aunche	els diser e rs: On	nbark; o ce per g	on a 6+ : ame, ins	it explocestead of	les and e shooting	ach uni gany we	t within apons ir	ring it from the battlef 6" suffers D3 mortal w n the Shooting phase, t ponent must subtract 1	vounds. his model	can use it	s
	Support any faile							riendly	<regi< td=""><td>MENT> VEHICLE wi</td><td>thin 6" ma</td><td>y re-roll</td><td></td></regi<>	MENT> VEHICLE wi	thin 6" ma	y re-roll	
TRANSPORT										s. Each Heavy Weapon RYN takes the space of			
FACTION KEYWORDS	IMPEF	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td>h a t</td><td></td><td></td><td></td><td></td></r<>	EGIME	NT>	h a t				
KEYWORDS	VEHIC	CLE, T	RANSI	PORT,	TROJA	N SUI	PPORT	VEHI	CLE			129	7

t 6 rows	P	AT'	ſEŔ	AR' RN	TEN HE	/IA LLF	JOI	JNI	D	DAMAGE Some of an Artemia characteristics chan battle, as shown bel	ige as it su		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	RS	A
Artemia Pattern Hellhound	*	6+	*	6	7	11	*	7	3+	6-11+	12"	4+	3
This unit contains 1 Artem Hellhound (Power Rating (Power Rating +10). Each Artemia inferno cannon.	+5) or 2 a	dditiona	al Arten	nia Patt	ern Hellł	nounds				3-5 1-2	8" 4"	5+ 6+	D3 1
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					1
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its t	target.		
Artemia inferno cannon	16"	Hea	vy D6		6	-1	2	for th	ne numb	automatically hits its to per of attacks when firitowest result.			and the second
Multi-melta	24"	Hea	vy 1		8	-4	D6	two c		s within half range of t en inflicting damage w			e
WARGEAR OPTIONS	• Any	model n	nay repl	ace its l	heavy bol	ter with	a heavy	/ flamer	or a mu	lti-melta.		2.2.1.2	
ABILITIES					is reduce n 6" suffer				5 before	removing it from the l	oattlefield.	On a 4+ i	t
		auncher								n the Shooting phase, t ponent must subtract 1			s
										unit must be placed wit s a separate unit for all			
FACTION KEYWORDS	IMPEI	RIUM,	ASTR	A MIL	ITARU	M, <r]< td=""><td>EGIME</td><td>ENT></td><td></td><td></td><td>- Print Cont</td><td></td><td></td></r]<>	EGIME	ENT>			- Print Cont		
KEYWORDS	VEHIC	CLE, H	ELLHO	DUND), ARTE	MIA P	ATTER	RN HE	LLHOU	UND		A Mark	

1 5				OU	MA JT	ΓΑΝ)ER NK			DAMAGE Some of a Salamanc characteristics chan battle, as shown belo	ge as it su		age i
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Salamander Scout Tank	*	6+	*	6	7	10	*	7	3+	6-10+	12"	4+	3
This unit contains 1 Salama (Power Rating +5) or 2 add Each Salamander Scout Tar	ditional Sa	alamand	ler Scout	Tanks	(Power	Rating	+10).	Scout Ta	ank	3-5 1-2	8" 4"	5+ 6+	D 1
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES				
Autocannon	48"	Hea	ivy 2		7	-1	2	-					
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-					
Heavy stubber	36"	Hea	ivy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6	Each battle		killer missile can only	be fired or	nce per	
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					1
WARGEAR OPTIONS			nay take nay take				vy stubt	oer.					
ABILITIES	explode Scout V 9". It ca	es, and e / ehicle: nnot en	ach unit At the st	within art of the ove with	6" suffe he first b hin 9" of	rs D3 m pattle roo f any ene	ortal wo und but emy mo	ounds. before tl	ne first (ving it from the battlefic turn begins, you can mo vers have units that can	ove this u	nit up to	and the second s
		launche								n the Shooting phase, tl ponent must subtract 1			
										unit must be placed with s a separate unit for all			
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td>44</td><td></td><td>1999</td><td>4 constants</td><td></td></r<>	EGIME	ENT>	44		1999	4 constants	

	r	ΓΑυ	JRC	OS_	ASS	AU		VE	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 heavy flamer.
WEAPON	RANGE	TYPE			S	AP	D	ABILII	TIES
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 e.
Tauros grenade launcher	When	attackin	g with t	his we	apon, cł	noose o	ne of the	e profile	es below:
- Frag grenade	36"	Assa	ault 2D6		3	0	1	٦	
- Krak grenade	36"	Assa	ault 2		6	-1	D3	-	
WARGEAR OPTIONS					heavy fla er-killer			os grena	ide launcher.
ABILITIES									re removing it from the battlefield, and before any hit within 6" suffers 1 mortal wound.
	Galvan	ic Moto	r: If this	mode	l moved o	over 10"	in its las	st Mover	ment phase, it gains a 5+ invulnerable save.
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MII	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td></r<>	EGIME	NT>	
KEYWORDS	VEHI	CLE, TA	AUROS	, TAU	JROS A	SSAUI	т уен	ICLE	

t 4			TA	UR	OS	VE	ENA	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								ver Ratir	ig +4)	or 2 additional Tauros Venators
WEAPON	RANGE	TYPI	:		S	AP	D	ABILIT	IES	
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each battle		-killer missile can only be fired once per
Twin lascannon	48"	Hea	vy 2		9	-3	D6	_		
Twin multi-laser	36"	Hea	vy 6		6	0	1	-		
WARGEAR OPTIONS				ace its twi a hunter-			with a t	win lasca	nnon.	
ABILITIES				is reduce within 6'					e remo	ving it from the battlefield. On a 6+ it
	Galvan	ic Moto	r: If this	model m	oved	over 10"	in its la	st Mover	nent pl	hase, it gains a 5+ invulnerable save.
		<mark>: Target</mark> t has me		<mark>ay:</mark> This n	nodel	does no	t suffer (ihe pena l	ty to h	it for shooting a Heavy weapon on a turn in

FACTION KEYWORDS

Armageddon Pattern Basilisk

*

NAME

IMPERIUM, ASTRA MILITARUM, <REGIMENT> VEHICLE, TAUROS, TAUROS VENATOR

6

*

6+

ARMAGEDDON PATTERN BASILISK M WS BS S T W A Ld

7

12

*

DAMAGE

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

	n				
LU	Sv	REMAINING W	М	BS	A
7	3+	6-12+	12"	4+	3
agaddan D	attann	3-5	8"	5+	D3
ageddon Pa Rating +14		1-2	4"	6+	1
heavy bolte					

This unit contains 1 Arm	ageddon Patt	ern Basilisk It can in	clude 1 ad	ditiona	Armag	eddon Pattern	3-5	8"	5+	D
Basilisk (Power Rating +							1-2	4"	6+	Î
Each Armageddon Patter	rn Basilisk is o	equipped with an ear	thshaker c	annon a	and a he	avy bolter.				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Earthshaker cannon	240"	Heavy D6	9	-2	D3	Roll two dice for weapon and disc target units that	ard the lowest re	sult. This w		
Heavy bolter	36"	Heavy 3	5	-1	1	-				
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon auto	omatically hits its	s target.		
Heavy stubber	36"	Heavy 3	4	0	1	-				
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-kille battle.	er missile can on	ly be fired o	nce per	
Storm bolter	24"	Rapid Fire 2	4	0	1	-				
WARGEAR OPTIONS	• Any r	nodel may replace its nodel may take a hur nodel may take a stor	nter-killer	missile.						
ABILITIES		es: If this model is rec s, and each unit with					it from the battle	efield. On a	6+ it	
		Launchers: Once per nunchers; if it does so et it.								ts
		Squadron: The first t at point onwards, eac								:
FACTION KEYWORDS	IMPER	LIUM, ASTRA MI	LITARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td>112 1 1 27</td><td></td><td>1</td><td></td></r<>	EGIME	ENT>	112 1 1 27		1	
KEYWORDS	VEHIC	LE, BASILISK, A	RMAGE	DDON	N PATT	ERN BASILISK				

2 Power		AR PATT	MA 'ER	GE N N	DD 4EI	ON DUS	[SA		DAMAGE Some of an Armage characteristics chan battle, as shown belo	ge as it su		
NAME	М	WS BS	S	T	W	A	Ld	Sv	REMAINING W	ow: M	BS	A
Armageddon Pattern Medusa	*	6+ *	6	7	12	*	7	3+	6-12+	12"	4+	3
This unit contains 1 Arma Pattern Medusa (Power R Rating +14). Each Armag a heavy bolter.	Rating +7) or	r 2 additional A	Armaged	ldon Pat	tern Me	edusa (P	ower	nd	3-5 1-2	8" 4"	5+ 6+	D3 1
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	IES				
Heavy bolter	36"	Heavy 3		5	-1	1	-					
Heavy flamer	8"	Heavy D6		5	-1	1	Thisy	veapon	automatically hits its t	arget.		
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	1000
Medusa siege cannon	36"	Heavy D6		10	-3	D3	This v beare		can target units that a	re not visi	ble to the	
Storm bolter	24"	Rapid Fire	2	4	0	1	-					
WARGEAR OPTIONS	• Any r	nodel may repl nodel may take nodel may take	e a hunte	er-killer	missile.	1						
ABILITIES		es: If this mode s, and each uni						e remov	ving it from the battlefi	eld. On a	6+ it	
		unchers; if it c							n the Shooting phase, t ponent must subtract 1			:s
									unit must be placed wit as a separate unit for all			
FACTION KEYWORDS	IMPER	IUM, ASTR	A MIL	TARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td></td><td></td><td>540.0</td><td>1.56</td><td></td></r<>	EGIME	ENT>			540.0	1.56	
KEYWORDS	TITUTO	LE, MEDUS		LICE	DON				1		A 181 16 41	

	(COI	.05	SSU	IS B	ON	1BA	RD		DAMAGE Some of a Colossus change as it suffers of			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	BS	A
Colossus Bombard	*	6+	*	7	8	12	*	7	3+	6-12+	8"	4+	3
This unit contains 1 Colos Rating +11) or 2 addition is equipped with a Coloss	al Colossus	Bombar	ds (Pov	ver Rat	ting +22					3-5 1-2	6" 4"	5+ 6+	D3 1
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				
Colossus siege mortar	240"	Heav	y 2D6		6	-2	D3	beare	er. Units	can target units that ar attacked by this weapo ir saving throws for bei	on do not	gain any	
Heavy bolter	36"	Heav	у 3		5	-1	1	-					
Heavy flamer	8"	Heav	y D6		5	-1	1	This	weapon	automatically hits its ta	arget.		
Heavy stubber	36"	Heav	у 3		4	0	1	-					
Storm bolter	24"	Rapio	d Fire 2		4	0	1	-					
WARGEAR OPTIONS		model ma model ma											
ABILITIES	Explod		model	is redu	iced to 0	wound	s, roll a l	D6 befor	e remov	ving it from the battlefi	eld. On a	6+ it	
		aunchers								n the Shooting phase, tl ponent must subtract 1			
										unit must be placed with s a separate unit for all			1000
FACTION KEYWORDS	IMPEI	RIUM, A	ASTRA	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td></td><td></td><td>1.24-1</td><td></td><td>-</td></r<>	EGIME	ENT>			1.24-1		-
KEYWORDS	VEHIC	CLE, CC	DLOSS	US BO	OMBAI	RD	2.30	Sec. 2	1.1	12			

	Section 6	1. andas	19924	11534	13/14/2	1 per	2.12.85	Dec.	
	CY	CLC)PS	DI	EMO	OLI	TIC	DN	VEHICLE
NAME	М	WS	BS	S	T	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	TYP	E		S	AP	D	ABILI	ITIES
Cyclops demolition charge	*	Hea	vy 2D6		9	-2	D3		s weapon automatically hits its target. This weapon v only be used once per battle.
WARGEAR OPTIONS	• None	e.	Ch. Cl	12. TH	22.18			1. State	
ABILITIES	it may of within this mo	choose to D6" is au del has ved fror	o detona itomatic detonate	te its C ally hit d its Cy	yclops d by this v vclops de	emolitio weapon emolitio	on charge using th on 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 ve it from play. Any Cyclops Demolition Vehicle that ts in scenarios that offer Victory points for slaying
							s, roll a I ortal wo		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	IMPE	RIUM,	ASTRA	A MIL	TARU	M, <r< td=""><td>EGIME</td><td>NT></td><th></th></r<>	EGIME	NT>	
KEYWORDS	VEHI	CLE, C	YCLOP	S DE	MOLIT	ION V	EHICI	E	

NAME	М	WS	BS	S	T	W	A	Ld	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 annon.
WEAPON	RANGE	TYP	E		S	AP	D	ABILII	TIES
Earthshaker cannon	240"	Hea	wy D6		9	-2	D3	weap	two dice for the number of attacks when firing this on and discard the lowest result. This weapon can t units that are not visible to the bearer.
WARGEAR OPTIONS	None	е.					15 1		
ABILITIES	From th Explod	nat poin es: If thi	t onward	ls, each is redu	operates ced to 0	s indepe wounds	endently 5, roll a I	and is tr D6 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 ł	fight in the Fight phase. Enemy models nit rolls. However, this model can still shoot if ther get enemy units that are within 1" of this model.
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	A MIL	TARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td></r<>	EGIME	NT>	
KEYWORDS	ARTII								

NAME	М	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 Earth (Power Rating + 4) or 2 ac • Each Earthshaker Carria • Each Guardsmen Crew i	dditional Ea age is equip	rthshak ped wit	ter Carri h an Ear	ages wi thshake	ith 4 Gua er canno	ardsmen n.					Guardsme	en Crew	
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES				
Earthshaker cannon	240"	Hea	vy D6		9	-2	D3	weap	on and	for the number of atta discard the lowest resu hat are not visible to th	ılt. This we		
Frag grenade	6"		nade D6		3	0	1	7					
Lasgun	24"	Rap	id Fire 1		3	0	1	-					_
WARGEAR OPTIONS	 None 	•	All			1.35,720				Property States			
ABILITIES	in a sing down ar Artiller within 3	s within gle turn, nd is rer y Batte " of eac	3". A sin If all of noved fr ry: An E h other,	ngle Gu the Gu om play arthsha and mu	iardsmei ardsmer y. aker Car ist rema	n Crew v riage Ba in within	vithin 6' .ttery an n this di	' of a Ea d its Gu stance ti	rthshako ardsmer hrougho	ultiple Earthshaker Ca er Carriage are slain, it a Crew must be deploy out the battle, but are o	immediate red as a sin therwise to	ely shuts gle group ceated as	
ABILITIES	model is in a sing down ar Artiller within 3 separate visible u Explode	s within gle turn. nd is rer y Batte or of eac units. ' unit to the es: If this	3". A sin If all of noved fr ry: An E h other, The Guan he mode	ngle Gu the Gu om play arthsha and mu rdsmen I that is is redu	ardsmen ardsmen y. aker Car ust rema Crew n shootin ced to 0	n Crew v riage Ba in within nay only En wounds	vithin 6' .ttery an n this di be chos s, roll a I	' of a Ea d its Gu stance th en as a f D6 befor	rthshako ardsmer hroughc arget in re remov	er Carriage are slain, it - Crew must be deploy	immediate red as a sin therwise tr they are th ield, and be	ely shuts gle group cated as e closest	
ABILITIES Faction keywords	model is in a sing down ar Artiller within 3 separate visible u Explode embarke	s within de turn. dis rer y Batter " of eac units." anit to the es: If thi ed mode	3". A sin If all of noved fr ry: An E h other, The Guan he mode	ngle Gu the Gu om play arthsha and mu rdsmen l that is is redu abark. (ardsmen ardsmen y. aker Car ist rema Crew n shootin ced to 0 On a 6+	n Crew v riage Ba in within nay only S wounds it exploo	vithin 6' ttery an n this di be chos s, roll a I des, and	' of a Ea d its Gu stance th en as a t D6 befor each un	rthshako ardsmer hroughc arget in re remov	er Carriage are slain, it a Crew must be deploy out the battle, but are o the Shooting phase if ing it from the battlefi	immediate red as a sin therwise tr they are th ield, and be	ely shuts gle group cated as e closest	
	model is in a sing down ar Artiller within 3 separate visible u Explode embarke IMPEF	s within d is rer y Batter " of eac units." mit to the es: If this ed mode RIUM, HSHA	3". A sin If all of noved fr ry: An E h other, The Guan he mode is model els disem ASTRA	ngle Gu the Gu om play arthsha and mu rdsmen l that is is redu abark. (MIL) ARRI	ardsmer ardsmer y. aker Car ist rema crew n cshootin ced to 0 On a 6+ ITARU. AGE):	riage Ba in within ay only 51 wounds it exploo M, <ri VEHIC</ri 	vithin 6' ttery an n this di be chos s, roll a I des, and EGIME CLE, AH	d its Gu stance the en as a to D6 befor each un ENT> TILLE	rthshako ardsmer hroughc arget in e remov it within RY, E A	er Carriage are slain, it Crew must be deploy out the battle, but are o the Shooting phase if ing it from the battlefi n 6" suffers D3 mortal	immediate red as a sin therwise tr they are th ield, and be wounds.	ely shuts gle group cated as e closest	
FACTION KEYWORDS KEYWORDS	model is in a sing down ar Artiller within 3 separate visible u Explode embarka IMPEH (EART (GUAH	s within gle turn, nd is rer y Batter " of eac units." unit to the es: If thi ed mode RIUM, HSHAAR DSMI	3". A sin If all of noved fr ry: An E h other, The Guan he mode is model els disen ASTRA KER C EN CRI RUF	ngle Gu the Gu om play arthsha and mu rdsmen I that is is redu abark. (MILL ARRI EW): I FO	ardsmer ardsmer y. aker Car ist rema crew n shootim ced to 0 On a 6+ ITARU AGE): ` NFANT	riage Ba in within ay only 5 wounds it exploo M, <ri VEHIC TRY, G</ri 	vithin 6' ttery an n this di be chos s, roll a I des, and EGIME CLE, AH UARDS	d its Gu stance the en as a the D6 befor each un ENT> ENTLLE SMEN	rthshaka ardsmer hroughc arget in e remov it within CRY, EA CREW	er Carriage are slain, it Crew must be deploy out the battle, but are o the Shooting phase if ing it from the battlefi n 6" suffers D3 mortal	immediate red as a sin therwise to they are th ield, and be wounds. RRIAGE	ely shuts gle group reated as e closest efore any rrier's	age
ACTION KEYWORDS KEYWORDS	model is in a sing down ar Artiller within 3 separate visible u Explode embarke IMPEF	s within gle turn. nd is rer y Batter " of eac units." unit to the es: If this ed mode RIUM, 'HSHA RDSMH	3". A sin If all of noved fr ry: An E h other, The Guan he mode is model els disen ASTRA KER C EN CRI RUF	ngle Gu the Gu om play arthsha and mu rdsmen l that is is redu abark. (I MILL ARRI EW): I	ardsmer ardsmer y. aker Car ist rema crew n cshootin ced to 0 On a 6+ ITARU, AGE): NFANI	riage Ba in within ay only 5 wounds it explood M, <ri VEHIC TRY, G</ri 	vithin 6' ttery an n this di be chos s, roll a I des, and EGIME CLE, AH UARDS RTA	d its Gu stance the en as a the D6 befor each un ENT> RTILLE SMEN	rthshako ardsmer hroughc arget in e remov it within RY, E A	er Carriage are slain, it Crew must be deploy out the battle, but are o the Shooting phase if ing it from the battlefi n 6" suffers D3 mortal RTHSHAKER CA DAMAGE Some of a Griffon N characteristics char	immediate red as a sin therwise to they are th ield, and be wounds. RRIAGE	ely shuts gle group reated as e closest efore any rrier's	age
ACTION KEYWORDS KEYWORDS	model is in a sing down ar Artiller within 3 separate visible u Explode embarka IMPEH (EART (GUAH	s within gle turn, nd is rer y Batter " of eac units." unit to the es: If thi ed mode RIUM, HSHAAR DSMI	3". A sin If all of noved fr ry: An E h other, The Guan he mode is model els disen ASTRA KER C EN CRI RUF	ngle Gu the Gu om play arthsha and mu rdsmen I that is is redu abark. (MILL ARRI EW): I FO	ardsmer ardsmer y. aker Car ist rema crew n cshootin ced to 0 On a 6+ ITARU, AGE): NFANI	riage Ba in within ay only 5 wounds it exploo M, <ri VEHIC TRY, G</ri 	vithin 6' ttery an n this di be chos s, roll a I des, and EGIME CLE, AH UARDS	d its Gu stance the en as a the D6 befor each un ENT> ENTLLE SMEN	rthshaka ardsmer hroughc arget in e remov it within CRY, EA CREW	er Carriage are slain, it Crew must be deploy out the battle, but are o the Shooting phase if ing it from the battleft n 6" suffers D3 mortal RTHSHAKER CA DAMAGE Some of a Griffon M characteristics char battle, as shown be	immediate red as a sin therwise th they are th ield, and be wounds. RRIAGE Mortar Can nge as it su low:	ely shuts gle group reated as e closest efore any rrier's ffers dam	-
FACTION KEYWORDS KEYWORDS MAME Griffon Mortar Carrier This unit contains 1 Griffo	model is in a sing down ar Artiller within 3 separate visible u Explode embarke IMPEF (EART (GUAF (GUAF M *	s within gle turn, nd is rer y Batter '' of eac units.'' unit to tl es: If thi ed mode RIUM, 'HSHA RDSMI GJ WS 6+ Carrier. 1	3". A sin If all of moved fr ry: An E h other, The Guar he mode is model els disern ASTRA IKER C EN CRH RUF BS *	ngle Gu the Gu om play arthsha and mu rdsmen that is is redu bark. (MILL ARRI EW): I FOCA S 7 clude 1	ardsmer ardsmer y. aker Car ist rema ced to 0 On a 6+ ITARU AGE): ` NFANT NFANT NFANT I 7 additior	riage Ba in within ay only 5 wounds it exploo M, <ri VEHIC TRY, G</ri 	vithin 6' ttery an n this di be chos s, roll a I des, and EGIME CLE, AF UARDS RTA A * Ton Mort	d its Gu stance the en as a the D6 befor each un ENT> RTILLE SMEN R Id 7	rthshake ardsmer hroughe arget in re remov it within RY, EA CREW SV 3+	er Carriage are slain, it Crew must be deploy out the battle, but are o the Shooting phase if ing it from the battlefi n 6" suffers D3 mortal ARTHSHAKER CA DAMAGE Some of a Griffon M characteristics char battle, as shown be REMAINING W	immediate red as a sin therwise to they are the ield, and be wounds. RRIAGE Mortar Can nge as it su low: M	ely shuts gle group reated as e closest efore any rrier's ffers dam BS	
FACTION KEYWORDS KEYWORDS	model is in a sing down ar Artiller within 3 separate visible u Explode embarke IMPEF (EART (GUAF (GUAF) M *	s within gle turn, nd is rer y Batter y Batter y Batter y of eac units. ⁻ unit to the es: If this ed model RIUM, HSHA RDSMH CHSHA Carrier, I riffon M	3". A sin If all of noved fr ry: An E h other, The Guan he mode is model els disern ASTRA KER C EN CRH RUF BS * It can inconstruction	ngle Gu the Gu om play arthsha and mu rdsmen that is is redu bark. (C MILL ARRI EW): I FO CA S 7 clude 1 arriers (ardsmer ardsmer y. aker Car ist rema ced to 0 On a 6+ ITARU AGE): ` NFANT NFANT NFANT I 7 additior (Power I	riage Ba in within ay only 5 wounds it exploo M, <ri VEHIC TRY, G</ri 	vithin 6' ttery an n this di be chos s, roll a I des, and EGIME CLE, AF UARDS RTTA A * Con Mort -14).	d its Gu stance the en as a the D6 befor each un ENT> RTILLE SMEN R Id 7 ar Carri	rthshake ardsmer hroughe arget in re remov it within RY, EA CREW SV 3+	er Carriage are slain, it a Crew must be deploy put the battle, but are of the Shooting phase if ing it from the battlefin a 6" suffers D3 mortal DAMAGE Some of a Griffon M characteristics chara battle, as shown be REMAINING W 6-11+	immediate red as a sin therwise to they are th ield, and be wounds. RRIAGE Mortar Can nge as it su low: <u>M</u> 8"	ely shuts gle group reated as e closest efore any rrier's ffers dam BS 4+	-

Griffon heavy mortar	48"	Heavy D6	6	-1	D3	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 sto										
ABILITIES		es: If this model is reas, and each unit with				D6 before removing it from the battlefield. On a 6+ it punds.						
Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.												
	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	IMPER	RIUM, ASTRA MI	LITARUI	M, <r< td=""><td>EGIME</td><td>ENT></td></r<>	EGIME	ENT>						
KEYWORDS	VEHIC	CLE, GRIFFON M	ORTAR O	CARR	IER							

	10 214	Naki		1.5	1864	1 Star		108	
tower		HE	AV	Y M	IO I	RTA	R F	BAT	TERY
NAME	М	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+
 (Power Rating +3) or 2 Each Heavy Mortar is Each Guardsmen Cree 	s equipped wi w is equipped	th a heav l with a l	vy mort lasgun a	ar.		es.	each (Po		
WEAPON	RANGE	TYPE			S	AP	D	ABILI	
Heavy mortar	48"	Heav	ry D6		6	-1	D3	This beare	s weapon can target units that are not visible to the er.
Lasgun	24"	-	d Fire 1		3	0	1	-	
Frag grenade	6"	Gren	nade Dé	i	3	0	1	7	
WARGEAR OPTIONS	None		1000	1000	12.00	13.04		2.4	
ABILITIES	3". A sin Guardsn Artiller 3" of eac	gle Guar nen Crev y Batter h other, he Guarc	rdsmen w within y: A He and mu lsmen (Crew m n 6" of a cavy Mo ust rema Crew ma	odel can Heavy I rtar Bat in with iy only I	nnot ope Mortar a tery and in this d	rate mul re slain, l its Gua istance t	ltiple He it imme rdsmen hrough	friendly <regiment></regiment> Guardsmen Crew is within eavy Mortars in this way in a single turn. If all of the ediately shuts down and is removed from play. a Crew must be deployed as a single group within nout the battle, but are otherwise treated as separate the Shooting phase if they are the closest visible
	embarke	ed mode	ls diser	nbark. C)n a 6+	it explo	des, and	each ur	re removing it from the battlefield, and before any nit within 6" suffers 1 mortal wound.
FACTION KEYWORDS	IMPER								
KEYWORDS			· · · · ·						Y MORTAR CREW

3 H	HEA	VY	QU	AD	LA	UN	ICF	IER	BA	TTERY
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+	
 (Power Rating +3) or 2 ad Each Heavy Quad Launc Each Guardsmen Crew is 	ditional H her is equi	leavy Q ipped w	uad Laur rith a hea	nchers v vy quao	vith 3 Gu 1 launche	iardsme er. s.				y Quad Launcher with 3 Guardsmen Cre ting +6).
WEAPON	RANGE	TYP	<u>E</u>		S	AP	D	ABILI		
Heavy quad launcher	48"	He	avy 4D6		5	0	1	This beare	-	can target units that are not visible to the
Lasgun	24"	Raj	pid Fire 1	L	3	0	1	-		
Frag grenade	6"	Gr	enade De	5	3	0	1	7		
WARGEAR OPTIONS	• Non	e.	12.4			1.5	1728			TO SALA
ABILITIES	Crew is in a sin down a Artille within separat	s within gle turr nd is re ry Batte 3" of ea e units.	3". A sin a. If all of moved fr ery: A Ho ch other, The Gua	gle Gua the Gu com pla cavy Qu and mu rdsmer	ardsmen ardsmen y. 1ad Laun 1st remai	Crew m Crew v cher Ba n within nay only	odel ca vithin 6 ttery an a this di	nnot ope ' of a He d its Gue stance th	erate mu avy Qua ardsmen hroughou	friendly <regiment></regiment> Guardsmen ltiple Heavy Quad Launchers in this way d Launcher are slain, it immediately shut <u>Crew must be deployed as a single group</u> ut the battle, but are otherwise treated as the Shooting phase if they are the closest
										ing it from the battlefield, and before any 6" suffers D3 mortal wounds.
FACTION KEYWORDS	IMPE	RIUM	ASTR	A MIL	ITARU	M, <ri< td=""><td>EGIME</td><td>ENT></td><td>6.5</td><td></td></ri<>	EGIME	ENT>	6.5	
KEYWORDS	-	_			IER): V NFANI					AVY QUAD LAUNCHER

			lt	YD	RA	BA	TT	ERY	ζ			
NAME	Μ	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	E		S	AP	D	ABILI	lies			
Hydra quad autocannon	72"	Hea		7	-1	2	Add 1 to all hit rolls made for this weapon agains targets that can FLY. Subtract 1 from the hit rolls for this weapon against all other targets.					
WARGEAR OPTIONS	• None	e.	412	1. 1. 2.	Mar In							
ABILITIES	From the Explode explode Immob	nat point es: If this es, and e bile: This	t onward is mode ach unit s model	ds, each l is redu t within cannot	operate ced to 0 6" suffe: move fo	s indepe wounds rs D3 m r any rea	ndently , roll a l ortal wo ason, no	and is the provident of	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 nit rolls. However, this model can still shoot if there			
	are ene	my mod	els with	in 1" of	it, and f	riendly	inits ca	n still tar	get enemy units that are within 1" of this model.			
FACTION KEYWORDS						M, <ri< td=""><td></td><td>ENT></td><td></td></ri<>		ENT>				
KEYWORDS	VEHI	CLE, A	RTILL	ERY, H	IYDRA	BATT	ERY	18:17				

			AN	NII	AN HIL	AT	OR			DAMAGE Some of a Leman Ru characteristics chan battle, as shown bel	ge as it su		ge ir
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Leman Russ Annihilator	*	6+	*	7	8	12	*	7	3+	6-12+	10"	4+	3
This unit contains 1 Leman (Power Rating +11) or 2 ac Each Leman Russ Annihila	lditional I	eman R	uss Ann	ihilator	s (Powe	r Rating	g +22).	Annihi	lator	3-5 1-2	7" 4"	5+ 6+	D3 1
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				22
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-					3
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	weapon	automatically hits its	target.		1
Heavy stubber	36"	Hea	ivy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each battle		killer missile can only	be fired o	once per	100
Lascannon	48"	Hea	wy 1		9	-3	D6	-					3
Multi-melta	24"Heavy 18-4D6If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.When attacking with this weapon, choose one of the profiles below:												
Plasma cannon	When a	ttacking	with thi	s weapo	on, choc	ose one o	of the pr	ofiles be	low:				1000
- Standard	36"	Hea	wy D3		7	-3	1	7					
- Supercharged	48"	Hea	wy 2		8	-3	2			of a 1, the bearer is slain after all of this ts have been resolved			
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					18
Twin lascannon	48"		ivy 2		9	-3	D6	-					
WARGEAR OPTIONS	• Any 1	nodel n nodel n	nay take	wo hea hunte	vy bolte r-killer i	ers, two missile.	heavy fla	amers, tv		annon. i-meltas or two plasma	a cannon.		Concession of the
ABILITIES		s not aut	omatica							nnon, and you roll on ls and cannot fire any			
			s model ach unit						e remov	ing it from the battlefi	eld. On a	6+ it	
Grinding Advance: This model does not suffer the penalty to its twin lascannon hit rolls for shooting a Heavy weapon on a turn in which it has moved.													
		auncher								the Shooting phase, t onent must subtract 1			and the second se
										nit must be placed wit s a separate unit for all			No.
FACTION KEYWORDS	IMPER	RIUM,	ASTRA	MILI	TARUI	M, <ri< td=""><td>EGIME</td><td>NT></td><td>100</td><td></td><td>1.192</td><td>14 N N-</td><td></td></ri<>	EGIME	NT>	100		1.192	14 N N-	
					-								

						RU ER(SS DR			DAMAGE Some of a Leman Ru characteristics chan battle, as shown bel	ge as it su		;e i				
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A				
Leman Russ Conqueror	*	6+	*	7	8	12	*	7	3+	6-12+	10"	4+	3				
This unit contains 1 Leman (Power Rating +11) or 2 ac Each Leman Russ Conquer co-axial storm bolter and a	lditional l or is equij	Leman R pped wit	uss Con	querors	(Powe	r Rating	g +22).	Conque	eror	3-5 1-2	7" 4"	5+ 6+	D: 1				
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES								
Co-axial storm bolter	24"	Rapi	id Fire 2		4	0	1	-									
Conqueror battle cannon	48"	Hea	vy D6		8	-2	D3	٦					Ľ				
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					Ľ				
Heavy flamer	8"	Hear	vy D6		5	-1	1	This	weapon	automatically hits its t	target.		Ľ				
Heavy stubber	36"	Hea	vy 3		4	0	1	-					I				
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each per b		-killer missile can only	be fired o	nce					
Lascannon	48"	Hea	vy 1		9	-3	D6	-									
Multi-melta	24"	Hea	vy 1		8	-4	D6	two c		s within half range of this weapon, roll n inflicting damage with it and discard the							
Plasma cannon	When a	uttacking	with th	is weap	on, cho	ose one	of the pi	rofiles be	elow:				1				
- Standard	36"	Hea	vy D3	-	7	-3	1	_					I				
- Supercharged	48"	Hea	vy 2		8	-3	2			of a 1, the bearer is sla ots have been resolved,		of this					
Storm bolter	24"	Rapi	id Fire 2		4	0	1	-					1				
WARGEAR OPTIONS	AnyThisThis	model n model n	nay take nay take nay take	two hea a hunte a storm	r-killer bolter	ers, two missile. or a hea	heavy fl vy stubb	amers, t er.	wo mul	cannon. ti-meltas or two plasm ts Conqueror battle ca		e same					
										onqueror battle cannon			I				
	of 1, it i		tomatica							annon, and you roll on ds and cannot fire any							
		es: If thi es, and ea							e remov	ving it from the battlefi	ield. On a	6+ it					
		n <mark>g Adva</mark> weapon (nalty to i	t s Conq	ueror battle cannon hi	t rolls for	shooting a					
		launcher								n the Shooting phase, t ponent must subtract 1							
										unit must be placed wit as a separate unit for all							
FACTION KEYWORDS											K	1.1.1.1.1.1	1				
rauliuw ketwukua		ICI OTTIC	I IO I ICI														

		LEN	IAN VA	N R NC	USS QUIS	S ST SHI	'YG ER	IES		DAMAGE Some of a Leman Ru characteristics chan battle, as shown belo	ge as it su	s Vanquish ffers dama	er's ge i				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A				
Leman Russ Stygies Vanquisher	*	6+	*	7	8	12	*	7	3+	6-12+ 3-5	10" 7"	4+ 5+	3 D				
This unit contains 1 Lema Vanquisher (Power Ratin Rating +22). Each Lemar cannon with a co-axial sto	n <mark>g +11</mark>) or 2 In Russ Stygi	additio es Vanq	nal Lem uisher is	an Russ equipp	Stygies '	Vanquis	shers (Pe	ower		1-2	7 4"	5+ 6+	1				
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES								
Co-axial storm bolter	24"	Rap	id Fire 2		4	0	1	_									
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-					T				
Heavy flamer	8"		vy D6		5	-1	1	This v	veapon	automatically hits its t	arget.		-1				
Heavy stubber	36"		ivy 3		4	0	1	-	1	,	0		1				
Hunter-killer missile	48"Heavy 18-2D6Each hunter-killer missile can only be fired once per battle.48"Heavy 19-3D6-																
Lascannon	48"	Hea	vy 1		9	-3	D6	-					Т				
Multi-melta	24"Heavy 18-4D6If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.When attacking with this weapon, choose one of the profiles below:																
Plasma cannon	When a	ttacking	g with th	is weap	on, choo	se one	of the pr	ofiles be	low:				Т				
- Standard	36"	Hea	vy D3		7	-3	1	-									
- Supercharged	48"	Hea	ivy 2		8	-3	2			of a 1, the bearer is slai ots have been resolved,	a 1, the bearer is slain after all of this have been resolved						
Storm bolter	24"	Rap	id Fire 2		4	0	1	-									
Stygies Vanquisher battle cannon	72"	Hea	wy 1		8	-3	D6	rolls v two d	with thi ice who	l did not move this turr is weapon during the Sl en inflicting damage wi owest result.	nooting pl	nase. Roll					
WARGEAR OPTIONS	AnyThisThis	model r model r model r	nay take nay take nay take	two hea a hunte a storm	er-killer 1 bolter o	rs, two nissile. or a hea	heavy fla vy stubb	amers, tv er.	wo mul	ti-meltas or two plasma							
ABILITIES										ts Stygies Vanquisher b its Stygies Vanquisher							
		ot autor	natically							annon, and you roll on and cannot fire any pla							
					ced to 0 6" suffer				e remov	ving it from the battlefi	eld. On a 6	5+ it					
	Grinding Advance: This model does not suffer the penalty to its Stygies Vanquisher battle cannon hit rolls for shooting a Heavy weapon on a turn in which it has moved.																
		aunche								n the Shooting phase, t ponent must subtract 1							
	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	IMPE	RIUM,	ASTRA	A MILI	TARUN	M, <r< td=""><td>EGIME</td><td>NT></td><td>1.75</td><td>11-12-12-14 A</td><td>AN Call</td><td>6.2</td><td></td></r<>	EGIME	NT>	1.75	11-12-12-14 A	AN Call	6.2					
						N RUS				and the second of the second se							

			AN		CA HIIL	DC AT	OR OR			DAMAGE Some of a Malcador characteristics chan battle, as shown bel	nge as it su		age in
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Malcador Annihilator	*	6+	*	7	8	18	*	8	3+	10-18+	10"	4+	3
A Malcador Annihilator is and two heavy stubbers.	a single m	odel eq	uipped v	vith a ty	win lasca	unnon, a	Demoli	sher car	nnon	5-9	7" 4"	5+ 6+	D3 1
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES		-		
Autocannon	48"	Hea	ivy 2		7	-1	2	-					- 8
Demolisher cannon	24"	Hea	wy D3		10	-3	D6			sing units with 5 or mo s type to Heavy D6.	ore models	, change	
Heavy stubber	36"	Hea	ivy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	Heavy 1 8 -2 D6 Each hunter-killer missile can only be fired on per battle.								nce		
Lascannon	48"	Hea	wy 1		9	-3	D6	-					1
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-					2
Twin lascannon	48"	Hea	ivy 2		9	-3	D6	-					
WARGEAR OPTIONS	This This This This Explode	model 1 model 1 model 1 es: If th	nay repla nay take nay take is model	ace its I a hunte a storn is redu	Demolish er-killer n bolter ced to 0	her cann missile. or a hea wounds	on with vy stubb s, roll a I	a lascar er. D6 befor	nnon or re remov	cannon or two lascann an autocannon. ving it from the battlef		6+ it	
	explode	s, and e	ach unit	within	2D6" su	ffers D3	mortal	wounds					
	<mark>Grindiı</mark> Heavy v							alty to i	ts Demo	olisher cannon hit rolls	s for shoot	ing a	
		aunche								n the Shooting phase, t ponent must subtract 1			:s
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td>a State</td><td>S. 19</td><td></td></r<>	EGIME	NT>			a State	S. 19	
KEYWORDS	VEIII	TEN	IALCA	DOD	MATC	ADOD	ANTNIT	TTT A'T	OD		1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -	The State of the	

15 15	M	[AI	.CA	DC)R I	DEH	FEN	DE	R	DAMAGE Some of a Malcador change as it suffers of					
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below:	5.7	пе			
Malcador Defender	*	6+	*	7	8	18	*	8	3+	REMAINING W	M	BS 4+	4		
A Malcador Defender is a a Demolisher cannon.	a single mod	lel equij	oped wit	h seven	n heavy b	olters a	nd			5-9	7" 4"	4+ 5+ 6+	D		
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	1-4	4	0+	1		
Autocannon	48"	Hea	ivy 2		7	-1	2	-					2		
Demolisher cannon	24"	24"Heavy D310-3D6When attacking units with 5 or more models, change this weapon's type to Heavy D636"Heavy 35-11-													
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-							
Heavy stubber	36"	Hea	ivy 3		4	0	1	-					1		
Hunter-killer missile	48"	Hea	Heavy 1			-2	D6	Each hunter-killer missile can only be fired once per battle.							
Lascannon	48"	Hea	wy 1		9	-3	D6	-							
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-							
WARGEAR OPTIONS	• This	model 1	nay take	a hunt	wo side er-killer n bolter	missile.			r two ai	utocannon or two lasca	nnon.				
ABILITIES	Defend	er Prot	ocols: A	dd 1 to	hit rolls	for the	nodel w	hen firi	ng Over	rwatch.					
					iced to 0 2D6" su					ving it from the battlefi	eld. On a d	6+ it			
	Grinding Advance: This model does not suffer the penalty to its Demolisher cannon hit rolls for shooting a Heavy weapon on a turn in which it has moved.														
		aunche								n the Shooting phase, t ponent must subtract 1			s		
FACTION KEYWORDS	IMPEI	RIUM,	ASTR	MIL	ITARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td>1000</td><td></td><td>17-15-</td><td></td><td></td></r<>	EGIME	ENT>	1000		17-15-				
KEYWORDS	IMPERIUM, ASTRA MILITARUM, <regiment> VEHICLE, MALCADOR, MALCADOR DEFENDER</regiment>														

15	MA	ALC	CAD	OF	R H.	EAV	/ Y]	ΓΑΝ	K	DAMAGE Some of a Malcador characteristics chan battle, as shown bel	ige as it su		1age i
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	.ow: M	BS	1
Malcador Heavy Tank	*	6+	*	7	8	18	*	8	3+	10-18+	10"	4+	
A Malcador Heavy Tank is two heavy stubbers.	a single m	odel eq	uipped	with a b	attle car	nnon, a l	heavy bo	olter and		5-9	7" 4"	5+ 6+	D
WEAPON	RANGE	TYP	E		S	AP	D	ABILITI	ES		1	01	
Autocannon	48"	Hea	ivy 2		7	-1	2	_					
Battle cannon	72"	Hea	wy D6		8	-2	D3	-					
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-					
Heavy stubber	36"	Hea	ivy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6	Each l per ba		-killer missile can only	v be fired o	once	
Lascannon	48"	Hea	wy 1		9	-3	D6	-					
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
WARGEAR OPTIONS ABILITIES	 This This This Explod 	model i model i model i es: If th	nay repl nay take nay take is model	ace its h a hunte a storm is redu	neavy bo er-killer n bolter uced to 0	olter with missile. or a hea wound	h a lasca wy stubb s, roll a l	nnon or a oer.	an auto	cannon or two lascann ocannon. ving it from the battlef		6+ it	
	smoke l that tar	aunche get it.	rs; if it d	oes so,	until yo	ur next S	Shooting	g phase yo	pons in our opp	n the Shooting phase, ponent must subtract I	this model I from any	can use i hit rolls	ts
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td>3823</td><td>12.13.12.</td><td></td><td>Land</td><td></td></r<>	EGIME	ENT>	3823	12.13.12.		Land	
KEYWORDS	VEHI	CIF N	IALCA	DOR	MAIC	ADOL	HEAN	V TANI	V				

	N	1AI	LCA	D	DR I	INF	ER	NU	S	DAMAGE Some of a Malcador change as it suffers of shown below:			
NAME	М	WS	BS	S	T	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 mode	el equipp	oed with	an infe	erno gur	with fla	ammabl	e fuel an	d	5-9	7" 4"	5+ 6+	Ι
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				_
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	arget.		
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each per b	hunter attle.	-killer missile can only	be fired or	nce	
Inferno gun	When a	ttacking	, with th	is weap	on, use	the prof	ile that r	natches	the fue	l that the model has:			
- Chemical fuel	16"	Hea	vy 2D6		*	-3	1	wour	nds on a	I that the model has: a automatically hits its target. In addition, it a 2+, unless it is targeting a VEHICLE , in t wounds on a 6+.			
- 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 l This This 	model n neavy fla model n model n	nay repla imers or nay take nay take	ace its t two las a hunto a heavy	er-killer y stubber	y stubbe missile. r.	ers with	either tv	vo auto	cannon, two heavy bolt			Section 2.
ABILITIES	smoke l that tary Titanic	auncher get it. Explosi	s; if it do on: If th	pes so, i	until you el is redi	ir next S uced to	bhooting	phase y ls, roll a	our opp D6 bef	n the Shooting phase, t ponent must subtract 1 ore removing it from th	from any	hit rolls	5
					rithin 2D				ounds.				-
FACTION KEYWORDS					ITARU.		_					6.	_
KEYWORDS	VEHIC	JLE, M	ALCA	DOR,	MALC	ADOR	INFE	KINUS	1.14				1

MANTICORE BATTERY

NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Manticore Platform	0"	-	4+	4	7	7	-	7	4+				
This unit contains 1 Man (Power Rating +8). Each									wer Rating +4) or 2 additional Manticore Platform				
WEAPON	RANGE	TYPI	E		S	AP	D	ABILIT	ries				
Manticore missile	300"	Hea	vy D6		9	-3	D6	Each	Manticore missile can only be fired once per battle				
Sky eagle rocket	120"	Hea	vy 1		9	-3	D6	Each sky eagle rocket 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.					
WARGEAR OPTIONS	Any 1	nodel n	nay repla	ce its f	our Man	ticore n	nissiles v	vith four	r sky eagle rockets.				
ABILITIES	From th	at point es: If thi	t onward s model	s, each is redu	operate ced to 0	s indepe wounds	endently 5, roll a I	and is tr D6 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				
FACTION KEYWORDS	IMPER	RIUM,	ASTRA	MIL	TARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td></r<>	EGIME	NT>					
KEYWORDS	VEILIC		RTILLE			CODE	DATITI	DIZ	and a star and a star a start and a start at				

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	POWER
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MEDUSA CARRIAGE BATTERY

NAME	М	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+	
			a 1	-	-			1.1.6	1 0	

This unit contains 1 Medusa Carriage and 4 Guardsmen Crew. It can include 1 additional Medusa Carriage with 4 Guardsmen Crew (Power Rating +4) or 2 additional Medusa Carriages with 4 Guardsmen Crew each (Power Rating +8).
Each Medusa Carriage is equipped with a Medusa siege gun.
Each Guardsmen Crew is equipped with a lasgun and frag grenades.

WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Lasgun	24"	Rapid Fire 1	3	0	1	-
Medusa siege gun	When att	tacking with this wea	pon, choo	ose one	of the pr	rofiles 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
Frag grenade	6"	Grenade D6	3	0	1	,
WARGEAR OPTIONS	• None.	e an		100		
ABILITIES	within 3"	. A single Guardsme ne Guardsmen Crew	n Crew m	odel ca	nnot ope	veapon if a friendly <regiment></regiment> Guardsmen Crew is erate multiple Medusa Carriages in this way in a single turn. urriage are slain, it immediately shuts down and is removed
	3" of eacl units. Th	n other, and must rer	nain withi may only t	n this c	listance	Guardsmen Crew must be deployed as a single group within throughout the battle, but are otherwise treated as separate arget in the Shooting phase if they are the closest visible unit
						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< td=""><td>EGIME</td><td>ENT></td></r<>	EGIME	ENT>
KEYWORDS	•	SA CARRIAGE): DSMEN CREW):				RY, MEDUSA CARRIAGE SMEN CREW

NAME	М	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 4
This unit contains one RapThe Rapier Laser DestroEach Guardsmen Crew	yer is equi	ipped wi	ith a lase	er destroy	ver.				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	IES
Laser destroyer	36"	Hea	wy 1		12	-4	D6	addit Dam	s weapon successfully inflicts damage, roll an ional D6. On a result of a '3-5', the weapon's age is increased to 2D6. On a result of a '6', the on's Damage is increased to 3D6.
Lasgun	24"	-	oid Fire 1		3	0	1	-	
•					2	0	1		
	6"		nade D6	5	3	0	1		
Frag grenade WARGEAR OPTIONS ABILITIES	None Imperia	e. al Guaro	d Crew:	A Rapier	r Laser	Destroy	ver and i	ts Guare	smen Crew must be deployed as a single grou proughout the battle, but are otherwise treated
WARGEAR OPTIONS	None Imperia within separate visible Artiller deploye	e. al Guard 3" of eac e units. ' unit to the ry: The l ed with i	d Crew: th other, The Gua he mode Rapier La is within	A Rapier and mus rdsmen (I that is s aser Dest	r Laser st remai Grew m shootin troyer c th of th	Destroy in withi hay only g can only e Imper	ver and i n this di be chos fire its fire its	stance t l en as a t weapon ed Crew	smen Crew must be deployed as a single grou proughout the battle, but are otherwise treated arget in the Shooting phase if they are the clos f at least one of the Imperial Guard Crew it wa the Rapier Laser Destroyer was deployed with
WARGEAR OPTIONS	None Imperia within separate visible Artiller deploye slain, th Explod	e. al Guard 3" of eac e units. ' unit to the ry: The I ed with i ne Rapie es (Rap	d Crew: th other, The Gua he mode Rapier La s within r Laser I ier Carr	A Rapier and mus rdsmen (that is c aser Dest 3". If bot Destroyer ier only)	r Laser t remai Crew n shootin troyer c th of th r is also : If this	Destroy in within way only san only e Imper remove model	ver and i n this di be chos fire its fire its tial Guar ed as sla is reduc	stance tl weapon rd Crew in. ed to 0 v	aroughout the battle, but are otherwise treated arget in the Shooting phase if they are the clos f at least one of the Imperial Guard Crew it wa
WARGEAR OPTIONS	 None Imperia within : separate visible t Artiller deploye slain, th Explod battlefte 	e. al Guard 3" of eace e units. ' unit to th ry: The I ry: The I ry: The I ry: The I ry: The I e (Rap eld. On a	d Crew: th other, The Gua he mode Rapier La is within r Laser I ier Carr a 6 it exp	A Rapier and mus rdsmen (that is c aser Dest 3". If bot Destroyer ier only)	r Laser at remain Grew m shootim troyer of th of th r is also at lf this and each	Destroy in withi aay only 51 can only e Imper remove remove s model unit wi	rer and i n this di be chos fire its rial Guar ed as sla is reduc thin 6" s	stance the weapon of Crew in. ed to 0 w	aroughout the battle, but are otherwise treated arget in the Shooting phase if they are the clos f at least one of the Imperial Guard Crew it wa the Rapier Laser Destroyer was deployed with wounds, roll a D6 before removing it from the
WARGEAR OPTIONS ABILITIES	 None Imperia within : separate visible u Artiller deploye slain, th Explod battlefie IMPEI (RAPI 	e. al Guard 3" of eace e units. ' unit to the ry: The I ad with i he Rapie es (Rap eld. On a RIUM, ER CA	d Crew: th other, The Gua he mode Rapier La is within r Laser I ier Carr a 6 it exp ASTRA RRIER	A Rapier and mus rdsmen (el that is e aser Dest 3". If bot Destroyer ier only) blodes, an A MILIT c): VEH	r Laser tremai Crew II Shootin troyer c th of th r is also : If this id each TARUI ICLE ,	Destroy in withi hay only 5 can only e Imper remove remove model unit wi M, <ri ARTII</ri 	rer and i n this di be chose rial Guar ed as sla is reduc thin 6" s EGIME LLERY,	stance the set of the	aroughout the battle, but are otherwise treated arget in the Shooting phase if they are the clos f at least one of the Imperial Guard Crew it wa the Rapier Laser Destroyer was deployed with wounds, roll a D6 before removing it from the
WARGEAR OPTIONS ABILITIES FACTION KEYWORDS	 None Imperia within : separate visible u Artiller deploye slain, th Explod battlefie IMPEI (RAPI 	e. al Guard 3" of eace e units. ' unit to the ry: The I ad with i he Rapie es (Rap eld. On a RIUM, ER CA	d Crew: th other, The Gua he mode Rapier La is within r Laser I ier Carr a 6 it exp ASTRA RRIER	A Rapier and mus rdsmen (el that is e aser Dest 3". If bot Destroyer ier only) blodes, an A MILIT c): VEH	r Laser tremai Crew II Shootin troyer c th of th r is also : If this id each TARUI ICLE ,	Destroy in withi hay only 5 can only e Imper remove remove model unit wi M, <ri ARTII</ri 	rer and i n this di be chose rial Guar ed as sla is reduc thin 6" s EGIME LLERY,	stance the set of the	aroughout the battle, but are otherwise treated arget in the Shooting phase if they are the clos f at least one of the Imperial Guard Crew it was the Rapier Laser Destroyer was deployed with younds, roll a D6 before removing it from the single mortal wound. ER LASER DESTROYER
WARGEAR OPTIONS ABILITIES FACTION KEYWORDS	 None Imperia within : separate visible u Artiller deploye slain, th Explod battlefie IMPEI (RAPI (IMPE) 	e. al Guard 3" of eace e units. ' init to the ry: The I ad with i he Rapie es (Rap eld. On a RIUM, ER CA CRIAL (d Crew: th other, The Gua he mode Rapier La is within tr Laser I ier Carr a 6 it exp ASTRA RRIER GUARI	A Rapier and mus rdsmen (el that is e aser Dest 3". If bot Destroyer ier only) blodes, an A MILIT C): VEH D CREV	r Laser of remain Crew nr shootin troyer of th of th r is also o: If this ad each FARUI ICLE , V): IN	Destroy in withi hay only 5 can only e Imper remove model unit wi M, <ri ARTII FANTI</ri 	rer and i n this di be chose rial Guar ed as sla is reduc thin 6" s EGIME LLERY, RY, IM	stance the second secon	aroughout the battle, but are otherwise treated arget in the Shooting phase if they are the clos f at least one of the Imperial Guard Crew it wa the Rapier Laser Destroyer was deployed with younds, roll a D6 before removing it from the single mortal wound. ER LASER DESTROYER
WARGEAR OPTIONS ABILITIES FACTION KEYWORDS KEYWORDS	 None Imperia within : separate visible u Artiller deploye slain, th Explod battlefie IMPEI (RAPI (IMPE) 	e. al Guard 3" of eace e units. ' init to the ry: The I ad with i he Rapie es (Rap eld. On a RIUM, ER CA ERIAL (d Crew: th other, The Gua he mode Rapier La is within tr Laser I ier Carr a 6 it exp ASTRA RRIER GUARI	A Rapier and mus rdsmen (el that is e aser Dest 3". If bot Destroyer ier only) blodes, an A MILIT C): VEH D CREV	r Laser of remain Crew nr shootin troyer of th of th r is also o: If this ad each FARUI ICLE , V): IN	Destroy in withi hay only 5 can only e Imper remove model unit wi M, <ri ARTII FANTI</ri 	rer and i n this di be chose rial Guar ed as sla is reduc thin 6" s EGIME LLERY, RY, IM	stance the second secon	roughout the battle, but are otherwise treated arget in the Shooting phase if they are the clos f at least one of the Imperial Guard Crew it wa the Rapier Laser Destroyer was deployed with younds, roll a D6 before removing it from the single mortal wound. ER LASER DESTROYER L GUARD CREW

(Power Rating +6). Each	n Sabre Gun F	latiorm is equipp	ed with a twi	n neavy	boiter.	
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy stubber	36"	Heavy 6	4	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
WARGEAR OPTIONS		nodel may replace ce searchlight,	its twin heav	y bolte	r with a	twin lascannon, twin autocannon, a twin heavy stubber or a
ABILITIES	From the Defence single er	at point onwards, Searchlight: If th	each operates is model has n 48" and line	s indepo a defen e of sigh	endently ice searc l i t. One f i	models in this unit must be placed within 6" of each other. y and is treated as a separate unit for all rules purposes. Chlight, at the start of each Shooting phase it may select a Friendly <regiment></regiment> unit that attacks the chosen unit, ase
						D6 before removing it from the battlefield, and before any l each unit within 6" suffers D3 mortal wounds.
		Add 1 to all hit ro nodel against all o		his mo	del agair	nst targets that can FLY. Subtract 1 from the hit rolls made
FACTION KEYWORDS	IMPER	IUM, ASTRA N	MILITARU	M, <r< td=""><td>EGIME</td><th>ENT></th></r<>	EGIME	ENT>
KEYWORDS	VEHIC	CLE, ARTILLER	Y, SABRE	WEAP	ONS B	BATTERY

OWS			ITI										
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 Sentine (Power Rating +4). Each Se								fter (Po	wer Rati	ing +2) or 2 additional	Sentinel	Powerlifter	:s
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Powerlifter	Melee	Mel	ee		x2	-2	D3	-					
WARGEAR OPTIONS	• None					1-1-12	18.12		1.	6 . Star Star 17 31 57			
ABILITIES			is model ach unit						e remov	ring it from the battlefi	eld. On a	6+ it	
	9". It can	nnot en		ove with	nin 9" of	any ene	emy moo			urn begins, you can mo rers have units that can			
		aunchei								n the Shooting phase, th onent must subtract 1			s
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MILI	TARUI	M, <ri< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td></td><td>ř Li</td><td></td></ri<>	EGIME	NT>				ř Li	
KEYWORDS	VEHIC	CLE, SI	ENTIN	EL PO	WERL	IFTER	S	12	in 1	2 Ser had we want	1	1.2.1	
NAME	М	WS	BS	S	HU	W	A	Ld	Sv	characteristics chang battle, as shown belo REMAINING W	ow:		-
Stygies Destroyer Tank Hunter	*	WS 6+	BS *	S 7	T 8	W 13	A *	Ld 7	3+			BS 4+ 5+	-
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12)	* Destroyer or 2 addi	WS 6+ Tank H tional St	BS * funter. It tygies De	S 7 can incl estroyer	T 8 ude 1 ad Tank Hu	W 13 Iditional unters (1	A * Stygies Power R	Ld 7 Destroy	3+ er Tank	battle, as shown belo REMAINING W 6-13+	M 10"	BS 4+	- C
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank	* Destroyer or 2 addi	WS 6+ Tank H tional St	BS * funter. It tygies De ped with	S 7 can incl estroyer	T 8 ude 1 ad Tank Hu	W 13 Iditional unters (1	A * Stygies Power R	Ld 7 Destroy	3+ er Tank 24).	battle, as shown belo REMAINING W 6-13+ 3-5	M 10" 7"	BS 4+ 5+	- C
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank WEAPON	* Destroyer or 2 addi Hunter i	WS 6+ Tank H tional St is equipp TYP	BS * funter. It tygies De ped with	S 7 can incl estroyer	T 8 ude 1 ad Tank Hu laser de	W 13 Iditional unters (1 estroyer	A * Stygies Power R array.	Ld 7 Destroy ating +2	3+ er Tank 24).	battle, as shown belo REMAINING W 6-13+ 3-5	M 10" 7"	BS 4+ 5+	
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank WEAPON Heavy laser destroyer array	* Destroyer or 2 addi Hunter i RANGE	WS 6+ Tank H tional St is equipp TYP Hea	BS * Tunter. It tygies De ped with E	S 7 can incl estroyer	T 8 ude 1 ad Tank Hu laser de S	W 13 Iditional unters (1 estroyer AP	A * Stygies Power R array. D	Ld 7 Destroy ating +2 ABILI – –	3+ er Tank 24).	battle, as shown belo <u>REMAINING W</u> 6-13+ 3-5 1-2	Dw: <u>M</u> 10" 7" 4"	BS 4+ 5+ 6+	- C
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank WEAPUN Heavy laser destroyer array Heavy stubber Hunter-killer missile	* Destroyer or 2 addi Hunter i RANGE 60" 36" 48"	WS 6+ Tank H tional St is equipp TYP Hea Hea Hea	BS * tunter. It tygies De ped with E twy D3 twy 3 twy 1	S 7 can incl estroyer a heavy	T 8 ude 1 ad Tank Hu laser de S 9	W 13 Iditional unters (1 estroyer -3 0 -2	A * Stygies Power R array. D D6 1 D6	Ld 7 Destroy ating +2 ABILI – –	3+ er Tank 24). IIES hunter-	battle, as shown belo REMAINING W 6-13+ 3-5	Dw: <u>M</u> 10" 7" 4"	BS 4+ 5+ 6+	- C
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank WEAPON Heavy laser destroyer array Heavy stubber Hunter-killer missile Storm bolter	* Destroyer or 2 addi Hunter i RANGE 60" 36" 48" 24"	WS 6+ Tank H tional St is equipp TYP Hea Hea Hea Rap	BS * Tunter. It tygies De ped with E wy D3 wy 3 wy 3 wy 1 bid Fire 2	S 7 can incl estroyer a heavy	T 8 ude 1 ad Tank Hu laser de S 9 4 8 8 4	W 13 Iditional unters (1 sstroyer -3 0 -2 0	A * Stygies Power R array. D D6 1	Ld 7 Destroy aating +2 ABILT – – Each	3+ er Tank 24). IIES hunter-	battle, as shown belo <u>REMAINING W</u> 6-13+ 3-5 1-2	Dw: <u>M</u> 10" 7" 4"	BS 4+ 5+ 6+	
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank WEAPON Heavy laser destroyer array Heavy stubber Hunter-killer missile Storm bolter	* Destroyer or 2 addi Hunter i RANGE 60" 36" 48" 24" • Any	WS 6+ Tank H tional St is equipp Hea Hea Hea Rap model r	BS * funter. It tygies De ped with E wy D3 wy 3 wy 3 wy 1 wy 1 wid Fire 2 nay take	S 7 can incl estroyer a heavy	T 8 ude 1 ad Tank Hu laser de S 9 4 8 4 8 4 rr-killer :	W 13 Iditional unters (1 sstroyer AP -3 0 -2 0 -2 0 missile.	A * Stygies Power R array. D D 6 1 D 6 1 D 6 1	Ld 7 Destroy ating +2 ABILI - Each battle -	3+ er Tank 24). IIES hunter-	battle, as shown belo REMAINING W 6-13+ 3-5 1-2	Dw: <u>M</u> 10" 7" 4"	BS 4+ 5+ 6+	E C
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank WEAPON Heavy laser destroyer array Heavy stubber Hunter-killer missile Storm bolter WARGEAR OPTIONS	* Destroyer or 2 addi Hunter i RANGE 60" 36" 48" 24" • Any • Any • Explod	WS 6+ Tank H tional St is equipp Hea Hea Hea Rap model r model r es: If th	BS * unter. It tygies De ped with E wy D3 wy 3 wy 3 wy 1 oid Fire 2 may take may take	S 7 can inclestroyer a heavy 2 c a hunte a storm l is reduc	T 8 ude 1 ad Tank Hu laser de S 9 4 8 4 xr-killer : bolter c ced to 0	W 13 Iditional unters (1 estroyer -3 0 -2 0 missile. or a hear wounds	A * Stygies Power R array. D D 6 1 D 6 1 vy stubb s, roll a I	Ld 7 Destroy (ating +2 ABILI - Each battle - er. 20 befor	3+ er Tank 24). IIES hunter- e.	battle, as shown belo REMAINING W 6-13+ 3-5 1-2	be fired o	BS 4+ 5+ 6+	
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank WEAPON Heavy laser destroyer array Heavy stubber Hunter-killer missile Storm bolter WARGEAR OPTIONS	* Destroyer or 2 addi Hunter i 60" 36" 48" 24" • Any • Any • Any • Explod explode Smoke	WS 6+ Tank H tional St is equipp Hea Hea Hea Hea es: If th es; and e Launch auncher	BS * funter. It tygies De ped with E wy D3 wy 3 wy 1 wy 1	S 7 can incl estroyer a heavy a heavy a heavy a heavy a heavy c a storm is reduc t within ce per ga	T 8 ude 1 ad Tank Hu laser de S 9 4 8 4 r-killer : bolter d ced to 0 6" suffer ame, ins	W 13 Iditional unters () sstroyer AP -3 0 -2 0 missile. or a hear wounds rs D3 m tead of s	A * Stygies Power R array. D D6 1 D6 1 vy stubb s, roll a I ortal wo shooting	Ld 7 Destroy: ating +2 ABILT - Each battle - er. D6 befor unds. g any we	3+ er Tank 24). IIES hunter- e. er remov apons ir	battle, as shown belo REMAINING W 6-13+ 3-5 1-2 killer missile can only	be fired o	BS 4+ 5+ 6+ once per 6+ it can use it:	
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank WEAPON Heavy laser destroyer array Heavy stubber Hunter-killer missile Storm bolter WARGEAR OPTIONS	* Destroyer or 2 addi Hunter i RANGE 60" 36" 48" 24" • Any • Any • Any • Any • Explod explode Smoke smoke l that targ	WS 6+ Tank H tional St is equipp TYP Hea Hea Hea Rap model r model r es: If th es, and e Launch auncher get it.	BS * unter. It tygies De- ped with E wy D3 wy 3 wy 1 oid Fire 2 may take may tak may tak may take may take may take	S 7 can inclestroyer a heavy a	T 8 ude 1 ad Tank Hu laser de S 9 4 8 4 wr-killer : bolter of ced to 0 6" suffer ame, ins until you	W 13 Iditional unters () sstroyer AP -3 0 -2 0 missile. or a hear wounds rs D3 m tead of s tr next S EHICL	A * Stygies Power R array. D D 6 1 D 6 1 D 6 1 vy stubb s, roll a I ortal wo shooting	Ld 7 Destroy ating +2 ABILT - Each battle - Each battle 20 befor unds. 3 any we phase y	3+ er Tank 24). IIES hunter- e. re remov apons ir our opp	battle, as shown belo REMAINING W 6-13+ 3-5 1-2 killer missile can only ring it from the battlefter in the Shooting phase, th	be fired o eld. On a his model	BS 4+ 5+ 6+ 6+ 6+ 6+ it	
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank WEAPON Heavy laser destroyer array Heavy stubber Hunter-killer missile Storm bolter WARGEAR OPTIONS	* Destroyer or 2 addi Hunter i RANGE 60" 36" 48" 24" • Any • Any • Any • Any • Explode smoke I that targ Tank H damage Vehicle	WS 6+ Tank H tional St is equipp TYP Hea Hea Hea Rap model r model r model r tes: If th es, and e Launch auncher get it. unter: I with it Squadu	BS * unter. It tygies De- bed with E wy D3 wy 3 wy 1 bid Fire 2 may take may tak may tak may take may take may take	S 7 can inclestroyer a heavy a heavy a heavy a heavy can be avy a heavy a heav	T 8 ude 1 ad Tank Hu laser de S 9 4 8 4 x-r-killer : bolter o ced to 0 6" suffer ame, insu intil you acks a V lowest r ne this u	W 13 Iditional unters (1 estroyer AP -3 0 -2 0 missile. or a hear wounds trad of s ur next S EHICLI esult. nit is se	A * Stygies Power R array. D D 6 1 D 6 1 vy stubb s, roll a I ortal wo shooting bhooting E with it t up, all	Ld 7 Destroy (ating +2 ABILI - Each battle - Each battle - er. D6 befor unds. g any we phase y s heavy models	3+ er Tank 24). IIES hunter- e. ve remov apons ir rour opp laser de: in this u	battle, as shown belo REMAINING W 6-13+ 3-5 1-2 killer missile can only ring it from the battlefter the Shooting phase, the conent must subtract 1 stroyer array, roll two constructions	be fired o eld. On a his model from any	BS 4+ 5+ 6+ mce per 6+ it can use its hit rolls inflicting each other.	s s
Heavy laser destroyer array Heavy stubber Hunter-killer missile Storm bolter	* Destroyer or 2 addi Hunter i 60" 36" 48" 24" • Any • Any • Any • Any • Any • Explode Smoke smoke I that targ Tank H damage Vehicle From th	WS 6+ Tank H tional St is equipp Hea Hea Hea Hea Bap model r model r model r s, and e Launch auncher get it. unter: I with it	BS * unter. It tygies De- bed with E wy D3 wy 3 wy 1 bid Fire 2 may take may tak may tak may take may take may take	S 7 can inclestroyer a heavy a	T 8 ude 1 ad Tank Hu laser de S 9 4 8 4 a r-killer : bolter of ced to 0 6" suffer ame, insi until you acks a V lowest r be this u operates	W 13 Iditional unters () sstroyer AP -3 0 -2 0 missile. or a hear wounds rs D3 missile tead of s ur next S EHICLI esult. nit is se s independent	A * Stygies Power R array. D D 1 D 6 1 D 6 1 vy stubb s, roll a I ortal wo shooting shooting thooting thooting thooting	Ld 7 Destroy ating +2 ABILT - Each battle - Each battle er. D6 befor unds. 3 any we phase y s heavy s heavy models and is t	3+ er Tank 24). IIES hunter- e. ve remov apons ir rour opp laser de: in this u	battle, as shown belo REMAINING W 6-13+ 3-5 1-2 killer missile can only ring it from the battlefter the Shooting phase, the bonent must subtract 1 stroyer array, roll two c	be fired o eld. On a his model from any	BS 4+ 5+ 6+ mce per 6+ it can use its hit rolls inflicting each other.	E E E E E E E E E E E E E E E E E E E

	5	STY	GII SI	ES EG	ΓΗ Έ Ί	UN 'AN	DEI K	RER		DAMAGE Some of a Stygies T characteristics char battle, as shown bel	ige as it su	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS
Stygies Thunderer Siege Tank	*	6+	*	7	8	13	*	7	3+	6-13+	10"	4+
This unit contains 1 Stygi Siege Tank (Power Ratin Rating +24). Each Stygies	g +12) or 2	addition	al Stygie	s Thur	nderer Si	ege Tanl	ks (Pow	er	erer	3-5 1-2	7" 4"	5+ 6+
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	IES			
Demolisher cannon	24"	Hear	vy D3		10	-3	D6			ing units with 5 or me Type to Heavy D6	vre models	, change
Heavy stubber	36"	Hear	vy 3		4	0	1	-				
Hunter-killer missile	48"	Heav	vy 1		8	-2	D6	Each battle		killer missile can only	be fired o	nce per
Storm bolter	24"	Rapi	id Fire 2		4	0	1	-				
WARGEAR OPTIONS		model m model m					vy stubb	er.				
ABILITIES		es: If this es, and ea							e remov	ving it from the battlef	ìeld. On a	6+ it
		ng Adva veapon c						alty to it	s Deme	olisher cannon hit roll	s for shoot	ing a
		auncher								n the Shooting phase, t ponent must subtract 1		
										init must be placed wi s a separate unit for al		
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MIL	ITARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td>1.1</td><td></td><td>13 190</td><td></td></r<>	EGIME	ENT>	1.1		13 190	

		Т	'AR	AN	TU	LA	BA	TT	ERY
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Tarantula Sentry Gun	0"	-	4+	4	5	5	-	7	4+
This unit contains 1 Tarantu Guns (Power Rating +4). E									Power Rating +2) or 2 additional Tarantula Sentry
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	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 tw	win heav	y bolter	with a	twin lase	cannon.
	Automa INFAN shoot at specifie model 1 Explod	ated Art TRY un t the nea d types may only es: If thi	tillery: In hit in the prest ener of unit in y target e	f this m Shootin my non n range enemy (is reduce	odel has ng phase - INFAN then the CHARA ced to 0	s a twin within TRY m closest CTER r wounds	heavy be range. I odel in enemy nodels i s, roll a I	olter, it v f this mo the Shoo unit of a f they ar D6 befor	reated as a separate unit for all rules purposes. 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 my kind must be targeted. However, in all cases thi re the closest model. The removing it from the battlefield. On a 6+ it
FACTION KEYWORDS	Immob automa are ener	ile: This tically h my mod	s model o it this m	cannot i odel in n 1" of :	move for the Figh it, and fi	r any rea at phase riendly a	ason, no – do no 1nits car	or can it f t make f n still tar	fight in the Fight phase. Enemy models hit rolls. However, this model can still shoot if there rget enemy units that are within 1" of this model.
KEYWORDS	ARTII						JUINIL		

28 28		AR	KU ST	RIA DR	AN I MB	PAT LA	TE DE	RN		DAMAGE Some of an Arkurian Pattern Stormblade's characteristics change as it suffers damage in battle, as shown below:					
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	ow. M	BS	A		
Arkurian Pattern Stormblade	*	5+	*	9	8	26	*	8	3+	14-26+	10"	4+	9		
An Arkurian Pattern Stor a heavy bolter, two lascan									19	7-13 1-6	7" 4"	5+ 6+	6		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES						
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-							
Heavy stubber	36"	Hea	ivy 3		4	0	1	-							
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6	Each per b		-killer missile can only	be fired or	nce			
Lascannon	48"	Hea	vy 1		9	-3	D6	-							
Plasma blastgun	When a	ittacking	g with th	is weap	pon, choc	ose one	of the pi	ofiles be	elow:				1		
- Standard	72"	Hea	wy 2D6		8	-3	2	7							
- Supercharged	96"	Hea	wy 2D6		9	-3	3			roll of 1, the bearer suf					
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-					-1		
Twin heavy bolter	36"	Hea	ivy 6		5	-1	1	-					1		
Adamantium tracks	Melee	Mel	ee		User	-2	D3	-							
WARGEAR OPTIONS 💭					er-killer n bolter o		vy stubb	er.							
ABILITIES					aced to 0 a 2D6" su					ving it from the battlefi	eld. On a (6+ it			
		aunche								n the Shooting phase, th ponent must subtract 1					
	can also target u	still fir nits tha	e its weaj t are with	ons if	enemy u	nits are other gi	within uns mus	1" of it (t target (but only other ur	l still shoot and/or chan r its twin heavy bolters hits). In addition, this n the bearer,	or heavy t	olters can			
FACTION KEYWORDS				_	ITARUI	_		_		1. Jun 1. 28. 28. 28. 28. 28. 28. 28. 28. 28. 28	F	1941			
KEYWORDS										RN STORMBLADE	Carl and				

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ARKURIAN PATTERN STORMHAMMER

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

NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	
Arkurian Pattern Stormhammer	*	5+	*	9	8	26	*	8	3+	14-26+	10"	4+	_
An Arkurian Pattern Stor twin battle cannon, a co-a										7-13 1-6	7" 4"	5+ 6+	
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	<u> </u>			
Co-axial multi-laser	36"		avy 3		6	0	1	_					П
Heavy bolter	36"		avy 3		5	-1	1	-					
Heavy flamer	8"		avy D6		5	-1	1	This	weapon	automatically hits its	target.		П
Heavy stubber	36"	Hea	avy 3		4	0	1	-	-		C		
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6		hunter- battle.	killer missile can only	be fired o	nce	Π
Lascannon	48"	Hea	avy 1		9	-3	D6	-					
Multi-laser	36"	Hea	avy 3		6	0	1	-					
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
Stormhammer cannon	60"	Hea	avy D6		9	-3	D6	weap	on and	for the number of att discard the lowest rest r this weapon.			
Twin battle cannon	72"	Hea	avy 2D6		8	-2	D3	7					
Adamantium tracks	Melee	Me	lee		User	-2	D3	-					П
WARGEAR OPTIONS	lasca • This • This	nnon. model 1 model 1	may take may take	a hunt a storr	er-killer n bolter (missile. or a hea	vy stubb	er.		ing: heavy flamers, he			
ABILITIES										s Stormhammer cann mer cannon.	ion at the s	ame target	
					iced to 0 2D6" su					ing it from the battlef	ield. On a	6+ it	
		launche								the Shooting phase, onent must subtract 1			;
	It can al target u	l so still nits tha	fire its w t are wit	eapons hin 1" e	if enemy of it its	<mark>/ units a</mark> other gu	re withi ns mus	n 1" of i t target (t (but on other un	still shoot and/or cha dy its heavy bolters or its). In addition, this he bearer,	heavy flan	ners can	
FACTION KEYWORDS	IMPEI	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td></td><td></td><td>1.546.40</td><td></td><td></td></r<>	EGIME	ENT>			1.546.40		

¥ 25			ST(DR.	AN I MSV	VO	TE RD			DAMAGE Some of an Arkuria characteristics chan battle, as shown bel	ige as it su		
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Arkurian Pattern Stormsword	*	5+	*	9	8	26	*	8	3+	14-26+	10" 7"	4+	9
An Arkurian Pattern Storm a twin heavy bolter and ada			model e	quippe	d with a S	Stormsv	vord sieg	e canno	n,	7-13 1-6	7 4"	5+ 6+	6 3
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TES				
Heavy stubber	36"	Hea	ivy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6	Each per b		-killer missile can only	be fired o	nce	
Lascannon	48"	Hea	wy 1		9	-3	D6	-					1
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
Stormsword siege cannon	36"		wy D6		10	-4	D6	weap by thi throw	Roll two dice for the number of attacks when firing the 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 14 this weapon.				
Twin heavy bolter	36"	Hea	ivy 6		5	-1	1	-					
Twin heavy flamer	8"	Hea	wy 2D6		5	-1	1	Thisy	weapon	automatically hits its	target.		_
Adamantium tracks	Melee	Mel			User	-2	D3	-					_
WARGEAR OPTIONS Abilities	eithe • This • This Explod	r a twin model r model r es: If th	heavy b nay take nay take is model	olter o a hun a storr is red	r twin hea ter-killer 1 m bolter c	avy flan missile. or a hea wounds	ner. vy stubb s, roll a I	er. 06 befor	e remov	ponson is equipped wi			
		aunche								n the Shooting phase, t ponent must subtract 1			
	It can al flamers	so still : can targ	f ire its w get units	eapons that a	s if enemy re within	units a 1" of it	re within its othe	n 1" of it er guns r	(but or nust tar	d still shoot and/or cha nly its twin heavy bolte rget other units). In ad scured from the bearer	ers or twin dition, thi	heavy	No. of Contraction
FACTION KEYWORDS					ITARUN					11.101.00	1	201	
KEYWORDS						-				ERN STORMSWOF	17.00	1. 1. 1.	

¥ 17		CRA AS		assus Armoured Assault Vehicles cs change as it suffers damage in wn below:									
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Crassus Armoured Assault Vehicle	*	5+	*	8	8	20	*	8	3+	10-20+	10"	4+	3
A Crassus Armoured Ass	ault Vehicle	is a sing	le mode	el equip	pped wit	h four h	eavy bol	ters.	40.42	5-9	7" 4"	5+	D3
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	IES	1-4	4	6+	1
Autocannon	48"	Heav	гу 2		7	-1	2	-					
Heavy bolter	36"	Heav	лу 3		5	-1	1	-					1
Heavy flamer	8"	Heav	ry D6		5	-1	1	This	weapon	automatically hits its t	arget.		3
Heavy stubber	36"	Heav	лу 3		4	0	1	-					14
Hunter-killer missile	48"	Heav	/y 1		8	-2	D6	Each battle		killer missile can only	be fired o	nce per	100
Lascannon	48"	Heav	/y 1		9	-3	D6	-					12
Storm bolter	24"	Rapi	d Fire 2		4	0	1	_					
WARGEAR OPTIONS	heav • This • This Explod	y flamer, model m model m es: If this	autocar ay take ay take s model	a hunt a storn is redu	r lascanr er-killer n bolter uced to 0	non. missile. or a hea wound	wy stubb s, roll a I	er. D6 befor	e remov	vination of the followin ring it from the battlefi n 2D6" suffers D6 mor	eld, and b		
	embarked models disembark. On a 6+ it explodes, and each unit within 2D6" suffers D6 mortal wounds. Overdrive: This model may still fire all of its weapons in the Shooting phase even if it Advanced in the preceding Movement phase.												
	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.												s
	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.												
TRANSPORT										s. Each Heavy Weapon RYN takes the space of			
FACTION KEYWORDS	IMPE	RIUM, A	ASTRA	MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td>125</td><td></td><td>2 2 V 19</td><td></td><td>1</td></r<>	EGIME	NT>	125		2 2 V 19		1

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DOMINUS ARMOURED SIEGE BOMBARD

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

NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	
Dominus Armoured Siege Bombard	*	5+	*	8	8	20	*	8	3+	10-20+	10"	4+	
A Dominus Armoured Sie	a Bomba	rd is a s	ingle mo	del equi	nned w	ith a Do	minuet	riple bo	mbard	5-9	7"	5+	I
and two heavy bolters.	.ge Donibai	lu 15 a 5.	ingie mo	uci cqui	ppeu w		iiiiius t.		moard	1-4	4"	6+	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Autocannon	48"	He	avy 2		7	-1	2	-					
Dominus triple bombard	When at	tacking	with thi	s weapo	n, choo	se one o	of the pro	ofiles be	low:				
- Mobile	36"	Hea	avy 2D6		10	-2	D3	This bear		can target units that a	are not visi	ble to the	
- Stationary	60"	Hea	avy 3D6		10	-3	D6	mov	e in the p	nay only be chosen if preceding Movement its that are not visible	phase. Thi	s weapon	
Heavy bolter	36"	Hea	Heavy 3		5	-1	1	-					
Heavy flamer	8"	Hea	avy D6		5	-1	1	This	weapon	automatically hits its	target.		
Heavy stubber	36"	Hea	avy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6		n hunter- oattle.	killer missile can only	v be fired o	once	
Lascannon	48"	Hea	avy 1		9	-3	D6	-					
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
WARGEAR OPTIONS ABILITIES	heav • This • This Explod	y flame model model es: If th	r, autocar may take may take	nnon or a hunte a storm is reduc	lascanr er-killer bolter ced to 0	non. missile. or a hea wounds	vy stubb s, roll a I	oer. D6 befoi	re remov	ination of the followi		6+ it	
	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.												
	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.												
	bonus t	0 100 000											1.11
FACTION KEYWORDS			ASTR				EGIME	ENT>					_

¥ 18	GORGON HEAVY TRANSPORTER DAMAGE Some of a Gorgon Heavy Transcharacteristics change as it sub battle, as shown below:													
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	о М	BS		
Gorgon Heavy Transporter	*	5+	*	9	8	30	*	8	3+	14-30+ 7-13	10"	4+		
A Gorgon Heavy Transpo heavy stubbers.	orter is a sin	gle mod	el equip	ped wit	h two G	orgon n	nortars a	and two	twin	1-6	4"	5+ 6+	Ľ	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Gorgon mortar	48"	Hea	vy 2D6		5	-1	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover,						
Heavy bolter	36"		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"	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	-						
Twin heavy stubber	36"		vy 6		4	0	1	_						
WARGEAR OPTIONS	 This model may replace both of its Gorgon mortar with either four heavy bolters, four heavy flamers or four heavy stubbers. This model may take a hunter-killer missile. 													
ABILITIES	 Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield, and before any embarked models disembark. On a 6+ it explodes, and each unit within 2D6" suffers D6 mortal wounds. Heavy Armoured Prow: This model has a 5+ invulnerable save against shooting attacks. 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. 													
	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,													
	bonus t	o ns sav	This model can transport 50 ASTRA MILITARUM INFANTRY models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two other models, and each OGRYN takes the space of three other models.											
TRANSPORT	This mo	odel can	transpo										els.	
TRANSPORT FACTION KEYWORDS	This mo Heavy V	odel can Weapon	transpo Team ta	kes the	space of	f two ot		els, and					els.	
22 www	MA	ACH	HAR	lU	S H	EA	VY '	TAN	JK	DAMAGE Some of a Machariu characteristics chan battle, as shown bel	ige as it su		age ii	
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NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A	
Macharius Heavy Tank	*	5+	*	8	8	22	*	8	3+	11-22+	10"	4+	3	
A Macharius Heavy Tank is a twin heavy stubber and ty				with a	Machari	us battle	e cannor	1,	Neger i	6-10 1-5	7" 4"	5+ 6+	D: 1	
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES				_	
Heavy bolter	36"	Hea	vy 3		5	-1	1	_						
Heavy flamer	8"	Hea	vy D6		5	-1	1	Thisy	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		
Macharius battle cannon	72"	Hea	vy 2D6		8	-2	D6	7					- 8	
Storm bolter	24"	Rap	id Fire 2		4	0	1	-						
Twin heavy stubber	36"	Hea	vy 6		4	0	1	-					- 1	
WARGEAR OPTIONS Abilities	 This This Explod 	model r model r es: If thi	nay take nay take s model	a hunte a storn is redu	er-killer n bolter ced to 0	missile. or a hea wounds	vy stubb	er. D6 befor	e remov	y bolters or two heavy ring it from the battlef		6+ it		
		launcher								n the Shooting phase, t ponent must subtract 1			:s	
	It can a target u	lso still i nits tha	ire its w are with	capons nin 1" c	if enem f it – its	y units a other gu	re withi uns mus	n 1" of it t target c	(but or other ur	l still shoot and/or cha aly its heavy bolters or hits). In addition this n the bearer	heavy flan	ners can		
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td><u> 1</u>00.</td><td>1 16</td><td></td></r<>	EGIME	NT>			<u> 1</u> 00.	1 16		
KEYWORDS	VEHI	CLET	TANIC	MA	CHAR	ILIS M	ACHA	BILIS H	IE AVA	TANK		12.20		

22 bwt		MA	CH	AF	RIUS	s o	ME	GA		DAMAGE Some of a Machariu change as it suffers shown below:			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	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 On	nega patt	ern plas	sma blast	tgun.	1.	6-10	7"	5+	D
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	1-5	4"	6+	1
Autocannon	48"	Heav	vy 2		7	-1	2	-					B
Heavy bolter	36"	Heav	vy 3		5	-1	1	-					1
Heavy flamer	8"	Heav	vy D6		5	-1	1	This	weapon	automatically hits its t	arget.		1
Heavy stubber	36"	Heav	vy 3		4	0	1	-					
Hunter-killer missile	48"	Heav	vy 1		8	-2	D6	Each per b		-killer missile can only	be fired o	nce	
Omega pattern plasma blastgun	When a	ıttacking	with th	is weap	oon, cho	ose one	of the pr	ofiles be	elow:				
- Pulsed bolts	60"	Heav	vy 2D6		8	-3	2	7					
- Maximal bolts	60"	Heav	vy 2D6		9	-3	3			roll of 1, the bearer suf is weapon's shots have			
Storm bolter	24"	Rapi	d Fire 2		4	0	1	-					
WARGEAR OPTIONS	This This Explod	model m model m es: If this	nay take nay take s model	a hunt a storr is redu	er-killer n bolter iced to 0	missile. or a hea wound	vy stubb s, roll a I	er. D6 befor	e remov	vo heavy flamers. ving it from the battlefi	eld. On a	6+ it	
	explode	es, and ea	ach unit	within	2D6" su	offers De	5 mortal	wounds					
		auncher								n the Shooting phase, t ponent must subtract 1			
	It can a target u	lso still fi nits that	ire its we are with	eapons hin 1" (if enem of it its	y units a other g	ure withi uns mus	n 1" of it t target (ther ur	l still shoot and/or cha aly its heavy bolters or aits). In addition, this r the bearer,	heavy flan	ners can	
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td>1</td><td></td><td></td><td>3.2</td><td></td></r<>	EGIME	NT>	1			3.2	
KEYWORDS	VEHIC	CLE, TI	TANIC	C, MA	CHAR	IUS, M	ACHA	RIUS C	DMEG	A			

22 ww			VA		HA JUI	SHI				DAMAGE Some of a Machariu characteristics chan battle, as shown bel	ge as it su		age ir
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	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			uipped w	vith a l	Machariu	ıs vanqı	uisher ca	nnon,		6-10 1-5	7" 4"	5+ 6+	D3 1
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	IES				_
Heavy bolter	36"	Heav	ту 3		5	-1	1	-					
Heavy flamer	8"	Heav	y D6		5	-1	1	This	weapon	automatically hits its t	target.		- 8
Heavy stubber	36"	Heav	ry 3		4	0	1	-					- 17
Hunter-killer missile	48"	/ per battle.											
Macharius vanquisher cannon	When a	uttacking	with thi	s weap	oon, choo	ose one	of the pr	rofiles be	elow:				1
- Blast shells	72"	Heav	y 2D6		8	-2	D3	7					
- Armour piercing shells	72"	72" Heavy 2D6 8 -2 D3 -2 72" Heavy 2D6 8 -2 D3 -2 72" Heavy 2D6 9 -3 D6 Roll two dice when inflicting damage with this weapon and discard the lowest result. 24" Rapid Fire 2 4 0 1 -											
Storm bolter	24"	Rapi	d Fire 2		4	0	1	-					
Twin heavy stubber	36"	Heav	ry 6		4	0	1	-					
WARGEAR OPTIONS ABILITIES	 This This Explod 	model m model m	ay take a ay take a model i	a hunte a storn s redu	er-killer n bolter aced to 0	missile. or a hea wound	vy stubb s, roll a I	er. D6 befor	e remov	y bolters or two heavy ving it from the battlefi		6+ it	-
		aunchers								n the Shooting phase, t ponent must subtract 1			s
	It can al target u	l so still fi nits that	re its we are with	apons in 1" c	if enemy of it – its	y units a other g	ure within uns musi	n 1" of it t target c	(but or other ur	l still shoot and/or cha aly its heavy bolters or aits). In addition, this r the bearer,	heavy flai	ners can	
FACTION KEYWORDS		RIUM, A		-					1. The .		5.6.6	1.1	

¥ 24	I	MA	CH	AR	IUS	V	JLC	CAN	1	DAMAGE Some of a Machariu change as it suffers of shown below:			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
Macharius Vulcan	*	5+	*	8	8	22	*	8	3+	11-22+	10"	4+	
A Macharius Vulcan is a s stubber and two heavy stu		el equipp	oed with	a Mach	narius vu	ılcan me	ega-bolte	er, a twir	n heavy	6-10 1-5	7" 4"	5+ 6+	D
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES	15	т	01	
Heavy bolter	36"	Hea	ivy 3		5	-1	1	_					
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its t	target.		
Heavy stubber	36"	Hea	wy 3		4	0	1	-					
Hunter-killer missile	48"	36" Heavy 3 4 0 1 - 48" Heavy 1 8 -2 D6 Each hunter-killer missile can only be fired once p battle. 60" Heavy 15 6 -2 2 If this model does not move during the Movemen phase, in the preceding Shooting phase, change the weapon's Type to Heavy 30 until the end of the ture										nce per	
Macharius vulcan mega-bolter	60"	60" Heavy 15 6 -2 2 phase, in the preceding Shooting phase, change this weapon's Type to Heavy 30 until the end of the turn.										i ge this	
Storm bolter	24"	60"Heavy 156-22If 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 turn24"Rapid Fire 2401-											
Twin heavy stubber	36"	Hea	ivy 6		4	0	1	-					
WARGEAR OPTIONS	• This	model r	nay repla nay take nay take	a hunte	er-killer	missile.			vo heavy	v bolters or two heavy	flamers.		
ABILITIES			is model ach unit							ring it from the battlef	ield. On a	6+ it	
		auncher								n the Shooting phase, t ponent must subtract 1			s
	It can al target u	lso still : nits tha	f ire its w t are witl	eapons nin 1" e	if enemy	y units a other g	re withi 1ns mus	n 1" of it t target (t (but on other un	l still shoot and/or cha ily its heavy bolters or its). In addition, this r the bearer,	heavy flar	ners can	
FACTION KEYWORDS			ASTRA						11		1.2.9	1.11	
KEYWORDS			ITANI							N			

22 ww		MA			ER		MI			DAMAGE Some of a Maraud change as it suffers shown below:				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	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 equipp	oed with	a twin	lascann	on, two	twin he	avy bolte	ers	5-10	20"-30"	5+		
WEAPON	RANGE	ТҮРІ	E		S	AP	D	ABILI	ries	1-4	20"	5+		
Twin heavy bolter	36"	Hea			5	-1	1	_						
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-						
WARGEAR OPTIONS	• This	 This model may replace its cluster of heavy bombs for a cluster of hellstorm bombs. Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY. Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it 												
	Hard to Shootin [†] Heavy can ma the Man MONS of a 4+, [†] Hellsto bombs After th MONS	ng phase Bombs: ke a bon rauder B TER in t the unit orm Bon can mak ne Marau TER in t	On thra omber l omber l the unit t suffers nbs: On the a bom der Bon the unit	ee separ in again has mov or a sin a morta three s ibing ru nber ha or a sin	ust subt rate turn st a sing red, pick gle D6 f al wound eparate n agains s moved gle D6 f	ract 1 fr s during le enem an ener or every l. turns du st a singl l, pick as or every	om hit r g the bat y unit it ny unit it other n aring the e enemy n enemy	tle, a Ma moves of that it flo nodel in battle, s unit it unit that	attacks t arauder over dur ew over, the unit a Marau moves o at it flew	hat target this model Bomber equipped wi ing one of its Mover then roll 3D6 for eac c, up to a maximum c der Bomber equippe wer during one of its over, then roll 2D6 f	th heavy bo nent phases. th VEHICL of 12D6. For d with hellst Movement p for each VE	After E or every roll corm phases. HICLE or		
		, the unit <i>at a Ma</i>					1e of the	se abiliti	es, whicl	h should be noted befo	ore the game	begins.		
		rtress: T								y weapons on a turn				
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	TARU	M, AE	RONA	UTICA	IMPE	RIALIS	44.25			
KEYWORDS				O FIN	MAR	IDDE		ATTOT	D D OI		10 1 10 2 1			

	Μ	AR	AU	DE	R D)ES'	TRO	DYI	ER	DAMAGE Some of a Maraud characteristics cha	ange as it suf	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown b REMAINING W	elow: 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	20"-30" 20"	5+ 5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		20	51
Hellstrike missile	72"	Hea	vy 1		8	-2	D6			e when inflicting dam the lowest result.	nage with this	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"		vy 6		5	-1	1	-				
WARGEAR OPTIONS					nellstrike			Sec. 22	See. C			S. Color
ABILITIES					charge, c units tha			ged by u	inits tha	t can FLY, and can or	nly attack or l	be
							wounds, in 6" suf			e removing it from th wounds.	e battlefield.	On a 6 it
	Hard to	Hit: Yo	our oppo	onent m	nust subt	ract 1 fi	rom hit r	olls for	attacks t	that target this model	in the Shoot	ing phase.
	against moved,	a single pick an 06 for ev	enemy enemy	unit it n unit tha	noves ov at it flew	ver durin over, th	ng one o en roll 3	f its Mo D6 for e	vement j each VE	heavy bombs can mal phases. After the Mar HICLE or MONSTE 5. For every roll of a 4	auder Destro R in the unit	oyer has or a
	<mark>Sky Fo</mark> r has mo		his mod	el does	not suff	er the p	enalty fe	or shoot i	ing Heav	vy weapons on a turn	in which it	
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, AE	RONA	UTICA	IMPE	RIALIS	1. 14	
KEYWORDS	VEUI	CIE T	TA NI	CEIV	MAD	ALIDE			D DEC	STROYER	STOCK STOCK	

18 MI	NO	ΓΑι	JR	AR'	TIL	LEI	RY '	TAN	١K	DAMAGE Some of a Minotaur characteristics char battle, as shown bel	1ge as it su		ige i
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	.ow: M	BS	A
Minotaur Artillery Tank	*	5+	*	8	8	22	*	8	3+	11-22+	10"	4+	3
A Minotaur Artillery Tank i two heavy bolters.	is a single	model	equippo	ed with a	a twin ea	rthshak	er canno	on and	in an	5-10 1-4	7" 4"	5+ 6+	D3 1
WEAPON	RANGE	TYPI	:		S	AP	D	ABILI	TIES			-	_
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Heavy stubber	36"	Hea	vy 3		4	0	1	-					- 2
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each battle		-killer missile can only	v be fired o	once per	
Storm bolter	24"	Rap	id Fire	2	4	0	1	-					
Twin earthshaker cannon	240"	Hea	vy 2D6		9	-2	D3	weap	on and	ce for the number of at discard the two lowes nits that are not visible	t results. T	'his weapon	
WARGEAR OPTIONS					er-killer n bolter		vy stubb	oer.					
ABILITIES					ced to 0 2D6" su					ving it from the battlef	ield. On a	6+ it	
	Heavy A	Armour	ed Fro	nt: This	model h	as a 5+ i	invulner	able sav	e again	st shooting attacks.			
		aunchei								n the Shooting phase, ponent must subtract 1			3
	I t can al within I	so still f I ["] of it –	ire its v its oth	veapons er guns i	if enemy	<mark>y units a</mark> get othe	re withi r units).	n 1" of it In addit	t (but o	d still shoot and/or cha nly its heavy bolters ca is model only gains a b	n target u	nits that are	
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td></td><td></td><td></td><td>5 86 1</td><td></td></r<>	EGIME	ENT>				5 86 1	
KEYWORDS	VEUI	TET	TA NI	C MIN	NOTAU	R ART	TITED	V TAN	V	The second second second		12.8.14. 27	

¥ 19		RA ASS		OR /LT	AF LA		OU ICH	REI IER)	DAMAGE Some of a Praetor <i>A</i> Launcher's characte	eristics ch	ange as it	suffe
NAME	М	WS	BS	S	T	W	A	Ld	Sv	damage in battle, a			
Praetor Armoured Assault Launcher	*	5+	*	8	8	20	*	8	3+	REMAINING W 10-20+	M 10"	BS 4+	A 3
A Praetor Armoured Ass two heavy bolters.	sault Launche	r is a si	ngle mo	del equ	ipped w	ith a Pr	aetor lau	incher a	ind	5-9 1-4	7" 4"	5+ 6+	D: 1
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	<u> </u>			9
Autocannon	48"	Hear			7	-1	2	-					
Heavy bolter	36"	Hear			5	-1	1	-					- 8
Heavy flamer	8"	Hear	vy D6		5	-1	1	This	weapon	automatically hits its	target.		-17
Heavy stubber	36"	Hear	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hear	vy 1		8	-2	D6	Each battl		killer missile can only	v be fired o	once per	
Lascannon	48"	Hear	vy 1		9	-3	D6	-					
Praetor launcher	When att	acking	with thi	s weapo	on, choo	se one o	of the pr	ofiles be	low:				
- Foehammer	12"-120"	Hear	vy 2D6		8	-2	D6	7					
- Firestorm	12"-120"	Heav	vy 2D6		6	-2	2			ed by this weapon do i throws for being in co		ny bonus to	э
- Pilum	72"	Hear	vy D6		8	-2	D6			nay add 1 to all hit rol he FLY keyword,	ls when at	ttacking a	
Storm bolter	24"	Rapi	id Fire 2		4	0	1	-		· •			
WARGEAR OPTIONS ABILITIES	heavyThis rThis r	flamer, nodel m nodel m s: If this	autocan nay take nay take s model	a hunto a storn is redu	r lascanr er-killer n bolter ced to 0	ion. missile. or a hea wound	ivy stubb s, roll a 1	oer. D6 befo	re remov	vination of the followi		6+ it	
		uncher								n the Shooting phase, ponent must subtract			:s
	It can als target ur	so still f hits that	ìre its w are with	eapons hin 1" c	if enem f it – its	y units a other g	are with i uns mus	in 1" of i it target	it (but or other ur	l still shoot and/or ch aly its heavy bolters or aits). In addition, this the bearer,	heavy fla	mers can	
FACTION KEYWORDS	IMPER	IUM,	ASTRA	A MIL	TARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td></td><td></td><td>1200</td><td>Rest</td><td></td></r<>	EGIME	ENT>			1200	Rest	
KEYWORDS									AULT L	AUNCHER	12-26	Start 1	

	V	ALI	DOF	R T	AN]	K F	IUN	ITE	R	DAMAGE Some of a Valdor Ta characteristics chan	ge as it su		ige i
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel	ow: M	BS	A
Valdor Tank Hunter	*	6+	*	7	8	20	*	8	3+	10-20+	10"	4+	<u>м</u> 3
A Valdor Tank Hunter is a heavy stubber.	single mo	del equi	pped wit	h a neu	utron las	er proje	ctor and	a		5-9	7" 4"	5+ 6+	D:
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ries		-		
Autocannon	48"	Hea	vy 2		7	-1	2	-					
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					- 12
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	-					12
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each per b		-killer missile can only	be fired o	nce	
Lascannon	48"	Hea	vy 1		9	-3	D6	-					1
Neutron laser projector	72"	Hea	vy 2D3		14	-4	D6	but is	s not sla	LE which suffers woun ain must subtract 1 from 1 of its controlling playe	n its Shoo	ting hit rol	
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
WARGEAR OPTIONS ABILITIES	lasca • This • This Smoke	nnon. model r model r Launch auncher	nay take nay take ers: Onc	a hunto a storn æ per g	er-killer n bolter o ;ame, ins	missile. or a hea tead of	wy stubb shooting	er. g any we	apons ii	n, a heavy bolter, a heav n the Shooting phase, t ponent must subtract 1	his model	can use its	
	It can al target u	lso still f nits tha	fire its we t are with	capons nin 1" o	if enemy of it its	<mark>z units a</mark> other gi	are withi uns mus	n 1" of it t target (t (but or other ur	d still shoot and/or cha nly its heavy bolters or nits). In addition, this r the bearer	heavy flan	ners can	
					acks a V lowest r		E with it	s neutro	on laser	projector, roll two dice	when infl	icting	
			or: If this mortal			ced to () wound	s, roll a	dice. Oi	n a 2+ it explodes, and	each unit	within	
FACTION KEYWORDS	IMPEI	RIUM,	ASTRA	MIL	ITARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td></td><td></td><td></td><td>1</td><td></td></r<>	EGIME	ENT>				1	
KEYWORDS	TITT		TTANT	TTAT	DOD	ANT	HUNT	ED			1000		

ALE POWER		A	QU	IIL.	AL.	AN	DE	R		change as it suffers					
NAME	М	WS	BS	S	T	W	A	Ld	Sv		М	RC			
Aquila Lander	AQUILA LANDER M WS BS S T W A Id Stange as it suffers damage in shown below: er 6+ 6 7 12 2 7 3+ inder is a single model equipped with a heavy bolter. Image as it suffers damage in shown below: Image as it suffers damage in shown below: RANGE IYPE S AP D ABILITIES 48" Heavy 2 7 -1 2 - 36" Heavy 3 5 -1 1 - 36" Heavy 3 6 0 1 - 36" Heavy 3 6 0 1 - 36" Heavy 3 6 0 1 - WINS • This model may replace its heavy bolter with either an autocannon or a multi-laser. - Acrial Assault: During deployment, you can set this unit up in the sky instead of placing it on the battlefind the end of any of your Movement phases, this unit may fly into battle - set it up anywhere on the battlefield before any embarked models disembark. On a 6, it crashes in a fiery explosion and each unit within 6" s mortal wounds. Airborne: This model cannot charge, can only be charged by units that ca														
An Aquila Lander is a s	ingle model e	AQUILA LANDER M WS BS S I W A Ld Su M WS BS S I W A Ld Su * 6+ * 6 7 12 2 7 3+ Odel equipped with a heavy bolter. Image: Supervised and the analyst									5+				
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	1-2	20"	6+			
Autocannon		Some of an Aquila Lander's characterist charage as it suffers damage in battle, as shown below: WS BS S I W A Ld Str 6+ * 6 7 12 2 7 3+ Iel equipped with a heavy bolter. E S AP D ABLITIES Ethone Nove 7:-30° 5+ 1/2 20°'-45° 4+ -3:4 20°'-30° 5+ -1:2 20°'-45° 4+ 1/2 20°' 6+ 0 ABLITIES													
Heavy bolter	36"	Hea	vy 3		5	-1	1	-							
Multi-laser	36"	Hea	.vy 3		6	0	1	-							
WARGEAR OPTIONS	• This:	This model may replace its heavy bolter with either an autocannon or a multi-laser. erial Assault: During deployment, you can set this unit up in the sky instead of placing it on the battlefield. At he end of any of your Movement phases, this unit may fly into battle – set it up anywhere on the battlefield that is													
	before a mortal Hard to	 Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6, it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase. 													
	Shootin														
	characte abilities Superso the mod	NutIffaAFuADILINES8"Heavy 27-12-6"Heavy 35-11-6"Heavy 3601-This model may replace its heavy bolter with either an autocannon or a multi-laser.rial Assault: During deployment, you can set this unit up in the sky instead of placing it on the battlefield. Ate end of any of your Movement phases, this unit may fly into battle – set it up anywhere on the battlefield that isore than 9" away from enemy models.riborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or beacked in the Fight phase by units that can FLY.ash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield andfore any embarked models disembark. On a 6, it crashes in a fiery explosion and each unit within 6" suffers D3ortal wounds.wer Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Movearacteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonicilities until the beginning of your next Movement phase.personic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far e model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial rot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll													
TRANSPORT	characte abilities Superso the moo pivot. W a dice. This mo	eristic b until th onic: Ea lel move When thi	ecomes : he beginn ch time es) and t is model transpo	20" unti ning of this mo hen mo Advan rt 7 AS	l the end your nex del mov ove the n ces, incr	d of the ct Mover es, first nodel str ease its 1	phase, a nent ph pivot it aight fo Move ch J M IN H	nd it los ase. on the sp orwards. naracteri	pot up t Note th stic by 2	Airborne, Hard to Hit o 90° (this does not c nat it cannot pivot aga 20" until the end of th s. Each Heavy Weapo	and Superso ontribute to in after the i te phase – do on Team or V	how far nitial o not roll			
TRANSPORT FACTION KEYWORDS	characte abilities Superso the moo pivot. W a dice. This moo Heavy V	eristic b until th onic: Ea del move When thi odel can Weapon	ecomes : te begint ch time es) and t is model transpo Team ta	20" unti ning of this mo hen mo Advan rt 7 AS ' kes the	I the end your nex del mov ove the n ces, incr TRA MI space of	d of the et Mover es, first nodel str ease its LITARU	phase, a ment ph pivot it raight fo Move ch J M INH ner mod	nd it los ase. on the sp orwards. naracteri EANTRY els. This	pot up t Note th stic by 2 model	Airborne, Hard to Hit o 90° (this does not c nat it cannot pivot aga 20" until the end of th s. Each Heavy Weapo	and Superso ontribute to in after the i te phase – do on Team or V	how far nitial o not roll			

	and the second	12/20			2.2. 27	1.20.000	and a low of	1211281	
E Cower			A	RV	US	LIC	GHJ	ſER	
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 Art (Power Rating +12). Ea							Power I	Rating +	6) or 2 additional Arvus Lighters
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	NES
Hellstrike missile	72"	Hea	avy 1		8	-2	D6		two dice when inflicting damage with this weapon liscard the lowest result.
Twin autocannon	48"	Hea	avy 4		7	-1	2	-	
Twin heavy stubber	36"	Hea	avy 6		4	0	1	-	
Twin multi-laser	36"		avy 6		6	0	1	-	
WARGEAR OPTIONS			ay take missiles		ne follov	ving: tw	in multi	-laser, tv	vin autocannon, two twin heavy stubbers or
	attacked Crash ar	e: This r in the F Id Burn Iy emba	nodel ca ight pha	annot ch ase by ur model is	harge, ca nits that s reduce	n only t can FL ed to 0 w	ľ. vounds, 1	roll a D6	its that can FLY , and can only attack or be before removing it from the battlefield and tery explosion and each unit within 6" suffers D3
	Hard to	Hit: You	ir oppoi	nent mu	st subtr	act 1 fro	m hit ro	lls for at	tacks that target this model in the Shooting phase
	Hover Je	t: Befor	e this m			Ma			
	becomes beginnin	20" unt	il the en	d of the	phase,	and it lo			ou can declare it will hover. Its Move characteristic e, Hard to Hit and Supersonic abilities until the
	beginnin	20" unt g of you	il the en ir next l	d of the Moveme	phase, nt phas	and it lo e.	ses the A	Airborne	
	beginnin Repair: A Vehicle S	20" unt g of you At the e: Squadro	il the en ur next M nd of th on: The:	nd of the Moveme is model first time	phase, nt phase l's move e this u	and it lo e. ment, ro nit is set	ses the A oll a D6. up, all n	Airborne On a rol nodels ir	e, Hard to Hit and Supersonic abilities until the
TRANSPORT	beginnin Repair: Vehicle S From tha This mod	20" unt g of you At the e Squadro It point lel can t	il the en ur next M nd of th on: The : onwards rranspor	id of the Moveme is model first time s, each co t 12 AS	phase, nt phase l's move e this un operates TRA M	and it lo e. ment, ro nit is set indeper ILITAR	ses the A oll a D6. up, all n idently a UM INF	Airborne On a rol nodels ir and is tre ANTRY	e, Hard to Hit and Supersonic abilities until the ll of a 6, it immediately regains a lost wound. n this unit must be placed within 6" of each other.
TRANSPORT FACTION KEYWORDS	beginnin Repair: Vehicle S From tha This moo Heavy W	20" unt g of you At the e Gquadro t point lel can t Yeapon	il the en ir next M nd of th on: The sonwards ranspor Feam tal	d of the Moveme is model first time s, each c t 12 AS ' ces the s	phase, nt phase, i's move e this un operates TRA M pace of	and it lo e. ment, ro nit is set indeper ILITAR two oth	ses the A oll a D6. up, all n ndently a UM INH er mode	Airborne On a rol nodels ir and is tre ANTRY ls. This i	e, Hard to Hit and Supersonic abilities until the Il of a 6, it immediately regains a lost wound. In this unit must be placed within 6" of each other. eated as a separate unit for all rules purposes.

		A	VE	NG FIC	ER GHT	ST ER	RIK	E		DAMAGE Some of an Avenge characteristics cha battle, as shown be	nge as it suf			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS		
Avenger Strike Fighter	*	6+	*	7	7	14	3	7	3+	7-14+	20"-45"	3+		
An Avenger Strike Fighter	is a single	model e	quipped	with a	n avenge	er bolt c	annon, t	wo lasca	annon	4-6	20"-30"	4+		
and a defensive heavy stub	ber.		3.64		in the second					1-3	20"	5+		
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES					
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 .	weapon aga	linst		
Hellfury missile	72"	Hea	vy 2D6		4	0	1	٦						
Hellstrike missile	72"	Hea	vy 1		8	-2	D6			e when inflicting dam the lowest result.	age with thi	s weapon		
Lascannon	48"	Hea	vy 1		9	-3	D6	-						
Missile launcher	When a	ttacking	, with th	is weap	on, choo	ose one	of the pr	ofiles be	elow:					
- Frag missile	48"	Hea	vy D6		4	0	1	٦						
- 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								ged by u	nits tha	t can FLY , and can or	nly attack or	be		
											e battlefield.	On a 6 it		
				nent m	nust subt	ract 1 fi	om hit r	olls for a	attacks	that target this model	in the			
	the mod	lel mov	es) and t	hen mo	ove the m	nodel st	raight fo	rwards.	Note th	nat it cannot pivot aga	in after the i	nitial		
	 attacked in the Fight phase by units that can FLY. Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. 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 Avenger Strike Fighter 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 Avenger Strike Fighter 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 mortal wound. IMPERIUM, ASTRA MILITARUM, AERONAUTICA IMPERIALIS 													
							DONI	TTA						
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	A MIL	ITARUI	M, AE	RONAU	JTICA	IMPE	ERIALIS				

				FIC	INC GH1	'ER	[RI]			DAMAGE Some of a Lightnin characteristics cha battle, as shown bo	inge as it suf	
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS
Lightning Strike Fighter	*	6+	*	7	7	14	3	7	3+	7-14+	20"-45"	3+
A Lightning Strike Fighter is twin lascannon.	a single	model e	equippe	d with a	a long-ba	rrelled	autocanı	non and	a	4-6 1-3	20"-30" 20"	4+ 5+
WEAPON	RANGE	TYP			S	AP	D	ABILI	IES			
Hellfury missile	72"	Hea	vy 2D6		4	0	1	٦				
Hellstrike missile	72"	Hea	vy 1		8	-2	D6			when inflicting dam he lowest result.	age with this	s weapon
Long-barrelled autocannon	72"	Hea	vy 2		7	-1	D3	-				
Skystrike missile	60"	Hea	vy 1		7	-2	D3	targe	ts that c	nit rolls made for this an FLY . Subtract 1 fr on against all other ta	om the hit ro	
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-				
WARGEAR OPTIONS ABILITIES	four Airbor attacked Crash a crashes Hard to Supers the mo- pivot. V a dice. Tactica run aga Fighter unit or	hellfury ne: This d in the 1 and Bur in a fier o Hit: Yo onic: Ea del move When this l Bombs ainst a sin has mov	missile model of Fight ph n: If this y explose our oppo ch time es) and is mode s: Once ngle ener ved, picl D6 for o	s, six sk cannot o nase by s model sion and onent m this mo then mo l Advan per batterny uni k an energy of	ystrike n charge, c units tha is reduce d each un nust subt odel mow ove the n aces, incr tle, a Lig t it move emy unit	nissiles. an only at can Fl and to 0 nit within ract 1 fr res, first nodel st rease its htning S es over c that it f	ve charg UY. wounds, in 6" suff rom hit r pivot it o raight fo Move ch Strike Fig luring on lew over	ged by u roll a D fers D3 r olls for a on the sp rwards. maracteri ghter equ ne of its , then ro	nits that 6 before nortal w attacks t bot up to Note that stic by 2 uipped w Movement Il 2D6 f	e removing it from the counds. hat target this model o 90° (this does not co at it cannot pivot aga 20" until the end of the with tactical bombs co ent phases. After the for each VEHICLE of a of 10D6. For every p	nly attack or e battlefield. in the Shoot ontribute to in after the in the phase – do an make a bo Lightning St r MONSTEF	On a 6 it ing phase. how far nitial not roll ombing rike t in the
FACTION KEYWORDS					ITARU	M, AE	RONAU	JTICA	IMPE	RIALIS	F 4.9	10.11
					-		FIGHT		-			

The town		H	IEA	VY	FI	GH	DLI TEI	R		Some of a Thunde characteristics cha battle, as shown be	nge as it suf	
NAME	М	WS	BS	S	Ι	W	A	Ld	Sv	REMAINING W	М	BS
Thunderbolt Heavy Fighter	*	6+	*	7	7	15	3	7	3+	7-15+	20"-45"	3+
A Thunderbolt Heavy F twin lascannon.	ighter is a sin	gle mod	el equip	ped wit	h two tv	vin auto	cannon	and a		4-6 1-3	20"-30" 20"	4+ 5+
WEAPON	RANGE	TYPI			S	AP	D	ABILIT	IES			
Hellstrike missile	72"	Hea	vy 1		8	-2	D6	and d	iscard t	when inflicting dam he lowest result.	0	-
Skystrike missile	60"	Hea	vy 1		7	-2	D3	target	ts that c	hit rolls made for this an FLY . Subtract 1 fr on against all other t	om the hit ro	
Twin autocannon	48"	Hea	vy 4		7	-1	2	-		C	C	
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-				
ABILITIES	attacked Crash a	d in the and Bur	Fight ph n: If this	ase by u model	inits tha	t can FI ed to 0 v	Х.	roll a D	6 before	e can FLY , and can or e removing it from the rounds.	M. Ale	
	Hard to	Hit: Yo	ur oppo	nent m				olls for a	ttacks t	hat target this model	in the Shoot	ing phase.
	Repair								Shootin	g phases, roll a dice.	On a 6+, it	
	Repair: immedi Superso the mod	iately reș onic: Ea del move	gains a si ch time es) and t	ingle wo this mo hen mo	ound los del mov ve the n	st earlier es, first nodel sti	in the b pivot it c raight fo	attle. on the sp rwards.	oot up te Note th	g phases, roll a dice. o 90° (this does not c at it cannot pivot aga 0″ until the end of th	ontribute to in after the i	nitial
	Repair: immedi Superso the moo pivot. V a dice. Tactica bombin Heavy I in the u	iately reş onic: Ea del move When thi I Bomb s ag run aş Fighter h	gains a si ch time es) and t s model conce p gainst a s las move single D	ingle wo this mo hen mo Advand ber battl bingle er ed, pick 6 for ev	ound los del mov ve the n ces, incr le, a Thu nemy un an enen	et earlier res, first nodel str ease its underbo nit it mo ny unit t	in the b pivot it c raight fo Move ch It Heavy ves over hat it fle	attle. on the sp rwards. aracteris Fighter during w over,	oot up to Note th stic by 2 equippone of it then rol	o 90° (this does not c at it cannot pivot aga	ontribute to in after the i ne phase – do os can make After the Th ICLE or MO	nitial not roll a underbolt NSTER
FACTION KEYWORDS	Repair: immedi Superso the moo pivot. V a dice. Tactica bombin Heavy I in the u unit suf	iately reş onic: Ea del movo Vhen thi I Bomb e g run aş Fighter I nit or a fers a m	gains a si ch time es) and t s model s: Once j gainst a s as move single D ortal wo	ingle wo this mo hen mo Advano per battl ingle er ed, pick 6 for ev und.	ound los del mov ve the n ces, incr le, a Thu hemy un an enen ery othe	et earlier res, first nodel str ease its underbo nit it mo ny unit t er mode	in the b pivot it c raight fo Move ch It Heavy ves over hat it fle I in the u	attle. on the sp rwards. aracteri Fighter during o w over, init, up t	oot up to Note th stic by 2 equipp one of it then rol to a mat	o 90° (this does not c at it cannot pivot aga 0" until the end of th ed with tactical boml is Movement phases. 1 2D6 for each VEH 1	ontribute to in after the i ne phase – do os can make After the Th ICLE or MO	nitial not roll a underbolt NSTER

		VE	NDI	ETT	'A (GU	NSI	HIP		DAMAGE Some of a Vendett: change as it suffers shown below:		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Vendetta Gunship	*	6+	*	7	7	14	3	7	3+	8-14+	20"-45"	4+
This unit contains 1 Ven (Power Rating +11) or 2 Each Vendetta Gunship	2 additional V	Vendetta	Gunshi	ps (Powe	r Rati			,	len i	4-7 1-3	20"-30" 20"	5+ 6+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Heavy bolter	36"	Hea	vy 3		5	-1	1	-				
Hellfury missile	72" Heavy 2D6 4 0 1											
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-				
WARGEAR OPTIONS			nay take nay repla				nnon w	ith two l	hellfury	missiles.		
	mortal Grav-cl Gunshi	wounds nute Ins p has m	ertion: A	Aodels n re than 2	nay dis 0", you	æmbark u must r	from th ə ll a D6	is vehicl for each	le at any 1 model	plosion and each unit point during its mov disembarking, On a 1 m any enemy models	e, but if the ` I, that model	Vendetta
	Hard to	Hit: Yo			st subt	ract 1 fr						支水時間
	Howard		our oppo	nent mus			om hit r	olls for a	attacks t	hat target this model	in the Shoot	ing phase.
	become	s 20" un	ore this m	odel mo d of the	ves in phase,	your Mo , and it l	ovement	phase,	you can	hat target this model declare it will hover. to Hit and Superson	Its Move cha	racteristic
	become beginni Supers the mod	es 20" un ng of yc onic: Ea del move	ore this m til the er our next l ch time t es) and th	nodel mo nd of the Movemen his mode nen move	ves in phase, nt phas el mov e the n	your Mo , and it le se. ves, first nodel str	ovement oses the pivot it raight fo	on the sporwards.	you can ne, Hard pot up to Note th	declare it will hover.	Its Move cha ic abilities ur ontribute to i in after the in	racteristic ntil the how far nitial
	become beginni Superso the moo pivot. V a dice. Vehicle	es 20" un ng of yc onic: Ea del mov Vhen th Squadu	ore this m till the er our next l ch time t es) and th is model	nodel mo nd of the Movemen his mod- nen move Advance first time	ves in phase, nt phas el mov e the n es, incr	your Mo , and it le se. ves, first nodel str rease its unit is se	pivement pivot it raight fo Move ch t up, all	n phase, Airborn on the sp prwards. haracteri models	you can ne, Hard pot up to Note th istic by 2 in this u	declare it will hover. to Hit and Superson o 90° (this does not co at it cannot pivot aga	Its Move cha ic abilities un ontribute to l in after the in e phase – do ithin 6" of ea	racteristic ntil the how far nitial not roll ch other.
TRANSPORT	become beginni Superse the mod pivot. V a dice. Vehicle From th This mod	es 20" ur ng of yc onic: Ea del move When th Squadu nat poin odel can	til the er bur next l ch time t es) and tl is model ron: The t onward transpor	odel mo ad of the Movemen his mod- nen move Advance first time s, each o t 12 AST	ves in phase, nt phase el mov e the m es, incr e this u perate FRA M	your Ma , and it l se. ves, first nodel str ease its unit is se s indepe IILITAF	ovement oses the pivot it aight fo Move ch t up, all ndently RUM IN	phase, Airborn on the sporwards. haracteri models and is t	you can ne, Hard pot up to Note th istic by 2 in this u reated a X mode	declare it will hover. to Hit and Superson o 90° (this does not co at it cannot pivot aga 20" until the end of th nit must be placed w	Its Move cha ic abilities un ontribute to l in after the in e phase – do ithin 6" of ea Il rules purp on Team or	racteristic ntil the how far nitial not roll ch other. oses.
TRANSPORT FACTION KEYWORDS	become beginni Superso the moo pivot. V a dice. Vehicle From th This moo Heavy V	es 20" ur ng of yc onic: Ea del mow Vhen th Squadu nat poin odel can Weapon	re this m til the er our next l ch time t es) and tl is model ron: The t onward transpon Team tal	nodel mo nd of the Movemen his mode nen move Advance first time s, each o rt 12 AST kes the sp	ves in phase, nt phase, nt phase el move the nor e the nor e this u perate FRA M pace of	your Ma , and it l se. ves, first nodel str rease its unit is se s indepe MILITAF f two otl	ovement osses the pivot it raight fo Move ch t up, all ndently RUM IN her mod	phase, Airborn on the sp orwards. maracteri models and is t FANTR lels. This	you can ne, Hard pot up to Note th istic by 2 in this u reated a XY mode s model	declare it will hover. to Hit and Superson 0 90° (this does not co at it cannot pivot aga 0" until the end of th nit must be placed w s a separate unit for a els. Each Heavy Weap	Its Move cha ic abilities un ontribute to l in after the in e phase – do ithin 6" of ea Il rules purp on Team or	racteristic ntil the how far nitial not roll ch other. oses.

THE TOWN			JLT							DAMAGE Some of a Vulture of change as it suffers shown below:		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Vulture Gunship	*	6+	*	7	7	14	3	7	3+	8-14+	20"-45"	4+
This unit contains 1 Vultu Rating +11) or 2 addition is equipped with a heavy	nal Vulture (bolter, a twi	Gunship n multi-	os (Powe -laser an	r Ratin	g +22). ellstrike	Each Vu missile	lture Gu s.	unship		4-7 1-3	20"-30" 20"	5+ 6+
WEAPON		TYPI			<u> </u>	AP		ABILIT	IIES			
Heavy bolter	36" 72"	Hea			5	-1	1	-				
Hellfury missile	72"	пеа	vy 2D6		4	0	1		two dic	e when inflicting dam	aga with thi	waanan
Hellstrike missile	72"	Hea	vy 1		8	-2	D6			the lowest result.	age with this	sweapon
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each battle		killer missile can only	y be fired on	ce per
Multiple rocket pod	72"	Hea	vy D6		5	-1	1	٦				
Skystrike missile	60"	Hea	wy 1		7	-2	D3	Add targe	ts that c	hit rolls made for this an FLY . Subtract 1 fro on against all other ta	om the hit ro	
Twin autocannon	48"	Hea	vy 4		7	-1	2	-				
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-				
Twin multi-laser	36"	Hea	vy 6		6	0	1	-				
Twin punisher gatling cannon	24"	Hea	vy 40		5	0	1					
	• Any		·	ace its t		0 trike mi	1 ssiles wi	– ith one o	of the fol	llowing: tactical bomb	os, two hellfu	ıry
WARGEAR OPTIONS	missi • Any r two r • Any r	model n iles, six s model n nultiple model n	nay repla skystrike nay repla rocket p nay repla	e missile ace its t pods. ace its t	wo hells es, six hu win mul win mul	trike mi inter-kil ti-laser ti-laser :	ssiles wi ler miss with one and all h	siles, two e of the f nellstrike	multipl ollowin missile	le rocket pods. g: twin autocannon, t s for a twin punisher	win lascann gatling cann	on, Ion.
WARGEAR OPTIONS ABILITIES	missi Any two r Any r Airborn attacked Crash a	model n iles, six s model n nultiple model n ne: This d in the i	nay repla skystrike nay repla rocket p nay repla model c Fight ph n: If this	e missile ace its t pods. ace its t cannot o nase by t s model	wo hells es, six hu win mul win mul charge, c units tha is reduc	trike mi inter-kil ti-laser ti-laser an only it can FI red to 0 v	ssiles wi ler miss with one and all h be charg X. wounds;	siles, two e of the f nellstrike ged by u , roll a D	o multip followin e missile nits that	le rocket pods. g: twin autocannon, t s for a twin punisher t can FLY , and can on e removing it from the	win lascann gatling cann Ily attack or	on, ion. be
WARGEAR OPTIONS	missi • Any n two r • Any n Airborn attacked Crash a crashes	model n iles, six s model n nultiple model n ne: This 1 in the in a fier	nay repla skystrike nay repla rocket j nay repla model c Fight ph n: If this y explos	e missile ace its t pods. ace its t cannot c nase by n s model sion and	wo hells es, six hu win mul win mul charge, c units tha is reduc l each un	trike mi inter-kil ti-laser ti-laser an only it can FI red to 0 nit withi	ssiles wi ler miss with one and all h be charg Y. wounds, n 6" suf	siles, two e of the f nellstrike ged by u , roll a D fers D3 r	o multip followin e missile nits that 96 before nortal v	le rocket pods. g: twin autocannon, t <u>es for a twin punisher</u> t can FLY , and can on e removing it from the vounds.	win lascanno gatling cann Ily attack or e battlefield.	on, ion. be On a 6 it
WARGEAR OPTIONS	missi Any n two r Any n Airborn attacked Crash a crashes Hard to	model n iles, six s model n nultiple model n ne: This l in the and Burn in a fier b Hit: Yo	nay repla skystrike nay repla rocket j nay repla model c Fight ph n: If this ry explose our oppo	e missile ace its t pods. ace its t cannot c ase by t s model sion and ponent m	wo hells es, six hu win mul charge, c units tha is reduc l each un ust subt	trike mi inter-kil ti-laser ti-laser an only t can FI red to 0 hit withi ract 1 fr	ssiles wi ler miss with one and all h be charg X. wounds, n 6" suf om hit r	siles, two e of the f nellstrike ged by u , roll a D fers D3 r rolls for a	multipi followin e missile nits that 6 before nortal v attacks t	le rocket pods. g: twin autocannon, t s for a twin punisher t can FLY, and can on e removing it from the vounds. hat target this model	win lascanno gatling cann ily attack or e battlefield. in the Shoot	on, ion. be On a 6 it ing phase.
WARGEAR OPTIONS	missi Any p two r Airborn attacked Crash a crashes Hard to Hover J become	model n iles, six s model n multiple model n ne: This d in the in a fier hin a fier hit: Yo let: Befo s 20" un	nay repla skystrike nay repla rocket p model c Fight ph n: If this ry explos our oppo re this n	e missile ace its t pods. ace its t cannot c ase by r s model sion and onent m nodel n nd of th	wo hells es, six hu win mul wharge, c units tha is reduc l each un ust subt noves in e phase	trike mi inter-kil ti-laser ti-laser an only t can FI ed to 0 hit withi ract 1 fr your Ma and it 1	ssiles wi ler miss with one and all h be charg X. wounds, n 6" suf om hit r	siles, two e of the f nellstrike ged by u , roll a D fers D3 r rolls for a t phase, y	multip followin e missile nits that 6 before nortal v attacks t you can	le rocket pods. g: twin autocannon, t <u>es for a twin punisher</u> t can FLY , and can on e removing it from the vounds.	win lascanno gatling cann ily attack or e battlefield. in the Shoot Its Move cha	on, ton. be On a 6 it ting phase. tracteristic
WARGEAR OPTIONS	missi Any p two r Any p Airborr attacked Crash a crashes Hard to Hover J become beginni	model n iles, six s model n nultiple model n ne: This d in the in a fier o Hit: Yo let: Befo es 20" un ng of yo	nay repla skystrike nay repla rocket j nay repla model c Fight ph n: If this ry explos our oppo ore this n stil the e our next	e missile ace its t pods. ace its t cannot c ase by n s model sion and onent m model m nd of th Movem	wo hells es, six hu win mul charge, c units tha is reduc l each un ust subt noves in e phase, ent pha	trike mi inter-kil ti-laser t an only it can FI red to 0 t nit withi ract 1 fr your Me and it 1 se.	ssiles wi ler miss with one and all h be charg X. wounds, n 6" suf om hit r ovement oses the	siles, two e of the f nellstrike ged by u , roll a D fers D3 r colls for a t phase, y Airborn	multip ollowin e missile nits that 6 before mortal v attacks t you can he, Hard	le rocket pods. g: twin autocannon, t <u>s for a twin punisher</u> t can FLY , and can on e removing it from the vounds. hat target this model declare it will hover.	win lascanno gatling cann ily attack or e battlefield. in the Shoot Its Move cha	on, ton. be On a 6 it ting phase. tracteristic
WARGEAR OPTIONS	missi Any n two r Airborn attacked Crash a crashes Hard to Hover J become beginni Strafing Superso the mod	model n iles, six s model n nultiple model n ne: This d in the and Burn in a fier o Hit: Yo let: Befo es 20" un ng of yo g Run: A onic: Ea del movo	nay repla skystrike nay repla rocket p model of Fight ph n : If this ry explose our oppo ore this n til the e our next Add 1 to ch time es) and t	e missile ace its t pods. ace its t cannot c asse by p s model sion and onent m nodel m nodel m Movem hit roll this mot	wo hells es, six hu win mul harge, c units tha is reduc l each un ust subt noves in e phase, ent phase s against del mov	trike mi inter-kil ti-laser an only t can FI ed to 0 ^o nit withi ract 1 fr your Me and it 1 se. units th res, first nodel str	ssiles wi ler miss with one and all h be charg Y. wounds, n 6" suf om hit r ovement oses the nat do ne pivot it raight fo	siles, two e of the f nellstrike ged by u , roll a D fers D3 r colls for a t phase, y Airborn ot have t on the sp orwards.	multipi followin e missile nits that 6 before nortal v attacks t you can he, Hard he FLY pot up t Note th	le rocket pods. g: twin autocannon, t s for a twin punisher t can FLY, and can on e removing it from the vounds. hat target this model declare it will hover. to Hit and Supersoni	win lascanne gatling cann ily attack or e battlefield. in the Shoot Its Move cha ic abilities un ontribute to in after the i	on, on. be On a 6 it ting phase. tracteristic ntil the how far nitial
WARGEAR OPTIONS	missi Any n two r Airborn attacked Crash a crashes Hard to Hover J become beginni Strafing Superso the moo pivot. W a dice. Tactical against moved,	model n iles, six s model n nultiple model n ne: This d in the i and Burn in a fier o Hit: Yo let: Befo es 20" un ng of yo g Run: A onic: Ea del movo Vhen thi l Bombe a single pick an D6 for ev	nay repla skystrike nay repla rocket p model of Fight ph n : If this ry explose our opport ore this n till the e our next Add 1 to ch time es) and t is model s: Once enemy to	e missile ace its t pods. ace its t cannot c hase by n s model sion and onent m nodel m nodel m hit roll this model this model this model advan	wo hells es, six hu win mul harge, c units tha is reduc l each un ust subt noves in e phase, ent phase s against del mov we the n ces, incr le, an Va noves ov t it flew	trike mi inter-kil ti-laser an only t can FI ed to 0 nit withi ract 1 fr your Me and it 1 se. units th res, first nodel str ease its alture G er durin over, the	ssiles wi ler miss with one and all h be charg Y. wounds, n 6" suf om hit r ovement oses the nat do ne pivot it raight fc Move ch unship o g one o en roll 2	siles, two e of the f <u>nellstrike</u> ged by u , roll a D fers D3 r colls for a t phase, y Airborn ot have t on the sp orwards. naracteri equipped f its Mow	multipi followin e missile nits that 6 before nortal v attacks t you can he, Hard he FLY pot up t Note th stic by 2 d with ta rement j ach VE	le rocket pods. g: twin autocannon, t s for a twin punisher t can FLY , and can on e removing it from the vounds. hat target this model declare it will hover. to Hit and Supersoni keyword. o 90° (this does not co at it cannot pivot agai	win lascanne gatling cann aly attack or e battlefield. in the Shoot Its Move cha ic abilities un ontribute to in after the i e phase – do ke a bombin ure Gunship R in the unit	on, on. be On a 6 it cing phase. aracteristic ntil the how far nitial not roll g run has or a
WARGEAR OPTIONS	missi Any n two r Airborn attacked Crash a crashes Hard to Hover J become beginni Strafing Superso the moo pivot. W a dice. Tactical against moved, single D mortal w	model n iles, six s model n nultiple model n ne: This i n the : and Burr in a fier b Hit: Yc let: Befo s 20" un ng of yo g Run: A onic: Ea del move Vhen thi l Bombe a single pick an b6 for ev wound. Squadr	nay repla skystrike nay repla rocket p model of Fight ph n : If this ry explose our oppo re this r till the e our next Add 1 to ch time es) and t is model s : Once enemy r ery other	e missile ace its t pods. ace its t cannot c hase by n s model sion and onent m nodel n nodel n nd of th Movem hit roll this model chen mod l Advan per batt unit it n unit tha er model	wo hells es, six hu win mul harge, c units tha is reduc l each un ust subt noves in e phase, ent phase, ent phase s against del mov ove the r cces, incr le, an Vu noves ov t it flew el in the me this u	trike mi inter-kil ti-laser : an only it can FI ed to 0 : int withi ract 1 fr your Ma and it 1 se. units th res, first nodel sti ease its ulture G er durin over, tha unit, up	ssiles wi ler miss with one and all H be charg Y. wounds, n 6" suf om hit r ovement oses the nat do ne pivot it raight fc Move ch unship o g one o en roll 2 to a ma t up, all	siles, two e of the f <u>hellstrike</u> ged by u , roll a D fers D3 r rolls for a t phase, y Airborn ot have t on the sp prwards. haracteri equipped f its Mov D6 for e ximum of models i	multip followin e missile nits that 6 before nortal v attacks t you can he, Hard he FLY pot up t Note th stic by 2 d with ta rement j ach VE of 10D6	le rocket pods. g: twin autocannon, t <u>es for a twin punisher</u> t can FLY , and can on e removing it from the vounds. hat target this model declare it will hover. to Hit and Supersoni keyword. o 90° (this does not co at it cannot pivot agai 20" until the end of th actical bombs can mai phases. After the Vult HICLE or MONSTEI	win lascanne gatling cann lly attack or e battlefield. in the Shoot Its Move cha ic abilities un ontribute to in after the it e phase – do ke a bombin ure Gunship R in the unit +, the unit su	on, on. be On a 6 it cing phase. tracteristic ntil the how far nitial not roll g run has or a uffers a
WARGEAR OPTIONS	missi Any n two r Airborn attacked Crash a crashes Hard to Hover J become beginni Strafing Superso the moo pivot. W a dice. Tactical against moved, single D mortal w Vehicle From th	model n iles, six s model n nultiple model n ne: This d in the i and Burn in a fier o Hit: Ye let: Befo es 20" un ng of yo g Run: A onic: Ea del move Vhen thi l Bombe a single pick an D6 for ev wound. Squadr nat point	nay repla skystrike nay repla rocket p model of Fight ph n: If this y explose our opport ore this n til the e our opport ore this n til the e our next Add 1 to ch time es) and t is model s: Once enemy to enemy to rey other	e missile ace its t pods. ace its t cannot c asse by n s model sion and onent m nodel m nodel m nodel m hit roll this model this model this model this model advan per batt unit it n unit tha er model	wo hells es, six hu win mul harge, c units tha is reduc l each un ust subt noves in e phase, ent phase, ent phase s against del mov ove the n ces, incr le, an Vi noves ov t it flew l in the me this u operate	trike mi inter-kil ti-laser an only t can FI ed to 0 nit withi ract 1 fr your Me and it 1 se. units th res, first nodel sti ease its alture G er durin over, the unit, up	ssiles wi ler miss with one and all h be charg Y. wounds, n 6" suf om hit r ovement oses the nat do ne pivot it raight fc Move ch unship o g one o en roll 2 to a ma t up, all endently	siles, two e of the f nellstrike ged by u , roll a D fers D3 r colls for a t phase, y e Airborn ot have t on the sp orwards. naracteri equipped f its Mow D6 for e eximum of r and is th	multipi followin missile nits that 6 before nortal v attacks t you can he, Hard he FLY pot up t Note th stic by 2 d with ta rement j ach VE of 10D6 in this u reated a	le rocket pods. g: twin autocannon, t <u>as for a twin punisher</u> t can FLY , and can on e removing it from the vounds. hat target this model declare it will hover. to Hit and Supersoni keyword. o 90° (this does not co at it cannot pivot agai 20" until the end of th actical bombs can ma phases. After the Vulti HICLE or MONSTEI . For every roll of a 5-	win lascanne gatling cann lly attack or e battlefield. in the Shoot Its Move cha ic abilities un ontribute to in after the it e phase – do ke a bombin ure Gunship R in the unit +, the unit su	on, on. be On a 6 it cing phase. tracteristic ntil the how far nitial not roll g run has or a uffers a

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 bolter.	2011	Gate Tov	vers, two	o Wall Se	ections and two Towers.	
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	IES	
Twin heavy bolter	36"	Heav	лу б	5	-1	1	-		
Twin long-barrelled autocannon	72"	Heav	лу 4	7	-1	D3	-		
Twin lascannon	48"	Heav		9	-3	D6	-		
WARGEAR OPTIONS				place its twi her a twin h				n lascannon. annon.	
	shot at a unit on Explosi embarke Designe	the battle on: If thi ed mode r's Note:	re in the op ements to s is model is ls disembar <i>If you cann</i>	pen. Models show where reduced to rk. On a 6 in not physicals urface) then	s embark they are 0 wound c explode y remove regardles	ted on the s, roll a es, and es this more this more s of whe	nis mode D6 befor ach unit odel from ther its r	y both shoot as if it were in the open and als I have a 4+ invulnerable save. Place the emb re removing it from the battlefield and befor within 3D6" suffers D6 mortal wounds. your battlefield when it is destroyed (becaus eactor explodes or not, it is wrecked – from the	oarked e any e, for
	point on You may the case Power R	, <i>models</i> y have ar , for each ating. Ea	<i>can no long</i> Imperial I o other sect	Fortress Wa tion that yo ection must	ll that co u have, a	mprises dd 5 to t	an extra the Impe	shoot, etc. a number of walls, towers, gates, etc. When rial Fortress Wall's Wounds value and add - on at either end. You may never have more "	-5 to i
TRANSPORT	point on You may the case Power R Sections • Each up to • Each	, models y have ar , for each Lating. Ea than Wa Wall Sec a maxin Gate Sec	can no long Imperial I n other sect ach Gate Se all Sections ction can tr num of 20 1	Fortress Wa tion that yo ection must s. ansport any models. ransport any	ll that co u have, a have a C	omprises dd 5 to t Gate Tow r of INE	an extra the Impe er Sectio	n number of walls, towers, gates, etc. When t trial Fortress Wall's Wounds value and add -	-5 to i Fower 7 unit,
TRANSPORT FACTION KEYWORDS	point on You may the case Power R Sections • Each up to • Each	, models y have ar , for each tating. Es s than W Wall Sec a maxin Gate Sec a maxin	can no long n Imperial I n other sect ach Gate Se all Sections ettion can tr num of 20 n ettion can tr num of 20 n	Fortress Wa tion that yo ection must s. ansport any models. ransport any	ll that co u have, a have a C	omprises dd 5 to t Gate Tow r of INE	an extra the Impe er Sectio	a number of walls, towers, gates, etc. When brial Fortress Wall's Wounds value and add- on at either end. You may never have more CHARACTERS and one other INFANTRY	-5 to Fowe 7 uni

OWE			PRI	IVI F	AKI	5 K	ED	00	BT
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Primaris Redoubt	-	-	4+	-	8	20	-	-	3+
A Primaris Redoubt is a sing	le model	l equipp	ed with a	dual t	urbo-las	ser destr	uctor.		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Air defence missiles	48"	Hea	vy D3		8	-2	D3	targe	1 to all hit rolls made for this weapon against ts that can FLY . Subtract 1 from the hit rolls made nis weapon against all other targets.
Battle cannon	72"	Hea	vy D6		8	-2	D3	-	
Dual turbo-laser destructor	96"	Mao	cro 2D3		16	-3	2D6	autor	wound roll of a 6 made with this attack natically inflicts an additional D3 mortal wounds le target.
Heavy bolter	36"	Hea	vy 3		5	-1	1	-	
Icarus lascannon	96"	Hea	vy D6		9	-3	D6	targe for th	1 to all hit rolls made for this weapon against ts that can FLY . Subtract 1 from the hit rolls made his weapon against all other targets.
Icarus quad lascannon	96"	Hea	vy 4D6		9	-3	D6	targe for th	1 to all hit rolls made for this weapon against ts that can FLY . Subtract 1 from the hit rolls made his weapon against all other targets.
Multi-melta	24"	Hea	vy 1		8	-4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard th st result.
Quad-gun	48"	Hea	vy 8		7	-1	1	targe	1 to all hit rolls made for this weapon against ts that can FLY . Subtract 1 from the hit rolls made his weapon against all other targets.
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-	
Twin heavy flamer	8"	Hea	vy 2D6		5	-1	1	This	weapon automatically hits its target.
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-	
Whirlwind castellan launcher	72"	Hea	vy 2D6		6	0	1	This beare	weapon can target units that are not visible to the
Whirlwind vengeance launcher	72"	Hea	vy 2D3		7	-1	2	This beare	weapon can target units that are not visible to the
WARGEAR OPTIONS	lasca: launc	nnon, n cher, Wl		ta, quad vengeai	d gun, t nce laur	win hea Icher.	vy bolter,		es, battle cannon, Icarus lascannon, Icarus quad eavy flamer, twin lascannon, Whirlwind castellan
ABILITIES	Battle (TITAN			dd 1 to	this mo	del's hit	rolls wh	en mak	ing shooting attacks against models with the
	Force D	ome: T	his mode	l has a	5+ invu	Inerable	e save.		
	automat	tically h	it this mo	odel in	the Figh	nt phase	- do not	t make ł	fight in the Fight phase. Enemy models nit rolls. However, this model can still shoot if the get enemy units that are within 1" of this model.
		iny emb	arked mo						D6 before removing it from the battlefield and lodes, and each unit within 2D6" suffers D6
	example	e, it is gli	ued to the	e surfac	e) then	regardle.	ss of whe	ther its 1	n your battlefield when it is destroyed (because, for reactor explodes or not, it is wrecked – from that shoot, etc.
TRANSPORT			transpor) models.		umber	of INFA	NTRY C	CHARA	CTERS and one other INFANTRY unit, up to a
FACTION KEYWORDS	UNAL	IGNEI)		10.5	12240	1.1.1.1	1254	the state of the second state of the
KEYWORDS	BUILT	DING.	VEHIC	LE. TE	RANSP	ORT.	PRIMA	RISRI	EDOUBT

DEATER OFFICE

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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.

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• 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!

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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

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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

DEATH KORPS MARSHAL KARIS VENNER

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	single mod	lel arme	ed with a	hot-sho	t laspist	tol, pow	er sword	l, frag gi	nades and krak grenades.	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	S	
Hot-shot laspistol	6"	Pist	ol 1		3	-2	1	-		
Power sword	Melee	Me	lee		User	-3	1	-		
Frag grenade	6"	Gre	enade D6		3	0	1	٦		
Krak grenade	6"	Gre	enade 1		6	-1	D3	-		
WARGEAR OPTIONS	• None	e.	1 - 4-						At the state of the state of the	
ABILITIES	Voice o Refract Implac: the effect Comma their ow	f Comr or Field able Of cts of th ander-i vn is hiş ato Mor	e first ord n-Chief: gher.	e page 50 odel has s model ler befor Friendly ever Mar	6. a 5+ ir may us re atten y units rshal Ka	se the Vo npting tl within 1	oice of C ne secon 2" of Ma	Comman nd order, arshal Ka	ability three times in each of your tur nd so on. is Venner must use his Leadership val Is from a weapon which does multiple	ue unless
FACTION KEYWORDS	IMPEI	RIUM,	ASTRA	MILI	FARU	M, DE	АТН К	ORPS	F KRIEG	- Little
KEYWORDS	CHAR	ACTE	R, INFA	NTRY,	OFF	ICER,	DEATH	I KOR	S MARSHAL KARIS VENNER	,



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DEATH KORPS MARSHAL

NAME	М	WS	BS	S	Т	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	a laspis	stol, frag	grenad	es and k	rak gren	nades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Laspistol	12"	Pist	ol 1		3	0	1	-	
Frag grenade	6"	Gre	nade D6		3	0	1	٦	
Krak grenade	6"	Gre	enade 1		6	-1	D3	-	
WARGEAR OPTIONS ABILITIES	This This The Cu	model n model n It of Sac		se a sir a Mom e page	ngle item ento Mo 56.	from the			eath Korps of Krieg Ranged Weapons list. of Krieg Melee Weapons list.
	Refract	or Field	: This mo	odel ha	s a 5+ ir	nvulnera	able save		
			This moo r before a					nand abi	ility twice in each of your turns. Resolve the effects
			i: Whene [.] l is alway		e bearer o	of the N	Iomento	Mori su	iffers wounds from a weapon which does multiple
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MIL	TARU	M, DE	ATH K	ORPS (OF KRIEG
KEYWORDS	CHAR	ACTE	R, INFA	NTRY	, OFF	ICER,	DEATH	I KORI	PS MARSHAL

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					-				아이는 것은 것은 것은 것은 것은 것이 없다.
NAME	M	WS	BS	S	I	W	A	Ld	Sv
Death Korps Field Officer	6"	3+	3+	3	3	3	3	8	4+
A Death Korps Field Officer	is a sing	le mode	l armed v	with a l	aspistol,	frag gre	enades a	nd krak	grenades.
WEAPON	RANGE	TYPI	E		S	AP	D	ABILIT	TES
Laspistol	12"	Pist	ol 1		3	0	1	-	
Frag grenade	6"	Gre	nade D6		3	0	1	٦	
Krak grenade	6"		nade 1		6	-1	D3	-	
NARGEAR OPTIONS									Death Korps of Krieg Ranged Weapons list. If Krieg Melee Weapons list.
ABILITIES	The Cu	lt of Sac	crifice: Se	ee page	56.		21		
	Voice o	of Comn	nand: See	e page 5	56.				
			l: This m			vulnera	ble save		
ACTION KEYWORDS									OF KRIEG
KEYWORDS									PS FIELD OFFICER
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						0.5			
[3]	D	DEA '	TH	KC	DRP	S D	DEA	ΓH	RIDER
TOWER .		SO	UAT)R(ON	CC	MN	MA	RIDER NDER
IAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Korps Death Rider				_	•				
Squadron Commander	10"	3+	3+	3	4	4	3	8	4+
A Death Korns Death Rider	Squadro	n Comn	nander is	a a aina	la madal		autith a la	amistal	Death Korps hunting lance, frag grenades,
							with a la	ispisioi,	Death Korps nulting fance, frag grenades,
krak grenades, and rides a K	Trieg Stee	ed which	attacks			vs.	with a la		
krak grenades, and rides a K NEAPON	rieg Stee RANGE	d which TYPI	attacks					ABILIT	
xrak grenades, and rides a K NEAPDN Death Korps Death Rider (RANGE	ed which TYPI nder	attacks v E		vage clav S	vs. AP	D		
xrak grenades, and rides a K NEAPDN Death Korps Death Rider (rieg Stee RANGE	d which TYPI	attacks v E		vage clav	vs.		ABILIT	IES
krak grenades, and rides a K NEAPON Death Korps Death Rider (Laspistol	Trieg Stee RANGE Comman 12"	ed which TYPI nder	attacks v E ol 1		vage clav S	vs. AP	D	ABILIT - A mo which	TIES odel may only attack with this weapon on a turn i n it has charged.
krak grenades, and rides a K NEAPON Death Korps Death Rider (Laspistol Death Korps hunting lance	Trieg Stee RANGE Comman 12"	ed which TYPI nder Pisto Mel	attacks v E ol 1	with sav	vage clav S 3	vs. AP O	1	ABILIT - A mo which	THES odel may only attack with this weapon on a turn i n it has charged. demolition charge can only be used once per
krak grenades, and rides a K NEAPON Death Korps Death Rider (Laspistol Death Korps hunting lance Demolition charge	Trieg Stee RANGE Comman 12" Melee	ed which TYPI nder Pisto Mel Gree	a attacks v E ol 1 ee	with say	vage clav S 3 +2	vs. AP 0 -2	D 1 D3	ABILIT A mo which Each battle	THES odel may only attack with this weapon on a turn i n it has charged. demolition charge can only be used once per
krak grenades, and rides a K NEAPON Death Korps Death Rider (Laspistol Death Korps hunting lance Demolition charge Frag grenade	Trieg Stee RANGE Commar 12" Melee 6"	ed which TYPI nder Pista Mel Gre Gre	a attacks v E ol 1 ee nade D6	with say	vage clav S 3 +2 8	AP 0 -2 -3	1 D3 D3	ABILIT - A mo which Each	THES odel may only attack with this weapon on a turn i n it has charged. demolition charge can only be used once per
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krak grenades, and rides a K WEAPON Death Korps Death Rider (Laspistol Death Korps hunting lance Demolition charge Frag grenade Krak grenade Krieg Steed Savage claws	rieg Stee RANGE Domman 12" Melee 6" 6" 6" 6" 6" 6" Melee	ed which TYPI nder Pista Mel Gre Gre Gre Mel	a attacks v E ol 1 ee nade D6 nade D6 nade 1 ee	with sav	vage clav S 3 +2 8 3 6 4	AP 0 -2 -3 0 -1 0	0 1 D3 D3 1 D3 1 D3	ABILIT A moo which Each battle - After attach addit	THES odel may only attack with this weapon on a turn i in it has charged. demolition charge can only be used once per a model on this mount makes its close combat ks, you can attack with its mount. Make two ional attacks using this weapon's profile.
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krak grenades, and rides a K WEAPON Death Korps Death Rider (Laspistol Death Korps hunting lance Demolition charge Frag grenade Krak grenade Krieg Steed Savage claws WARGEAR OPTIONS	Arieg Stee RANGE Comman 12" Melee 6" 6" 6" 6" Melee • The 1 Deat • The 2 an ite • The 2 an ite • The 2 Mugme On a 5- Warstr	d which TYPI nder Pist Mel Gree Gree Gree Mel Death K h Korps Death K h Korps Death K cented Me +, it igno ider: Th	a attacks v E ol 1 ee nade D6 nade D6 nade D6 nade 1 ee orps Dea of Krieg J orps Dea orps Dea	ath Ride Ranged ath Ride th Korp ath Ride ee page Il a D6 njury an does n	vage clav S 3 +2 8 3 6 4 er Squad <i>Weapon</i> er Squad <i>Weapon</i> er Squad <i>So of Kried</i> er Squad 56. each tim nd the w ot suffer	vs. AP 0 -2 -3 0 -1 0 ron Cor s list. ron Cor g Melee ron Cor g Melee ron Cor	1 D3 D3 1 D3 1 nmande <i>Weapon</i> mmande	ABILIT A mo which Each battle Each battle After atddit er may ex- er may re- s list. er may ta ffers a w	THES odel may only attack with this weapon on a turn i in it has charged. demolition charge can only be used once per a model on this mount makes its close combat cs, you can attack with its mount. Make two ional attacks using this weapon's profile. xchange their laspistol with an item from the eplace their Death Korps hunting lance with ake a demolition charge. ound from an attack with a Strength of 4 or less.
krak grenades, and rides a K NEAPON Death Korps Death Rider O Laspistol Death Korps hunting lance Demolition charge Frag grenade Krak grenade Krieg Steed Savage claws NARGEAR OPTIONS	Arieg Stee RANGE Comman 12" Melee 6" 6" 6" Melee • The I Deat • The I an it. • The Cu Augme On a 5- Warstri Voice o	ed which TYPI nder Pist Mel Gre Gre Gre Gre Mel Death K <i>h Korps</i> Death K <i>h Korps</i> Death K <i>i f Comm</i>	a attacks of a attacks of ol 1 ee nade D6 nade D6 nade D6 nade 1 ee orps Dea of <i>Krieg</i> 2 orps Dea orps Dea orps Dea orps Dea orps Dea crifice: Se ours the in a smodel	ath Ride Ranged ath Ride th Korp ath Ride ee page Il a D6 njury an does n e page 5	vage clav S 3 +2 8 3 6 4 er Squad weapon er Squad <i>Weapon</i> er Squad <i>Weapon</i> er Squad <i>So of Krie</i> er Squad <i>56.</i> each tim nd the w ot suffer 56.	vs. AP 0 -2 -3 0 -1 0 ron Con s list. ron Con g Melee ron Con g Melee ron Con s any per	1 D3 D3 1 D3 1 mmande <i>Weapon</i> mmande <i>Weapon</i> mmande	ABILIT - A mo which Each battle - After attack addit er may re- s list. er may ray ts move	THES odel may only attack with this weapon on a turn i in it has charged. demolition charge can only be used once per a model on this mount makes its close combat cs, you can attack with its mount. Make two ional attacks using this weapon's profile. xchange their laspistol with an item from the eplace their Death Korps hunting lance with ake a demolition charge. ound from an attack with a Strength of 4 or less.
krak grenades, and rides a K NEAPON Death Korps Death Rider O Laspistol Death Korps hunting lance Demolition charge Frag grenade Krak grenade Krieg Steed Savage claws NARGEAR OPTIONS	rieg Stee RANGE Comman 12" Melee 6" 6" 6" 6" Melee • The 1 Deat • The 2 an it • The 2 an it • The 2 Strate 1 • The 2 • The 3 • The	ed which TYPI Ider Pist Mel Gre Gre Gre Gre Gre Mel Death K <i>h Korps</i> Death K <i>k Korps</i> Death K ider ider: Th ider: Th if Comm tor Field	a attacks v a attacks v a attacks v a di 1 ee nade D6 nade D6 nade D6 nade 1 ee orps Dea orps Dea orps Dea orps Dea orps Dea crifice: Se ount: Roi ores the in is model nand: See I: This model	ath Ride Ranged ath Ride th Korp ath Ride ee page Ill a D6 njury an does n e page 5 odel ha	vage clav \mathbf{S} 3 +2 8 3 6 4 4 4 4 4 4 4 4	vs. AP 0 -2 -3 0 -1 0 ron Con s list. ron Con g Melee ron Con g Melee ron Con a list. ron Con s list. s list.	1 D3 D3 1 D3 1 D3 1 D3 1 nmande <i>Weapon</i> mmande <i>Weapon</i> mmande	ABILIT - A mo which Each battle - After attack addit er may re- s list. er may ray ts move	THES odel may only attack with this weapon on a turn i in it has charged. demolition charge can only be used once per a model on this mount makes its close combat cs, you can attack with its mount. Make two ional attacks using this weapon's profile. xchange their laspistol with an item from the eplace their Death Korps hunting lance with ake a demolition charge. ound from an attack with a Strength of 4 or less.

			IN	DE JFA	ATI NT	H K 'RY	COR SQ	PS UA	D	
NAME	Μ	WS	BS	S	T	W	A	Ld	S	v
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 DeatEach model is armed wit							lsmen.			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
Lasgun	24"	Rap	oid Fire 1		3	0	1	-		
Frag grenade	6"	Gre	enade D6		3	0	1	7		
Krak grenade	6"	Gre	enade 1		6	-1	D3	-		
WARGEAR OPTIONS	and • One • One • One	a single Guards other C other C	item from man may Guardsma Guardsma	n the <i>I</i> v carry n may n may	<i>Death Ko</i> a vox-ca carry a I replace t	rps of K ster. Death K heir las	rieg Mele orps plat gun with	te Weap toon sta	<i>ons</i> li indaro n froi	d. m the <i>Death Korps of Krieg Special Weapons</i> lis
ABILITIES		heir Voi								within 3" of a unit with a vox-caster when the order to 18" if the target unit also contains
										KRIEG units within 6" of one or more units o when taking Morale tests.
	The Cu	lt of Sa	crifice: S	ee page	56.	R-43		6.12		
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	A MIL	ITARU	M, DE	ATH K	ORPS	OF I	KRIEG

							1.87	1.19	12.2.2		
	(GRI	ENA	DF D		H K ST	OR ORI	PS M S	QU	AD	
	М	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+		
(Power Rating +3).Each Death Korps GrentThe Death Korps Watch	nadier is arn n Master is	med wit armed v	h a hot- with a ho	shot las	sgun, frag laspistol,	g grenac chainsv	les and k word, fra	trak grei Ig grena	nades. des and	to 5 additional Death Korps Gren krak grenades.	
WEAPON	RANGE	TYP			S	<u> </u>		ABILI	IES		
Hot-shot lasgun	18"	-	oid Fire	1	3	-2	1	-			
Hot-shot laspistol	6"	Pist	tol 1		3	-2	1	-			
Chainsword	Melee	Mel	lee		User	0	1			e bearer fights, it can make 1 add his weapon.	itional
Frag grenade	6"	Gre	enade De	6	3	0	1	7			
Krak grenade	6"	Gre	enade 1		6	-1	D3	-			
WARGEAR OPTIONS	Weap • The V • One • Up to	oons list Watchm Grenad	aster ma ier may renadier	ay repla carry a	ice their o vox-caste	chainsw er.	ord with	an item	n from tl	rom the Death Korps of Krieg Ran he Death Korps of Krieg Melee We m from the Death Korps of Krieg (eapons list.
ABILITIES		neir Void								hin 3" of a unit with a vox-caster order to 18" if the target unit also	

 The Cult of Sacrifice: See page 56.

 FACTION KEYWORDS
 IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG

 KEYWORDS
 INFANTRY, DEATH KORPS GRENADIER STORM SQUAD

A 3

DEATH KORPS CENTAUR LIGHT ASSAULT CARRIER

NAME	М	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	h Korps Ce	ntaur L	ight Assa	ault Car	rier equ	ipped w	ith two h	eavy stu	ubbers.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Heavy stubber	36"	He	avy 3		4	0	1	-	
Hunter-killer missile	48"	He	avy 1		8	-2	D6	Each battle	hunter-killer missile can only be fired once per e.
WARGEAR OPTIONS	• The	Death k	Korps Ce	ntaur L	ight Ass	ault Car	rier may	take a h	nunter-killer missile.
ABILITIES	it can cl it does within An AR Explod embark Smoke	hoose to this, this 1" of thi TILLER les: If the ced mode Launche launche	o tow it so s model i s model a Y mode tis mode tels diser hers: On	o long a immedia so that r l that ha l is redu nbark. (ce per g	s neithe ately ma no part o is been t iced to (On a 6+ game, in:	r this mo ikes a mo of the AI owed ma) wound it explo stead of	odel nor t ove of up CTILLER ay not fird s, roll a D des, and shooting	he ART to 12". 7 Y mode e its wea D6 befor each un any wea	endly ASTRA MILITARUM ARTILLERY model, TILERY model is within 1" of an enemy model. If The ARTILLERY model is then placed anywhere el has moved more than 12" from where it started. upons during the Shooting phase of the same turn. re removing it from the battlefield, and before any hit within 6" suffers 1 mortal wound. apons in the Shooting phase, this model can use its rour opponent must subtract 1 from any hit rolls
	STORM unit up	A SQU to 9". It	AD withit cannot	in it, at t end this	the start s move v	of the f within 9	irst battle	round nemy n	e 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,
TRANSPORT	Heavy	Weapon		r Vetera	n Heav				5 ASTRA MILITARUM INFANTRY models. Each e space of two other models, and each OGRYN
					TTADT				
FACTION KEYWORDS	IMPE	RIUM,	, ASTR	A MIL	TARU	M, DE	ATH K	ORPS	OF KRIEG

and the state of the second of													
5 .5	D	EA'] S'	ΓΗ TO	KO RM	RPS CH	S O HIM	F K IER	RIF A	EG	DAMAGE Some of a Storm Ch change as it suffers o			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below:	U		
Storm Chimera	*	6+	*	6	7	10	*	7	3+	REMAINING W	М	BS	A
A Death Korps of Krieg St	orm Chim	ora ic a	cingle m	odel ea	upped y	with a tu	irrot aut	ocannor		6-10+	12"	4+	3
and a heavy bolter.		c1a 15 a	single in	ouereq	aipped	with a te	iiici aut	ocamioi	1	3-5	8"	5+	D3
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	1-2	4"	6+	1
Autocannon	48"	Hea	avy 2		7	-1	2	-					
Heavy bolter	36"	Hea	avy 3		5	-1	1	-					
Heavy flamer	8"	Hea	avy D6		5	-1	1	This	weapon	automatically hits its t	arget.		
Heavy stubber	36"	Hea	avy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	Each battle		killer missile can only	be fired o	nce per	

D3

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.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
WARGEAR OPTIONS	This rThis r	nodel may replace its nodel may take a hur nodel may be equipp nodel may take a stor	nter-killer ed with al	missile. blative st	orm arn	nour and a mine plough.
ABILITIES	embarke Smoke I	ed models disembark L aunchers: Once per aunchers; if it does so	. On a 6+ game, ins	it exploated of a	des, and shooting	D6 before removing it from the battlefield, and before any each unit within 6" suffers D3 mortal wounds. any weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls
		e Storm Armour and th of 4 or less, and ign				le receives +1 to its armour save rolls against weapons with ines on a 4+.
TRANSPORT						ANTRY models. Each Heavy Weapon Team or Veteran ls, and each OGRYN takes the space of three other models.
FACTION KEYWORDS	IMPER	RIUM, ASTRA MI	LITARU	M, DE	ATH K	ORPS OF KRIEG
KEYWORDS	VEHIC	CLE, TRANSPORT	, DEATI	H KOR	PS OF	KRIEG STORM CHIMERA

-3		D	EAT	H H		RPS		F K	RIEG D				
NAME	M	WS	BS	S	ЛА Т	W	A	UA 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 arn	ned with	a lasgu	ın, frag grenades and krak grenades.				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Lasgun	24"	Rap	oid Fire 1		3	0	1	-					
Frag grenade	6"	Gre	nade D6	5	3	0	1	٦					
Krak grenade	6"	Gre	nade 1		6	-1	D3	-					
WARGEAR OPTIONS Abilities	 One Death Korps Veteran may take a regimental standard or a platoon standard. One other Death Korps Veteran may take a vox-caster. Two other Death Korps Veterans may take weapons from the <i>Death Korps of Krieg Special Weapons</i> list. 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-ca					· · ·			c c				
									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	ΓARU	M, DE	ATH K	ORPS	OF KRIEG				
KEYWORDS	INFANTRY, DEATH KORPS OF KRIEG COMMAND SQUAD												

	DEATH KORPS COMBAT ENGINEER SQUAD												
NAME	М	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

WEAPON	RANGE	ТҮРЕ	S	AP	D	d, frag grenades, krak grenades and acid gas bombs. ABILITIES					
Heavy flamer	<u>RANUE</u> 8"	Heavy D6	5	-1	1	Additional This weapon automatically hits its target.					
Krieg combat shotgun		tacking with this we				. , .					
- Solid shot	12"	Assault 2	4 apon, choo	0	1 1 1 1 1 1	ones below.					
- 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	l					
Krak grenade	6"	Grenade 1	6	-1	D3	-					
Melta bomb	4"	Grenade 1	8	-4	D6	-					
WARGEAR OPTIONS	 The Watchmaster may replace their Krieg combat shotgun with an item from the <i>Death Korps of Krieg Ranged Weapons</i> list. The Watchmaster may replace their chainsword with an item from the <i>Death Korps of Krieg Melee Weapons</i> list. The Watchmaster may take melta bombs. One Engineer may carry a vox-caster. Up to two Engineers may replace their Krieg combat shotguns with an item from the <i>Death Korps of Krieg Special Weapons</i> list. Two other Engineers may form a Death Korps Engineer Weapons Team with a heavy flamer or mole launcher. 										
ABILITIES	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 na	oe 56								
FACTION KEYWORDS		t of Sacrifice: See pa	-	M. DE	атн к	ORPS OF KRIEG					

	I	DF	TH)RI			мм	ISSAR	
	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				vith a las						
VEAPON	RANGE	TYP			S	AP	D	ABILI	ES	
Laspistol	12"		tol 1		3	0	1	-		
Frag grenade Krak grenade	6" 6"		enade D6 enade 1		3	0	1 D3	_		
VARGEAR OPTIONS				ace its las	•				ath Korts of Krieg I	Ranged Weapons list.
									f Krieg Melee Weapo	
BILITIES	The Cu	lt of Sa	crifice: S	ee page 5	56.		21	1.		
	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.									
			cution: F						hin 6" of a COMM	ISSAR can never lose more
ACTION KEYWORDS					_			1000		KORPS OF KRIEG
KEYWORDS .	CHAR	RACTE	R, INFA	ANTRY,	, COM	IMISS	AR, DE	EATH K	ORPS COMMIS	SAR
AME	M	QU WS	JAR' BS	TTER S	RM.	AST W	NER A			
AWE Death Korps		wa	60	a	•	W	A	LU	av	
Iedicae-servitor	6"	5+	5+	3	3	1	1	6	4+	
anth Van										
Quartermaster Revenant	6"	3+	3+	3	3	2	2	7	4+	
Quartermaster Revenant This unit contains 1 Deat Medicae-servitors (Powe The Death Korps Quarter The Death Korps Medica	h Korps (r Rating rmaster R e Servitor	Quarter +1). Revenan rs are ar	master R t is armed med with	d with a	and 2 I hot-sho	Death K ot laspis els.	orps Me	edicae-se grenade	vitors. It can incluc	
Quartermaster Revenant This unit contains 1 Deat Medicae-servitors (Powe The Death Korps Quarter The Death Korps Medica	h Korps (r Rating rmaster R le Servitor RANGE	Quarter +1). Revenan rs are ar TYP	master R t is armee med with	d with a	and 2 I hot-sho al scalpo S	Death K ot laspis els. AP	orps Me tol, frag	edicae-se	vitors. It can incluc	
Quartermaster Revenant This unit contains 1 Deat Medicae-servitors (Powe The Death Korps Quarter The Death Korps Medica VEAPON	h Korps (r Rating rmaster R e Servitor	Quarter +1). Revenan rs are ar TYP	master R t is armed med with	d with a	and 2 I hot-sho al scalpo	Death K ot laspis els.	orps Me tol, frag	edicae-se grenade ABILIT -	vitors. It can incluc s, krak grenades and ES	l carries a medi-pack.
Quartermaster Revenant This unit contains 1 Deat Medicae-servitors (Powe The Death Korps Quarter The Death Korps Medica FAPON Hot-shot laspistol Medical scalpels	th Korps (r Rating rmaster R te Servitor RANGE 6" Melee	Quarter +1). Revenan rs are ar TYP Pist Me	master R t is armee rmed with E col 1 lee	d with a h medica	and 2 I hot-sho al scalpo S	Death K ot laspis els. AP -2 0	torps Me tol, frag 1 1	edicae-se grenade ABILIT – This v	vitors. It can incluc s, krak grenades and ES	l carries a medi-pack.
Quartermaster Revenant This unit contains 1 Deat Medicae-servitors (Powe The Death Korps Quarter The Death Korps Medica VEAPDN Hot-shot laspistol Medical scalpels Frag grenade	th Korps (r Rating rmaster R te Servitor RANGE 6" Melee 6"	Quarter +1). Revenan rs are ar TYP Pist Me ⁱ Gre	master R t is armee med with E tol 1 lee enade D6	d with a h medica	and 2 I hot-sho al scalpo S 3 User 3	Death K ot laspis els. AP -2 0 0	forps Me tol, frag 1 1 1	edicae-se grenade ABILIT - This v VEH	vitors. It can incluc s, krak grenades and ES reapon wounds on a	l carries a medi-pack.
Quartermaster Revenant This unit contains 1 Deat Medicae-servitors (Powe The Death Korps Quarte: The Death Korps Medica VEAPON Hot-shot laspistol Medical scalpels Grag grenade Krak grenade	th Korps (r Rating rmaster R te Servitor RANGE 6" Melee 6" 6" • The C <i>Rang</i>	Quarter +1). Revenan rs are ar Pist Me Gre Gre Quarter red Wea	master R t is armed med with E col 1 lee enade D6 enade 1 master R pons list.	evenant d with a h medica	and 2 I hot-sho al scalpo S 3 User 3 6 may re	Death K ot laspis els. AP -2 0 0 -1 place th	forps Me tol, frag 1 1 1 03 teir hot-s	edicae-se grenade ABILIT - This v VEH - Shot lasp	rvitors. It can includ s, krak grenades and ES veapon wounds on a CLE, in which case stol with an item fre	2+, unless it is targeting a it wounds on a 6+. om the <i>Death Korps of Krieg</i>
Quartermaster Revenant This unit contains 1 Deat Medicae-servitors (Powe The Death Korps Quarter The Death Korps Medica VEAPON Hot-shot laspistol Medical scalpels Frag grenade Krak grenade VARGEAR OPTIONS	th Korps (r Rating rmaster R te Servitor RANGE 6" Melee 6" 6" 6" • The (<i>Rang</i> • The (Quarter +1). Revenan rs are ar Pist Me Gre Gre Quarter red Wea, Quarter	master R t is armed med with E col 1 lee enade D6 enade 1 master R pons list.	evenant d with a h medica evenant	and 2 I hot-she al scalpe S 3 User 3 6 may re may ch	Death K ot laspis els. AP -2 0 0 -1 place th	forps Me tol, frag 1 1 1 03 teir hot-s	edicae-se grenade ABILIT - This v VEH - Shot lasp	rvitors. It can includ s, krak grenades and ES veapon wounds on a CLE, in which case stol with an item fre	l carries a medi-pack. a 2+, unless it is targeting a it wounds on a 6+.
Quartermaster Revenant This unit contains 1 Deat Medicae-servitors (Powe The Death Korps Quarter The Death Korps Medica VEAPON Hot-shot laspistol Medical scalpels Frag grenade Krak grenade VARGEAR OPTIONS	th Korps (r Rating rmaster R le Servitor RANGE 6" Melee 6" 6" • The C <i>Rang</i> • The C The Cu Medi-p model. one mo	Quarter +1). Revenan rs are ar Pist Me Gree Quarter red Wea, Quarter It of Sac sack: At Select a del in tl del slain	master R t is armed med with E col 1 lee enade D6 enade 1 master R pons list. master R crifice: So the end of friendly he unit re n earlier i	evenant d with a h medica evenant evenant ee page 5 of any of DEATH ecovers a	and 2 I hot-she al scalpe S 3 User 3 6 may re may ch 56. Your M KORE wound	Death K ot laspis els. AP -2 0 0 -1 place th toose or foveme PS OF K l it lost	forps Me tol, frag 1 1 1 D3 teir hot-s ne item f nt phase CRIEG I earlier in	edicae-se grenade ABILIT – This v VEH shot lasp From the es, a mod NFANT n the bat	vitors. It can includ , krak grenades and ES reapon wounds on a CLE, in which case stol with an item fr Death Korps of Krieg el with a medi-pack XY unit within 3" an le (if the unit has a	carries a medi-pack. 2+, unless it is targeting a it wounds on a 6+. om the <i>Death Korps of Krieg</i>
Medicae-servitors (Powe	th Korps (r Rating rmaster R es Servitor RANGE 6" Melee 6" 6" • The C Rang • The C Medi-p model. one mo once in Mindlo	Quarter +1). Revenan rs are ar TYP Pist Me ⁱ Gree Gree Quarter red Wea Quarter It of Sa vack: At Select a del in th del slain each tu vack: Ser	master R t is armed remed with E col 1 lee enade D6 enade 1 master R pons list. master R crifice: So the end of friendly he unit ren earlier i rn.	evenant d with a h medica evenant evenant ee page 5 of any of DEATH ecovers a in the ba	and 2 I hot-she al scalpo S 3 User 3 6 may re may ch 56. Your M KORH wound ttle is re	Death K ot laspis els. AP -2 0 0 -1 place th toose or Aoveme PS OF K l it lost eturned	forps Me tol, frag 1 1 1 0 1 0 1 0 1 0 1 0 1 0 1 0 1 0 1	edicae-se grenade ABILIT – This v VEH Shot lasp From the es, a mod NFANT n the batt init inste	evitors. It can includ s, krak grenades and ES reapon wounds on a CLE, in which case stol with an item fr Death Korps of Krieg el with a medi-pack Y unit within 3" ar le (if the unit has a id). A unit can only	l carries a medi-pack. a 2+, unless it is targeting a it wounds on a 6+. om the <i>Death Korps of Krieg</i> g <i>Melee Weapons</i> list. can attempt to heal a single d roll a D6. On a roll of 4+, Wounds characteristic of 1, be the target of this ability their Leadership value to 9,
Quartermaster Revenant This unit contains 1 Deat Medicae-servitors (Powe The Death Korps Quarter The Death Korps Medica VEAPON Hot-shot laspistol Medical scalpels Frag grenade Krak grenade VARGEAR OPTIONS	th Korps (r Rating rmaster R te Servitor RANGE 6" 6" • The C The Cu Medi-p model. one mo once in Mindlo whilst t Vitae M CAVAL	Quarter +1). Revenan rs are ar TYP Pist Me: Gree Quarter red Wea Quarter It of Sac vack: At Select a del in th del slain each tu ock: Ser hey are Intris: I RY uni	master R t is armee med with E tol 1 lee enade D6 enade 1 master R pons list. master R crifice: So the end of friendly he unit re n earlier i rn. vitors imp within 6 Each time t within 6	evenant d with a h medica h medica evenant evenant evenant ee page 5 of any of DEATH ecovers a in the ba prove bo " of any f e a frienc 6" suffers	and 2 I hot-sho al scalpo S 3 User 3 6 may re may ch 56. Your M KORF Wound ttle is re study DEA s a wound	Death K ot laspis els. AP -2 0 0 -1 place th toose or Aoveme PS OF K l it lost eturned r Weapor DEAT ATH KO nd, roll	forps Me tol, frag 1 1 1 0 3 eir hot-s ne item f nt phase CRIEG II earlier ir to the u on Skill a H KORI DRPS O a D6. On	edicae-se grenade ABILII - This v VEH - shot lasp from the ss, a mod NFANT n the batt init inste and Balli PS QUAL F KRIEC n a 6, it i	evitors. It can includ s, krak grenades and ES reapon wounds on a CLE, in which case stol with an item fr Death Korps of Krieg el with a medi-pack Y unit within 3" an le (if the unit has a id). A unit can only stic Skill to 4+, and ETERMASTER RE E INFANTRY or DI	a 2+, unless it is targeting a it wounds on a 6+. om the <i>Death Korps of Krieg</i> <u>g Melee Weapons list.</u> can attempt to heal a single d roll a D6. On a roll of 4+, Wounds characteristic of 1, be the target of this ability their Leadership value to 9, VENANT . EATH KORPS OF KRIEG d the wound is not lost. A u
Quartermaster Revenant This unit contains 1 Deat Medicae-servitors (Powe The Death Korps Quarter The Death Korps Medica VEAPON Hot-shot laspistol Medical scalpels Frag grenade Krak grenade VARGEAR OPTIONS	th Korps (r Rating rmaster R le Servitor RANGE 6" Melee 6" • The C Rang • The C Medi-p model. one mo once in Mindlo whilst t Vitae M CAVAL cannot	Quarter +1). Revenan rs are ar Pist Me Gree Gree Quarter red Wea, Quarter It of Sac sack: At Select a del in th del slain each tu pck: Ser hey are Inrtis: I RY uni use bott	master R t is armed med with E col 1 lee enade D6 enade 1 master R pons list. master R crifice: So the end of friendly he unit re n earlier i rn. vitors imp within 6 Each time t within 6	evenant d with a h medica evenant evenant ee page 5 of any of DEATH ecovers a in the ba prove bo " of any f e a frience 6" suffers d the Aug	and 2 I hot-she al scalpe S 3 User 3 6 may re may ch 56. Your M KORE twound the is re oth their friendly dly DEA s a woung gmente	Death K ot laspis els. AP -2 0 0 -1 place th toose or S OF K l it lost eturned r Weapor DEAT ATH KC nd, roll d Mour	forps Me tol, frag 1 1 1 1 3 eir hot-s ne item f nt phase RIEG II earlier in to the u on Skill a H KORI DRPS OI a D6. On the ability	edicae-se grenade ABILIT – This v VEH – shot lasp from the es, a mod NFANT n the batt unit inste and Balli PS QUAL F KRIEC n a 6, it i	evitors. It can includ s, krak grenades and ES reapon wounds on a CLE, in which case stol with an item fr Death Korps of Krieg el with a medi-pack XY unit within 3" an le (if the unit has a id). A unit can only etic Skill to 4+, and ETERMASTER RE E INFANTRY or DI gnores the injury an	a 2+, unless it is targeting a it wounds on a 6+. om the <i>Death Korps of Krieg</i> <u>g Melee Weapons list.</u> can attempt to heal a single d roll a D6. On a roll of 4+, Wounds characteristic of 1, be the target of this ability their Leadership value to 9, VENANT . EATH KORPS OF KRIEG d the wound is not lost. A u

		No. A.			N.G.M.						
6	D	EA' C	ГH ОМ	KO MA	RP NI	S D) S(EA ' QU A	TH ADH	RIDER RON		
NAME	Μ	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	TYP			S	AP	0	ABILIT	IES		
Death Korps Death Rider V	Veterans										
Laspistol	12"	Pist	ol 1		3	0	1	-			
Death Korps hunting lance	Melee	Mel	ee		+2	-2	D3		del may only attack with this weapon on a turn in n it has charged.		
Frag grenade	6"	Gre	Grenade D6		3	0	1	٦			
Krak grenade	6"	Gre	nade 1		6	-1	D3	-			
Krieg Steed											
Savage claws	Melee	Mel	ee		4	0	1	attack	a model on this mount makes its close combat s, you can attack with its mount. Make two tonal attacks using this weapon's profile.		
WARGEAR OPTIONS	• None			141		14.79	1.12	6. 19			
ABILITIES	The Cul	t of Sac	rifice: S	ee page	56.		18.20				
	Augmen On a 5+								ound from an attack with a Strength of 4 or less.		
	Warstri	der: Th	is mode	l does no	ot suffer	any per	nalty to i	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 these units can join the battle – set them all up so that all models in these units are within 7" of a battlefield edge of your choice and more than 9" from any enemy models.										
FACTION KEYWORDS	IMPEF	RIUM,	ASTR	A MILI	TARUI	M, DE	ATH K	ORPS (OF KRIEG		
KEYWORDS	CAVAL	RY, D	EATH	RIDEF	RS, DEA	АТН К	ORPS	DEATH	I RIDER COMMAND SQUADRON		

		DEA	\T F	DE/ I RI	ATI IDE	H K R (COR CON	.PS MM	ISSAR				
NAME	М	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 Ride Steed which attacks with sa			single m	odel arm	ned with	ı a laspi	stol, cha	insword	l, frag grenades, krak grenades, and rides a Krieg				
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES				
Death Korps Death Rider	Commiss	ar											
Bolt pistol	12"	Pist	ol 1		4	0	1	-					
Laspistol	12"	Pist	ol 1		3	0	1	-					
Plasma pistol	When attacking with this weapon, choose one of the profiles below:												
- Standard	12"	Pist	ol 1		7	-3	1	-					
- Supercharge	12"	Pist	Pistol 1		8	-3	2	On a	hit roll of a 1, the bearer is slain.				
Chainsword	Melee	Mel	Melee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.				
Frag grenade	6"	Gre	Grenade D6		3	0	1	٦					
Krak grenade	6"	Gre	nade 1		6	-1	D3	-					
Krieg Steed													
Savage claws	Melee	Mel	ee		4	0	1	attac	r a model on this mount makes its close combat ks, you can attack with its mount. Make two tional attacks using this weapon's profile.				
WARGEAR OPTIONS	• The l		orps De	ath Ride					eir laspistol for a bolt pistol or plasma pistol. chainsword with an item from the <i>Death Korps</i> o				
ABILITIES	The Cu	lt of Sac	rifice: S	See page !	56.	1.8.	i light	1. je . la					
		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.											
	Warstri	ider: Th	is mode	l does no	ot suffer	any per	nalty to i	its move	e when charging into terrain features.				
		Aura of Discipline: All friendly DEATH KORPS OF KRIEG units within 6" of a Death Korps Death Rider Commissar can use the Death Korps of Krieg Death Rider Commissar's Leadership value instead of their own.											
									ithin 6" of a Death Korps Death Rider Commissar failed Morale test.				
FACTION KEYWORDS									ECTUS, DEATH KORPS OF KRIEG				
KEYWORDS	CHAR	ACTER,	CAVAI	RY, OF	FICER,	DEAT	H RIDE	RS, DE	ATH KORPS DEATH RIDER COMMISSAR				

		N.S.A.		1992							
5 		DE	AT]	DE H P	AT] ND	H K ER	(OR SQU	IPS UAI	DRON		
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Death Korps Death Rider	10"	3+	4+	3	4	2	2	6	4+		
Death Korps Ridemaster	10"	3+	4+	3	4	2	3	7	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	Ē		S	AP	D	ABILI	TIES		
Death Korps Death Rider a		master									
Laspistol	12"	Pisto	ol 1		3	0	1	-			
Death Korps hunting lance	Melee	Mele	ee		+2	-2	D3		odel may only a h it has charged	attack with this we d.	apon on a turn in
Frag grenade	6"	Gre	nade D6	5	3	0	1	٦			
Krak grenade	6"	Gre	enade 1		6	-1	D3	-			
Krieg Steed											
Savage claws	Melee	Mele	.ee		4	0	1	attac	ks, you can atta	nis mount makes its ack with its mount using this weapon's	. Make two
WARGEAR OPTIONS										orps of Krieg Ranged lee Weapons list.	d Weapons list and
ABILITIES	The Cu	lt of Sac	crifice: S	see page	: 56.		202		N. C. A		
	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	IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG
KEYWORDS	CAVALRY, DEATH RIDERS, DEATH KORPS DEATH RIDERS SQUADRON

	ATH KORPS
HEAVY V	WEAPONS SQUAD

NAME	М	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 1	Korps Hea	avy Wea	pon Tean	ns. Each	n mode	l is arme	ed with l	asguns, f	frag grenades and krak grenades.		
WEAPON	RANGE	TYPI			S	AP	D	ABILIT	IES		
Lasgun	24"	Rap	id Fire 1		3	0	1	-			
Frag grenade	6"	Gre	nade D6		3	0	1	7			
Krak grenade	6"	Gre	nade 1		6	-1	D3	-			
WARGEAR OPTIONS	• Each	model	nust take	e an iten	n from	the Dea	th Korps	of Krieg	Heavy Weapons list.		
ABILITIES	The Cu	The Cult of Sacrifice: See page 56.									
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MILI	FARU	M, DE	АТН К	ORPS (OF KRIEG		
KEYWORDS	INFANTRY, DEATH KORPS HEAVY WEAPONS SQUAD										

	DAMAGE Some of a Death Kon Leman Russ Battle T change as it suffers of	ank's cha	racteristics											
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv	change as it suffers damage in battle, as shown below:				
Leman Russ Mars-Alpha	*	6+	*	7	8	12	*	7	3+	REMAINING W	М	BS	A	
This unit contains 1 Death 1 additional Leman Russ Ba Mars-Alpha Leman Russ Ba a battle cannon and a heavy	attle Tank attle Tanks	(Power	Rating -	+12) or	r 2 additi	ional De	eath Kor	ps of Kri		7-12+ 4-6 1-3	10" 7" 4"	4+ 5+ 6+	3 D3 1	
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES					
Battle cannon	72"	Hea	wy 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	this v	veapon's	cking units with 5 or more models, change is Type to Heavy D6.				
Eradicator nova cannon	36"	5" Heavy D6			6	-2	D3			attacked by this weapon do not gain any bonus to aving throw for being in cover.				
Executioner plasma cannon		ttacking	g with thi	is weap	oon, choo	ose one	of the p	ofiles be	low:					
- Standard	36"	Hea	wy D6		7	-3	1	7						
- Supercharge	36"	Hea	wy D6		8	-3	2	suffer	s D6 m	one or more hit rolls of a 1, the bearer fortal wounds after all of this weapon's shots solved				
Exterminator autocannon	48"	Hea	wy 4		7	-1	2	-						
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-						
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	weapon	automatically hits its ta	arget.		1	
Heavy stubber	36"	Hea	ivy 3		4	0	1	-						
Hunter-killer missile	48"	Heavy 1			8	-2	D6		Each hunter-killer missile can only be fired once per battle.			nce per		
Lascannon	48"	Hea	wy 1		9	-3	D6	-						
Multi-melta	24" Heavy 1			8	-4	D6	two d	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 a	ttacking	g with thi	is weap	on, cho	ose one	of the p	ofiles be	low:				1	
- Standard	36"	Hea	wy D3		7	-3	1	7						
- Supercharge	36"	Hea	wy D3		8	-3	2			of 1, the bearer is slain after all of this ot have been resolved.				
Punisher gatling cannon	24"	Hea	wy 20		5	0	1	-						
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-					3	
Twin lascannon	48"	Hea	avy 2		9	-3	D6	-						
Vanquisher battle cannon	72"	Hea	wy 1		8	-3	D6			e when inflicting damaş the lower result.	ge with th	is weapon		
WARGEAR OPTIONS	Dem Punis • Any r • Any r • This	olisher o sher gat model n model n model n	cannon, l ling canr nay repla	Eradica non, tw .ce its h two he a hunte	ator nova vin lasca neavy bo avy bolte er-killer	a cannon nnon, o lter with ers, two missile.	n, Execu r a Vanc a heavy heavy fl	tioner p uisher b flamer, amers, t	lasma c attle ca multi-r wo mul	annon with co-axial sto cannon, Exterminator a nnon with co-axial hea melta, lascannon or plas ti-meltas or two plasma	utocanno vy stubbe sma canno	n, r.		

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.

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• 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
- IARANTOLA BATTERT
 Imperial Armour Index: Forces of the Astra Militarum
 CYCLOPS DEMOLITION VEHICLE
- Imperial Armour Index: Forces of the Astra Militarum • THUNDERBOLT HEAVY FIGHTER
- InfortableDoll 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!

000

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

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

Melee Weapons

- Power sword
- Power fist

2)			
5 DWE	EIVCIAN	COMPANY	CON
OWER	ELISIAN	COMPANI	CON

									MANDER
NAME	М	WS	BS	S	I	W	A	Ld	Sv
Elysian Company Commander	6"	3+	3+	3	3	4	3	9	5+
An Elysian Company C	ommander is	s a single	model a	rmed wi	th a las	spistol ar	d frag	grenades	3.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES
Laspistol	12"	Pist	ol 1		3	0	1	-	
Frag grenade	6"	Gre	nade D6		3	0	1	7	
Krak grenade	6"	Gre	nade 1		6	-1	D3	_	
WARGEAR OPTIONS	• This	model n		ce their	laspisto				Melee Weapons list. the Elysian Drop Troops Ranged Weapons list.
ABILITIES	Iron D Morale	iscipline tests.		endly El					s within 6" of this model may re-roll failed
	Refrac	tor Field	l: This mo	odel has	a 5+ ir	vulnera	ole save	•	
			This mo r before a					nand abi	lity twice in each of your turns. Resolve the effects
	Voice o	of Comn	nand: See	e page 72	2.				
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MILIT	ARU	M, ELY	SIAN	DROP '	TROOPS
			R, INFA						

	J	ELY	SIA	N	LOF	RD_	CO	MN	IISSAR
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	el armed	with a	a bolt pist	ol, frag	grenade	s and kr	rak grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Boltgun	24"	Rap	id Fire 1		4	0	1	-	
Frag grenade	6"	Gre	nade D6		3	0	1	٦	
Krak grenade	6"	Gre	nade 1		6	-1	D3	_	
WARGEAR OPTIONS		model r							os Melee Weapons list. In the Elysian Drop Troops Ranged Weapons list or
ABILITIES	Commi	ssar's Le		o inste	lly ELYSL ad of thei		OP TRO	DOPS u	nits within 6" of a COMMISSAR can use the
	Iron Di Morale		e: Any fr	iendly	ELYSIAN	N DRO	P TROC	OPS unit	ts within 6" of this model may re-roll failed
	Refract	or Field	l: This m	odel ł	nas a 5+ ir	vulnera	able save	e.	
					l y ASTRA any failed			units w	rithin 6" of a COMMISSAR can never lose more
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	A MII	LITARU	M, OF	FICIO	PREFE	ECTUS, ELYSIAN DROP TROOPS
KEYWORDS	CHAR	ACTE	R, INFA	ANTE	RY, COM	IMISS	AR, EI	YSIAN	LORD COMMISSAR

	ELY	SIA	N]	DR	OP	TR	OC	PE	R 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 SerEach Guardsman is aThe Sergeant is armed	rmed with a	lasgun a	nd frag		·S.				
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	-	
Plasma pistol	When a	ttacking	g with th	is weap	on, choo	ose one	of the p	rofiles be	elow:
- Standard	12"	Pist	ol 1		7	-3	1	_	
- Supercharged	12"	Pist	ol 1		8	-3	3		hit roll of a 1, the bearer is slain after all of this pon's shots have been resolved.
Breacher charge	Melee	Mel	ee		*	*	*	phase dice. unit i	odel with a breacher charge may use it in the Fight e instead of attacking normally. If it does this, roll a On a 4+, it inflicts D3 mortal wounds on one ener in the fight; if this is a VEHICLE, BUILDING or a NSTER , it will instead inflict D6 mortal wounds,
Power sword	Melee	Mel	ee		User	-3	1	-	•
Frag grenade	6"	Gre	nade D6		3	0	1	٦	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• One • One • The S • The S	other G other G Sergeant Sergeant	nan may uardsma uardsma may tak may exe may tak	n may i n may t ce a pow change l	replace h cake a br ver swor his laspic	iis lasgu eacher d. s tol for	charge.		n from the Elysian Drop Troops Special Weapons I
ABILITIES			ee page 7		10		33.95	as a	State State of the State of State
									vox-caster when using their Voice of Command et unit also contains a vox-caster.
FACTION KEYWORDS							-		TROOPS
KEYWORDS			ELYSIA						

ELYSIAN SPECIAL WEAPONS SQUAD

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Guardsman	6"	4+	4+	3	3	1	1	7	5+
This unit contains 6 Gua	rdsmen. Eac	h mode	el is armo	ed with	a lasgun	and fra	g grena	des.	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Lasgun	24"	Rap	oid Fire 1	L	3	0	1	-	
Breacher charge	Melee	Me	lee		*	*	*	phase dice. unit i	odel with a breacher charge may use it in the Fight e instead of attacking normally. If it does this, roll a On a 4+, it inflicts D3 mortal wounds on one enemy in the fight; if this is a VEHICLE, BUILDING or a VSTER , it will instead inflict D6 mortal wounds
Frag grenade	6"	Gre	nade De	5	3	0	1	٦	
WARGEAR OPTIONS	• Three	e model	s must t	ake on	e option	from the	e Elysian	Drop Ti	roops Special Weapons list or a breacher charge.
ABILITIES	Aerial I	Drop: S	ee page	72.	1226.3				
FACTION KEYWORDS	IMPER	RIUM,	ASTR	A MIL	ITARU	M, ELY	SIAN	DROP	TROOPS
KEYWORDS	INFAN	TRY,	ELYSIA	N SP	ECIAL	WEAP	ONS S	QUAD	

		ELYSIA	N VE	TE	RAI	N SO	OUAD
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 VeteraEach Veteran is armedThe Sergeant is armed veteran is armed veterant is armed veterant is armed veterant veteran	with a lasgu	in, frag grenades :					
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES
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 Stree	e target is within half range, add 1 to this weapon's ngth.
Breacher charge	Melee	Melee	*	*	*	phas dice. unit	odel with a breacher charge may use it in the Fight e instead of attacking normally. If it does this, roll a On a 4+, it inflicts D3 mortal wounds on one enem in the fight; if this is a VEHICLE, BUILDING or a NSTER , it will instead inflict D6 mortal wounds,
Frag grenade	6"	Grenade D6	3	0	1	7	*
Krak grenade	6"	Grenade 1	6	-1	D3	_	
WARGEAR OPTIONS	 One V Up to Weap One C Two C Heavy One C The S 	ons list. other Veteran may other Veterans may <i>Weapons</i> list. other Veteran may ergeant may take	a vox-caster. ans may repl 7 take a heavy 19 form a Vete 7 take a breac one option fr	ace their flamer. eran We her char om the	r lasgun apons Te ge. <i>Elysian</i> I	with an eam who Drop Tro	option from the <i>Elysian Drop Troops Special</i> o must take one item from the E <i>lysian Drop Troops</i> oops Melee Weapons list. n the Elysian Drop Troops Ranged Weapons list.
ABILITIES		Drop: See page 72			- an opt		
	Vox-cas	ter: If a friendly (OFFICER is v				vox-caster when using their Voice of Command et unit also contains a vox-caster.
FACTION KEYWORDS		RIUM, ASTRA					
KEYWORDS		TRY, ELYSIAN				1	and the second s

									_
NAME	М	WS	BS	S	T	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 r	nodel is	armed	with a la	asgun an	d frag g	renades		the man and the second
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Lasgun	24"	Rap	oid Fire	1	3	0	1	-	
Laspistol	12"	Pist	ol 1		3	0	1	-	
Frag grenade	6"	Gre	nade De	5	3	0	1	٦	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
	AnyEvery	other V y model	may tal	ke krak	lace thei grenade		n with ar	n option	from the Elysian Drop Troops Special Weapons li
ABILITIES	Any Every Aerial I Medi-p model. model i	other Voy y model Drop: S pack: At Select a n the un slain ear	eterans i may tal ee page the end friendly nit recov	ke krak 72. of any o ELYSL vers a wo	grenade of your M AN DRC ound it l	s. Moveme DP TRC ost earli	nt phase OOPS IN er in the	es, a moo IFANTR e battle (from the <i>Elysian Drop Troops Special Weapons</i> li del with a medi-pack can attempt to heal a single XY unit within 3" and roll a D6. On a roll of 4+, c if the unit has a Wounds characteristic of 1, one . A unit can only be the target of this ability once
ABILITIES	Any Every Aerial I Medi-p model, model s each tui Elysian	other Voy model Drop: S Pack: At Select a n the un slain ear rn. Drop 7	the end friendly nit recov lier in the	ke krak 72. of any o ELYSL vers a wo ne battle Regime	grenade of your M AN DRO ound it l e is retur ntal Star	s. Moveme OP TRO ost earli ned to t ndard: A	nt phase OOPS IN er in the he unit i	es, a moo IFANTR battle (instead). dly ELYS	del with a medi-pack can attempt to heal a single XY unit within 3" and roll a D6. On a roll of 4+, c if the unit has a Wounds characteristic of 1, one
ABILITIES	Any Every Aerial I Medi-p model. model i model i model s each tur Elysian Leaders Vox-case	other V y model Drop: S pack: At Select a n the un slain ear rn. Drop T ship whi ster: If a	eterans i may tal ee page the end friendly nit recov lier in the Groops I list they friendly	ke krak 72. of any of ELYSL rers a wo ne battle Regimen are with y OFFIO	grenade of your M AN DRC ound it l e is retur ntal Stan nin 6" of CER is v	s. Moveme DP TRC ost earli ned to t ndard: <i>A</i> a unit w vithin 3'	nt phass OOPS IN er in the he unit i All friend vith an E	es, a moo IFANTR battle (Instead). Ily ELYS Ilysian D it with a	del with a medi-pack can attempt to heal a single AY unit within 3" and roll a D6. On a roll of 4+, c if the unit has a Wounds characteristic of 1, one A unit can only be the target of this ability once
ABILITIES FACTION KEYWORDS	 Any Every Aerial I Medi-p model. model i model s each tur Elysian Leaders Vox-cas ability, y 	other V. y model Drop: S ack: At Select a n the us slain ear rn. Drop T ship whi ster: If a you may	eterans 1 may tal ee page the end friendly nit recov lier in th Groops I list they friendly extend	ke krak 72. of any of ELYSL vers a wo ne battle Regimen are with y OFFIG the ran	grenade of your 1 AN DR ound it 1 e is retur ntal Stan nin 6" of CER is v ge of the	s. Moveme DP TRC ost earli ned to t ndard: <i>A</i> a unit w within 3' e order t	nt phase OOPS IN er in the he unit i All friend vith an E ' of a un o 18" if t	es, a moo IFANTR e battle (instead). dly ELYS clysian D it with a the targe	del with a medi-pack can attempt to heal a single AY unit within 3" and roll a D6. On a roll of 4+, of if the unit has a Wounds characteristic of 1, one A unit can only be the target of this ability once SIAN DROP TROOPS units add 1 to their Drop Troops Regimental Standard. vox-caster when using their Voice of Command

E] (3)									
-tower		ELY	(SL)	IN	DR	OP	SEI	NT	INELS
NAME	М	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	TYP	E		S	AP	D	ABILIT	TIES
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-	
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	weapon automatically hits its target.
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6	Each battle	hunter-killer missile can only be fired once per e.
Multi-melta	24"	Hea	ivy 1		8	-4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.
WARGEAR OPTIONS					heavy bol ter-killer		n a heavy	flamer	or a multi-melta.
ABILITIES	Aerial l	Drop: S	ee page	72.	12.32		15.24	in Serie	
					uced to 0 n 3" suffer				re removing it from the battlefield. On a 6+ it
	9". It ca	nnot en	d this m	ove wi		any ene	emy mod		he first turn begins, you can move this unit up to oth players have units that can do this, the player
		aunche							apons in the Shooting phase, this model can use its your opponent must subtract 1 from any hit rolls
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MII	ITARU	M, ELY	SIAN I	DROP	TROOPS
KEYWORDS	VEHIC	CLE, E	LYSIAN	N DRO	OP SEN'	TINEL	S	1-1-1	

ELYSIAN PLATOON COMMANDER

NARAE	B.A.	wn	nn		т	W	•	1.4	0
NAME	М	WS	BS	S		W	A	Ld	Sv
Elysian Platoon Commander	6"	3+	3+	3	3	3	3	8	5+
An Elysian Platoon Comm	ander is a	single n	nodel arr	ned wi	th a lasp	istol and	l frag gro	enades.	
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	7	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
Melta bomb	4"	Gre	nade 1		8	-4	D6	-	
	• This	model r		krak g	renades.		one optio	on from	the Elysian Drop Troops Ranged Weapons list.
ABILITIES	Iron Di Morale Refract	scipling tests. or Field		iendly i odel ha	as a 5+ ir				s within 6" of this model may re-roll failed
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MIL	ITARU	M, ELY	SIAN	DROP	TROOPS
KEYWORDS	CHAR	ACTE	R INFA	NTR	V OFF	CFR	FIYSIA	N PI A	ATOON COMMANDER

3 Junto		E	LYS	IAN	I SI	NIP	ER	SQ	UAD
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Elysian Sniper Team	6"	4+	3+	3	3	2	2	7	5+
This unit contains 3 Elysi	an Sniper Te	eams. E	ach mod	lel is arr	ned wit	h a snipe	er rifle, l	asgun ar	nd frag grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Lasgun	24"	Rap	oid Fire 1	-	3	0	1	-	
Sniper rifle	36"	Hea	avy 1		4	0	1	CHA unit,	odel firing a sniper weapon can target an enemy RACTER 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 De	5	3	0	1	٦	
WARGEAR OPTIONS	• None	2.	2.1.1	18.1	1998				Let a let
ABILITIES	Aerial I	Drop: S	ee page ?	72.		1.1			
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MILI	TARU	M, ELY	SIAN	DROP	TROOPS
KEYWORDS	INFAN	TRY,	ELYSIA	N SNI	PER S	QUAD		1.1.1	and a straight and a straight a

ELYSIAN HEAVY WEAPONS SQUAD

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Elysian Weapons Team	6"	4+	4+	3	3	2	2	7	5+
This unit contains 3 Elysian	Weapons	Teams.	Each mo	odel is an	med w	vith a las	gun and	l frag gro	enades.
WEAPON	RANGE	TYP	Ε		S	AP	0	ABILIT	IES
Lasgun	24"	Rap	id Fire 1		3	0	1	-	
Frag grenade	6"	Gre	nade D6		3	0	1	٦	
WARGEAR OPTIONS	• Each	model	must take	e one opt	tion fro	om the E	Elysian I	Drop Tro	ops Heavy Weapons list.
ABILITIES	Aerial I	Drop: Se	ee page 7	2.			Plant.		
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MILIT	ARU	M, ELY	SIAN	DROP	TROOPS
KEYWORDS	INFAN	TRY,	ELYSIA	N HEA	VY W	EAPO	NS SQ	UAD	

	I			RII	E Sk	(Y '	TAI	LON		DAMAGE Some of a Valkyrid change as it suffer shown below:		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Valkyrie Sky Talon	*	6+	*	7	7	14	3	7	3+	8-14+	20"-45"	4+
A Valkyrie Sky Talon is a	a single mode	el armec	l with a	heavy b	olter and	d two h	ellstrike	missiles.		4-7	20"-30"	5+
WEAPON	RANGE	TYP	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	٦				
WARGEAR OPTIONS			· ·						-	rocket pods. t can FLY, and can or		11.21.53
		ny emb	arked m	model		ed to 0	wounds			e removing it from th plosion and each un		
	before a D3 mor Grav-ch Sky Talo Models	ny emb tal wou nute Ins on has n that dis	arked m nds. e rtion: noved m embark	model odels d Models ore tha in this	is reduc isembar may dis n 20", yc manner	ed to 0 k. On a embark ou must must be	wounds 6, it cras from th roll a D e set up 1	shes in a is vehicl 6 for eac nore tha	fiery ex e at any h mode n 9" fro	plosion and each un point during its mov disembarking. On a m any enemy model	it within 6" s ve, but if the a 1, that mod s.	uffers Valkyrie
	before a D3 mor Grav-ch Sky Talo Models	ny emb tal wou nute Ins on has n that dis o Hit: Yo	arked m nds. ertion: noved m embark our oppo	model odels d Models ore tha in this	is reduc isembar may dis n 20", yc manner	ed to 0 k. On a embark ou must must be	wounds 6, it cras from th roll a D e set up 1	shes in a is vehicl 6 for eac nore tha	fiery ex e at any h mode n 9" fro	plosion and each un point during its mo disembarking. On a	it within 6" s ve, but if the a 1, that mod s.	uffers Valkyrie
	before a D3 mor Grav-ch Sky Talc Models Hard to Shootin Hover J characte	ny emb tal wou nute Ins on has n that dis o Hit: Yo ag phase let: Befo eristic b	arked m nds. ertion: noved m embark our oppo ore this n ecomes	models d Models d models d in this ponent m nodel m 20" unti	is reduc isembar may dis n 20", yc manner tust subt	ed to 0 k. On a embark ou must must be ract 1 fr your M d of the	wounds, 6, it cras from th roll a D e set up 1 rom hit 1 covement phase, a	shes in a is vehicl 6 for eac nore tha colls for a t phase, y nd it los	fiery ex e at any h mode n 9" fro attacks t you can	plosion and each un point during its mov disembarking. On a m any enemy model	it within 6" s we, but if the a 1, that mod s. l in the Its Move	uffers Valkyrie lel is slain.
	before a D3 mor Grav-ch Sky Tale Models Hard to Shootin Hover J characte abilities Superso the mod	ny emb rtal wou nute Ins on has n that dis o Hit: Yo g phase (et: Befo eristic b until th onic: Ea del move	arked m nds. ertion: . noved m embark our oppo ore this n ecomes e beginn ch time es) and t	models d Models d nore that in this p onent m nodel m 20" unti ning of this mo chen mo	is reduc isembarl may dis n 20", yc manner uust subt noves in il the end your new odel mov	ed to 0 k. On a embark ou must must be ract 1 fr your M d of the ct Move res, first nodel st	wounds, 6, it cras from th roll a D e set up r rom hit r ovement phase, a ement ph pivot it craight fo	shes in a is vehicl 6 for eac nore tha colls for a t phase, y nd it los hase. on the sp orwards.	fiery ex e at any h mode n 9" fro attacks t you can es the A poot up to Note th	plosion and each un point during its movel disembarking. On a m any enemy model that target this model declare it will hover.	it within 6" s we, but if the a 1, that mod s. l in the Its Move and Superso contribute to ain after the i	uffers Valkyrie lel is slain. onic how far nitial
TRANSPORT	before a D3 mor Grav-ch Sky Talo Models Hard to Shootin Hover J characte abilities Superso the moc pivot. W a dice.	ny emb tal wou nute Ins on has n that dis o Hit: Yo g phase let: Befo eristic b until th onic: Ea del move When th	arked m nds. ertion: noved m embark our oppo ore this n ecomes te beginn ch time es) and t is model	models d Models d in this in onent m nodel m 20" unti ning of this mo hen mo	is reduc isembarl may dis n 20", yc manner ust subt noves in il the end your nex odel mov ove the n ces, incr	ed to 0 k. On a embark ou must must be ract 1 fr your M d of the ct Move res, first nodel st ease its	wounds 6, it cras from the roll a D e set up i rom hit i phase, a ment ph pivot it craight fo Move ch	shes in a is vehicl 6 for eac more tha colls for a t phase, y and it los hase. on the sp orwards. haracteri	fiery ex e at any h mode n 9" fro attacks t you can es the A you tu Note th stic by 2	plosion and each un point during its movel disembarking. On a m any enemy model that target this model declare it will hover. Airborne, Hard to Hit o 90° (this does not contact	it within 6" s we, but if the a 1, that mod s. l in the Its Move and Superso contribute to ain after the i	uffers Valkyrie lel is slain. onic how far nitial
TRANSPORT FACTION KEYWORDS	before a D3 mor Grav-ch Sky Talc Models Hard to Shootin Hover J characte abilities Superso the moc pivot. W a dice. This mo	ny emb rtal wou nute Ins on has n that dis o Hit: Yo g phase det: Befo eristic b o until th onic: Ea del move When th	arked m nds. ertion: noved m embark our oppo ore this n ecomes the beginn ch time es) and t is model	s model odels d Models ore tha in this p onent m nodel m 20" unti ning of this mo hen mo Advan	is reduc isembar may dis n 20", yc manner uust subt noves in il the end your nex odel mov ove the n ces, incr	ed to 0 k. On a embark ou must must be ract 1 fr your M d of the ct Move res, first nodel st ease its	wounds, 6, it crass from the roll a D e set up r rom hit r ovement phase, a ement ph pivot it traight fo Move ch S or 2 E	shes in a is vehicl 6 for eac more tha colls for a t phase, y and it los hase. on the sp orwards. haracteri	fiery ex e at any h mode n 9" fro attacks t you can es the A pot up to Note th stic by 2 DROP	plosion and each un point during its movel disembarking. On a m any enemy model hat target this model declare it will hover. hirborne, Hard to Hit o 90° (this does not cont at it cannot pivot age 20" until the end of the SENTINELS.	it within 6" s we, but if the a 1, that mod s. l in the Its Move and Superso contribute to ain after the i	uffers Valkyrie lel is slain. onic how far nitial

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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
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- MEDUSA
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- Warhammer 40,000 Index: Imperium 2
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- MINOTAUR ARTILLERY TANK
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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

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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

0 00

000

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

3 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

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- 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

									NDER
NAME	M	WS	BS	S		W	A	Ld	Sv
Renegade Commander	6"	3+	3+	3	3	4	3	*	5+
This unit contains 1 Rer.The Renegade Comman				assaul	t weapon,	frag gr	enades	and eith	er a laspistol or autopistol.
WEAPON	RANGE	TYP			S	AP	D	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"	Assault 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		n 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 • This I Weap	gades an model r ons list	<i>id Hereti</i> nay exch	<i>cs Ran</i> ange t	ged Weap heir bruta	ons list.			shotgun, autogun, lasgun or a weapon from the a weapon from the <i>Renegades and Heretics Melee</i>
ABILITIES	Uncerta	in Wor	th: See p	page 81	•				
					when de the roll i			unit's Ur	ncertain Worth, and choose the highest of the two
	Chaos C	Covena	nt: If this	s mode	el is your v	Warlord	l, they r	nay choo	ose a <chaos covenant=""> (see page 81).</chaos>
	Refracto	or Field	l: This m	odel h	as a 5+ in	vulnera	ble save	e.	
						RETIC			

MALEFIC LORD												
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Malefic Lord	6"	4+	4+	3	4	4	3	8	-			
A Malefic Lord is a sing	le model arm	ed with	only its	bare ha	inds.				a state of the second stat			
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	ries			
Bare hands	Melee	Me	lee		User	0	1	-				
WARGEAR OPTIONS	None	е.	281.1	14		14	122.5					
ABILITIES	Aura of	f the Ma	aster Wi	tch: Th	is model	has a 4-	+ invuln	erable sa	ave.			
	charact	eristic t		Strengt	h to 8 an				ourvives, 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 e psychic power and two psychic powers from the			
FACTION KEYWORDS	CHAO	S, REI	NEGAI	DES Al	ND HEI	RETIC	S					
KEYWORDS	CHAR	ACTE	R, INE	ANTR	Y, PSYF	KER, M	IALEF	IC LOR	RD .			

		R	OG	UE.	PS)	ΥKΙ	ER	CO	VEN
NAME	М	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			S	AP	D	ABILIT	IFS
Bare hands	Melee	Me			User	0	1	-	
WARGEAR OPTIONS	None	e.	1	18.2.9				6.74	
ABILITIES	Aura o	f the W	itch: Thi	s unit ha	s a 5+ ii	vulner	able save	e.	The support shall a state
		stead of	2D6: if y						Witch test for this unit, you may choose to roll unds. If all the models in the unit are slain, the te
PSYKER	psychic Renega	power des and	in each e <i>Heretics</i>	enemy Ps Disciplir	ychic pl ne (see p	hase. It bage 82)	knows t	he <i>Smite</i>	endly Psychic phase, and attempt to deny one psychic power and one psychic power from the
	etc, from Warhar	m this n nmer 40	nodel. If),000 rul	this unit	suffers ut units	Perils o within	f the Wa	rp, it su	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	CHAC	OS, RE	NEGAL	DES AN	D HE	RETIC	S	28:11	
KEYWORDS	INFAN	TRY.	<chac< th=""><th>DS COV</th><th>ENAN</th><th>T>, P</th><th>SYKER</th><th>R. ROG</th><th>UE PSYKER COVEN</th></chac<>	DS COV	ENAN	T>, P	SYKER	R. ROG	UE PSYKER COVEN
NAME	M	WS	REN BS	NEG s	AD T			TIS Ld	STS sv
ITAITIL							n		
	6"	4+	4+	3	3	1	1	*	6+
Renegade Cultist Renegade Cultist	6" 6"	4+ 4+	4+ 4+	3 3	3 3			*	6+ 6+
Renegade Cultist Renegade Cultist Champion • This unit contains 1 R (Power Rating +3) or • Renegade Cultists are • The Renegade Cultist	6 " Renegade Cul r up to 20 add e armed with Champion is	4+ tist Cha ditional autogui s armed	4+ mpion a Renegac is. with an	3 nd 9 Ren le Cultist	3 negade (s (Powe	1 1 Cultists. er Ratir	1 2 It may i ng +6).		6+ ap to 10 additional Renegade Cultists
Renegade Cultist Renegade Cultist Champion This unit contains 1 R (Power Rating +3) or Renegade Cultists are The Renegade Cultist NEAPDN	6" Renegade Cul r up to 20 ado armed with Champion is RANGE	4+ tist Cha ditional autogun s armed TYP	4+ mpion a Renegac ns. with an E	3 nd 9 Ren le Cultist autogun.	3 negade (s (Powe S	1 1 Cultists. er Ratir	1 2 It may i ng +6).	ABILIT	6+ ap to 10 additional Renegade Cultists
Renegade Cultist Renegade Cultist Champion • This unit contains 1 R (Power Rating +3) or • Renegade Cultists are • The Renegade Cultist NEAPUN Autogun	6" Renegade Cul r up to 20 add armed with Champion is RANGE 24"	4+ tist Cha ditional autogun s armed TYP Rap	4+ mpion a Renegac s. with an E pid Fire 1	3 nd 9 Ren le Cultist autogun.	3 negade (cs (Powe	1 1 Cultists. er Ratir	1 2 It may i g +6).	ABILIT -	6+ ap to 10 additional Renegade Cultists
Renegade Cultist Champion This unit contains 1 R (Power Rating +3) or Renegade Cultists are The Renegade Cultists NEAPUN Autogun Autogun	6" Renegade Cul r up to 20 add e armed with Champion is RANGE 24" 6"	4+ tist Cha ditional autogun s armed TYP Rap Pist	4+ mpion a Renegations. with an E bid Fire 1 tol 1	3 nd 9 Ren le Cultist autogun.	3 negade (s (Powe	1 1 Cultists. er Ratir AP 0 0	1 2 It may i ag +6).	ABILIT - -	6+ ap to 10 additional Renegade Cultists
Renegade Cultist Renegade Cultist Champion • This unit contains 1 R (Power Rating +3) or • Renegade Cultists are • The Renegade Cultists WEAPON Autogun Autopistol Flamer	6" Renegade Cul r up to 20 add armed with Champion is RANGE 24" 6" 8"	4+ tist Cha ditional autogun s armed TYP Rap Pist Ass	4+ mpion a Renegations. with an E bid Fire 1 col 1 col 1 ault D6	3 nd 9 Ren le Cultist autogun.	3 negade (ss (Powe	1 1 Cultists. er Ratir	1 2 It may i gg +6).	ABILIT - - This v	6+ ap to 10 additional Renegade Cultists
Renegade Cultist Renegade Cultist Champion This unit contains 1 R (Power Rating +3) or Renegade Cultists are The Renegade Cultists NEAPON Autogun Autopistol Flamer	6" Renegade Cul r up to 20 add e armed with Champion is RANGE 24" 6"	4+ tist Cha ditional autogun s armed TYP Rap Pist Ass	4+ mpion a Renegations. with an E bid Fire 1 tol 1	3 nd 9 Ren le Cultist autogun.	3 negade (s (Powe	1 1 Cultists. er Ratir AP 0 0	1 2 It may i ag +6).	ABILIT - This -	6+ up to 10 additional Renegade Cultists IES weapon automatically hits its target.
Renegade Cultist Renegade Cultist Champion This unit contains 1 R (Power Rating +3) or Renegade Cultists are The Renegade Cultists NEAPON Autogun Autopistol Flamer Heavy stubber	6" Renegade Cul r up to 20 add armed with Champion is RANGE 24" 6" 8"	4+ tist Cha ditional autogus s armed TYP Rap Pist Ass Hea	4+ mpion a Renegations. with an E bid Fire 1 col 1 col 1 ault D6	3 nd 9 Ren le Cultist autogun.	3 negade (ss (Powe	1 1 Cultists. er Ratir	1 2 It may i gg +6).	ABILIT - This v - If the Stren	6+ up to 10 additional Renegade Cultists IES weapon automatically hits its target. target is within half range, add 1 to this weapon's gth.
Renegade Cultist Renegade Cultist Champion This unit contains 1 R (Power Rating +3) or Renegade Cultists are The Renegade Cultists WEAPUN Autogun Autopistol Flamer Heavy stubber Shotgun	6" Renegade Cul r up to 20 add e armed with Champion is RANGE 24" 6" 8" 36"	4+ tist Cha ditional autogus s armed TYP Rap Pist Ass Hea	4+ mpion a Renegations. with an E bid Fire 1 col 1 col 1 ault D6 avy 3 ault 2	3 nd 9 Ren le Cultist autogun.	3 negade (s (Powe	1 1 Cultists. er Ratin 0 0 0 0	1 2 It may i gg +6).	ABILIT - This v - If the Stren Each	6+ up to 10 additional Renegade Cultists IES weapon automatically hits its target. target is within half range, add 1 to this weapon's
Renegade Cultist Renegade Cultist Champion • This unit contains 1 R	6" Renegade Cul r up to 20 add armed with Champion is RANGE 24" 6" 8" 36" 12" Melee • Any • For e • The l	4+ tist Cha ditional autogui s armed Rap Pist Ass Hea Ass Me Renega every ter Renega	4+ Impion a Renegations. with an E bid Fire 1 col 1 col 1 ault D6 avy 3 ault 2 lee de Cultiss n models de Cultiss	3 nd 9 Ren le Cultist autogun. t may rep s in the u t Champi	3 hegade (s (Powe 3 3 4 4 3 User place th nit, one ion may	1 1 Cultists. er Ratin AP 0 0 0 0 0 0 0 0 0 0 0 0 0	1 2 It may i g +6). 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	ABILIT - This v - If the Stren, Each attack h an aut	6+ IFS Weapon automatically hits its target. target is within half range, add 1 to this weapon gth. time the bearer fights, it can make 1 additional with this weapon. opistol and brutal assault weapon. replace their autogun with a heavy stubber or flat
Renegade Cultist Champion This unit contains 1 R (Power Rating +3) or Renegade Cultists are The Renegade Cultists are The Renegade Cultists VEAPUN Autogun Autopistol Flamer Heavy stubber Shotgun Brutal assault weapon	6" Renegade Cul r up to 20 add armed with Champion is RANGE 24" 6" 8" 36" 12" Melee • Any • For e • The l	4+ tist Cha ditional autogui s armed Rap Pist Ass Hea Ass Me Renega every ter Renega	4+ Impion a Renegations. with an E bid Fire 1 col 1 col 1 ault D6 avy 3 ault 2 lee de Cultiss n models de Cultiss	3 nd 9 Ren le Cultist autogun.	3 hegade (s (Powe 3 3 4 4 3 User place th nit, one ion may	1 1 Cultists. er Ratin AP 0 0 0 0 0 0 0 0 0 0 0 0 0	1 2 It may i g +6). 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	ABILIT - This v - If the Stren, Each attack h an aut	6+ IP to 10 additional Renegade Cultists IES weapon automatically hits its target. target is within half range, add 1 to this weapon's gth. time the bearer fights, it can make 1 additional with this weapon.

	shotgun and brutal assault weapon.	
ABILITIES	Uncertain Worth: See page 81.	1
FACTION KEYWORDS	CHAOS, RENEGADES AND HERETICS	
KEYWORDS	INFANTRY, <chaos covenant="">, RENEGADE CULTISTS</chaos>	Ţ

D 3 tower	F	REN	EG	AD	ΕN	MIL	ITI	A S	SQUAD
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 Re (Power Rating +3). Renegade Militia are an The Renegade Militia (Contained are and the second area). 	rmed with fi	rag grenad	des and	either a	utogui	ns or las	guns.		up to 10 additional Renegade Militia sgun.
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES
Autogun	24"	Rapid			3	0	1	-	
Autopistol	6"	Pistol			3	0	1	-	
Lasgun	24"	Rapid	Fire 1		3	0	1	-	
Laspistol	12"	Pistol	1		3	0	1	-	
Shotgun	12"	Assau	lt 2		3	0	1	If the Stree	e target is within half range, add 1 to this weapon's ngth.
Brutal assault weapon	Melee	Melee			User	0	1		a time the bearer fights, it can make 1 additional k with this weapon.
Frag grenade	6"	Grena	de D6		3	0	1	7	
Krak grenade	6"	Grena	de 1		6	-1	D3	-	
WARGEAR OPTIONS	 weape For events One of the R One of the P One of the P One of the P The R the R 	on. very five r enegades a other Ren- other Ren- very 10 m oped with Renegade a enegades a	models and Her egade C egade C odels in a weapo Cultist o and Her	in the un retics Spo Cultist m Cultist m on the un on from Champi retics Ra	nit, on ecial W hay be hay be it, two the Ra on ma nged W	e Reneg Veapons upgrade upgrade other R enegades y replac Veapons	ade Cult list. ed with a enegade e and He e their a list and	tist may Chaos vox-cas Militia retics H utogun /or a sin	
ABILITIES	Uncerta	in Worth	: See pa	age 81.		1. 19	12.5	2.8%	A CANADA CARA CARA CARA CARA CARA CARA CARA C
	lowest se	core,							when making Morale tests, and chooses the
	highest		n cquip	peu witi	1 a v02	Castel	ions two		, determine its readership value and chooses the
FACTION KEYWORDS	CHAO	S, RENE	EGADI	ES ANI	D HE	RETIC	S		
KEYWORDS	INFAN	TRY, <c< td=""><td>CHAO</td><td>S COV</td><td>ENA</td><td>NT>, R</td><td>ENEG</td><td>ADE M</td><td>11LITIA SQUAD</td></c<>	CHAO	S COV	ENA	NT>, R	ENEG	ADE M	11LITIA SQUAD

D 2	R	EN	EGA	٩D	ΕM	UT	'AN	T R	AB	BLE
NAME	М	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+	
Mutants (Power Rating Mutants are armed with The Mutant Champio WEAPON	ith frag grena	ades and	d either l grenade	aspisto	ls, stub g	uns or a	utopisto	ols.	pistol.	ll Mutants (Power Rating +8).
Autogun	24"		∎ oid Fire 1		3	0	1			
Autopistol	6"	-	tol 1		3	0	1	-		
Lasgun	24"	Rap	oid Fire 1	l	3	0	1	-		
Laspistol	12"	Pist	tol 1		3	0	1	-		
Shotgun	12"	Ass	ault 2		3	0	1	If the Stren		within half range, add 1 to this weapon
Stub gun	6"	Pist	tol 1		3	0	1	-		
Frag grenade	6"	Gre	enade De	5	3	0	1	7		
WARGEAR OPTIONS	• The l	Mutant	Champio	on may						utogun or shotgun. <i>des and Heretics Melee Weapons</i> list.
ABILITIES	Curse of D6 moo	of Muta lels in t eristic f	he unit a o r the du	e first t is they iration	are slain	when th ttle. On	eir mut a 3–4, a	ation rui	ns amok.	the following result. On a 1, remove On a 2-3, add 2" to the unit's Move Attack characteristic in a turn in which
FACTION KEYWORDS		0			ND HE		-		1 68	
KEYWORDS										DE MUTANT RABBLE

		CHAOS SPAWN											
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Chaos Spawn	7"	4+	-	5	5	4	D6	9	5+				
	-					-		•		ditional Chaos Spawn (Power Rating			

hideous mutations.	opunn (roner	Tracing (0) of 1	uuunionui oi	uoo opt		wer runnig 10). Luch Chuos opawn anachs with
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hideous mutations	Melee	Melee	User	-2	2	-
WARGEAR OPTIONS	None.					
ABILITIES	Fearsom	e: Enemy units v	vithin 1" of any	y Chaos	Spawn	must subtract 1 from their Leadership value.
	table belo D3 Res 1 Ras Fig 2 Gra Fig	ow: sult zor Claws: The F ht phase. asping Pseudop ht phase.	hideous mutati ods: Each Cha	ons of a .os Spav	all Chac vn in th	n makes its close combat attacks, roll a D3 and consult the os 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 nd rolls for this unit until the end of the Fight phase.
FACTION KEYWORDS	CHAOS	, RENEGADE	S AND HER	RETIC	S	
KEYWORDS	INFAN	CHAOS	COVENAN	VT>, C	HAOS	SPAWN

			J A	DĽ					SQUAD				
NAME	М	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								ng +3) o	r up to 10 more Disciples (Power Rating +6).				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Autogun	24"	Rap	id Fire 1		3	0	1	-					
Lasgun	24"	-	id Fire 1		3	0	1	-					
Frag grenade	6"		nade D6		3	0	1	٦					
Krak grenade	6"	Gre	nade 1		6	-1	D3	-					
			vy Weapo		ake kral	grenad							
ARII ITIES		 All models in this unit may take krak grenades. Uncertain Worth: See page 81. Fanatic: Roll an additional D6 when determining this unit's Uncertain Worth, and choose the highest of the two dice rolls. In addition, add 3 to the roll instead of 2. 											
ABILITIES	Uncerta Fanatic	ain Wor : Roll ai	th: See p	age 81. nal D6 v	when de	etermini	ing this	unit's Ui	ncertain Worth, and choose the highest of the tw				
ABILITIES	Uncerta Fanatic dice rol [†] Banne	ain Wor : Roll ar ls. In ad r of the	th: See p addition dition, ad	age 81. nal D6 v dd 3 to	when de the roll ny IMPI	etermini instead E RIUM	ing this of 2. units su		ncertain Worth, and choose the highest of the tw from their Leadership characteristic whilst they				
ABILITIES	Uncerta Fanatic dice rol [†] Banne within ([†] Banne	ain Wor Roll an ls. In ad r of the 5" of any r of Hat	th: See p addition dition, ad Apostato models e: When	page 81. nal D6 y dd 3 to e: Enem with a l ever a F	when do the roll ny IMPI Banner RENEG	etermini instead ERIUM of the A ADES A	ing this of 2. units su postate. AND HI	btract 1 ERETIC					
ABILITIES	Uncerta Fanatic dice rol *Banne within 0 *Banne unit, it r	ain Wor Roll and r of the of of any r of Hat may imp and Vox	th: See p a addition, ad dition, ad Apostate models e: When nediately	page 81. nal D6 v dd 3 to - e: Enem with a l ever a F 7 make a l friendl	when do the roll ny IMPI Banner RENEG a single ly units	etermini instead ERIUM of the A ADES A attack a with a v	ing this of 2. units su postate. AND HH gainst th	btract 1 E RETIC ne unit t	from their Leadership characteristic whilst they S model is slain in the Fight phase within 6" of th				
ABILITIES	Uncerta Fanatic dice rol *Banne within of *Banne unit, it Leaders	ain Wor Roll ar Roll ar r of the 5" of any r of Hat may imp and Vox ship for that a Rep	th: See p addition, ad dition, ad Apostato models e: When mediately Net: All Morale to	page 81. nal D6 v dd 3 to e: Enem with a l ever a F y make a l friendl ests if it	when do the roll ny IMPI Banner RENEG a single ly units is highe	etermini instead ERIUM of the A ADES A attack a with a v er.	ing this of 2. units su postate. ND HH gainst th ox-caste	btract 1 E RETIC ne unit t er withir	from their Leadership characteristic whilst they S model is slain in the Fight phase within 6" of th hat killed it.				
ABILITIES FACTION KEYWORDS	Uncerta Fanatic dice rol [†] Banne within d [†] Banne unit, it r Leaders [†] Note th game be	ain Wor : Roll ar ls. In ad r of the 5" of any r of Hat may imp and Vox ship for that a Rep egins.	th: See p addition, ad dition, ad Apostato models e: When mediately Net: All Morale to	page 81. nal D6 v dd 3 to e: Enem with a l ever a F 7 make a l friendl ests if it	when da the roll hy IMPI Banner RENEG a single ly units is highe d Squad	etermini instead ERIUM of the A ADES A attack a with a v er.	ing this of 2. units su postate. ND HH gainst th ox-caste <i>by have c</i>	btract 1 E RETIC ne unit t er withir	from their Leadership characteristic whilst they S model is slain in the Fight phase within 6" of th hat killed it. n 120" of a command vox net can use this unit's				

	R	EN	EG	AD	ΕD	DISC	CIP	LES	SQUAD	
NAME	М	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+	
• Each model in this unit	is armed v	with frag	g grenad	o 5 mor es and e	e Discip either a l	asgun o	v er Rati n r autogu	ng +3) o n.	or up to 10 more Disciples (Power Rating +	6).
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES	
Autogun	24"	-	oid Fire 1		3	0	1	-		
Lasgun	24"	-	oid Fire 1		3	0	1	-		
Frag grenade Krak grenade	6" 6"		enade D6 enade 1)	3	0	1 D3	7		
	 One One Wea Two Wea 	other D other D pons list other D pons list	isciples	nay car nay exc may foi	ry a vox- hange th rm a wea	caster. ieir lasgu ipons tea	am equij		or a weapon from the <i>Renegades and Heretic</i> th a weapon from the <i>Renegades and Heretic</i>	
ABILITIES			rth: See							1.5
	Chaos lowest	U	unit equ	ipped v	with a Cl	haos sigi	il rolls tv	vo dice	when making Morale tests, and chooses the	
			n additio Idition, a					unit's U	ncertain Worth, and choose the highest of t	he two
	Vox-ca highest		unit equi	pped w	vith a voz	x-caster	rolls two	o dice to	o determine its Leadership value, and choose	es the
FACTION KEYWORDS	CHAC	OS, REI	NEGAL	DES AI	ND HE	RETIC	S	1.275		

		R	EN	EG		E E	NF	OR	CER
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Enforcer	6"	3+	3+	3	3	4	3	*	5+
This unit contains 1 ReThe Renegade Enforce			rmed wi	ith a b	rutal assa	ult wear	on, frag	g grenad	es and either a laspistol or autopistol.
WEAPON	RANGE	ТҮР			S	AP	D	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	Assault 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	5	3	0	1	7	
WARGEAR OPTIONS	<i>Reneg</i>This r	ades ar	<i>id Hereti</i> nay exch	ics Rar	iged Weap	ons list.			hotgun, autogun, lasgun or a weapon from the a weapon from the <i>Renegades and Heretics Melee</i>
ABILITIES	Uncerta	in Wor	th: See p	page 8	1.	1.11%	1.5%	146 31	and the second se
					6 when de o the roll			unit's Ur	ncertain Worth, and choose the highest of the two
									NFANTRY unit within 3" of this model must take nit are slain and the test is automatically passed.
	Refracto	or Field	: This m	nodel h	as a 5+ ir	vulnera	ble save	e.	
FACTION KEYWORDS	CHAO	S, REN	NEGAL	DES A	ND HE	RETIC	S	1	
KEYWORDS	INFAN	TRY,	<chac< td=""><td>os co</td><td>OVENAN</td><td>NT>, R</td><td>ENEG</td><td>ADE E</td><td>NFORCER</td></chac<>	os co	OVENAN	NT>, R	ENEG	ADE E	NFORCER

-	1-11-11				1.5.1.1.	24/20	Risk I	121692	
	RE	NE	GA	DE	MA	RA	AUI	DER	R SQUAD
NAME	М	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 (Por	wer Rating	+3).							Marauders (Power Rating +4) er an autogun, lasgun or shotgun.
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES
Autogun	24"	-	oid Fire 1		3	0	1	-	
Autopistol	6"	Pist			3	0	1	-	
Boltgun	24"	-	oid Fire 1		4	0	1	-	
Lasgun	24"	-	oid Fire 1		3	0	1	-	
Laspistol	12"	Pist	ol 1		3	0	1	-	
Shotgun	12"	Ass	Assault 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	5	3	0	1	٦	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	autor • Up to Heren • The N Rene	oistol or o two m <i>tics Spec</i> Maraude	laspisto odels in <i>ial Weap</i> er Chief <i>id Hereti</i>	l. the uni bons list may rej	t may rej place the	place th	eir autog gun, lasg	gun or la gun or sh	n with a brutal assault weapon and either an asgun with a weapon from the <i>Renegades and</i> notgun with a boltgun or one weapon from the on from the <i>Renegades and Heretics Melee</i>
ABILITIES	In it for 2+ the t Special • Stalk Addi • Mure • Here	r the Mo rest is au ists: Bet ers: You tionally, der Cul teks: Al	oney: W tomatica fore your ar oppor models tists: You Il models	ally pass game s nent mu in the u 1 can re	starts, ch starts, ch st subtra unit gain e-roll fail	oose or oose or .ct 1 fro +1 to t ed hit r	f other n ne of the om hit ro heir savi olls for t	nodifier followin olls for at ing thro his unit	r this unit, instead of taking the test, roll a D6. On s. On a 1, the unit is removed from play. ng abilities to apply for the duration of the battle: ttacks that target this model in the Shooting phase w if they are in cover. in the Fight phase. of 4+ instead of 5+. The entire unit also gains
	кгак	grenade	es.						
FACTION KEYWORDS				DES AN	ND HEI	RETIC	S		

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.

• The Chuos Mudder Hour	ido die di ili	ea man belouiea iu	ingo and cluv			
WEAPON	RANGE	ТҮРЕ	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	7
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.	State State	1.18.1		Set 1	
ABILITIES	they made Combat one Ogr	le a successful char Stimms: At the sta	ge, rt of the Fig mediately sla	ht phas ain. On	e you m a 2-5, e	e additional attack in the Fight phase in a turn in which 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	5, RENEGADES	AND HER	RETIC	S	
KEYWORDS 💭		N PACK MASTI ADE OGRYN B				OS COVENANT>, OGRYN,

RENEGADE OGRYN BRUTES

	and the second				- A					
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+	
						11 1 1 1				

This unit contains 3 Ogryn Brute. It may include up to 4 additional Ogryn Brutes (Power Rating +8) or up to 9 additional Ogryn Brutes (Power Rating +18).
The Ogryn Brute is armed with an Ogryn weapon and frag grenades.

WEAPON RANGE TYPE AP ABILITIES S D Against VEHICLES, re-roll failed wound rolls. Ogryn power drill Melee 10 D3 Melee -3 Melee 2 Ogryn weapon Melee +1-1 Frag grenade Grenade D6 6" 3 0 • One Ogryn Brute in the unit may be upgraded to be an Ogryn Berserker Boss with an Ogryn power drill. WARGEAR OPTIONS Avalanche of Muscle: Models in this unit can make one additional attack in the Fight phase in a turn in which ABILITIES they made a successful charge. Combat Stimms: At the start of the Assault phase, you may activate the combat stimms - if so, roll a D6. On a 1, one Ogryn Brute in the unit is immediately slain. On a 2-5, each Ogryn Brute gains +1 Attack. On a 6, each Ogryn Brute in the unit gains D3 Attacks (roll once for each unit). **FACTION KEYWORDS** CHAOS, RENEGADES AND HERETICS KEYWORDS INFANTRY, <CHAOS COVENANT>, OGRYN, RENEGADE OGRYN BRUTES

		RE	NE	GAI OG]	DE RY	PL NS	AG	UE	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Plague Ogryn	6"	3+	4+	5	5	3	3	6	-
 This unit contains 3 I Ogryns (Power Ratin Plague Ogryns are ar 	ng +14).		100	ide up to 3	3 addit	ional P	lague O	gryns (P	ower Rating +7) or up to 6 additional Plague
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Plague claws	Melee	Me	ee	I	User	-1	D3	Re-rc	oll failed wound rolls against non-VEHICLE model
WARGEAR OPTIONS	• None	e.					1330	2012	
ABILITIES	they ma Plague Plague	ade a su Stimm s Ogryn i	ccessful s: At the n the un	charge. start of th	e Fight diately	t phase 7 slain.	you ma On a 2-5	y activat 5, each P	onal attack in the Fight phase in a turn in which e the plague stimms – if so, roll a D6. On a 1, one Plague Ogryn gains +1 Attack. On a 6, each Plague
				ardless of th ant of Nur				our Warl	lord chooses, Plague Ogryns always (and only)
A. J. Ser. o									hase, nearby units are showered in plague bile: roll thin 3". On a 4+, that unit suffers a mortal wound.
FACTION KEYWORDS	CHAC	ds, rei	NEGAI	DES ANI) HEF	RETIC	S		1 1 1 - 1 1 1 S (A B M 1 A B .)
		TIDAT	TIDO	LE, OGR	TAT T	NT LOI	TT OC	DIDIO	

RENEGADE HEAVY WEAPONS SQUAD

								. Fri	
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv
Renegade Weapons Team	6"	5+	5+	3	3	2	2	*	6+
This unit contains 3 ReneEach model is armed with							litional	Renegad	le Weapons Teams (Power Rating +3).
WEAPON	RANGE	TYP	E		S	AP	D	ABILII	ries
Autogun	24"	Rap	id Fire 1		3	0	1	-	
Lasgun	24"	Rap	oid Fire 1		3	0	1	-	
Frag grenade	6"	Gre	nade Dé	5	3	0	1	7	
WARGEAR OPTIONS	• Each	Renega	de Weap	oons Tea	am must	select a	single v	veapon f	from the Renegades and Heretics Heavy Weapons list.
ABILITIES	Uncert	ain Wor	th: See	page 81.					
FACTION KEYWORDS	CHAC	S, REI	NEGAL	DES AN	ND HEI	RETIC	S	111	
KEYWORDS	INFAN	TRY,	<chac< td=""><td>OS CO</td><td>VENAN</td><td>NT>, R</td><td>ENEG</td><td>ADE H</td><td>EAVY WEAPONS SQUAD</td></chac<>	OS CO	VENAN	NT>, R	ENEG	ADE H	EAVY WEAPONS SQUAD

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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>

000

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			PC	STI DRF	US K PHY	RI(IGH DN			DAMAGE Some of an Acastus characteristics chan battle, as shown bel	ige as it su					
NAME	М	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 mo	odel. It is	equip	ped with	two twi	in magna	a lascanı	10n,	16-22	8"	4+	3+			
two autocannon and an ire										9-15	6" 4"	5+ 6+	4-			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	IES	1-8	4	0+	54			
Autocannon	48"	Hea	ivy 2		7	-1	2	-					1			
Helios defence missiles	60"	Hea	wy 2		8	-2	3	targe	ts that c	hit rolls made for this can FLY . Subtract 1 fro oon against all other ta	om the hit					
Ironstorm missile pod	72"	Hea	wy D6		5	0	D3		This weapon can target units that are not visible to the bearer.							
Lascannon	48"	Hea	vy 1		9	-3	D6	-		and may not be used to make Oremustah						
Twin magna lascannon	72"	Hea	wy 2D3		12	-3	6	These attacl	-	ons may not be used to make Overwatch						
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										n with a lascannon. od with helios defence	missiles.					
ABILITIES		Autosi	0			-		_		D6; on the result of a S		del heals				
										oll a D6 before removin 6 mortal wounds.	ng the mo	del from				
	Ion Shie	eld: Thi	s model	has a 5	5+ invulno	erable s	ave agai	nst shoo	ting atta	acks.						
	during i models, Porphyr INFAN unit tha Porphyr	ts turn, though ion car FRY ke t is with ion car	When a at the c shoot i yword. I nin rang move a	in Acas and of i f there in this e and r nd fire	tus Knigl ts move it are enem case, it ca nore than Heavy w	nt Porpl t must t y mode n shoot 1" awa eapons	hyrion F be more ls withir the ene y from a without	alls Back than 1" f n 1" of it, my unit ny friend sufferin	c, it can rom all as long that is v that prod g the pe	vement phase and still even move over enem enemy units. An Acas ; as all of the enemy m within 1" of it or any of lels. In addition, the A enalty to its hit rolls. Fi f of the model is obscu	y INFAN otus Knigh odels have ther visible castus Kni nally, the	FRY t the enemy ight Acastus				
FACTION KEYWORDS	IMPEF	RIUM,	QUES	TOR I	MPERI	ALIS,	<hou< td=""><td>SEHOL</td><td>D></td><td>经公司 化增热</td><td></td><td></td><td></td></hou<>	SEHOL	D>	经公司 化增热						
KEYWORDS	TITAN		-							1. J. M. C. M. A.	1.C. ()					

		KN) JIG	CEF H1	RAS' [-AC	CHI	S ERC)N		DAMAGE Some of a Cerastus characteristics chan battle, as shown belo	ge as it su		ige in	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	ом. М	WS	BS	
Cerastus Knight-Acheron	*	*	*	8	8	27	4	9	3+	15-27+	14"	3+	3+	
A Cerastus Knight-Acheron reaper chainfist with an inbu										7-14	10" 6"	4+	4+	
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	1-6	6	5+	5+	
Acheron flame cannon	18"	Hear	vy 2D6		7	-2	3	This	weapon	automatically hits its t	target.		2	
Twin heavy bolter	36"	Hear	vy 6		5	-1	1	-						
Reaper chainfist	Melee Melee $x^2 - 4 = 6$ When attacking with this weapon, subtract 1 from the hit roll.													
Titanic feet	Melee User -2 D3 Make 3 hit rolls for each attack made with this weapon instead of 1.													
WARGEAR OPTIONS	• None		1252					Sugar 1	24	1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1				
	one wou								o, 1011 u .	D6; on the result of a 5			- 12	
	it explore Flank S may mo	es: If this des and peed: W ove.	each un ⁷ hen ma	it with aking a	in 2D6" s dvance ro	uffers D olls for t	s, roll a I 96 morta his mod	D6 befor 11 wound 1el, roll 2	re remov ls. 2D6 to d	ing the model from th etermine the maximur	e battlefie	ld; on a 6+		
FACTION KEYWORDS	it explor Flank S may mo Ion Shie Knight during i though if there this case more th weapon its save	es: If thi des and peed: W we. eld: This Titan: / its turn, at the er are enen e, it can e, it can s withou in cover	each un /hen ma s model <u>A Cerast</u> When a ad of its ny mod shoot th yay from it suffer if at lea	it with aking a has a 5 us Kni Cerasi move i els with a enen a any fr ing the st half	in 2D6" s dvance ro 5+ invulno ght Ache tus Knigh it must be hin 1" of i ny unit th riendly m	uffers D olls for t erable s ron can tt Acher omore t t, as lon at is wi odels. I co its hit odel is o	s, roll a I 96 morta his mod ave again Fall Bas 50n Falls han 1" f g as all c thin 1" c n additio solution Follow Falls	D6 befor al wound lel, roll 2 nst shoo ck in the Back, i Back, i Back	e remov ls. 2D6 to d ting atta 2 Moven t can eve enemy u cenemy	ring the model from th etermine the maximum teks. The phase and still she on move over enemy IP mits. A Cerastus Knigl odels have the INFAN visible enemy unit the Knight Acheron can t	ne battlefie m distance pot and/or NFANTRY nt Acheron FRY keyw nt is within move and	ld; on a 6+ e it - charge C models, n- can shoo ord. In n- range and fire Heavy	ŧ	

¥ 29		K	(NIG	CER HI	(AS' [-A]	TU: ΓRC	S)PC	DS		DAMAGE Some of a Cerastus characteristics chan battle, as shown bel	ge as it su		nge i				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	B				
Cerastus Knight-Atropos	*	*	*	8	8	27	4	9	3+	15-27+	14"	3+	3				
A Cerastus Knight-Atropos graviton singularity cannon								er and a		7-14	10" 6"	4+ 5+	4 5				
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES		-	• •	_				
Atropos lascutter (shooting)	9"	Hea	avy 1		12	-4	6	or M imm targe	ONSTE ediately		g phase, yo gainst a se	ou may eparate					
Atropos lascutter (melee)	Melee	Me	lee		14	-4	6	this	weapon		e MONST						
Graviton singularity cannon	36"	Hea	avy 4		8	-3	3	the b norm is can the v	earer su nally (if rried out veapon's	iffers a mortal wound a the bearer survives thi t normally using its list attacks are instead car	l failed hit rolls and wound rolls for ainst targets with the MONSTER ,						
Titanic feet	Melee	Me	lee		User	-2	D3		e 3 hit ro ad of 1.	olls for each attack ma	de with th	is weapon					
WARGEAR OPTIONS	• None		1.1.4			1.1	A. M.		1.20	Charles States	14 A. LAN	122.19					
ABILITIES	Blessed one wou		imulacra	: At the	e beginni	ing of ea	ach of yo	our turn	s, roll a l	D6; on the result of a 5	+ the mo	del heals					
										oll a D6 before removir 6 mortal wounds.	ng the moo	del from					
	Flank S may mo	_	Vhen ma	aking ac	lvance ro	olls for t	his moc	lel, roll 2	2D6 to d	letermine the maximum	m distance	e it					
	Ionic Fl against			s model	has a 4+	- invuln	erable s	ave agai	nst shoo	ting attacks, and a 5+	invulnerat	ole save					
	during i though if there to this case more th weapone	ts turn, at the e are ene e, it can an 1" a s witho	When a nd of its my mod- shoot th way from ut suffer	Cerast move if els with ne enem n any fri ing the	us Knigh t must be in 1" of i y unit th iendly m	t Atrop more t t, as lon at is wi odels. I to its hit	os Falls han 1" f g as all thin 1" c n additi rolls. F	Back, it from all of the er of it or a on, the (inally, th	can eve enemy un nemy mo ny other Cerastus ne Ceras	ent phase and still sho on move over enemy P mits. A Cerastus Knig odels have the INFAN visible enemy unit the Knight Atropos can r tus Knight Atropos or	VFANTRY ht Atropo FRY keyw ht is within nove and t	- models, s-can shoot rord. In range and fire Heavy					
					íou may I IC keyw		o your h	it rolls v	vith this	model when making S	Shooting a	ttacks					
								SEUOI	D	AT 28 GAS SHE	The second						
FACTION KEYWORDS	IMPER	aum,	QUES	IOK II	WIPERL	ALIO,	(1100)	SEIIOI									

25 Aug	ł	KNI	(GH	CEI T-0	RAS' CAS	TU TI(S GAT	OR		DAMAGE Some of a Cerastus characteristics chan battle, as shown bel	ge as it su							
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	ow: M	WS	BS					
Cerastus Knight-Castigator	*	*	*	8	8	27	4	9	3+	15-27+	14"	3+	3+					
A Cerastus Knight-Castig a tempest warblade. It may						Castiga	tor bolt	cannon	and	- 7-14 1-6	10" 6"	4+ 5+	4+ 5+					
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				1					
Castigator bolt cannon	36"	Hear	vy 14		6	-2	2	-										
Tempest warblade	Melee	Mele	ee		+6	-3	5	weap addit	on agaiı									
Titanic feet	Melee	Mele	ee		User	-2	D3		e 3 hit ro ad of 1.	lls for each attack made with this weapon								
WARGEAR OPTIONS	• None	e.	24			a syle			13100		2 - 2							
ABILITIES	Blessed one wor		nulacra	a: At th	ne beginn	ing of ea	ach of yo	our turn:	s, roll a	D6; on the result of a 5	+ the mod	lel heals						
					uced to 0 iin 2D6" s					ving the model from th	e battlefie	ld; on a 6+						
	Flank S may mo	-	hen ma	aking a	advance ro	olls for t	his mod	lel, roll 2	D6 to d	letermine the maximur	n distance	e it						
	Ion Shi	eld: This	s model	has a S	5+ invuln	erable s	ave again	nst shoo	ting atta	acks.								
	during though shoot if In this c and mo Heavy v	its turn, at the er there ar case, it co ore than 1 weapons	When a nd of its e enemy an shoo l ["] away withou	Ceras move y mode t the er from a t suffer	itus Knigh it must be els within nemy uni ny friend ring the p	nt-Castig e more to 1" of it, t that is ly mode enalty to	gator Fa han 1" f as long within 1 els. In ac o its hit	lls Back, rom all of as all of " of it or Idition, t rolls. Fir	it can e enemy u the ener any oth the Cera nally, the	ement phase and still s even move over enemy inits. A Cerastus Knigh my models have the IP her visible enemy unit astus Knight-Castigator e Cerastus Knight-Cast the bearer,	INFANTI nt-Castiga IFANTRY that is wit r-can mov	XY models t or can keyword. hin range e and fire						
				_		-							_					
FACTION KEYWORDS	IMPE	RIUM,	QUES	TOR I	IMPERI	ALIS,	<hous< td=""><td>SEHOL</td><td>.D></td><td></td><td></td><td></td><td></td></hous<>	SEHOL	.D>									

¥ 24		K			RAS' T-L			R		DAMAGE Some of a Cerastus characteristics chan battle, as shown bel	ge as it su		ige i		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	о М	WS	B		
Cerastus Knight-Lancer	*	*	*	8	8	27	4	9	3+	15-27+	14"	3+	3		
A Cerastus Knight-Lancer wields in melee combat and its foes beneath its titanic fo	d can also									7-14 1-6	10" 6"	4+ 5+	4 5		
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES						
Shock blast	18"	Hea	ivy 6		6	-1	D3	-							
Cerastus shock lance	Melee	MeleeHelee													
Titanic feet	Melee	MeleeUser-2D3Make 3 hit rolls for each attack made with this weapon instead of 1.													
WARGEAR OPTIONS	• None	e.	1 Sand	6.44		1314			184						
	it explo Flank S may mo Ion Gau in the F	des and Speed: V ove. untlet S	each un Vhen ma hield: T ase of an	it with aking a he Cera y turn.	in 2D6" s dvance ro astus Kni In additi	uffers D olls for t ght-Lan	06 morta his moc acer has my unit	al wound lel, roll 2 a 5+ inv s with th	ls. 2D6 to c ulnerab ne TITA	ving the model from the letermine the maximum ole save increasing to a NIC keyword within 1 night-Lancer (to a max	m distance 4+ invuln " must su	e it erable save btract 1			
	during though if there	its turn, at the e are ener e, it can	When a nd of its my mod shoot th	Cerast move i els with ne enen	tus Knigh it must be nin 1" of i ny unit th riendly m	nt Lance e more t it, as lon nat is with odels. It	er Falls I han 1" f ig as all thin 1" c n additi	Back, it c rom all o of the en of it or an on, the C	can ever enemy t temy m ny other	ent phase and still shoe n move over enemy IN units. A Cerastus Knig odels have the INFAN r visible enemy unit the s Knight Lancer can m	FANTRY ht-Lancer FRY keyw at is within	models, can shoot rord. In n range and	1		
	more th weapon	ns witho	ut suffer		penalty t the mode					stus Knight-Lancer onl	y gains a l				
FACTION KEYWORDS	more th weapon save in	ns witho cover if	ut suffer at least l	nalf of t		l is obse	cured fro	om the b	earer,	stus Knight-Lancer onl	y gains a l				

- Christ		QU	EST N	ΓΟ /ΙΑ	RIS GAI	KN ER A	IG A	HT		DAMAGE Some of a Questoris characteristics chan battle, as shown bel	ge as it sı		ge ir		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	ow: M	WS	BS		
Questoris Knight Magaera	*	*	*	8	8	24	4	9	3+	13-24+	12"	3+	3+		
A Questoris Knight Mag plasma-fusil and a reaper									ed	7-12 1-6	9" 6"	4+ 5+	4+ 5+		
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	IES				- 22		
Lightning cannon	48"	Heav	ту б		7	-1	D3	weap	on, that	u make a wound roll o hit is resolved with an ge 3 instead of D3.					
Phased plasma-fusil	24"	Rapi	d Fire 2		6	-3	2	-					1		
Twin rad-cleanser	9"	24" Rapid Fire 2 6 -3 2 - 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+.													
Hekaton siege claw	Melee	Mele	ee		x2	-4	6	Subtr	act 1 fro	om hit rolls made with	this weap	on.			
Reaper chainsword	Melee	Mele	ee		+4	-3	6	-							
Titanic feet	Melee	Mele	ee		User	-2	D3			olls for each attack mad	le with th	is weapon			
WARGEAR OPTIONS								r chains	word wi	th a hekaton siege clav	v with an	inbuilt twin			
ABILITIES		Melee Melee x2 -4 6 Subtract 1 from hit rolls made with this weapon. Melee Melee +4 -3 6 - Melee Melee User -2 D3 Make 3 hit rolls for each attack made with this weapon instead of 1. • The Questoris Knight Magaera may replace its reaper chainsword with a hekaton siege claw with an inbuilt twin rad-cleanser, this increases its cost by +1 Power. Blessed Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound. Empyreal Preysight: Units other than VEHICLES cannot claim the bonus +1 to their save for being in cover against this model. Explodes (Unstable Reactor): If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds. Ionic Flare Shield: This model has a 4+ invulnerable save against shooting attacks, and a 5+ invulnerable save against melee attacks. Knight Titam: A Questoris Knight Magaera can Fall Back in the Movement phase and still shoot and/or charge during its turn, When a Questoris Knight Magaera Falls Back, it can even move over enemy INFANTRY models, though at the end of its move it must be more than 1" from all enemy units. A Questoris Knight Magaera can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the INFANTRY keyword.													
	against t Explode battlefie Ionic Fl against t Knight during i though shoot if In this c and mon Heavy w	this mod es (Unst: dd; on a d are Shie melee att Titan: A ts turn, J at the en there are case, it ca re than 1 veapons	lel. able Rea 6+ it exj dd: This tacks. Questo When a d of its e enemy in shoot " away i without	actor): plodes mode oris Kn Quest move i mode the er from a	If this m and each l has a 4+ ight Mag oris Knig t must be ls within temy unit ny friendl ing the po	odel is n unit wi invuln aera can ht Mage more t 1" of it, that is ly mode enalty to	reduced ithin 2D0 erable sa n Fall Ba aera Fall han 1" fr as long o within 1 els. In ad o its hit r	to 0 wou 5" suffer ve agair ck in the s Back, i rom all c rom all of " of it or dition, t rolls. Fin	inds, ro s D6 mc st shoot e Mover t can ev nemy u the ener any oth he Ques ally, the	ll a D6 before removin ortal wounds. ting attacks, and a 5+ i nent phase and still sh en move over enemy I nits. A Questoris Knig ny models have the IN per visible enemy unit storis Knight Magaera Questoris Knight Mag	g the moo nvulneral oot and/o NFANTR ht Magae IFANTRY hat is wit can move	del from the ble save r charge Y models, ra can ' keyword. hin range and fire			
FACTION KEYWORDS	against t Explode battlefie Ionic FI against t during i though shoot if In this c and mon Heavy w bonus to	this mod es (Unsta id; on a (are Shie melee att Titan: A ts turn, J at the en there are case, it ca re than 1 veapons o its save	Iel. able Re: 6+ it exj Id: Thist tacks. Queste When a d of its e enemy in shoot " away i without in cove	actor): plodes mode oris Kn Quest move i move i move i the er from a suffer or if at	If this m and each l has a 4+ ight Mag oris Knig t must be ls within temy unit ny friendl ing the po	odel is i unit wi invuln aera car ht Mago more t 1" of it, that is ly mode enalty to of the n	reduced ithin 2D0 erable sa n Fall Ba aera Fall han 1" fr as long a within 1 els. In ad o its hit r nodel is o	to 0 wou 5" suffer ve agair 5 Back, i 5 Back, i 5 Back, i 5 Back, i 5 Back, i 5 Back, i 5 Back, i 5 Back, i 	inds, ro s D6 mc st shoot t can ev nemy u the ener any oth he Ques ally, the l from t	ll a D6 before removin ortal wounds. ting attacks, and a 5+ i nent phase and still sh en move over enemy I nits. A Questoris Knig ny models have the IN per visible enemy unit storis Knight Magaera	g the moo nvulneral oot and/o NFANTR ht Magae IFANTRY hat is wit can move	del from the ble save r charge Y models, ra can ' keyword. hin range and fire			

¥ 24		QU	ES.	ГО 51	RIS 'YR	KN IX	NG	HT		DAMAGE Some of a Questoris characteristics chan battle, as shown bel	ge as it su		ge ir
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Questoris Knight Styrix	*	*	*	8	8	24	4	9	3+	13-24+	12"	3+	3+
A Questoris Knight Styrix i a graviton crusher and a rea										7-12 1-6	9" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	<u> </u>			2
Graviton crusher	18"	Hea	ivy D3		6	-2	2			unit's armour save is 3- nis weapon's attacks inc			10000
Twin rad-cleanser	9"	9" Assault 2D6 45" Heavy 5				0	3	on a	3+ exce	hits automatically, and pt against TITANIC and h it always wounds on	nd VEHIC		And South States
Volkite chieorovile	9" Assault 2D6			8	-3	D6	the w weap initia addit	veapon s on's noi l attack	ou make a wound roll of scores an additional au rmal profile which is re s for the weapon on th its do not themselves g its.	tomatic h solved aft e same un	it at the er the lit. These	Contraction of the second	
Hekaton siege claw	Melee	Mel	ee		x2	-4	6	Subt	act 1 fr	om hit rolls made with	this weap	oon.	1
Reaper chainsword	Melee	Mel	ee		+4	-3	6	-					1000
Titanic feet	Melee	Mel	ee		User	-2	D3		e 3 hit ro ad of 1.	olls for each attack mad	de with th	is weapon	
WARGEAR OPTIONS					may rep its cost by					a hekaton siege claw v	vith an inl	ouilt twin	
ABILITIES		Autosi						our turn	s, roll a	D6; on the result of a 5	+ the mo	del heals	
	Empyre against			nits otl	her than `	VEHIC	LES can	not clai	m the b	onus +1 to their save fo	or being ir	n cover	
										oll a D6 before removir 6 mortal wounds.	ng the mo	del from	
				smode	l has a 4+	· invuln	erable s	ave agaiı	nst shoo	oting attacks, and a 5+ i	invulneral	ole save	
	 Ionic Flare Shield: This model has a 4+ invulnerable save against shooting attacks, and a 5+ invulnerable save against melee attacks. Knight Titan: A Questoris Knight Styrix can Fall Back in the Movement phase and still shoot and/or charge during its turn, When a Questoris Knight Styrix Falls Back, it can even move over enemy INFANTRY models, though at the end of its move it must be more than 1" from all enemy units. A Questoris Knight Styrix can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the INFANTRY keyword. 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, the Questoris Knight Styrix can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Questoris Knight Styrix only gains a bonus to its save in cover if at least half of the model is obscured from the bearer. 												
FACTION KEYWORDS	IMPE	RIUM,	QUES	FOR I	MPERI	ALIS,	<hou< td=""><td>SEHOL</td><td>.D></td><td>A Start and</td><td>1.18</td><td>1.2.</td><td></td></hou<>	SEHOL	.D>	A Start and	1.18	1.2.	
													-1



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).

	TITAN Som										AMAGE ome of a Warhound Scout Titan's haracteristics change as it suffers damage in							
NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown REMAINING W	below:	WS	BS	VOID SHIELI				
Warhound Scout Titan	*	*	*	10	9	35	4	10	3+	30-35+	24"	5+	2+	4+				
A Warhound Scout Titan is a	a single r	nodel. I	t is equip	oped wi	ith two a	m-mo	unted we	apons s	elected	16-22	8"	5+	3+	5+				
from the list in this datashee	et as show	vn. It m	ay also c	rush its	enemies	beneat	th its tita	nic stric	le.	9-15	6"	6+	4+	6+				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-8	4"	6+	5+	7+				
Dual turbo-laser	96"	Ma	cro 2D3		16	-3	2D6		wound	da arith this attack		4: 11 :						
destructor	roll of a 6 made with this attack automatically infl additional D3 mortal wounds on the target.											nnicts	san					
Titan inferno gun	18"	Hea	avy 4D6		7	-3	4			hits automatically.		- 8		304				
Titan plasma blastgun			•	ring mo	des, decl	are whi			-	the attack is made:				1.1				
- Normal	72"	Ma	cro 2D6	•	8	-3	3							1.2.3				
- Overcharged	72"	Ma	cro 2D6		10	-4	4			this firing mode, f								
	Titan suffers a mortal wound after all of this shots have been resolved. These mortal wour																	
		shots have been resolved. The bestopped by the Titan's own											s may					
Titan vulcan mega-bolter	72"	Hea	avy 20		6	-3	2	-						1.3.3.1				
Titanic stride	Melee	Me	lee		User	-3	3		e 3 hit ro ad of 1.	rolls for each attack made with this weapon								
ABILITIES	- Titan vulcan mega-bolter 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 D6 mortal wounds.																	
	Flank Speed: When this model Advances, increase its Move characteristic by 12" instead of rolling a dice.																	
	Imperial God-engine: A Warhound Scout Titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Warhound Scout 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 Warhound Scout 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 Warhound Scout Titan can move and fire Heavy													n n				
	weapons without any penalty to its hit rolls. Finally, a Warhound Scout Titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.																	
	projecte energy a saving t any form unaffect In this c wound	ed out a attacks hrow w m of att ted by t case how being ig	t a distar and miss hich the ack excep he AP of vever, ro gnored if	ice from siles aga contro pt from an atta ll one d the sav	n their hu ninst ther lling play weapons ck, but u lice for ea re roll is p	ulls in l n. In ga ver can s with t nlike ir ach more passed.	ayers, an opt to us he Meleo vulnera rtal wou Titan vo	d design s, Titan se instea e type. I ble save nd that I id shield	ned to d void sh d of the ike invu s they m has been ds must	erators, near-impe eflect and absorb t ields are represente ir normal save or i ilnerable saves, Tit ay also be used to a inflicted on the T be continuously re- cential of its void sl	he impa ed by a u nvulnera an void s negate n 'itan, wit cenergise	ct of hig inique h able save shield se nortal w h the m ed and r	gh- cind o e again aves an vound nortal enewe	f nst re s.				
			isted for							and the second	1.15	361						
FACTION KEYWORDS	IMPEI	RIUM,	ADEP '	TUS T	TANIO	CUS, <	TITAN	LEGI	ON>					1.1				

¥ 120	R	EAV	VER	B	АТТ	`LE	TI	ΓΑΝ	change as it suffers damage in battle, as							
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below:	R <i>A</i>	we	DC			
Reaver Battle Titan	*	*	*	10	10	60	5	10	3+	REMAINING W 50-60+	M 20"	WS 4+	BS 2+	VOID SHIEL 3+		
A Reaver Battle Titan is a si and two arm-mounted weap It may also crush its enemie	pons selecte	ed from	the lists					weapon		35-49 20-34	18" 15"	4+ 5+	3+ 4+	4+ 5+		
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES	10-19	12" 10"	5+	5+	6+		
Apocalypse missile launcher	24"-360"	Hea	wy 12		7	-2	2	This v the be		1-9 n can target units t		6+ ot visib	6+ le to	7+		
Dual turbo-laser destructor	96"	Mao	cro 2D3		16	-3	2D6	auton	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"	Hea	wy 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 bearer.								
Reaver gatling blaster	72"	Mao	cro 6		8	-3	3	Against INFANTRY units, each successful hit roll inflicted by this weapon instead becomes 3 hits.								
Reaver laser blaster	96"	Mao	cro 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"	Mao	cro 2D6		16	-4	6	٦						1000		
Reaver volcanno cannon	180"	Mao	cro D6		25	-5	12	-						1998		
Titan inferno gun	18"	Hea	wy 4D6		7	-3	4	This v	veapor	n hits automatically	7.			11		
Titan plasma blastgun	-	on has t	two firin	g mode	es, declar	e which	is being	g used be	fore th	ne attack is made:				1.50		
- Normal	72"	Mao	cro 2D6		8	-3	3	7						1100		
- Overcharged	72"	Mao	cro 2D6		10	-4	4	1, the weapo	ten using this firing mode, for each hit roll of a he Titan suffers a mortal wound after all of this apon's shots have been resolved. These mortal unds may not be stopped by the Titan's own void elds.							
Titan vulcan mega-bolter	72"	Hea	wy 20		6	-3	2	-						1		
Reaver chainfist	Melee	Mel	ee		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	Mel	ee		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	Mel	ee		User	-3	3	Make		colls for each attack	c made v	vith this	s weap	on		

	 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. 								
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. 								
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 melta cannon Reaver power fist Reaver chainfist 								

¥ 200					BAJ		.E]			DAMAGE Some of a Warlord Battle Titan's characteristics change as it suffers damage in battle, as shown below:							
NAME	М	WS	BS	S	I	W	A	Ld	Sv	REMAINING W	М	WS	BS	VOID SHIELI			
Warlord Battle Titan	*	*	*	16	16	70	5	10	2+	60-70+	18"	4+	2+	3+			
A Warlord Battle Titan is a s										40-59	14"	4+	3+	4+			
two arm-mounted weapons										20-39	12"	5+	4+	4+			
two ardex-defensor mauler l It may also crush its enemies						ensor tw	in lasca	innon tu	rrets.	10-19	10"	5+	4+	5+			
WEAPON	RANGE	ТҮРЕ			S	AP	D	ABILITI	FS	1-9	8"	6+	5+	6+			
Apocalypse missile	24"-360"		vy 12		7	-2	2	_	reapon c	an target units that	are not	visible	to				
Ardex-defensor maulers	36"	Heav	vy 6		6	-2	2	Overwatch attacks with this weapon hit on a 5+ regardless of modifiers.									
Ardex-defensor twin lascannon	48"	Heav	vy 2		9	-3	D6	regard	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"	Mac	ro D6		30	-6	12	autom	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"	Mac	ro 2D3		16	-3	2D6		wound roll of a 6 made with this attack automatically cts an additional D3 mortal wounds on the target.								
Incinerator missile bank	24"-360"	Heav	vy 10		6	-2	2	Agains for this do not cover.	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 bearer.								
Mori quake cannon	24"-360"	Mac	ro 3D6		20	-5	6	charac	teristic	t by this weapon must halve their Move eristic and cannot Advance in their following ent phase							
Reaver gatling blaster	72"	Mac	ro 6		8	-3	3			INFANTRY units, each successful hit roll by this weapon instead becomes 3 hits.							
Reaver laser blaster	96"	Mac	ro 3D3		10	-3	2D6			ll of a 6 made with t itional D3 mortal w				ly			
Saturnyne lascutter (shooting)	18"	Heav	vy 1		12	-4	6	may in target roll to of 12 h	nmediat unit, if t hit again nits has t	e rolled a successful hit with this weapon, you tely roll for an additional hit against the same his additional hit roll is successful, you may n and again until either you miss or a total been achieved. After the total number of hits rmined for the weapon, resolve the attack.							
Saturnyne lascutter (melee)	Melee	Mele	ee		20	-5	12	agains		oll failed hit rolls rolls for this weapon s with the MONSTER , BUILDING or							
Sunfury plasma annihilator	72"	Mac	ro 2D6		10	-4	2D6	every o	other ur	g all damage on the hit within 6" of the t rs D3 hits using the	arget un	iit; on a	4+ th				
Titan plasma blastgun	This weap	oon has	two firi	ng mo	des, decla	are whic	h is bei			he attack is made:		-	1	1924			
- Normal	72"	Mac	ro 2D6		8	-3	3	7						27.4			
- Overcharged	72"		ro 2D6		10	-4	4	When Titan s shots ł be stop	suffers a nave bee	nis firing mode, for mortal wound afte n resolved. These n the Titan's own voi	r all of ti nortal w	his wea ounds i	pon's	Sec. 1			
Titan vulcan mega-bolter	72"		vy 20		6	-3	2	-									
Twin Titan mega-bolter	72"	Heav	vy 40		6	-3	2	-				11	a .				
Warlord gatling blaster	72"	Mac	ro 12		8	-3	3	Agains this we	st INFA eapon ir	NTRY units, each s istead becomes 3 hi	successfu its.	ıl hit in	flicted	by			
Arioch Titan power claw	Melee	Mele	ee		x2	-5	12	the TI claw, s 4+ tha	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	Mele	ee		User	-4	3	Make - instead		ls for each attack m	ade with	n this w	eapon				
	- Titan plasma blastgun - Twin Titan mega-bolter																
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	- 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																



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 Weapon	RANGE	ТҮРЕ	S	AP	D	ABILITIES
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	2
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	veapon,	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	veapon,	choose	one of tl	ne profiles below:
- Frag grenade	24"	Assault D6	3	0	1	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 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 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 bearer,
Heavy quad launcher	48"	Heavy 4D6	5	0	1	This weapon can target units that are not visible to the bearer.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hellfury missile	72"	Heavy 2D6	4	0	1	2
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.

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ASTRA MILITARUM RA									
WEAPON	RANGE	ТҮРЕ	S	AP		ABILITIES			
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.			
Hydra quad autocannon	72"	Heavy 8	7	-1	2	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 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	1			
Macharius vanquisher cannon	When att	When attacking with this weapon, choose one of the profiles below:							
– Blast shells	72"	Heavy 2D6	8	-2	D3	1			
- 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		-	-			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 D(7			
- Krak missile Multi-laser	48" 36"	Heavy 1 Heavy 3	8 6	-2 0	D6 1	-			
Wutti-idsei		•	0	0		- If the target is within half range of this weapon, roll two dice			
Multi-melta	24"	Heavy 1	8	-4	D6	when inflicting damage with it and discard the lowest result.			
Multiple rocket pod	72"	Heavy D6	5	-1	1	Any VEHICLE which suffers wounds from this weepon but			
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	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			

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ASTRA MILITARUM RA				A D	п	
WEAPON	RANGE	ТҮРЕ	S	AP		ABILITIES
Plasma blastgun		-				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		•	veapon,	choose	one of th	ne profiles below:
- Standard	36"	Heavy D3	7	-3	1	7
- 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 atta	cking with this v	veapon,	choose	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 atta	cking with this w	veapon,	choose	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 atta	-king with this w	veapon.	choose (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
- Pilum	72"	Heavy D6	8	-2	D6	saving throws for being in cover. This model may add 1 to all hit rolls when attacking a model
						with the FLY keyword. Add 1 to all hit rolls made for this weapon against targets that
Quad-gun	48"	Heavy 8	7	-1	1	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 a 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 being 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 atta	cking with this v	veapon,	choose	one of th	e profiles below:
- Frag grenade	36"	Assault 2D6	3	0	1	l
– 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	7
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 RAM	ASTRA MILITARUM RANGED WEAPONS										
WEAPON	RANGE	TYPE	S	AP	D	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 MILITARIIM MELEE WEAPONS

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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	-

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

DEATH KORPS OF KRIEG OTHER WARGEAR WEAPON POINTS PER WEAPON

See latest Munitorum Field Manual and/or recent relevant supplements

DEATH KORPS OF KRIEG WARGEAR

DEATH KORPS OF KRIE	G RANGED	WEAPONS				
WEAPON	RANGE	ТҮРЕ	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	1
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 tl	he profiles below:
- Standard	36"	Heavy D6	7	-3	1	а
- 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	2
Grenade launcher	When atta	cking with this v	veapon,	choose	one of tl	he profiles below:
– Frag grenade	24"	Assault D6	3	0	1	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 tl	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 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.
Lascannon	48"	Heavy 1	9	-3	D6	-

DEATH KORPS OF KRIE	r DANIECO					
WEAPON			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	veapon,	choose	one of t	he profiles below:
- Frag missile	48"	Heavy D6	4	0	1	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	veapon,	choose	one of t	he profiles below:
- Standard	36"	Heavy D3	7	-3	1	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 w	veapon,	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 w	veapon,	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.

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ELYSIAN DROP TROOPS WARGEAR

ELYSIAN DROP TROOP	'S RANGED	WEAPONS				
WEAPON	RANGE	ТҮРЕ	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	2
Grenade launcher	When atta	cking with this v	veapon,	choose	one of t	he profiles below:
- Frag grenade	24"	Assault D6	3	0	1	2
– 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	one of t	he profiles below:
- Frag missile	48"	Heavy D6	4	0	1	7
– 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	2
Plasma gun	When atta	cking with this v	veapon,	choose	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	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 TROOP	ELYSIAN DROP TROOPS MELEE WEAPONS											
WEAPON	RANGE	TYPE	S	AP	0	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	-						

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RENEGADES AND HERETICS WARGEAR

RENEGADES AND HERE	tics <u>ranc</u>	ED WEAPONS				
WEAPON	RANGE	ТҮРЕ	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	2
– 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	cking with this v	veapon,	choose	one of t	he profiles below:
- Frag missile	48"	Heavy D6	4	0	1	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	cking with this v	veapon,	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	veapon,	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. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal 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	-		

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QUESTOR IMPERIALIS WARGEAR

QUESTOR IMPERIALIS RANGED WEAPONS									
WEAPON	RANGE	ТҮРЕ	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.		

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TITAN LEGIONS WARGEAR

TITAN LEGIONS RANGED	WEAPON	S				
WEAPON	RANGE	ТҮРЕ	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 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.
Reaver melta cannon	48"	Macro 2D6	16	-4	6	2
Reaver volcanno cannon	180"	Macro D6	25	-5	12	2
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 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 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 firing	g modes	, declare	which is	s being used before the attack is made.
- Normal	72"	Macro 2D6	8	-3	3	7
- 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.

TITAN LEGIONS MELEE	WEAPONS					
WEAPON	RANGE	TYPE	S	AP	0	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.

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