

EADIA A CODEX: ASTRA MILITARUM SUPPLEMENT





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INTRODUCTION

For thousands of years, the people of Cadia have known nought but war. Fighting always to hold back the infernal hosts of Chaos, all Cadians – no matter their age, gender or station – must know how to fight. By the age of five most Cadians can strip and reassemble a lasgun. By six, most are deadly shots, and before their seventh birthdays they have received a no-nonsense introduction to the horrors of Psyker-taint and mutation.

The Cadian Shock Troops are believed by many to be without equal in the entirety of the Imperial Guard. Displaying enviable levels of discipline, excellent marksmanship, and a cynical gallows humour, Cadian soldiers hold true to the tenet that to do your best and give your life for the Emperor is the highest form of honour.

This Warhammer 40,000 expansion will allow you to field an army of Cadian Shock Troops in your games of Warhammer 40,000. It is designed to be used in conjunction with the army list in *Codex: Astra Militarum*, and contains the following:

- Datasheets for 8 super-heavy tanks to add to any Astra Militarum army
- 12 Astra Militarum formations, groups of models that gain additional special rules when used together on
- the battlefield
- Tactical Objectives for Astra Militarum forces to use in Maelstrom of War missions
- A new Cadian Battle Group detachment representing the armies of Cadia
- Cadia-specific Warlord Traits and Heirlooms
- An Echoes of War mission based on a famous engagement of the Cadians

This expansion requires copies of Warhammer 40,000: The Rules and Codex: Astra Militarum to use. The datasheets, formations and Tactical Objectives in this book can be used in addition to those in the Codex for any Astra Militarum army. If you wish to use a Cadian army, you can choose to use the Cadian Battle Group detachment, Warlord Traits and Heirlooms presented here instead of those in Codex: Astra Militarum.



'If any of you so much as think about firing before I give the order, you just volunteered for permanent rearguard and latrine duty to boot. We are the best soldiers in the Imperium, and the honour of Cadia rests on your shoulders. The God-Emperor himself is watching, so don't you dare fire, not before you see the points of their teeth. But when you do, let them have all hell!' - Sergeant Dain Halban, Cadian 1651st regiment, Infantry Company Epsilon



THE ARMIES OF CADIA



Cadia is one of the Imperium's most vital fortress worlds, standing sentinel over the Cadian Gate, the only stable exit from the Eye of Terror. For ten millennia, the soldiers of Cadia have borne the brunt of Chaos Space Marine assaults, never faltering, never falling. With good reason are its Guardsmen are renowned as amongst the most stoic and resolute of all the Astra Militarum.





THE WAR FOR THE DAMOCLES GULF

The Damocles Gulf has been riven by war for over 250 years, since the Tau Empire expanded into the region and began exerting influence on Imperial worlds. Most recently, the expansionist aliens captured the world of Agrellan in a single day, turning it into their newest power base in the Damocles Gulf. They then moved on to the world of Prefectia and took it, prompting an Imperial response: Task Force Retribution.



TASK FORCE RETRIBUTION ORGANISATION

Though the Damocles Gulf is far from Cadia, the bulk of the forces that made up Task Force Retribution were from Cadian regiments, hastily withdrawn from other war zones and sent to Agrellan after the tau victory on Prefectia made the necessity of overwhelming force clear.

TASK FORCE RETRIBUTION HIGH COMMAND



WESTERN SPEARHEAD

COLONEL STARKZAHN

6 INFANTRY REGIMENTS

Cadian 414th Cadian 625th Cadian 318th Cadian 732nd Rhundvarian 22nd Rhundvarian 81st

2 ARMOURED REGIMENTS Cadian 72nd Cadian 423rd

2 ABHUMAN AUXILLA REGIMENTS

1 VALKYRIE AIRBORNE ASSAULT WING

CENTRAL SPEARHEAD

COLONEL GRAISCH

6 INFANTRY REGIMENTS Cadian 649th Cadian 717th Cadian 818th Cadian 819th Blossak 7th Blossak 9th

2 ARMOURED REGIMENTS Cadian 99th Blossak 1st

1 ARTILLERY REGIMENT Cadian 163rd

2 REGIMENTS ROUGH RIDERS Attilan 5th Attilan 271st

EASTERN SPEARHEAD

COLONEL SHWARZNEK

6 INFANTRY REGIMENTS

Cadian 428th Cadian 671st Cadian 934th Cadian 1018th Nhadakin 3rd

2 ARMOURED REGIMENTS Cadian 109th Cadian 144th

1 ARTILLERY REGIMENT Cadian 192nd

8 ABHUMAN COMPANIES

2 VALKYRIE AIRBORNE ASSAULT WINGS

CADIAN BATTLE GROUPS The monolithic regiments of the Astra Militarum seldom fight apart. Instead, companies will be detached from each of the regiments on campaign - typically under the command of a senior officer. These assets may be further bolstered by one or more platoons of specialists, such as abhumans or Militarum Tempestus Scions. Those Battle Groups led by the pride of Cadia's officer schools are known for their peerless discipline and courage under fire. ABHUMAN AUXILLA INFANTRY ASSAULT ARTILLERY REGIMENT REGIMENT REGIMENT MILITARUM TEMPESTUS RECON ARMOURED REGIMENT REGIMENT ASTRA TELEPATHICA

BATTLE GROUP THUNDER

Battle Group Thunder, personally commanded by Colonel Starkzahn as part of the Western Spearhead to reclaim Agrellan, was drawn from elements of the Cadian 625th Infantry Regiment and 423rd Armoured Regiment.



COLONEL STARKZAHN

It was none other than Colonel Starkzahn himself that led the western spearhead. In addition to the Cadian 625th, the spearhead boasted some of the best support Task Force Retribution could deploy. It was Starkzahn's plan to reach the muster point first, for he wished to prove Lord General Troskzer correct in appointing him commander.

Led by Colonel Starkzahn and the Cadian 625th, the western spearhead was the quickest to assemble and move out from their landing zone. While the commanders of the other drop sites were still amassing their regiments or digging in to establish a defensive perimeter that they could fall back to, Colonel Starkzahn was pressing ahead. Despite the enormous size of the troop landers, and the fact that they filled the sky in their nonstop ferrying, it would be a great many days, or even weeks, before the full might of the invasion force was assembled. That was time he could use to begin pushing towards his objective. To this end, Starkzahn barked orders all along the front, urging each newly assembled battle group to advance.

While none of the landings were fully contested, each was intermittently tested by Tau attacks. Sleek Air caste fighters would break through the air cordon around a landing site, strafing the rallying points or shooting down packed transports. Expertly hidden Pathfinder squads would use their marker lights to call down missile strikes, escaping retaliation due to the sudden appearance of XV25 Stealth suits that would rake fire upon the Guardsmen as a diversion before themselves disappearing. All knew that Agrellan was a grim place, but upon reaching their landing zones, many of the Imperial Guard had their worst fears confirmed. Starkzahn's men had landed in the Dead Plains – a lifeless, toxic desert. In all directions, the Cadian 625th found their horizon limited, as the planetary bombardment had kicked up vast quantities of sulphurous ash, adding to the prodigious sandstorms that regularly swept across Agrellan. The men were issued with rebreathers, which would allow them to endure the worst of the storms, but a long term campaign would surely spell doom for each man too long exposed to Agrellan's toxins. For Starkzahn, this was just another reason to finish the offensive as quickly as possible.

Some commanders might be content to lead forces from the rear, but Colonel Starkzahn was not one of them. Aggressive as always, he was quick to form his own battle group and push out from the landing zone, soon disappearing into the towering clouds of irradiated dust. Starkzahn knew Tau ambushes would be waiting, and such thoughts gave him no pause. In fact, he was eager to pit his tactical prowess and the might of the Astra Militarum against these xenos.



NEVER DEFEATED

Noted for his aggressive attack style and his unbroken string of victories, Colonel Starkzahn was the commander of the Cadian 625th Regiment.

HONOURED LEADER

For his personal bravery during the Hellicom Rebellion, Colonel Starkzahn was awarded the Honorifica Imperialis by Lord Castellan Ursarkar Creed himself.

GLORY IMPERIALIS

Upon leading the 625th to unexpected victory upon the planet of Darristen, Colonel Starkzahn was presented with the power sword Glory Imperialis – an heirloom that had long served Cadia.

AUTO-RELIQUARY

As befits any great officer, Colonel Starkzahn was appointed an autoreliquary of a former Cadian officer of excellent repute. This device bore the memory engrams of Lord General Krastervox.



















As the first line of defence against the forces of Chaos, Cadia maintains both infantry and armoured regiments amongst its forces. Cadian tank companies are renowned across the Imperium for their mastery of formation driving, allowing them to always present a unified front to the enemy. A squadron of Leman Russ Battle Tanks bearing the heraldry of Cadia is rightly feared by the Imperium's foes.

Cadian regiments are also well-equipped with various super-heavy tanks, each capable of taking on an entire army by themselves. Combined arms forces of mainline battle tanks, artillery and super-heavies can devastate opponents, and few regiments can boast more victories with such forces than the Cadians.







or Longstrike, the controlled retreat had turned into a nightmare. The enemy were around him, behind him, closing in from every quarter. He called out threats and targets constantly, shifting directions and banking hard with his Hammerhead.

Despite his best efforts, Sha'ng had lost members of his cadre. One by one, his comrades' gunships had been destroyed, until only Longstrike and a single other Hammerhead remained. Yet there was no time to dwell on his failure, for shellbursts blossomed all around his tank and his holomap showed more enemy tanks moving up from the south-east. Even as Longstrike flicked off the alarms that were alerting him to minor hull damage and that his decoy launchers had exhausted their supply, he noted that the thruster array of Shul'mur's Hammerhead was malfunctioning. To stall for long was to die, and a quick glance at the map showed multiple icons closing fast.

'Shas'la Shul'mur,' Longstrike said, 'Shut down all power to your left thruster array. Let it recycle before reboosting. But don't stop now. It will be easier for you to steer left. There are dunes ahead you can keep between you and the incoming gue'la.'

The vid-feed image of the young pilot showed a warrior on the edge of panic, and monitors indicated that his heart rate was unusually high. Even as Longstrike spoke, he adjusted his railgun and sent three shots streaking towards the closest enemy tanks. It was only seconds before two were billowing black smoke, flames leaping out as the crew attempted to open hatches and escape. The third tank had veered enough so that the projectile glanced harmlessly off the turret, its own long-barrelled battle cannon blazing away in answer.

Longstrike had generally learned from experience to disregard the return shots of a Leman Russ when the enemy was firing on the move at maximum range. Such shots were typically wildly inaccurate, yet this one was different. Blaring signals gave Longstrike an instant of warning, and his last tilt ensured the sloping armour of his Hammerhead did not take a direct blast. Still, the resounding clang of impact shook everything. Even the suppressor field from his XVO2 pilot battlesuit did not shield him entirely, and Longstrike's head felt cloudy and thick, his eyesight momentarily blurred. Instinctively, Longstrike jigged his craft, moving it rapidly sideways while swivelling his railgun. He needed to keep the enemy's eyes upon himself, buying more time for Shas'la Shul'mur to reach the safe cover of the dunes. Yet despite his efforts, it was not to be.

In one of the luckiest or most impressive displays of gue'la accuracy that Longstrike had ever encountered, the long-barrelled tank had again opened fire, its shell ripping apart Shul'mur's Hammerhead in an exploding fireball that sent wreckage high into the air.

Calmly, Longstrike changed course, accelerating away with all possible speed. The holo-map showed he still had quite a gauntlet to navigate ahead.



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battlesuit. Although not titan-sized, it was the largest Pask had yet seen on Agrellan, and he longed to kill it and add it to his score.

Although the ground was flat, Pask was not yet fully accustomed to this latest incarnation of the Hand of Steel. The last tank had met its end when a missile had struck it as Pask and his tank companies had pursued the Tau Hammerheads. One of the tracks on the right side of this vehicle was badly bent, causing friction as it clanked around. Even so miniscule a thing was enough to throw the tank off course. Pask held fire, squinted, judged, checked for wind, and held some more. All the while, he sped forward, the tip of a great wedge of Leman Russ battle tanks churning in his wake.

Although his gun sights claimed the target was out of range, Pask ignored them. His comm-link buzzed. He ignored that too. Only the shot mattered. The enormous battlesuit moved with unexpected speed, but he tracked it. With a single command, the vanquisher battle cannon roared, its muzzle blazing fire. Pask watched, the scene obscured by dust and explosions. He kept his eye fixed on his target and saw his shot take the head structure clean off the foe, tearing with it a huge chunk of chest armour. Like a puppet shorn of its strings, the battlesuit collapsed backwards into the sand. Pask was already scanning for another worthy victim.





From his tank's cupola, Silas Ovik watched the Orks charge toward the bridges and into the teeth of his squadron's overlapping fields of fire. A veteran of many tank battles against the Orks, he recognised the distinctive black-and-white chequer patterns of their forward elements. Goffs, they called themselves, or something like it. While the beasts displayed no great wit or tactics, Ovik knew all too well how unstoppable they could be on the charge. The Goffs liked to fight as an avalanche of green-skinned muscle, iron-shod boots and horned helms against which few foes could stand for long. Ovik had seen more than one Imperial position overrun by the Orks, the brutes leaping over their dead to get at the enemy.

As they charged towards Stein's defence lines, the Goffs chanted and yelled, their voices joining to become a deep rumble. The chant mixed with the hammering of their boots and filled the air with a wall of menacing sound. No matter how many times he heard it, the sound was enough to give Silas Ovik pause.

Better get to it, he thought, closing the cupola and drawing a bead on the forefront of the onrushing xenos horde.







JAKREN STEIN Jakren Stein stands tall among the castellans of Cadia, a stoic and canny commander with a feel for war and a taste for blood. His reputation was hard won, though the story of his rise to power is clouded with rumour. It is whispered among the subalterns of rival Cadian regiments that early in his career Stein commanded a company in the defence of Hive Svard and brutally put down the Sorschan rebellion. During the battle for the Crimson Deeps, it is said his company became surrounded by superior rebel forces who demanded his surrender. Rather than succumb, Stein flew into a rage, ordering an immediate attack which saw his company break out of the encirclement but lose nine out of every ten men in the process. Since then, Stein has hidden his dark temper from his men.





When the Red Waaagh! Fell upon the worlds of the Sanctus Reach, it was the Cadian Shock Troops who formed the first line of defence against the greenskins on Alaric Prime. The backbone of the Imperial force was the Steel Host, the 1652nd Cadian regiment, whose deeds are legendary across Cadia and beyond.

Their Leman Russ squadrons coordinated with the world's Imperial Knight houses to defend key sites across the planet, and when the orks faltered, the Steel Host, supported by Ogryn auxiliary troops, led the charge that broke the back of the orks. The havoc they wreaked kept the Red Waaagh! at bay until reinforcements from the Space Wolves Chapter of the Adeptus Astartes arrived.

THE CADIAN 1652ND, THE 'STEEL HOST'

Despite the relatively late founding of the Cadian 1652nd, the Steel Host is one of the most celebrated of all Cadia's tank regiments. The cohesion and mutual respect that binds its squadrons together enables them to function at peak efficiency, either by supporting the 1651st's infantry or by adding their firepower to the artillery barrages of the 1653rd.

TANK COMMANDER SILAS OVIK

Silas Ovik is a short, compact man who his men joke is half-Ratling. Ovik's answer to the taunts is to let his impeccable record speak for itself, for he has led Cadia's armour to victory time and time again.

Ovik's personalised Leman Russ Vanquisher, Ovik's Fist, has claimed hundreds of war engine kills over the centuries.

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CREED'S GLAIVE The Leman Russ Punisher known as Creed's Glaive is always the first into the fight. It has become a running joke among the Steel Host that if there is some way the crewmen of Creed's Glaive can bribe, trick, coerce or scheme their way to the front hours or even days before the rest of the company, they will take it. The crew maintain this is due to the relatively short range of their tank's punisher gatling cannon, a well-oiled reaper of lives that has taken a great toll on the Emperor's enemies over the years – they claim that unless they get stuck in early, there won't be any of the enemy left to kill.

PRIDE OF CADIA

The Leman Russ Vanquisher Pride of Cadia is the command tank of Colonel Threska, the 1652nd's most senior officer after Ovik himself. Threska has always believed in leading by example and his venerable tank perfectly encapsulates his merciless style of warfare. During the Ironcore World Offensive, Pride of Cadia tallied a dozen confirmed armour kills during the opening hour of combat alone.



INDOMITABLE MIGHT

Indomitable Might, or simply 'Old Indomitable' to its crew, has a reputation for being a temperamental, unruly beast. Its machine spirit requires constant soothing and it has a habit of shutting down during training exercises. That such a cantankerous machine has found its way into one of Cadia's most prestigious tank companies is due only to its impressive warrior spirit, for when battle is joined Old Indomitable will rush forward to engage foes bigger than itself, often slaying them outright with its demolisher cannon.



The grand banner of the Steel Host flutters above the tank in the regiment that has scored the most vehicle kills in the previous engagement. This tradition ensures much friendly competition, and occasional heroism, from the tankers of the Steel Host.



THE THUNDERHEADS

Perhaps the most elite tank squadron in the Steel Host, the Thunderheads have been the regiment's lynchpin for over three centuries, spearheading every assault and acting as an anchor for every defence. The tanks of this honoured squadron have served since the 1652nd's founding; the scars and honours etched into their hulls can be read as a history of the regiment itself. Competition for a place as a Thunderhead crewman is justifiably fierce, and only tankers who have earned the Valedicto Imperialis are even considered for this distinguished duty.

SKY-REAPER Before being attached to the Steel Host, the Hydra Sky-reaper was deployed alongside Shock Troop regiments during the Tellex Campaign, providing the Cadian infantry with much needed air-defence against the winged horrors of Hive Fleet Leviathan. Sky-reaper's attachment to the 1652nd was in direct response to the famed regiment's losses to Ork aircraft on Orgath's World. Whilst some of the Steel Host's more veteran tank crews see Sky-reaper's deployment as a constant reminder of their defeat, even these critics have reason to be grateful of its presence when enemy bombers are patrolling the skies.



TANK COMMANDER SILAS OVIK

Rumoured to have been the bastard son of a noble family who was exiled to carve out a life in the wilderness, Silas Ovik has developed something of a grim, determined and aloof nature, even for a Cadian. As a child he came to the attention of the Imperial Guard officer corps after he shot dead a pack of slobbering Cultists attacking a local settlement. It transpired this boy had taught himself how to maintain and even improve the lasgun he had used to such effect in the incident. Despite the feral look about the lad, and his small, wiry frame, the value of such initiative and instinct did not go unnoticed.

Due to his time spent hunting in the wilds of Cadia, Ovik had developed a strange propensity to wait until the last possible moment, making absolutely sure of the shot before pulling the trigger. His rivals in the cadet brigades would mutter that this betrayed suicidal tendencies, but his senior officers recognised it indicated an unusual level of calm and focus under pressure. They decided that young Ovik's skills were perfectly suited to the tank regiments.

Because of his short stature, his upbringing and his rather unusual nose, Ovik has received more than his fair share taunts – over the years, many have joked that Ovik's father was a Ratling. But he has never risen to the bait. As a man of few words, he has instead earned the respect of his men by letting them witness his skills at the hunt. Despite being a master of all variants of the Leman Russ, Ovik prefers to command from the cupola of a Vanquisher, where he can destroy war engines from afar just as he hunted wild beasts as a child on Cadia: one shot, one kill.

With his deft touch and quick mind guiding the tankers under his command, Ovik's squadron famously stalked the Daemon Engines that had infested Prosan during the Belliger invasions of 988.M41. His pinpoint accuracy took apart Warpsmith Vutos' monstrous creations one by one and denied the momentum that would surely have seen the fall of the planet. Later that year, during the Ork incursion of Crisson Vael, Ovik was forced to assume command after a suicidal air strike took out the Cadian command HQ. There, he led two squadrons of tanks against three Stompas, outwitting and frustrating his foes long enough for further support to arrive and destroy them outright.

Such demonstrations of grit, nerve and intelligence saw Ovik promoted to the legendary Steel Host of the Cadian 1652nd. In a regiment already celebrated for its high level of efficiency, Ovik's record since joining has been nothing short of remarkable. As the commander of the Steel Host, he has repeatedly led Cadia's armies to victory from within his Leman Russ Vanquisher, Ovik's Fist. It has become a mark of pride for other tankers to have fought alongside him, and his men obey him without question.










Commissar Palev screamed at the Bullgryn squad to hold the line as the first Orks slammed into their shields. Palev could almost feel the air tremble as the great abhumans strained their muscles to hold back the greenskins. As the Orks pressed forward, their choppas, boots and fists hammered into the slabshields. The Ogryns pushed back, bracing their heavy feet and gradually forcing the green tide back.

In isolated places Palev saw an Ork tumble over the shield wall, though these were quickly beaten to the ground under battle mauls and heavy feet. Even when the roaring Ork horde was more than a dozen deep against them, still the Ogryns stood their ground. They were a wall of steel, muscle and grit through which no mere mob of Boyz could hope to pass.











RULES, FORMATION AND DETACHMENTS



THE MIGHT OF CADIA

This chapter presents rules for a number of Super-heavy Tanks fielded by the Imperial Guard, and also includes Formations and Tactical Objectives that represent some of the myriad ways the soldiers of the Astra Militarum go to war. In addition, this chapter has rules for fielding an army from Cadia, the Gatehouse of the Imperium itself.

This chapter of the book contains the following sections, which present additional rules that can be used alongside the rules in *Codex: Astra Militarum*.

SUPER-HEAVY VEHICLE DATASHEETS

The Astra Militarum is not a subtle instrument, and nowhere is this more apparent than in their colossal machines of war. This section contains datasheets for eight Super-heavy Tanks, with additional rules for the mighty weapons they bear. Each of these vehicles is a Lord of War unit with the Astra Militarum Faction, and can be added to your army in the same way as any other unit, as described in *Warhammer 40,000: The Rules*.

FORMATIONS

This section details a number of Formations that are fielded by the Astra Militarum's commanders. As a fighting force that relies on massed ranks of infantry and vehicles, the Imperial Guard is greater than the sum of its parts, and as such each of these Formations grants the units within it powerful bonuses which enhance their effectiveness on the battlefield. You may include these Formations in your army as described in *Warhammer 40,000: The Rules*.

TACTICAL OBJECTIVES

Each army has its own distinctive fighting style, and the Astra Militarum is no different. The Tactical Objectives let you play missions with a bespoke set of Tactical Objectives that suit the way the Astra Militarum makes war.

FORCES OF CADIA

Later in this chapter you will find rules for a Cadian Battle Group Detachment, enabling you to field an entire army of Cadian Shock Troops. Also included are descriptions of and rules for several Heirlooms of Cadia; each is a precious relic of that planet, entrusted only to the foremost defenders of the Imperium.





This chapter presents rules for fielding an army from Cadia on the tabletop. As well as a new detachment, Heirlooms and Tactical Objectives to use in conjunction with a Cadian army, you will also find datasheets for super-heavy tanks and a number of formations which are typical of the way the Cadians wage war. These can also be used by other Astra Militarum armies.

ARMY LIST ENTRIES

Each Army List Entry contains the following information:

- Faction: The unit's Faction is shown here by a symbol. All units that have this symbol, which includes all the units in the following section, have the Astra Militarum Faction.
- Battlefield Role: The unit's Battlefield Role is shown here by a symbol. All of the following units have the Lords of War Battlefield Role, and will have this symbol.
- Unit Name: Here you will find the name of the unit.

Unit Description: This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.

Points Cost: This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.

Unit Profile: This section will show the profiles of any models the unit can include.

Unit Type: This refers to the unit type rules in Warhammer 40,000: The Rules. For example, a unit may be classed as Infantry, Cavalry or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc. All of the units in the following pages are Super-heavy Vehicles.



- Unit Composition: This section shows the number and type of models that form the basic unit, before any upgrades are taken.
- Wargear: This section details the weapons and equipment the models in the unit are armed with, many of which are described in more detail on page 164. The cost for all the unit's basic equipment is included in its points cost.
- (10 Special Rules: Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed in the Special Rules section of Warhammer 40,000: The Rules.

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Options: This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'.



FORMATIONS Formation datasheets are identified by this symbol. The rules for Formations can be found in Warhammer 40,000: The Rules. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may

include, and any special rules the Formation's units gain.





The roar of the Baneblade's engines rolls like thunder across the battlefield, bearing with it the promise of certain death. Mighty tracks grind over

the shuddering ground as the tank advances, crunching flesh and bone, rubble and wreckage with equal ease. Enemies flee before this embodiment of Imperial supremacy, their fire pattering uselessly from the Baneblade's armoured hull. In return, the tank's arsenal swings to bear, turrets and sponson guns loosing a cacophonous volley of death into the midst of the foe. Lascannon beams and massive artillery shells plough through armoured targets, tearing them apart in fierce explosions. Gales of heavy bolter fire and blasts of flame mow down enemy infantry without mercy. None can stand against the Baneblade, and those that try do not live to regret their mistake.

	ΓArmour ¬		
	BSF SRHP	Unit Type	Unit Composition
Baneblade	3 14 13 12 9	Vehicle (Super-heavy Vehicle)	1 Baneblade

WARGEAR:

OPTIONS:

WINGIAN.	of none.
Autocannon	• May take one of each of the following:
 Baneblade cannon 	- Hunter-killer missile
 Demolisher cannon 	- Storm bolter or heavy stubber
 Twin-linked heavy bolter 	• May add up to two pairs of side sponsons, each with one lascannon and one
• Searchlight	twin-linked heavy bolter
 Smoke launchers 	



The sheer concussion of the Banehammer's cannon opening fire is enough to burst eardrums and crack armaglass. Yet this wall of sound is nothing

compared to the fury unleashed when the tank's shell hits home. A raging thermobaric shockwave roars out from the point of impact, bursting organs, immolating flesh and melting armour with equal ease. At the same time, savage tremors race through the ground. Warriors are flung from their feet with bone-breaking force, vehicles spin out of control, and luckless foes scream their last as they plunge down hungry fissures that yawn beneath them. By the time the Banehammer's complement of infantry disembarks into the fight, there is little for them to do but mop up the shellshocked survivors of the monstrous tank's wrath.

Banehammer	FArmourBS F S R HPUnit3 14 13 129Vehicle	Type Unit Composition e (Super-heavy Vehicle, Transport) 1 Banehammer
WARGEAR:	TRANSPORT:	OPTIONS:
Tremor cannon	 Transport Capacity: 	• May take one each of the following:
Twin-linked heavy bolter	Twenty-five models.	- Hunter-killer missile
Searchlight	• Fire Points:	- Storm bolter or heavy stubber
• Smoke launchers	Ten models can fire from the troop bay.	
	 Access Points: 	heavy bolter
	A Banehammer has one	 May replace any of its sponsons' twin-linked
	Access Point at the rear.	heavy bolters with twin-linked heavy flamersfree



No fortification is proof against the destructive power of the Banesword's quake cannon. Be it spike-studded traitor bastion, scrap iron greenskin

fortress or towering xenos fastness, a single killing shot from the Banesword will see it blown apart in a shower of flaming wreckage. Enemies cower in horror before such unstoppable destructive force, the Banesword rolling relentlessly over the ruin of supposedly impenetrable defence lines. Around its flanks come masses of Astra Militarum soldiery, storming through the remains of enemy strongpoints beneath whose walls they had just hours before - been dying by the hundred. Supported by the hammering guns of the Banesword, the men of the Imperial Guard show no mercy to their persecutors, slaughtering with relish those defenders still left standing.

-	⊢Armour ¬			
	BSF SRHP	Unit Type	Unit Composition	
Banesword	3 14 13 12 9	Vehicle (Super-heavy Vehicle)	1 Banesword	

WARGEAR:

OPTIONS:

• Quake cannon	• May take one of each of the following:	
• Twin-linked heavy bolter	- Hunter-killer missile	
• Searchlight	- Storm bolter or heavy stubber	
• Smoke launchers	• May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter	
	• May replace any of its sponsons' twin-linked heavy bolters with twin-linked	
	heavy flamers	free





A superlative linebreaker, the Doomhammer is equal parts close-range Titan killer and massive, rolling fortress. Typically it is held back until the

perfect moment, and then the Doomhammer advances unstoppably. Explosions blossom across its hull, and flames wash over the armoured plates without ever harming the soldiers riding within or slowing the giant tank in the slightest. In return, heavy bolters and sponson guns howl their fury, blasting apart tanks and cutting down infantry with equal ease. Yet it is when the Doomhammer's magma cannon opens fire that true devastation is unleashed. A single shot from this apocalyptic weapon is capable of blowing an Ork Stompa sky high, or smashing the leg from a traitor Titan to send it crashing to the ground in flames.

Doomhammer	Armour BS F S R HP 3 14 13 12 9	Unit Type Vehicle (Super-heavy Vehicle, Transport)	Unit Composition 1 Doomhammer
WARGEAR:	TRANSPORT:	OPTIONS:	

- Magma cannon
- Twin-linked heavy bolter
- Searchlight
- Smoke launchers
- Transport Capacity:

Twenty-five models.

- Fire Points: Ten models can fire from the troop bay.
- Access Points: A Doomhammer has one Access Point at the rear.

 May take one each of the following: 	
- Hunter-killer missile	
- Storm bolter or heavy stubber	5 pts
• May add up to two pairs of side sponsons,	
each with one lascannon and one	
twin-linked heavy bolter	50 pts/pair
• May replace any of its sponsons' twin-linked	
heavy bolters with twin-linked heavy flamers	free



Advancing into the tight confines of an urban war zone is many a warrior's worst nightmare. Any shadowed doorway or window may harbour

a lurking foe, while every intersection and open space is a howling storm of crossfire waiting to happen. The Hellhammer is designed to make a mockery of such terrifying arenas, its fearsome armaments optimised for close range fire fights. Grinding forward through the hell of ruined cityscapes and tangled fortifications, the huge tank plays its fire across dug-in foes, flushing them out with gouts of flame or bringing the very buildings that conceal them crashing down on their heads. Meanwhile, the Hellhammer's main cannon, though short ranged, packs an enormous punch and is capable of taking out even the greatest enemy war engines with one decisive shot.

Hellhammer	FArmour BS F S R HP 3 14 13 12 9	Unit Type Vehicle (Super-heavy Vehicle)	Unit Composition 1 Hellhammer
WARGEAR:	OPTIONS:		
• Autocannon	• May take one of each of the following:		
• Hellhammer cannon	- Hunter-killer missile		
 Demolisher cannon 	- Storm bolter or heavy stubber		
• Twin-linked heavy bolter	• May add up to two pairs of side sponsons, each with one lascannon and		
• Searchlight	one twin-linked heavy bolter		
• Smoke launchers	• May replace any of its sp		





One moment, a colossal enemy war engine tears its way across the battlefield, the Astra Militarum dying in droves beneath its guns. The next,

a deafening shriek cuts the air as a ruby beam of light strikes the towering foe with incredible force. Bio-titans and Wraithknights alike crash to the ground with glowing tunnels blasted clean through their bodies. Enemy Titans explode with spectacular force, the flames of their demise lighting the battlefield for miles around. Even as the foe cries out in horror, the architect of this destruction is already powering up its engines and preparing to relocate. Rumbling from amid the ruins that concealed it, the Shadowsword sets out in search of its next target, its veteran crewmen adding another kill to their noble tank's tally even as their previous victim smoulders in their wake.

Shadowsword	Armour 7 BS F S R HP 3 14 13 12 9	Unit Type Vehicle (Super-heavy Vehicle)	Unit Composition 1 Shadowsword		
WARGEAR:	OPTIONS:				
• Volcano cannon	• May take one of each of	the following:			
• Searchlight	- Hunter-killer missile				
• Smoke launchers	- Storm bolter or heavy stubber				
	 May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter				
	 May replace any of its sponsons' twin-linked 				
	heavy bolters with twin-linked heavy flamersfree				
	 May take an additional 	twin-linked heavy bolter or heavy flame	r10 p		
	• May replace two of the	lascannons on its side sponsons with targ	geters (+1 BS) <i>fr</i>		



Autoloaders clatter and ammo feeds whine as the Stormlord prepares to open fire. Barrels spin up to speed, the enemy given a split second to scream

in terror as they realise their death is upon them. Then, with an unbelievable roar of fury, the Stormlord opens fire and sweeps all before it into red mist. Thousands of rounds per second tear infantry apart, hammer light tanks into perforated, sparking wreckage and mangle even the mightiest monstrous beasts. Adding to this hurricane of shot comes the fire of the Stormlord's occupants, a whole platoon of Astra Militarum soldiery blazing away with lasguns and heavy weapons in support of their mobile fortress. Against this pounding fusillade, the foe can do little but fall back or die, ceding the field to the Stormlord and its victorious garrison.

Stormlord	ArmourBS FSRHPUnit31413129Vehicle	Type Unit Composition e (Super-heavy Vehicle, Transport) 1 Stormlord	
WARGEAR:	TRANSPORT:	OPTIONS:	
• Vulcan mega-bolter	• Transport Capacity:	• May take one of each of the following:	
• Two heavy stubbers	Forty models.	- Hunter-killer missile	
• Twin-linked heavy bolter	• Fire Points: Twenty models	- Storm bolter or heavy stubber	
• Searchlight	can fire from the troop bay.	 May add up to two pairs of side 	
 Smoke launchers 	• Access Points: The	sponsons, each with one lascannon	
	Stormlord is treated as	and one twin-linked heavy bolter	
SPECIAL RULES:	Open-topped for embarking	 May replace any of its sponsons' 	

All Power to Weapons!: If

the Stormlord does not move, it may fire its Vulcan megabolter twice in the following Shooting phase (at the same target or at different ones).

and disembarking purposes. The +1 damage modifier for Open-topped vehicles does not apply to a Stormlord.

May add up to two pairs of side	
sponsons, each with one lascannon	
and one twin-linked heavy bolter	50 pts/pair
May replace any of its sponsons'	
twin-linked heavy bolters with	
twin-linked heavy flamers	free





'EMPEROR'S BLADE' ASSAULT COMPANY



The Emperor's Blade Assault Company is aptly named, for a wise commander will thrust this formation into the very heart of the foe. Designed

to quickly seize key strategic locations, the core of the Emperor's Blade Assault Company comprises squads of hardened veteran troopers aboard fast-moving armoured transports. Rolling up in support of these grim warriors come squadrons of Hellhound, Devil Dog and Bane Wolf tanks, scouring enemy defences and playing great gouts of promethium or corrosive gasses across them as they advance. Driven screaming from behind their defences, the beleaguered foe attempts to retreat, only to be cut to pieces by the Veterans' pinpoint lasgun fire. Soon enough, the Imperial Aquila flies proudly over whatever site the foe were attempting to defend.

FORMATION:

- 1 Company Command Squad
- 3 units of Veterans
- 1-3 Hellhound Squadrons

RESTRICTIONS:

The Company Command Squad and each of the units of Veterans must either take a Chimera or a Taurox as a Dedicated Transport.

SPECIAL RULES:

Clear the Area: Units from an Assault Company have the Preferred Enemy special rule against enemy units within 6" of an Objective Marker.

Objective Secured: Infantry units from an Assault Company have the Objective Secured special rule. A unit with this special rule controls Objective Markers even if an enemy scoring unit is within range of the Objective Marker, unless the enemy unit also has this special rule.



'EMPEROR'S FIST' ARMOURED COMPANY

148A



Intended to smash the enemy battle lines asunder, the massed might of the Emperor's Fist Armoured Company is a terrifying sight. Squadron

after squadron of Leman Russ roars across the battlefield, guns pounding out a constant drumbeat of war. Through drifting smoke and roaring firestorms they advance, pounding the foe mercilessly with every weapon at their disposal. The impetus of their charge is such that they are able to physically smash aside all impediments, routing infantry and overturning enemy tanks with their sheer belligerence and bulk. Striding behind the tanks come Tech-Priest Enginseers, chanting datapsalms and logic-liturgies as they stalk through the wreckage left in the charge's wake. Should any Leman Russ suffer damage, these priests are swiftly on hand to hasten it back into the fight.

FORMATION: • 1 Tank Commander • 3 Leman Russ Squadrons • 1-3 Enginseers RESTRICTIONS: None.

SPECIAL RULES:

Battlefield Doctrines: If a vehicle from this Formation that is within 6" of an Enginseer from this Formation suffers a penetrating hit, your opponent must roll two dice on the Vehicle Damage table and discard the highest.

Formation Leader: Any Leman Russ from this Formation within 12" of the Tank Commander from this Formation has a Ballistic Skill of 4.

Steel Phalanx: If a unit is Tank Shocked or Rammed by more than one vehicle from this Formation in the same turn, subtract 1 from its Leadership for the Tank Shock test or add 1 to the Strength of the Ram for each vehicle after the first.





THOME A



No foe can stand against the combined might of the Emperor's Fury Super-Heavy Company. Each vehicle in the company is an ancient and potent

relic of war, for whose monstrous destructive potential whole campaigns have been fought. When such might is magnified by three, the company becomes a military asset capable of annihilating armies and conquering worlds. An awe-inspiring show of force and an exemplar of the tank formations of the Astra Militarum, not for nothing is this monumental aggregation of armour known as the Emperor's Fury; as the ground shakes beneath the tanks' grinding tracks, and the air fills with the thunder of their guns and the chanting of their attendant Enginseer, it truly seems as though the personal ire of the Master of Mankind has fallen upon the foe.

FORMATION:

- 3 units chosen in any combination from the following list:
- Baneblade
- Banehammer
- Banesword
- Doomhammer
- Hellhammer
- Shadowsword
- Stormlord
- Stormsword
- 1 Enginseer

RESTRICTIONS: None.

SPECIAL RULES:

Dedicated Servant: When the Enginseer from this Formation uses the Blessings of the Omnissiah rule to repair a vehicle from this Formation, add 2 to the result of the roll.

Devastating Bombardment: If an enemy unit is hit by 3 or more Primary weapons from this Formation, it must take a Morale check on 4D6 unless it has Gone to Ground.

The Ground Shakes: Enemy units within 12" of at least two vehicles from this Formation move as though they are in difficult terrain.

'EMPEROR'S SHIELD' INFANTRY COMPANY

THE ANT



Emperor's Shield Infantry Companies epitomise the firepower and numerical superiority for which the Astra Militarum are famed. Whether

packing out the fire points and dugouts of a defence line, or charging forward en masse into the thundering guns of the foe, the Emperor's Shield masses together sufficient devout and determined warriors that horrific casualties can be sustained without compromising the company's effectiveness. At the same time, the Astra Militarum troopers loose off one punishing volley after another with clockwork efficiency, and obey the vox-amplified orders of their officers no matter the horrors they face. Great sheets of lasfire engulf the enemy, and regardless of how many Imperial Guardsmen fall, their fire does not slacken until every one of the foe lies dead.



SPECIAL RULES:

Punishing Fusillade: The Company Commander can choose to issue the 'First Rank, Fire! Second Rank, Fire!' order to any number of units from the Infantry Company at the same time. This counts as issuing a single order. If he does so, make a single Leadership test, using the highest Leadership among the ordered units. If the test is passed, all ordered units must shoot at the same target.





'EMPEROR'S SHIELD' INFANTRY PLATOON



Led into battle by the long-legged forms of reconnaissance Sentinels, the soldiers of the Emperor's Shield Infantry Platoon push relentlessly into the enemy lines, laying down a constant hail of fire as they go. Best deployed into the tangled terrain of urban or arboreal war zones, the Emperor's Shield does not rely upon armoured transportation. Instead, the warriors of the Astra Militarum press forward on foot, guided swiftly across no-man's land by their attached Sentinels. Meanwhile, their officers bark out orders in a steady stream, keeping the platoon firing and advancing without pause. In this way, the Emperor's Shield Platoon keeps up their advance into the very heart of the foe, scything down rank upon rank of enemies with a constant hail of las and heavy weapons fire that few targets can long endure.

FORMATION:

- 1 Infantry Platoon
- 1-3 units chosen in any combination from the following list:
- Scout Sentinel Squadron
- Armoured Sentinel Squadron

RESTRICTIONS:

The Infantry Platoon must include at least five Infantry Squads. Units taken as part of the Infantry Platoon may not take Dedicated Transports.

SPECIAL RULES:

Forward Recon: Units from this Formation's Infantry Platoon have the Move Through Cover special rule whilst they are within 9" of a Scout Sentinel or Armoured Sentinel from this Formation.

Marching Drill: The Platoon Commander can issue the 'Fire and Advance!' order to one unit from its Infantry Platoon, in addition to any other orders it issues.

'Fire and Advance!'

The Guardsmen unleash a steady fusillade on the march, las-bolts flying in time with their well-drilled footfalls.

The ordered unit must make a shooting attack. The unit counts as being stationary, even if it moved in the preceding Movement phase.

'EMPEROR'S SPEAR' AERIAL COMPANY

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Diving down from the clouds with engines screaming, the gunships of the Emperor's Spear Aerial Company strike with sudden fury. Flying in tight

formation, wings of Valkyries and Vendettas sight their targets and open fire, engulfing the foe in searing volleys of lascannon beams and scudding clouds of missiles. Enemy aircraft are blown apart, their wreckage plunging to the ground like blazing comets, while infantry and tanks caught amid the gunships' fire are torn to pieces in short order. Swooping low, the courageous pilots jink between ruined buildings and skim over blazing forests to drop their passengers into the very heart of battle. With their human cargo away, the pilots climb steeply into the air battle raging above, or else engage their hover-jets and lay down withering cover fire for their comrades on the ground.

FORMATION: • 3 units chosen in any combination from the following list: • Valkyrie Squadron • Vendetta Squadron **RESTRICTIONS:** None.

SPECIAL RULES:

Formation Flight: If a Reserves Roll for a unit from this Formation is successful, you can choose to automatically pass any remaining Reserves Rolls for units from this Aerial Company in the same turn.

Low Altitude Drop: At the start of your Movement phase, you can declare that a unit from this Formation will enact a low altitude drop. If it does so it must take a difficult terrain test each time it moves over terrain that is more than 3" tall during this phase, and cannot Jink until your next Movement phase. However, until the end of the phase, units that disembark from models making a low altitude drop using the Grav Chute Insertion special rule do not scatter.





'EMPEROR'S TALON' RECON COMPANY



Loping into battle with guns blazing, the Sentinels of the Emperor's Talon run down their quarry without mercy. They are led by a grizzled

veteran pilot whose mastery of reconnaissance tactics and light walker combat doctrine transforms his company from a band of warriors into a deadly hunting pack. Following their commander's lead, the squadrons of Sentinels sweep around the flanks of the battle, isolating and blasting apart targets of opportunity or attacking in force from an unexpected quarter. Often they are tasked with the elimination of a priority target, using their swift walkers to encircle and ambush their prey. On the attack, the Sentinel pilots draw upon the intelligence from their pre-hunt briefing, aiming for their victim's weak spots in order to bring down even the largest and most dangerous foes.

FORMATION:

- 2-4 units chosen in any combination from the following list:
- Scout Sentinel Squadron
- Armoured Sentinel Squadron

RESTRICTIONS:

Each unit must consist of 3 models.

SPECIAL RULES: • Outflank

Company Command: One Scout Sentinel or Armoured Sentinel in this Formation must be designated the Command Sentinel. That model gains the Character unit type, and can issue the 'Take Aim!', 'Forwards, for the Emperor!' or 'Move! Move! Move!' order to a unit in its Formation as though it were an officer. Units from this Formation count as having a Leadership characteristic of 8 for the purposes of the test to see if the order has been understood.

Dedicated Hunters: At the start of your first turn, pick a unit in the enemy army. All models in this Recon Company have the Preferred Enemy special rule against that unit for the remainder of the game.

'EMPEROR'S WRATH' ARTILLERY COMPANY

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The world fills with fire and thunder as the shells of the Emperor's Wrath Artillery Company strike home. Great showers of explosive warheads

scream like damned souls as they plunge down upon the foe, each blast tearing craters in the ground and hurling spumes of soil, wreckage, fire and bodies high into the air. Reacting to coordinates voxed in from forward spotters, the sweating crews of each artillery piece continue to load and fire, load and fire, filling the air with a constant rain of high explosives that pound the foe into bloody mulch. Such bombardments can last for hours, days, even weeks, steadily transforming the battlefield into blasted wreckage and torn red ruin. By the time the guns fall silent, Imperial victory is beyond any doubt.

FORMATION:

- 1 Company Command Squad
- 2 units chosen in any combination from the following list:
- Basilisk Battery
- Hydra Battery
- Wyvern Battery
- 1 unit chosen from the following list:
- Manticore
- Deathstrike
- 1-3 Enginseers

RESTRICTIONS:

The Company Command Squad must take a Chimera or Taurox as a Dedicated Transport.

SPECIAL RULES:

Artillery Command: The Company Commander from this Formation can issue the 'Smite at Will!', 'Suppressive Fire!' and 'Fire on my Target!' orders to units of vehicles from this Formation. Units of vehicles from this Formation count as having a Leadership characteristic of 8 for the purposes of seeing whether the order has been understood.

Target Sighted: Once per turn, in your Shooting phase, one friendly model equipped with a vox-caster can call in target coordinates. Choose an enemy unit within 18" and in line of sight of that model. Until the end of the phase, models from this Formation count their weapons as Twin-linked when firing at that enemy unit.







Occasionally, a situation will arise in battle that only the judicious application of brute force and bravery can resolve. At such times, the Ogryn Auxilla come into their own. Whether storming the breach in an enemy fortification, counter-charging an overwhelming attack by the foe's elite infantry, or striking the final, crushing blow of the battle, these hulking abhumans are perfect for such brutal tasks. The Ogryns' loyalty makes them all but unbreakable no matter the odds, while their strength and resilience means they are nigh unstoppable once they've built up a head of steam. With ripper guns hammering and grenadier gauntlets thumping, the Ogryn Auxilla storm into their foes, laying about themselves with gun butts, mauls and massive, gnarled fists until not a single opponent remains standing.



SPECIAL RULES:

Groundshaking Charge: If a unit of Ogryns or Bullgryns from this Formation charges an enemy unit that has already been charged by a unit of Ogryns or Bullgryns from this Formation in the same Assault phase, their Hammer of Wrath hits are resolved at Strength 7.

Unquestioning Loyalty: Units of Ogryns and Bullgryns from this Formation that are within 12" of the Commissar from this Formation have the Fearless special rule.







PSYKANA DIVISION





The air thickens like grease and spectral fire crawls across every surface as the Psykana Division focus their powers. Rubble and wreckage floats

slowly into their air around them, leaving flickering afterimages daubed across reality as the Psykers drone out a hymnal of pain. The Primaris Psyker leads the chant, his eyes glowing as he reaches out to join the minds of his agonised brethren to his own. Second by second the energies build and the hymn grows louder until, with a howl that echoes into realms beyond sight, the psykers unleash their destructive might. Enemy tanks are plucked up and crushed like ration tins. Infantry scream as dancing lightning plays across them, dissolving their flesh and burning away their souls. The fury of the Warp itself is set loose upon the foes of Mankind, and annihilates them utterly.

FORMATION: • 1 Primaris Psyker • 3 units of Wyrdvane Psykers • 1-3 Commissars RESTRICTIONS: None.

SPECIAL RULES:

Empyric Link: The Primaris Psyker knows any Psychic Powers known by units of Wyrdvane Psykers from the same Division while they are within 12". In addition, add 1 to the Primaris Psyker's Mastery Level until the end of the Psychic phase for every 5 Wyrdvane Psykers from the same Division that are within 12" at the start of the phase. Note that this does not cause him to generate any additional powers.

Encouraging Presence: While a unit of Wyrdvane Psykers from this Formation is joined by a Commissar from this Formation, it successfully harnesses Warp Charge points on a roll of 2+ rather than 4+. However, if it attempts to manifest a Psychic Power and fails its psychic test, one randomly determined Wyrdvane Psyker from the unit is removed as a casualty. Furthermore, if it suffers Perils of the Warp, one randomly determined Wyrdvane Psyker from the unit is removed as a casualty and no roll is made on the Perils of the Warp table.









When faced with marauding alien or heretic hordes, Imperial commanders can call upon Ogryn Rampart Detachments to hold the line. Where ordinary Guardsmen would falter and fall, the massed ranks of towering Ogryns stand as if rooted to the spot. Made up of two units of Bullgryns, the Ogryn Rampart Detachment is tasked with holding its ground against any opposition, forming an impenetrable shield wall. Such is the strength of the formation that it can turn aside almost any enemy infantry, and it even shields units taking cover behind it from fire. Enemy units have often been deterred just by the sight of an Ogryn Rampart Detachment – more than merely a defensive formation, they also excel at breaking enemy charges, shattering their strength with shield and maul and leaving only broken bodies and bleeding corpses at their feet.



SPECIAL RULES: Counter-attack, Fear, Fearless.

Impenetrable Shield Wall: Friendly Infantry models that are partially obscured by models from this formation receive an additional +1 to their cover save.



The famed armoured formation of the Cadian 1652nd, known as the 'Steel Host', have a well deserved and fearsome reputation. Every member of the formation must prove themselves as a Guardsman before they are trained for the armoured corps, facing the foe with lasgun, bayonet and flak armour. These men are then expected to make a commensurately better account of themselves when the formidable armour and arsenal of a Leman Russ Battle tank is at their command. Under the direction of Commander Ovik, the Steel Host have proven themselves exceptional among the armoured formations of Cadia – so exceptional in fact, that high command insist that Ovik's formation is accompanied by a Hydra to protect them from aerial threats. During the defence of Alaric Prime, the Steel Host were decisive in numerous battles, where their timely arrival and the devastating fire of their guns turned the tide or broke the enemy.



SPECIAL RULES:

Elite Tank Crews: The Tank Commander, and all vehicles from this formation within 12" of the Tank Commander, have the Preferred Enemy special rule.



FORCES OF CADIA

These pages feature rules for fielding Cadian Detachments as part of your army. You will find Warlord Traits that exemplify the personalities of Cadia's most decorated heroes, and unique items of wargear so iconic that even the lowliest Whiteshield would recognise them.

CADIAN DETACHMENT SPECIAL RULES

Detachments in your army that are chosen from *Codex: Astra Militarum*, and that do not contain any unique characters other than Lord Castellan Creed, Colour Sergeant Kell and/or Knight Commander Pask, can be Cadian Detachments. Any Cadian Detachments in your army use the following special rule in addition to those presented in their codex.

HEIRLOOMS OF CADIA

Units in a Cadian Detachment that can normally take items from the Heirlooms of Conquest list in *Codex: Astra Militarum* can choose to take items from the Heirlooms of Cadia list at the points cost shown instead. You can take items from both lists in the Detachment. A single Tank Commander in a Cadian Detachment may be equipped with Kabe's Herald.

WARLORD TRAITS

When generating his Warlord Traits, a Cadian Warlord may choose to roll on the table to the right instead of those found in *Warhammer 40,000: The Rules* or *Codex: Astra Militarum*.



WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- 1 Master Orator: Your Warlord has a way with words honed by many years of giving rousing battlefield speeches, and his men would gladly follow him to the gates of hell itself. Your Warlord has the Zealot special rule.
- 2 Dead-eye Shot: Your Warlord held his first lasgun before he could walk, and has drilled his men to be almost as proficient with their weapons as he is.
 Add 2 to your Warlord's Ballistic Skill, and 1 to the Ballistic Skill of models in his unit.
- 3 Artillery Veteran: Your Warlord knows the strength of a long-range bombardment, and always has the contacts to coordinate one at just the right time.
 Once per game, your Warlord can make an Artillery Bombardment as though he were a Master of Ordnance.
- 4 Unflappable Stoicism: Your Warlord has lived through more fire fights than the common soldier has eaten cold rations, a fact of which he is keen to remind his men at every opportunity.

Friendly units that are part of a Cadian Detachment do not take Morale tests for suffering 25% or more casualties while they are within 12" of your Warlord.

5 Above the Thundering Guns: Your Warlord employs skilled vox-operators and all manner of vocal techniques to ensure that his orders are heard correctly the first time, even during the fiercest battles.

Your Warlord has the Voice of Command special rule. If your Warlord already has the Voice of Command special rule, he can issue one additional order each turn.

6 Staunch Traditionalist: Your Warlord leads his officers in upholding Cadia's fine martial traditions, and encourages them to never back down from a fight.

Friendly Characters that are part of Cadian Detachments must issue and accept challenges wherever possible. If there is more than one friendly model with a rule that has this effect in a challenge, you may select which model issues or accepts the challenge. When fighting in challenges, friendly Characters that are part of Cadian Detachments can re-roll failed To Hit and To Wound rolls.

HEIRLOOMS OF CADIA

Each of the items below is a precious piece of Cadia's history as well as an artefact of war, handed down through the years to those seen fit to bear them into battle. Only one of each of the following items may be chosen per army.

10 points

CELERITAS

Celeritas was given as a gift by Ultramarines Chapter Master Admeus to Castellan Grift after his Cadian 57th relieved the Ultramarines at the siege of Ygdravere. The perfectly balanced chainsword was crafted by the artisans of Talassar, and is amongst the finest examples of its type in the whole Imperium. Armed with this marvellous chainblade, Cadian officers have cut down Chaos Space Marines and Eldar Exarchs alike, all without sustaining a scratch.

Range	S	AP	Туре
-	User	-	Melee,
			Deadly Riposte,
			Master-crafted

Deadly Riposte: When fighting in a challenge, a model wielding Celeritas has an invulnerable save of 4+. For each successful save made by the model during a challenge, it can immediately make an attack with Celeritas that hits automatically and has the Rending special rule, even if the model is slain as the result of failing other saves at the same time.

One Veteran in the army that can carry a regimental standard can instead carry the Standard of the Lost 113th. This follows the same rules as a regimental standard. At the start of your Movement phase you can declare that the bearer will plant the standard and fight to the last. The bearer's unit cannot move, run or charge for the rest of the game, but it and any friendly Cadian units within 18" are Fearless.

A Tank Commander in your army may be equipped with Kabe's Herald. When a model equipped with Kabe's Herald uses its Tank Orders special rule, you can pick any other Leman Russ squadrons within 12"; each of those squadrons is also affected by the Tank Order, as though it was part of the Tank Commander's unit. If the Tank Commander chose the 'Gunners, Kill on Sight' order, any other squadrons that are affected gain the Split Fire special rule for the duration of the phase.

Range	S	AP	Туре	1315
No.	+2	3	Melee	

and obedience of all around him.

Company Commander only. When a model carrying Volkov's Cane issues an order to a unit within 6", the Leadership test will only fail on a roll of a double 6.

Range	S	AP	Туре
	User	4	Melee, Concussive

Range	S	AP	Туре
12"	3	-	Pistol, Punitive

Punitive: A weapon with this special rule always wounds on a roll of 4+. In addition, when making armour saves against attacks made by a weapon with this special rule, a roll of 3 or less will always fail, even if the target's Save characteristic is 3+ or better.

HAMMER OF THE EMPEROR

The battle-hardened populace of Cadia produces warriors without equal, and the Cadian Shock Troops are held as some of the Imperium's staunchest defenders. Using the rules on the following pages you can field an Astra Militarum force drawn from this proud people, or even represent an entire Cadian Battle Group on the battlefield.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in Warhammer 40,000: The Rules.

If you are using the Unbound method, simply use the datasheets that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments. Note that you can also include any of the Formations presented in this section as part of a Battle-forged army.

The Cadian Battle Group is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in Warhammer 40,000: The Rules, it has a Force Organisation Chart whose slots are a combination of specific Formations and Army List Entries instead of Battlefield Roles. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Cadian Battle Group are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Cadian Battle Group, that entire Cadian Battle Group is your Primary Detachment.

RESTRICTIONS:

This Detachment must include at least one Command choice. For each Command choice, it may include up to three Core choices. For each Core choice, it may include up to three Auxiliary choices. Only the datasheets listed here can be included in this Detachment. No unique models other than those listed here may be taken as part of this Detachment.

The Cadian Battle Group is a Cadian Detachment.

BATTLE GROUP COMMAND

- 1 Company Command Squad¹ or Tank Commander²
- 0-1 Lord Commissar
- ¹ A Company Command Squad may include Lord Castellan Creed in place of its Company Commander and Colour Sergeant Kell in place of one Veteran.
- ² Knight Commander Pask may be taken in place of a

COMMAND BENEFITS:

High Command: A Company Commander that is part of a Battle Group Command can issue up to three orders each turn, rather than two, and can issue them to units from this Detachment that are within 24" rather than 12".

Battle Group Vox-net: When an officer from this Detachment issues an order to a unit from this Detachment, roll an additional dice for the Leadership test and discard the highest roll.

Sharpshooters: Models from this Detachment can re-roll To Hit rolls of 1 when firing lasguns or hot-shot lasguns.



Command

+



Core 0-3 per Command



Auxiliary 0-3 per Core



CADIAN BATTLE GROUP

The Cadian Battle Group allows you to field an indomitable force of Cadian Shock Troops on the Warhammer 40,000 battlefield. Whether you wish to assemble a force of several hundred infantrymen, a mighty column of battle tanks or anything in between, the Detachment shown below offers several options with some powerful benefits.

For example, Joel's Cadian collection consists of two Company Command Squads, an Enginseer, a Militarum Tempestus Command Squad, a Tank Commander in a Leman Russ Executioner, three Veteran Squads, a unit of Militarum Tempestus Scions, two Leman Russ Battle Tanks, a Leman Russ Punisher, a Leman Russ Demolisher, a Chimera, three Tauroxes and a Hellhound.

If Joel wishes to organise his collection using the Battle-forged method – as described in Warhammer 40,000: The Rules – all of his units need to be part of a Detachment or a Formation. He achieves this by choosing a single Cadian Battle Group Detachment.

The Cadian Battle Group in Joel's army consists of one Command choice, one Core choice and two Auxiliary choices. Specifically, it consists of a Battle Group Command (one Company Command Squad), an 'Emperor's Fist' Armoured Company (his Tank Commander, his two Leman Russ Battle Tanks, his Leman Russ Punisher, his Leman Russ Demolisher and his Enginseer), an 'Emperor's Blade' Assault Company (the other Company Command Squad in the Chimera, all of his Veterans embarked in the three Tauroxes and his Hellhound) and a Militarum Tempestus Platoon (his Militarum Tempestus Command Squad and unit of Militarum Tempestus Scions).

As all of Joel's units belong to the Cadian Battle Group, the army is Battle-forged and all of his units have the Command Benefits listed below. Joel chooses the Company Commander in his Battle Group Command to be his Warlord, meaning that the entire Cadian Battle Group is his Primary Detachment.



- Banehammer
- Banesword
- Doomhammer
- Hellhammer
- Stormlord
- Stormsword
- 'Emperor's Fury'
 Super-heavy Company

• 1 unit chosen from the following:

- Manticore
- Deathstrike
- 1-3 Enginseers

'EMPEROR'S BLADE' ASSAULT COMPANY

- 1 Company Command Squad
- 3 units of Veterans
- 1-3 Hellhound Squadrons

X

'EMPEROR'S SPEAR' AERIAL COMPANY

 3 Valkyrie Squadrons and/or Vendetta Squadrons in any combination



OGRYN AUXILLA

- 1 Commissar
- 2 units of Bullgryns
- 2 units of Ogryns

'EMPEROR'S TALON' RECON COMPANY

 2-4 Scout Sentinel Squadrons and/or Armoured Sentinel Squadrons in any combination

PSYKANA DIVISION

- 1 Primaris Psyker
- 3 units of Wyrdvane Psykers
- 1-3 Commissars

MILITARUM TEMPESTUS PLATOON

See Codex: Astra Militarum

SUPER-HEAVY ARMOURY

This section lists the devastating guns of the Imperium's Super-heavy Tanks. Any wargear not listed here can be found either in Codex: Astra Militarum or Warhammer 40,000: The Rules.

BANEBLADE CANNON

The Baneblade cannon fires three-foot-long, adamantium-tipped, rocketpropelled anti-tank shells packed with high explosives. These terrifying rounds punch through even the thickest armour with ease, producing explosions that are as vast as they are deadly.

	Range	S	AP	Туре
Baneblade	72"	9	2	Primary
cannon				Weapon 1,
				Apocalyptic
				Blast

DEMOLISHER CANNON

A short ranged, direct fire artillery piece, this wide bore canon hurls a massive shell whose weight alone is enough to crush a light tank. The destructive force of each blast will atomise the most heavily armoured foes in a heartbeat, leaving nothing but a blazing crater to show where the Emperor's foes once stood.

	Range	S	AP	Туре
Demolisher	24"	10	2	Ordnance 1,
cannon				Large Blast

HELLHAMMER CANNON

The Hellhammer cannon fires high calibre shells, each containing an unstable sub-atomic core. Where these deadly rounds hit home, everything is engulfed by a blindingly bright blast. Split seconds later, a deafening roar and buffeting shockwave roll out from the blast zone. Of the foe caught within the blast zone, little remains.

Range S AP Type

STORMSWORD SIEGE CANNON

The Stormsword siege cannon fires enormous, rocket-propelled shells that detonate with vast concussive force. Stormsword gunners are trained to lob their shots low, punching through the ground floors of defensive buildings to bring them tumbling down or carving vast craters beneath foes and pitching them to their doom.

	Range	S	AP	Туре
Stormsword	36"	10	1	Primary
siege cannon				Weapon 1,
0				Apocalyptic
				Blast,
				Ignores Cover

TREMOR CANNON

Firing hefty proximity-shells filled with super-dense tectorium ore, the tremor cannon gouges huge craters out of the battlefield with every shot. Even as a lethal wave of blazing overpressure rolls out from the blast, the tectorium's primary reaction shudders out through the ground, shaking the battlefield to its bedrock and flinging the enemy off their feet in screaming confusion.

	Range	S	AP	Туре
Tremor cannon	60"	8	3	Primary
				Weapon 1,
				Earthshock,
				Massive Blast

Earthshock: All models under the tremor cannon's massive blast marker that were not removed from play as a result of that shooting attack must take a Dangerous Terrain test once the hit has been resolved.

Hellhammer	36"
cannon	

10 1

Primary Weapon 1, Ignores Cover, Massive Blast

MAGMA CANNON

The magma cannon is named for the white-hot blasts of energy its thermochemical 'sunhammer' warheads create upon impact. This weapon is more than capable of reducing a Stompa or bio-titan to blackened wreckage with a single direct hit.

1	Range	S	AP	Туре
Magma cannon	60"	10	1	Primary
0				Weapon 1,
				Large Blast

QUAKE CANNON

Firing high yield concussion shells over vast distances, the quake cannon is a ferociously effective siege-gun. Though disadvantaged at short range by its fuselocked ordnance, the weapon's reach and ferocious stopping power more than make up for this shortcoming.

Range	S	AP	Туре
24-180"	9	3	Primary
			Weapon 1,
			Apocalyptic
			Blast
	0	0	8

VOLCANO CANNON

The volcano cannon's sheer power is the stuff of legend. Shields collapse beneath its searing beam, armour sloughs away into molten slag or simply vaporises altogether. A single shot from such a weapon can reach out across a battlefield to effortlessly slay the mightiest monster or super-heavy tank, while infantry caught in its blast will be ash before they realise they have been hit.

	Range	S	AP	Туре	
Volcano cannon	120"	D	2	Primary	
				Weapon 1,	
				Large Blast	

VULCAN MEGA-BOLTER

The vulcan mega-bolter screams as it spits out swathes of massreactive shells. Wherever the mega-bolter's fire rakes across the foe, they disintegrate, blasted into puffs of blood and piles of wreckage in seconds. Warriors fighting beneath the barrels of these chattering weapons must wade knee-deep through spent shell casings, struggling to reach their foes through drifts of smoking brass.

	Range	S	AP	Туре	
Vulcan	60"	6	3	Heavy 15	
mega-bolter					

68

ASTRA MILITARUM TACTICAL OBJECTIVES

Presented below are six Tactical Objectives to use in your games of Warhammer 40,000 that are exclusive to Astra Militarum players. They reflect the hammerblow tactics used by the forces of the Imperial Guard.

If your Warlord has the Astra Militarum Faction, these Tactical Objectives replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules*.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when an Astra Militarum player using these Tactical Objectives generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), the Astra Militarum player instead generates the corresponding Astra Militarum Tactical Objective, as shown in the table to the right. Other Tactical Objectives (numbers 21-66) are generated normally.



11 ARMOURED ASSAULT

TYPE: ASTRA MILITARUM

The Astra Militarum are the unsubtle hammer of the Imperium's forces, their massed tank brigades putting the armoured companies of their enemies to shame.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed during your turn by a unit with the Tank unit type.

12 FIX BAYONETS!

TYPE: ASTRA MILITARUM Countless battles have been won by the timely charge of a platoon of Astra Militarum infantry, bayonets fitted to their lasguns and battle cries in their throats.

14 HOLD YOUR GROUND

TYPE: ASTRA MILITARUM

Static gun lines and emplacements are key to many of the strategies composed by Imperial tacticians. The Astra Militarum are expected to hold their ground, no matter the cost. Score 1 Victory Point at the end of your turn if at least half of the units you have on the battlefield (rounding up) are within your deployment zone.

15 OVERWHELMING NUMBERS

TYPE: ASTRA MILITARUM

One of the Astra Militarum's greatest strengths is its endless

Score 1 Victory Point at the end of your turn if one or more Astra Militarum units made a successful charge during your turn.

13 STRENGTH IN UNITY

TYPE: ASTRA MILITARUM

Each warrior in the Astra Militarum is but a cog in a greater machine, useful only while he carries out his assigned task. Score 1 Victory Point at the end of your turn if you successfully issued at least three orders. If you successfully issued six or more orders, score D3 Victory Points instead. supply of recruits. Common doctrine involves swamping enemy positions with bodies, living or dead.

Score 1 Victory Point at the end of your turn if you control more Objective Markers than your opponent. If you control at least three more Objective Markers than your opponent, score D3 Victory Points instead.

16 STORM OF FIRE

TYPE: ASTRA MILITARUM

The lasgun may pale in comparison to the weapons of the Imperium's enemies, but a hundred can bring down any foe. Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed during your Shooting phase. Score D3 Victory Points instead if at least 3 enemy units were completely destroyed, or D3+3 if 6 or more enemy units were completely destroyed.

DESIGNER'S NOTE – TACTICAL OBJECTIVES CARD DECK

If you own a deck of Astra Militarum Tactical Objective Cards, you can generate your Tactical Objectives by shuffling the deck and drawing the top card instead of rolling a D66. These should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.

ECHOES OF WAR: LAST STEP BACKWARDS

On the Throne-forsaken world of Besana, a thin line of Cadian Whiteshields is all that stands between the forces of Chaos and absolute victory. The best efforts of Besanan High Command have failed, and the majority of the Astra Militarum forces are in full retreat with Luciver Anckor's Cultist hordes snapping at their heels. Yet hope is not lost. On the Incardine Ridge, the redoubtable Major Luka has drawn up a thin line of Cadian defenders, their Aegis Defence Lines thrown across the natural choke-point where the causeway reaches up from the Long Dry and heads for Starport. Help is on the way in the form of none other than Castellan Creed himself; if Luka's plucky cadets can hold the foe for long enough, they can still seize victory from the jaws of defeat. However, the baying tide of Chaos-worshippers is closing in, the cad-ore storms are fouling the vox, and matters look desperate. Now, only faith in the Emperor and good, straight steel will see the Cadians hold the line.

THE ARMIES

One player is the Cadian player, and his opponent is the Chaos Space Marine player.

The Cadian player's army consists of a Company Command Squad, a Leman Russ Battle Tank and any number of units of Conscripts (these do not need to be chosen as part of an Infantry Platoon). The combined points value of these units cannot exceed 500 points. The army may include up to three Aegis Defence Lines at no additional points cost. The Company Commander in the Company Command Squad must be chosen as the army's Warlord (this model represents Major Luka).

All units in the Chaos Space Marine player's army must have the Chaos Space Marines Faction. The combined points value of these units cannot exceed 1000 points. The army must include at least three units of Chaos Cultists.

THE BATTLEFIELD

Use the deployment map included with this mission. The

VICTORY CONDITIONS

If there are no models from the Cadian player's army left on the battlefield, the game ends immediately and the Chaos Space Marine player wins the battle. If there is at least one model from the Cadian player's army on the battlefield when the game ends, the Cadian player wins the battle.

MISSION SPECIAL RULES

Armour-piercing Rounds: Before the Cadian player fires the Leman Russ Battle Tank's battle cannon, he can declare that he will attempt to load an Armour-piercing Round. If he does so, he must roll a D6. On a 2+, the battle cannon counts as a Vanquisher battle cannon for the duration of the attack. On a 1, the battle cannon cannot be fired this turn.

Cad-ore Blizzards: The Cadian player rolls a D6 at the start of each of his turns. On a 1 or 2, a Cad-ore Blizzard sweeps across the ridge and the Night Fighting special rule comes into effect until the start of the Cadian player's next turn. In addition, whilst a Cad-ore Blizzard is in effect, any failed Leadership test rolled whilst issuing an order (see the Voice of Command special rule in Codex: Astra Militarum) counts as an Incompetent Command, regardless of the actual result rolled.

Cadian player sets up terrain. We recommend that the space between the two areas of the Long Dry (see map) is limited to Battlefield Debris, as described in *Warhammer* 40,000: The Rules.

DEPLOYMENT

The Cadian player deploys first, anywhere in his deployment zone. The Chaos Space Marine player deploys second, anywhere in his deployment zone.

FIRST TURN The Cadian player takes the first turn.

GAME LENGTH The mission uses Variable Game Length as described in Warhammer 40,000: The Rules. **Indomitable Command:** All models in the Cadian player's army can use Major Luka's Leadership value. If Major Luka is removed as a casualty, they can no longer use his Leadership value.

The Long Dry: The area marked on the map as the Long Dry is impassable terrain to all models other than Skimmers, Flyers and Flying Monstrous Creatures.

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