IMPERIAL ARMOUR ARMOUR

INDEX: FORCES OF THE ADEPTUS ASTARTES





INDEX: FORCES OF THE ADEPTUS ASTARTES







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INTRODUCTION

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

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

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

ADDITIONAL RULES

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

MACRO WEAPONS

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

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

RELIC

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

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

2CP

RELIC OF ANCIENT GLORY

Stratagem

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

DATASHEETS

1. Battlefield Role

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

2. Power Rating

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

3. Unit Name

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

4. Profiles

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

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

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

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

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

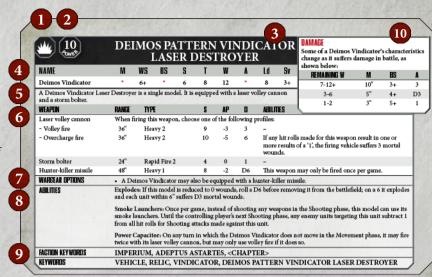
Toughness (**T**): This reflects the model's resilience against physical harm.

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

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

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

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



5. Unit Composition & Wargear

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

6. Weapons

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

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

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

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

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

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

7. Wargear Options

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

8. Abilities

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

9. Keywords

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

10. Damage

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



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		DE RE		S P. PRE		ER TO	N R		DAMAGE Some of a Deimos change as it suffers			
NAME	M	WS B	S S	T	W	A	Ld	Sv	shown below: REMAINING W	М	RS	
Deimos Predator	*	6+ *	6	7	12	*	8	3+	7-12+	12"	3+	
A Deimos Predator is a si	ngle model.	It is equipp	ed with a r	olasma d	estrover.	180	166.64		3-6	6"	4+	
WEAPON	RANGE	TYPE	1	S	AP	D	ABILIT	TES	1-2	3"	5+	
Storm bolter	24"	Rapid F	ire 2	4	0	1	_					_
Hunter-killer missile	48"	Heavy 1		8	-2	D6	This	weapon	can only be fired onc	e per game.		
Infernus cannon	8"	Heavy 2		5	-1	2		-	hits its target automa			
Magna-melta cannon	24"	Неаvy Г		10	-4	D6	If the range	target o	of an attack by this we additional dice wher he lowest result.	apon is wit		
C-beam cannon	72"	Heavy 1		6	-3	D3	mode betwee by +2 from weape at Str	el carryi een the and the play as on, ther ength 6	may not be fired on a ng it has moved. In ac bearer and the target, e Damage by +D3. If a a casualty due to wou the target unit suffer AP 0, causing 1 Dan igger further hits the	Idition, for increase th a model is r nds caused is 2D6 addit nage. These	each 24" e Strength emoved by this tional hits	n S
Plasma destroyer	36"	Heavy 2	D3	7	-3	2	-					
Twin lascannon	48"	Heavy 2		9	-3	D6	-					
Predator autocannon	48"	Heavy 2	D3	7	-1	3	-					
Lascannon	48"	Heavy 1		9	-3	D6	-					
Heavy bolter	36"	Heavy 3		5	-1	1	-					
Heavy flamer	8"	Heavy I	06	5	-1	1	This	weapon	hits its target automa	tically.		
WARGEAR OPTIONS	- Ma - C-b - Info - Pre - Tw • A De • A De	gna-melta co peam canno pernus canno dator autoca in lascannor	annon n annon annon tor may als	o be equ o be equ	ipped w	ith eithe	r two he rm bolte	avy bolt	ters, two lascannon or		flamers.	
ABILITIES	Explode and each Smoke smoke l	es: If this months that the series is a series in the series is a series in the series	odel is redun 6" suffers Once per a	aced to 0 a D3 mor game, ins	wounds tal wounds stead of s player's	s, roll a I nds. shooting next Sho	O6 before g any wea	e remov	ing it from the battle to the Shooting phase, y enemy units targeti	this model	can use it	s
FACTION KEYWORDS		hit rolls for										
KEYWORDS		RIUM, AD						DETT	PREDATOR			-

40ws					ERN DES					Some of a Deimos V change as it suffers of shown below:			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Deimos Vindicator	*	6+	*	6	8	12	*	8	3+	7-12+	10"	3+	3
A Deimos Vindicator Las and a storm bolter.	ser Destroye	r is a sir	ngle mod	lel. It is	equippe	d with	a laser v	olley car	nnon	3-6	5"	4+	D
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES	1-2	3"	5+]
Laser volley cannon	When f	iring thi	is weapo	n, choo	se one c	f the fo	lowing	profiles:	:				\neg
- Volley fire	36"	Hea	vy 2		9	-3	3	-					- 1
- Overcharge fire	36"	Hea	ivy 2		10	-5	6		ė result	olls made for this weapon s of a '1', the firing vehic			
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapo	n may only be fired once	e per game	e.	
WARGEAR OPTIONS	• A De	imos V	indicato	r may a	lso be ed	uipped	with a l	unter-k	ciller m	issile.			
ABILITIES					iced to 0 D3 mor			D6 befo	re remo	oving it from the battlefi	eld; on a 6	it explod	es
	smoke l	aunchei	rs. Until	the cor		player's	next Sh	ooting p		in the Shooting phase, that in the Shooting phase, the same are the same and the same are the sa			
				,	n in whic on, but r					not move in the Movemes so.	ent phase	e, it may fi	re
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	STAR	TES, <0	СНАРТ	ER>					
KFYWORDS	VEHI	TE D	ELIC Y	ZINIDI	CATO	D DEI	MOST	ATTE	DNI VI	NDICATOR LASER	DECTD	OVED	

\$ (5)		INI	FER RA	NU AZ(JM I ORI	PAT BAC	ΓΤΕ CK	RN		DAMAGE Some of an Infernus characteristics chan battle, as shown bel	ge as it su		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Infernum Razorback	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
An Infernum Pattern Raze	orback is a	single n	nodel. It	is equij	pped wit	h a mul	ti-melta.			3-5	6"	4+	D
WEAPON	RANGE	TYP	E		S	AP	D	ABILI'	TIES	1-2	3"	5+	1
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-					
Hunter-killer missile	48"	Hea	ivy 1		8	-2	D6	This	weapoi	n can only be fired once	per game		
Multi-melta	24"	Неа	avy 1		8	-4	D6	two o		is within half range of the inflicting damage with.			ie
WARGEAR OPTIONS					ack may ack may					bolter.			
TRANSPORT			transpo CENTU			R> INF	ANTRY	models	. It can	not transport JUMP PA	CK, TER	MINATO	R,
ABILITIES										oving it from the battlefi 6" suffers D3 mortal wo		efore any	
	smoke l	aunche	rs. Until	the cor		player's	next Sh	ooting p		in the Shooting phase, t ny enemy units targetin			
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	STAR	TES, <0	СНАРТ	ER>					
KEYWORDS	VEHIC	CLE, T	RANSF	ORT.	RAZO	RBAC	K. INF	ERNU	и рат	TERN RAZORBAC	K		

(A) (A)		R		ELI DEI		AN RO	ID ΓΕU	JS		DAMAGE Some of a Relic Lar characteristics char	nge as it su		age in
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	battle, as shown be	low: M	BS	A
Land Raider Proteus	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	6
A Relic Land Raider Prot	eus is a sing	le mode	l. It is e	quipped	l with tw	vo twin	lascanno	on.		5-8	5"	4+	De
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES	1-4	3"	5+	1
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-					10
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					8
Twin heavy flamer	8"	Hea	vy 2D6		5	-1	1	This	weapon	hits its target automat	tically.		- 8
Multi-melta	24"	Hea	vy 1		8	-4	D6	two o		s within half range of n inflicting damage w			
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-					8
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					9
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	can only be fired once	e per game.		0
		avy bolt			, iiiu , tu	ke one c	or the for	nowing (ptions:				
	- Mu - Tw - Tw • A Re	llti-melt in heavy in heavy lic Land	a / bolter / flamer Raider	Proteus	s may al	so be eq	uipped v		ınter-kil	ler missile. er.			
TRANSPORT	- Mu - Tw - Tw • A Re • A Re	ilti-melt in heavy in heavy lic Land lic Land odel can o the spa	a y bolter y flamer Raider Raider transpo	Proteus Proteus ort 10 <0 vo other	s may als s may als C HAPT models	so be eq so be eq 'ER> IN	uipped v uipped v FANTR	with a hi	unter-kil orm bolt ls. Each				
TRANSPORT ABILITIES	- Mu - Tw - Tw - A Re - A Re This motakes up	of the M	a y bolter y flamer Raider Raider transponce of tweet Rachine	Proteus Proteus ort 10 <0 vo other IARIS	s may als s may als CHAPT models nodels.	so be eq so be eq 'ER> IN s, and ea	uipped v uipped v FANTR ch CEN	with a huwith a start TURIO	unter-kil orm bold ls. Each N mode	er. TERMINATOR or JU	three mod		
	- Mu - Tw - Tw - A Re - A Re - A Re This motakes up cannot Power of Heavy v	ilti-meltin heavy in heavy in heavy in heavy ilic Land lic Land odel can the spatransport the Mweapons if the Mweapons	a bolter by flamer Raider Raider transponde of twent PRIM Cachine	Proteus Proteus Proteus Ort 10 <0 vo other IARIS I Spirit:	s may also may also may also may also models models. This mo	so be eq so be eq 'ER> IN s, and ea del does	uipped v uipped v FANTR ch CEN s not suf	with a huwith a st. Y mode TURIO	unter-kil orm bold Is. Each N mode enalty to	er. TERMINATOR or JU takes up the space of	three mod	els. It	
	- Mu - Tw - Tw - A Re - A Re - A Re - This mo takes up cannot Power of Heavy v Explode embark Smoke smoke l	in heavy in heavy in heavy in heavy lic Land lic Land odel can o the spa transpor of the M weapons es: If thi ed mode Launch auncher	a bolter bolter flamer Raider Raider transponce of twent PRIM Cachine is modelels disersers: Oners. Until	Proteus Proteu	s may also may also may also may also chapter models. This models acced to 0 on a 6 it came, instrolling	so be eq so be eq TER> IN s, and ea del does wound explode stead of player's	uipped vuipped viipped	with a hu with a st Y mode TURIO fer the p D6 befor hich unit g any we ooting p	unter-kil orm bolt ls. Each N mode enalty to re remov within 6 apons ir	er. TERMINATOR or JU takes up the space of hit rolls for moving a	and firing field and be bounds.	els. It fore any can use its	
	- Mu - Tw - Tw - A Re - A Re - A Re This mo takes up cannot Power of Heavy v Explode embark Smoke smoke l from all Explora	in heavy in Land odel can of the M weapons es: If thi ed mode Launch auncher i hit roll: ator Aug outside	a bolter	Proteus Proteu	s may also may also may also may also models. This models models models are to 0 on a 6 it may amend to 10 it may also may units aployme.	so be eq so be eq ER> IN s, and ea del does wound explode stead of player's nade aga s opting nt zone	uipped vuipped v FANTR ch CEN s not suf s, roll a l es and ea shooting next Sh ainst this	with a hi with a st Y mode TURIO fer the p D6 befor ach unit g any we nooting p s unit.	unter-kil lorm bold ls. Each N mode enalty to re remove within 6 apons ir hase, an	rer. TERMINATOR or JU takes up the space of thit rolls for moving a ing it from the battlef suffers D6 mortal wo the Shooting phase,	three modern and firing field and be bounds. This modeling this unit the allow the allow the first modern and the first modern	fore any can use its subtract 1	
	- Mu - Tw - Tw - A Re - A Re - A Re This mo takes up cannot t Power of Heavy v Explode embark Smoke smoke l from all Explora deploy of within l	in heavy in heavy in heavy in heavy in Land ic Land odel can o the spa transpoi of the M weapons es: If thi ed mode Launch auncher i hit roll ator Au outside i 12" of a 1	a bolter	Proteus Proteu	s may all s may all s may all s may all s models. This mode on a 6 it ame, instrolling attacks n my units ployme:	so be eq so be eq ER> IN s, and ea del does wound explode stead of player's nade aga s opting nt zone eus.	uipped vuipped v FANTR ch CEN s not suf s, roll a l es and ea shooting next Sh ainst this to deplo	with a hi with a st Y mode TURIO fer the p D6 befor ach unit g any we sooting p s unit.	unter-kil lorm bold ls. Each N mode enalty to re remove within 6 apons ir hase, an	er. TERMINATOR or JU takes up the space of hit rolls for moving a ing it from the battlef "suffers D6 mortal wo the Shooting phase, to y enemy units targetin during the battle whice	three modern and firing field and be bounds. This modeling this unit the allow the allow the first modern and the first modern	fore any can use its subtract 1	

NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	change as it suffers shown below:			
Land Raider Helios	*	6+	*	8	8	16	*	9	2+	REMAINING W 8-16+	M 10"	BS 3+	
A Land Raider Helios is a two twin lascannon.	a single mod	el. It is e	quipped	with a h		auncher	and			4-7 1-3	5" 3"	5+ 4+ 5+	D
WEAPON	RANGE	TYPE			S	AP	D	ABILI1	TIES	13		31	_
Helios launcher	72"	Heav	y 2D6		7	-1	1	This w		a can target units that a	re not visil	ole to	7
Twin lascannon	48"	Heav	лу 2		9	-3	D6	-					
Storm bolter	24"	Rapi	d Fire 2		4	0	1	_					
Hunter-killer missile	48"	Heav	/y 1		8	-2	D6	This	weapon	can only be fired once	per game	•	
WARGEAR OPTIONS		nd Raide nd Raide								ssile.			
TRANSPORT	takes uj		ce of two	o other r	nodels					TERMINATOR or JUN up the space of three of			
ABILITIES	smoke l		s. Until t	the conti	rolling	player's	next Sh	ooting p		n the Shooting phase, t ny enemy units targetin			
		of the Ma		Spirit: Tl	nis mo	del does	not suff	er the pe	enalty t	o hit rolls for moving a	and firing		
										ving it from the battlefi 5" suffers D6 mortal wo		fore any	
FACTION KEYWORDS	IMPE	RIUM,	ADEP1	TUS AS	TAR	ΓES, <0	CHAPT	ER>					

20		wa	PR	ND OM		HE	US			DAMAGE Some of a Land Rai characteristics chan battle, as shown bel	ge as it su		age ir
NAME	M	WS	BS	S	ı	W	A	Ld	Sv	REMAINING W	M	BS	A
Land Raider Prometheus	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	6
A Land Raider Prometheus	is a single			uipped v	vith two	•	eavy bo			5-8	5"	4+	D
WEAPON	RANGE	TYPI			S	AP	0	ABILIT	TES	1-4	3"	5+	1
Quad heavy bolter	36"	Hea	vy 12		5	-1	1	-					9
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-					8
Multi-melta	24"	Hea	vy 1		8	-4	D6	two c		s within half range of ten inflicting damage w			e
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	can only be fired once	per game	·.	100
TRANSPORT	A La: This motakes up	nd Raid odel can o the spa	er Prom transpo ce of tw		nay be CHAPT models	equippe ER> IN	d with a	multi-m Y model	elta. s (each	TERMINATOR, or JU I takes up the space of			
ABILITIES	smoke l from all	auncher hit rolls	s. Until for Sho achine	the cont	trolling tacks n	player's nade aga	next Sho	ooting p unit.	hase, an	n the Shooting phase, to be enemy units targeting to hit rolls for moving a	g this uni		
	embark Battle A	es: If thi ed mode Auspex:	s mode els diser Enemy	nbark; o	n a 6 it not rec	explode	s and ea	ch unit v	within 6	ring it from the battlefi " suffers D6 mortal wo hrows for being in cov	ounds.		
										model, one Stratagem o a minimum of 1).	played in	a turn by	
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS AS	STAR	ΓES, <0	CHAPT	ER>					1
KEYWORDS	VEHIC	CLE, T	RANSI	PORT, I	LAND	RAID	ER, LA	ND RA	IDER	PROMETHEUS)

21	\mathbf{L}^{A}	NI) R	AII	DEF	R A	CH	ILL	ES	DAMAGE Some of a Land Rai characteristics chan battle, as shown bel	ige as it si		age i
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	ı
Land Raider Achilles	*	6+	*	8	8	19	*	9	2+	10-19+	10"	3+	(
A Land Raider Achilles is two twin multi-meltas.	a single mo	odel. It i	s equipp	ed with	one qua	ad laund	cher and			5-9 1-4	5" 3"	4+ 5+	D
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				_
Twin multi-melta	24"	Неа	avy 2		8	-4	D6	two		is within half range of en inflicting damage w			e
Quad launcher	When f	iring th	is weapo	n, selec	t one of	the two	profiles	below:					
- Shatter shells	24"	Hea	ıvy 4		8	-2	3	-					
- Thunderfire shells	60"	Hea	ivy 4D3		5	0	1	This mod		can target units not vi	isible to th	ne firing	
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-					
Hunter-killer missile	48"	Hea	ıvy 1		8	-2	D6	This	weapon	can only be fired once	e per game	е.	
WARGEAR OPTIONS	• A La	nd Raid	er Achil	les may	also be	equippe	ed with a	a hunter	-killer m	nissile and/or a storm b	bolter.		
TRANSPORT	takes up	the spa	ace of tw	o other		, and ea				TERMINATOR and JU up the space of three of			
ABILITIES	Inviola	te Armo	our: Thi	s mode	l has a 4-	+ invuln	nerable s	ave.				HE MI	
	smoke l	aunche	rs. Until	the cor		player's	next Sh	ooting p		n the Shooting phase, t ny enemy units targetin			
	Power of Heavy v			Spirit:	This mo	del does	s not suf	fer the p	enalty to	o hit rolls for moving a	and firing		
										ving it from the battlef 5" suffers D6 mortal wo		efore any	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	ΓES, <0	СНАРТ	TER>					
KEYWORDS	VEHIC	CLE, T	RANSI	PORT,	LAND	RAID	ER, LA	ND R	AIDER	ACHILLES			

Relic Sicaran * 6+ * 6 7 14 * 8 3+ A Relic Sicaran Battle Tank is a single model. It is equipped with twin accelerator autocannon * 8	14			REI BA	JC TT	SIC LE	CAF TA	RAN NK			DAMAGE Some of a Relic Sica change as it suffers of shown below:			-
Relic Sicaran A Relic Sicaran Battle Tank is a single model. It is equipped with twin accelerator autocannon RANGE TYPE S AP 1-1 2 BILITIES ARBILITIES ARBILITIES ARBILITIES To hand a heavy bolter. BARGE ARRIE Sicaran may also be equipped with evin autocannon and policy is not policy with a hunter-killer missile. A Relic Sicaran may also be equipped with a hunter-killer missile. A Relic Sicaran may also be equipped with a hunter-killer missile. A Relic Sicaran may also be equipped with a hunter-killer missile. A Relic Sicaran may also be equipped with a hunter-killer missile. A Relic Sicaran may also be equipped with a hunter-killer missile. A Relic Sicaran may also be equipped with a hunter-killer missile. A Relic Sicaran may also be equipped with a hunter-killer missile. A Relic Sicaran may also be equipped with a hunter-killer missile. A Relic Sicaran may also be equipped with a hunter-killer missile. A Relic Sicaran may also be equipped with a hunter-killer missile. A Relic Sicaran may also be equipped with a hunter-killer missile. A Relic Sicaran may also be equipped with a hunter-killer missile. A Relic Sicaran may also be equipped with a hunter-killer missile. A Relic Sicaran may also be equipped with a hunter-killer missile. A Relic Sicaran may also be equipped with a hunter-killer missile. A Relic Sicaran may also be equipped with a hunter-killer missile. A Relic Sicaran may also be equipped with a hunter-killer missile. A Relic Sicaran may also be equipped with a hunter-killer missile. A Relic Sicaran may also be equipped with a storm bolter. ABILITIES REPIOADE THE TITUS AND ADEPTION A	NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv		М	RS	A
A Relic Sicaran Battle Tank is a single model. It is equipped with twin accelerator autocannon RANGE TYPE S AP D ABILITIES Twin accelerator autocannon 48" Assault 8 7 -1 2 2 Attacks made with this weapon suffer no penalty to its hit roll when targeting units with the FLY keyword. In addition, every wound roll of 6+ made with this weapon increases the AP of that individual wound to -3. Lascannon 48" Heavy 1 9 -3 D6 - Heavy bolter 36" Heavy 3 5 -1 1 - Storm bolter 24" Rapid Fire 2 4 0 1 - Hunter-killer missile 48" Heavy 1 8 -2 D6 This weapon can only be fired once per game. WARGEAR OPTIONS • A Relic Sicaran may also be equipped with a storm bolter. ABILITIES Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting any weapons in the Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>	Relic Sicaran	*	6+	*	6	7	14	*	8	3+				4
Twin accelerator autocannon 48" Assault 8 7 -1 2 Assault 8 7 -1 1 2 Assault 8 7 -1 1 2 Assault 8 7 -1 1 2 Assault 8 8 7 -1 1 1 -1 1 -1 1 -1 1 -1 1 -1 1 -		nk is a single	e model	. It is equ	uipped	with twi	n accele	rator aut	ocanno	n	3-6	10"	4+	3
Twin accelerator autocannon 48" Assault 8 7 -1 2 keyword. In addition, every wound roll of 6+ made with this weapon increases the AP of that individual wound to -3. Lascannon 48" Heavy 1 9 -3 D6 - Heavy bolter 36" Heavy 3 5 -1 1 - Storm bolter 24" Rapid Fire 2 4 0 1 - Hunter-killer missile 48" Heavy 1 8 -2 D6 This weapon can only be fired once per game. WARGEAR OPTIONS - A Relic Sicaran may also be equipped with either two heavy bolters or two lascannon A Relic Sicaran may also be equipped with a hunter-killer missile A Relic Sicaran may also be equipped with a storm bolter. ABILITIES Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting any weapons in the Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>	WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES	1-2	8	5+	2
Heavy bolter 36" Heavy 3 5 -1 1 - Storm bolter 24" Rapid Fire 2 4 0 1 - Hunter-killer missile 48" Heavy 1 8 -2 D6 This weapon can only be fired once per game. • A Relic Sicaran may also be equipped with either two heavy bolters or two lascannon. • A Relic Sicaran may also be equipped with a hunter-killer missile. • A Relic Sicaran may also be equipped with a storm bolter. ABILITIES Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, < CHAPTER>		48"	Ass	ault 8		7	-1	2	to its keyw with	s hit roll vord. In this wea	when targeting units vaddition, every wound apon increases the AP	vith the FI I roll of 6+	LY made	
Storm bolter 24" Rapid Fire 2 4 0 1 - Hunter-killer missile 48" Heavy 1 8 -2 D6 This weapon can only be fired once per game. • A Relic Sicaran may also be equipped with either two heavy bolters or two lascannon. • A Relic Sicaran may also be equipped with a hunter-killer missile. • A Relic Sicaran may also be equipped with a storm bolter. ABILITIES Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>	Lascannon	48"	Hea	avy 1		9	-3	D6	-					100
Hunter-killer missile 48" Heavy 1 8 -2 D6 This weapon can only be fired once per game. • A Relic Sicaran may also be equipped with either two heavy bolters or two lascannon. • A Relic Sicaran may also be equipped with a hunter-killer missile. • A Relic Sicaran may also be equipped with a storm bolter. ABILITIES Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>	Heavy bolter	36"	Hea	avy 3		5	-1	1	-					
• A Relic Sicaran may also be equipped with either two heavy bolters or two lascannon. • A Relic Sicaran may also be equipped with a hunter-killer missile. • A Relic Sicaran may also be equipped with a storm bolter. **Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds. **Smoke Launchers:* Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit. **FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>	Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					9
 A Relic Sicaran may also be equipped with a hunter-killer missile. A Relic Sicaran may also be equipped with a storm bolter. ABILITIES Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter> 	Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	This	weapon	can only be fired once	per game		
smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>		A Re A Re Explod	lic Sicar lic Sicar es: If th	an may an may is model	also be also be l is redu	equippe equippe aced to 0	d with a d with a wound	a hunter- a storm b s, roll a I	killer m olter. 06 befor	nissile.		ield; on a 6	it it	
in bit on in the constitution of the constitut	CAPTION VEVWONDS	smoke l from all	aunche l hit roll	rs. Until s for Sho	the cor	ntrolling attacks m	player's ade aga	next Sho	ooting punit.					
KEYWORDS VEHICLE, RELIC, RELIC SICARAN BATTLE TANK	KEYWORDS													

-			IN	K D	ES'	ΓRO) Y F	ER	4	Some of a Relic Sica characteristics chan battle, as shown bel	ge as it su		ıge
NAME	M	WS	BS	S	ı	W	A	Ld	Sv	REMAINING W	M	BS	
Relic Sicaran Venator	*	6+	*	6	7	14	*	8	3+	7-14+	14"	3+	Τ
A Relic Sicaran Venator B and a heavy bolter.	attle Tank i	s a single	e mode	l. It is ed	quipped	with a r	neutron l	laser can	non	3-6 1-2	10" 8"	4+ 5+	
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	12			_
Neutron pulse cannon	48"	Hea	vy 3		12	-4	D6	but is	s not slai ting pha	LE which suffers woun in must subtract 1 from use until the end of its o	n its hit ro	lls in the	
Lascannon	48"	Hear	vy 1		9	-3	D6	-					
Heavy bolter	36"	Hear	vy 3		5	-1	1	-					
Storm bolter	24"	Rapi	d Fire	2	4	0	1	-					
Hunter-killer missile	48"	Hear	vy 1		8	-2	D6	This	weapon	can only be fired once	per game		
WARGEAR OPTIONS ABILITIES	A Re A Re Explod	lic Sicara lic Sicara es: If this	an Vena an Vena s mode	ator ma ator ma l is redu	y also be y also be iced to 0	equipp equipp wound	ed with ed with s, roll a	a hunter a storm	-killer m bolter.	bolters or two lascanraissile.		it explodes	s
	Smoke		ers: On	ce per g	game, ins	stead of	shooting			the Shooting phase, t			
	from al	l hit rolls	for Sh	ooting a	ittacks n	nade aga	inst this	unit.		y enemy units targetin		t subtract 1	
		t abilised weapons.		ting: Tl	nis mode	el does n	ot suffe	r the pen	alty to h	nit rolls for moving and	l firing		
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	ΓES, <0	CHAPT	ER>					
KEYWORDS	VEHIC	CLE, RI	ELIC,	RELIC	SICAL	RAN V	ENATO	OR TAN	K DES	STROYER			

[14]	PU	l NIS	REI SHI	IC ER	SIC ASS	CAF AU	RAN LT	J TA	NK	DAMAGE Some of a Relic Sica characteristics chan battle, as shown bel	ige as it su		nage ir
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	ow:	RS	A
Relic Sicaran Punisher	*	6+	*	6	7	14	*	8	3+	7-14+	14"	3+	4
A Relic Sicaran Punisher is a heavy bolter.	a single m	odel. It	is equip	ped wi	ith a pun	isher ro	tary can	non and		3-6 1-2	10" 8"	4+ 5+	3 2
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2		J+	
Punisher rotary cannon	36"	Hea	vy 18		5	-1	1	-					
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-					8
Lascannon	48"	Hea	vy 1		9	-3	D6	-					100
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-					2
Hunter-killer missile	48"	Hea	ıvy 1		8	-2	D6	This	weapon	may only be fired onc	e per gam	e.	5
WARGEAR OPTIONS										y bolters or two lascar missile and/or a storm			
ABILITIES	Explode	es: If th	is mode	is redu		wound	s, roll a	D6 befor		ring it from the battlef		it	
										n the Movement phase ase of that turn.	e, it may re	-roll all	
	smoke l	aunche	rs. Until	the con		player's	next Sh	ooting p		the Shooting phase, ty enemy units targeting			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	ΓES, <	CHAPT	TER>					
KEYWORDS	VEHIC	CLE, R	ELIC,	RELIC	SICAL	RAN P	UNISH	ER AS	SAULT	TANK			



23 ows			REI ASS		SPA II T	ART Ta	ľAN NK			DAMAGE Some of a Relic Spar as it suffers damage			
NAME	M	WS	BS	S	I	W	A	Ld	Sv	REMAINING W	M	BS	A
Relic Spartan	*	5+	*	8	8	20	*	9	2+	12-20+	10"	3+	8
A Relic Spartan is a sing and crushing tracks.	gle model. It is	equipp	ed with	a twin	heavy bo	olter, two	o quad l	ascanno	n	6-11 1-5	5" 3"	4+ 5+	D D
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES				
Crushing tracks	Melee	Mel	ee		User	-2	D3	_					
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					
Quad lascannon	48"	Hea	vy 4		9	-3	D6	-					П
Twin heavy flamer	8"	Hea	vy 2D6		5	-1	1	This	weapoi	n hits its target automati	ically.		
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					- 1
Multi-melta	24"	Hea	vy 1		8	-4	D6	two o		is within half range of the inflicting damage wit.			2
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapoi	n hits its target automat	ically.		
Storm bolter	24"	Rap	id Fire 2	!	4	0	1	-			·		
Laser destroyer	36"	Hea	vy 1		12	-4	D6	addit dama	tional I age is ii	on successfully inflicts on the control of a '3-5', acreased to 2D6. On a remage is increased to 3D	, the weap esult of a '	on's	
WARGEAR OPTIONS TRANSPORT	• A Rel • A Rel - Hea - Hea - Mu - Stor	lic Spart lic Spart avy bolto avy flam lti-melt rm bolto odel can	tan may tan may er ner a er transpo	replace also be		heavy bed with o	oolter wi	th a twing follows	n heavy				
ABILITIES	cannot t	transpor	rt PRIM	ARIS 1	nodels.			101		oving it from the battlefi	142		es
					ers D6 n								
	Power of Heavy w			Spirit:	This mo	del does	not suff	fer the p	enalty	to hit rolls for moving a	nd firing		
	Smoke l	Launch auncher	ers: Ond	the cor		player's	next Sh	ooting p		in the Shooting phase, t ny enemy units targetin			

Steel Behemoth: This model may Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It may fire its weapons if enemy units are within 1" of it. 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.

TITANIC, VEHICLE, TRANSPORT, RELIC, RELIC SPARTAN ASSAULT TANK

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

FACTION KEYWORDS

KEYWORDS

27 (27)		R HE.		C TY	PH GB	ON TAI	NK		DAMAGE Some of a Relic Typh as it suffers damage			
NAME	М	WS		S I	W	A	Ld	Sv	REMAINING W	M	BS	
Relic Typhon	*	5+		8 9	22	*	9	2+	17-22+	10"	3+	
A Relic Typhon is a sing							9	2+	. 6-16 1-5	5" 3"	4+ 5+	Γ
and crushing tracks. WEAPON	RANGE	TYPE		S	AP	0	ABILIT	TIES				
Crushing tracks	Melee	Melee		User	-2	D3	-					٦
Heavy bolter	36"	Heavy	73	5	-1	1	-					
Lascannon	48"	Heav	7 1	9	-3	D6	-					П
Heavy flamer	8"	Heavy	7 D6	5	-1	1	This	weapon	hits its target automati	cally.		
Multi-melta	24"	Heavy	7 1	8	-4	D6	two c		s within half range of t en inflicting damage wi			
Storm bolter	24"	Rapid	Fire 2	4	0	1	-					
Dreadhammer siege cannon	24"	Heavy	7 2D6	10	-5	3	phase	e, then t	yphon does not move i he range of this weapon ion of the current turn.	n is increa		
WARGEAR OPTIONS	• A Rel - Hea - Hea		n may also	e either two be equipp					itional weapons:			
ABILITIES	- Stor	rm bolter es: If this	model is r	reduced to (06 befor	e remov	ring it from the battlefic	eld; on a 6	it explode	s
ABILITIES	- Stor	rm bolter es: If this h unit wit	model is r hin 2D6" s	suffers D6 1	mortal w	ounds.			ring it from the battlefic		it explode	 :s
ABILITIES	- Stor Explode and each Power of Heavy w Smoke Is	rm bolter es: If this h unit wit of the Mae veapons. Launcher aunchers.	model is r hin 2D6" s chine Spin rs: Once po Until the	suffers D6 i rit: This mo er game, in	mortal woodel does stead of g player's	s not suff shooting next Sho	er the po	enalty to		nd firing	can use its	
ABILITIES	- Stori Explode and each Power of Heavy w Smoke Is from all Steel Be controll cannon	rm bolter es: If this h unit wit of the Ma veapons. Launcher aunchers. hit rolls t chemoth: ing player which mo	model is r hin 2D6" s chine Spin es: Once po Until the for Shootin This model c's turn. It ust target of	suffers D6 i rit: This mo er game, in controlling ng attacks r el may Fall may fire its	mortal wordel does stead of g player's nade aga Back in weapon J. In add	shooting next Sho inst this the Moves if enem	any we cooting p unit.	enalty to apons in hase, an hase an are with	o hit rolls for moving an	nd firing his model g this unit arge durin s dreadha	can use its subtract 1 g the mmer	
ABILITIES FACTION KEYWORDS	- Stor Explode and each Power of Heavy w Smoke Is from all Steel Be controll cannon of the m	rm bolter es: If this h unit wit of the Ma- veapons. Launcher aunchers. hit rolls i chemoth: ing player which m nodel is ol	model is r hin 2D6" s chine Spin es: Once po Until the for Shootin This mode c's turn. It ust target of oscured from	rit: This mo er game, in controlling ng attacks r el may Fall may fire its other units)	mortal wordel does stead of g player's nade aga Back in weapon or in addirer.	shooting shooting next Sho ainst this the Movas if enem ition, this	any we cooting p unit. ement p ny units s model	enalty to apons in hase, an hase an are with	o hit rolls for moving and the Shooting phase, the yenemy units targeting the still shoot and/or Chain 1" of it (except for it	nd firing his model g this unit arge durin s dreadha	can use its subtract 1 g the mmer	

26	RF		CERB K DE	ER ST	US RO	S HE OYE	<u>"</u>	ΥY	DAMAGE Some of a Relic Cerb change as it suffers d			
NAME	M	WS BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	M	BS	A
Relic Cerberus	*	5+ *	8	9	22	*	9	2+	17-22+	10"	3+	8
A Relic Cerberus is a single crushing tracks.	model. It	is equipped w	ith a heavy 1	neutron	lase	r array an	d		6-16 1-5	5" 3"	4+ 5+	6 D:
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TES				
Crushing tracks	Melee	Melee	Ţ	Jser	-2	D3	-					- N
Heavy bolter	36"	Heavy 3		5	-1	1	-					8
Lascannon	48"	Heavy 1		9	-3	D6	-					
Heavy flamer	8"	Heavy D6		5	-1	1	This	weapon	hits its target automati	cally.		3
Multi-melta	24"	Heavy 1		8	-4	D6	two d		is within half range of the en inflicting damage wi i.			
Storm bolter	24"	Rapid Fire	2	4	0	1	-					2000
Heavy neutron pulse array	72"	Heavy 3		14	-4	3+D6	weape hit ro Shoot	on but lls unti ting ph		rom its Sh	ooting	
WARGEAR OPTIONS ABILITIES	• A Rel - Hea - Hea - Mu - Stor	avy bolter avy flamer lti-melta rm bolter	ay also be ed	reduce	d with	h one of the	ne follo	wing ac	rs. Iditional weapons: ore removing it from the	· battlefield	d; on a 5+	CONTRACTOR STATEMENT
	Power of Heavy w		e Spirit: Thi	s model	doe	s not suffe	er the pe	enalty t	o hit rolls for moving a	nd firing		000
	controll laser arr	ing player's tur	n. It may fir t target othe	e its we r units)	apor . In a	ns if enem	y units :	are witl	nd still shoot and/or Cha hin 1" of it (except for it y gains a bonus to its sav	s heavy ne	eutron	Concession of the
	smoke la		l the contro	lling pla	ayer's	next Sho	oting pl		n the Shooting phase, the ny enemy units targeting			
FACTION KEYWORDS	IMPER	RIUM, ADEI	PTUS AST	ARTE	S, <	CHAPTI	ER>					-
KEYWORDS	TITTLAN	IIC VEHIC	E DELLO	DELL	66	FDDFDI		A X 7 X 7 7	TANK DESTROYER			

35		REL SUPE	IC F R-H		LBI VY	AD TA	E NK		DAMAGE Some of a Relic Fell change as it suffers shown below:			
NAME	M	WS BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
Relic Fellblade	*	5+ *	9	9	26	*	9	2+	14-26+	10"	3+	
A Relic Fellblade is a sing						demolis	her cann	on,	7-13	7"	4+	
two quad lascannon, a Fe			n and crus				ADULT	ırn	1-6	4"	5+	
WEAPON	RANGE	TYPE		S	AP	0	ABILIT	lt8				
Crushing tracks	Melee	Melee		User	-2	D3	-					
Twin heavy bolter	36"	Heavy 6	_	5	-1	1	-		1	. 11		
Twin heavy flamer	8"	Heavy 2D	6	5	-1	1	This v	veapon	hits its target automat	ically.		
Heavy bolter	36"	Heavy 3		5	-1	1	-		1	. 11		
Heavy flamer	8"	Heavy D6	•	5	-1	1		veapon	hits its target automat	ically.		
Quad lascannon	48"	Heavy 4		9	-3	D6	- TC-1:		C 11 · G· 4	,	11	
Laser destroyer	36"	Heavy 1		12	-4	D6	additi dama	onal D ge is in	on successfully inflicts 6. On a result of a '3-5' creased to 2D6. On a r mage is increased to 3I	, the weapo	on's	
Demolisher cannon	24"	Heavy D3	i	10	-3	D6			ing units with 5 or mo s Type to Heavy D6.	ore models,	change	
Multi-melta	24"	Heavy 1		8	-4	D6	two d		is within half range of en inflicting damage w			e
Storm bolter	24"	Rapid Fire	e 2	4	0	1	-					
Fellblade accelerator cann	on When	firing this wea	apon, selec	t one of	the two	profiles	s below:					
- HE shells	100"	Heavy 2D	6	8	-3	2		to dec	ing units with 5 or mo			
- AE shells	100"	Heavy 2		14	-4	6	_					
WARGEAR OPTIONS ABILITIES	• A Rel • A Rel - Hea - Hea - Mu - Stor	lic Fellblade n lic Fellblade n lic Fellblade n avy bolter avy flamer lti-melta rm bolter es: If this moc	nay replace nay also be	e its twing equipp	n heavy ed with	bolter w	rith a twi he follow	n heav ving:		ield; on a 6	it explod	le
	and each	h unit within of the Machin	2D6" suffe	ers D6 m	ortal w	ounds.			o hit rolls for moving a			
	Heavy w	veapons.										
	smoke la		til the cont	trolling	player's	next Sho	ooting pl		n the Shooting phase, t ny enemy units targetir			
	the cont	rolling player	's turn. It i	nay fire	its wea	pons if e	nemy un	its are	d still shoot and/or Ch within 1" of it (except	for its Felll	olade	
		tor cannon ar o its save in co							nits). In addition, this i the bearer.	model only	gains a	
FACTION KEYWORDS	bonus to		over if at le	ast half	of the n	nodel is	obscured			model only	gains a	

40 (40)	REL	IC I	FAL	CHIC	NS	SUP	ER-	- D	DAMAGE Some of a Relic Falc		
NAME	M M	WS	BS :		W	A	Ld	Sv	change as it suffers shown below:	damage in	battle, as
Relic Falchion	*	5+		9 9	26	л *	9	2+	REMAINING W	M	BS
	117					1000 11			14-26+	10"	3+
A Relic Falchion is a singl a twin volcano cannon an			ed with a t	win heavy b	oolter, tv	wo quad	lascanno	on,	7-13	7"	4+
WEAPON	RANGE	TYPE		S	AP	0	ABILIT	TES	1-6	4"	5+
Crushing tracks	Melee	Mele	2	User	-2	D3	_				
Twin heavy bolter	36"	Heav	y 6	5	-1	1	_				
Twin heavy flamer	8"		y 2D6	5	-1	1	This v	weapon	hits its target automat	ically.	
Heavy bolter	36"	Heav	•	5	-1	1	_	-	· ·	,	
Heavy flamer	8"	Heav	•	5	-1	1	This v	weapon	hits its target automat	ically.	
Quad lascannon	48"	Heav	y 4	9	-3	D6	-		Ü	•	
Laser destroyer	36"	Heav	y 1	12	-4	D6	additi Dama weapo	ional D age is ir on's Da	on successfully inflicts of 6. On a result of a '3-5' nereased to 2D6. On a mage is increased to 31	, the weaporesult of a D6.	on's '6', the
Multi-melta	24"	Heav	y 1	8	-4	D6	two d		is within half range of t en inflicting damage w :.		
Storm bolter	24"	Rapio	l Fire 2	4	0	1	-				
Twin volcano cannon	120"	Heav	y 2D6	16	-5	2D6			oll failed wound rolls v nits with this weapon.	vhen targe	ting
ABILITIES	• A Rel • A Rel - Hea - Hea - Mu - Stor Explode and each	lic Falchic lic Falchic avy bolten avy flame lti-melta rm bolter es: If this h unit wi	on may re on may als r model is 1	suffers D6 n	n heavy bed with wound nortal w	s, roll a I	ith a twi the follow	n heavy			it explode
	Smoke I	veapons. Launche r aunchers	rs: Once p . Until the	er game, ins	stead of player's	shooting next Sho	any wea	apons i	n the Shooting phase, t ny enemy units targetir	his model	
	controll cannon	ing playe which m	r's turn. It ust target	may fire its	weapon . In add	s if enem	y units a	are witl	nd still shoot and/or Ch hin 1" of it (except for i hins a bonus to its save	ts twin vol	cano
FACTION KEYWORDS	IMPE	RIUM, A	DEPTU	S ASTAR	ΓES, <0	CHAPT	ER>				
KEYWORDS						•		PER-H	IEAVY TANK DEST	ΓROYER	

POWE CIT					STO			ים מי	рΤ	DAMAGE Some of a Relic				
	PER-F									change as it suff shown below:	ers dam	age in l	battle,	as
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A	VOID SHIE
Relic Mastodon	*	5+	*	9	9	30	*	9	2+	16-30+	10"	3+	8	5+
A Relic Mastodon is a so one skyreaper battery, a						mers, t	wo lasca	nnon,		8-15	7"	4+	6	6+
WEAPON	RANGE	TYP			S	AP	D	ABILIT	TIES	1-7	4"	5+	D6	7+
Crushing tracks	Melee	Me	lee		User	-2	D3	_						43
Lascannon	48"	Hea	avy 1		9	-3	D6	-						199
Heavy flamer	8"	Hea	avy D6		5	-1	1	This	weapor	n hits its target auto	matically	у.		
Skyreaper battery	48"	Неа	avy 8		7	-1	5	targe for th	ts that o	hit rolls made for t can FLY. Subtract I pon against all othe	from the targets	e hit ro	olls ma	ide
Siege melta array	12"	Неа	avy 4D3		9	-4	D6	two d		is within half range en inflicting damaş t.				the
WARGEAR OPTIONS	• None	e.		1495	300							entin		68
ABILITIES	Explod mortal	es: If th wounds	is mode s, the mo	l is redu odel is t	iced to 0 hen remo	wound:	s, roll a l	D6; on a	6 it exp	dels. It cannot tran plodes and each un to hit rolls for movi	it within	2D6" s		
	Smoke smoke l	Launch launche	ers: On rs. Until	the co		player's	next Sh	ooting p		n the Shooting pha ny enemy units tara				
	force pr attacks shown i invulne void shi negate i	rojected and mis in the D rable sa ield save mortal v	out at a ssiles aga amage l ve again es are ur wounds.	distance dis	ce from it em. In ga eve, which form of at d by the A case how	s hull in me term the co ctack ex AP of an rever, ro	n layers, ms, void ntrolling cept from attack, oll one d	designed shields a g player on m weapo but unli ce for ea	d to def are repr can opt ons with ke invu	I generators, near-i flect and absorb the resented by a uniqu to use instead of the the Melee type. Li ilnerable saves they rtal wound that has in the Damage box	e impact e kind o neir norr ike invul may als s been in	of high f saving mal save nerable o be us flicted	energ throve or saves and to	gy v
FACTION KEYWORDS	controll lascann only gai	ling play on can ins a bo	yer's turi target un nus to it	n. It ma nits tha s save i	y fire its v t are with	weapon in 1" of at least	s if enen it – its o t half of	ny units other gur the mod	are wit	nd still shoot and/o hin 1" of it (but onl t target other units) scured from the be	y its hea . In addi	vy flam	ers an	

TITANIC, VEHICLE, TRANSPORT, RELIC, RELIC MASTODON SUPER-HEAVY SIEGE TRANSPORT

KEYWORDS

ADEPTUS ASTARTES THE ADMINISTRATES



8,		M	ORT	ΓIS	DR	EA	DN	OU	GHT
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Mortis Dreadnought	6"	3+	3+	6	7	8	4	8	3+
A Mortis Dreadnought is	a single mo	del. It is	equipp	ed with	two twi	n heavy	bolters.		
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Twin heavy bolter	36"	Hea	ıvy 6		5	-1	1	-	
Twin autocannon	48"	Hea	ıvy 4		7	-1	2	-	
Twin lascannon	48"	Hea	ıvy 2		9	-3	D6	_	
Missile launcher	When a	ttacking	g with th	is weap	on, cho	ose one	of the pr	rofiles be	elow:
- Frag missile	48"	Hea	vy D6		4	0	1	-	
- Krak missile	48"	Hea	ıvy 1		8	-2	D6	-	
Assault cannon	24"	Hea	ıvy 6		6	-1	1	-	
Multi-melta	24"	Hea	ıvy 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.
Heavy plasma cannon	When a	ttacking	g with th	is weap	on, cho	ose one	of the pr	rofiles be	elow:
- Standard	36"	Hea	vy D3		7	-3	1	-	
- Supercharge	36"	Hea	ivy D3		8	-3	2		each hit roll of 1, the bearer suffers 1 mortal wound all of this weapon's slots have been resolved.
WARGEAR OPTIONS	follov - Tw - Tw - Mis - Ass - Mu	wing: in autoc in lasca ssile lau sault car ılti-melt	cannon nnon ncher nnon		exchan	ge both	of its twi	n heavy	bolters for two identical weapons from the
ABILITIES	Explode explode Smoke smoke l	es: If the es and ea Launch aunche	is model ach unit ers: One rs. Until	is redu within ce per g the con	3" suffer ame, ins strolling	rs D3 mo stead of player's	ortal woo shooting	unds. g any we: ooting p	re removing it from the battlefield; on a 6 it apons in the Shooting phase, this model can use it hase, any enemy units targeting this unit subtract
FACTION KEYWORDS							СНАРТ		
KEYWORDS							S DREA		ICHT

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Siege Dreadnought	6"	3+	3+	6	8	8	4	8	3+
A Siege Dreadnought is a	a single mod	el. It is e	quipped	l with a	seismic	hamme	r, a melt	agun ar	nd a Dreadnought inferno cannon.
WEAPON	RANGE	TYPE			S	AP	D	ABILI	ITIES
Dreadnought inferno cannon	8"	Heav	y D6		6	-1	2	This	s weapon hits its target automatically.
Seismic hammer	Melee	Mele	ee		x2	-4	5		en attacking with this weapon, you must subtract 1 n the hit roll.
Heavy flamer	8"	Heav	y D6		5	-1	1	This	weapon hits its target automatically.
Meltagun	12"	Assa	ult 1		8	-4	D6	two o	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the est result.
Multi-melta	24"	Heav	ту 1		8	-4	D6	two o	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the est result.
Twin lascannon	48"	Heav	лу 2		9	-3	D6	-	
Twin autocannon	48"	Heav	,		7	-1	2	-	
WARGEAR OPTIONS ABILITIES	• A Sie canno	autocani ge Dread on. es: If this	non. lnough	t may r	eplace it	s seismi wound:	c hamm	er and r	cannon with a multi-melta, a twin lascannon or a meltagun with a second Dreadnought inferno re removing it from the battlefield; on a 6 it
	use its s	moke laı	ınchers	. Until	the cont	rolling p	olayer's n	ext Sho	reapons in the Shooting phase, this model can poting phase, any enemy units targeting this unit this unit.
									model with a Movement characteristic of 0" during ay re-roll all wound rolls of 1 with this model.
	Fragsto unit suf					nishes a	charge r	nove wi	ithin 1" of an enemy unit, roll a D6. On a 4+, that
FACTION KEYWORDS	IMPE	RIUM.	A DEP	TUS A	START	TES. <0	СНАРТ	ER>	
	*****	,	LL						

<u>4</u> [₂ 9 ₂ .		<u>D</u>	REA	APTO ADNO			[1	DAMAGE Some of a Contemp change as it suffers shown below:			
NAME	M	WS	BS	S T	W	A	Ld	Sv	REMAINING W	M	WS	B
Contemptor Mortis	*	*	*	7 7	10	4	8	3+	6-10+	9"	2+	2-
A Contemptor Mortis Dr	eadnought i	is a single	model. It	is equipped	with tw	o twin h	eavy bo	lters.	3-5	6"	3+	3-
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES	1-2	3"	4+	4-
Twin heavy bolter	36"	Heav	y 6	5	-1	1	-					т
Multi-melta	24"	Heav	y 1	8	-4	D6	dice		s within half range of t flicting damage with it			
Twin autocannon	48"	Heav	y 4	7	-1	2	-					9
Heavy plasma cannon	When a	ttacking v	with this	weapon, cho	ose one	of the pr	ofiles b	elow:				8
- Standard	36"	Heav	y D3	7	-3	1	-					-
- Supercharge	36"	Heavy	y D3	8	-3	2			oll of 1, the bearer suf is weapon's slots have b			9
Twin lascannon	48"	Heav	y 2	9	-3	D6	-					
Kheres assault cannon	24"	Heav	y 6	7	-1	1	-					
WARGEAR OPTIONS	the fo - Mu - Tw - Tw - He	ontemptor ollowing: alti-melta in lascanr in autocan avy plasm eres assau	non nnon na cannon		may re	place bot	h of its	twin hea	vy bolters with two id	entical we	apons fron	m
ABILITIES	Atomai	ntic Shiel	ding: Thi	s model has	a 5+ inv	ulnerabl	e save.					1
				reduced to 0 thin 3" suffer				e remov	ing it from the battlefi	eld; on a 6	it it	
FACTION KEYWORDS	IMPEI	RIUM, A	DEPTU	JS ASTAR	ΓES, <0	CHAPT	ER>					
KEYWORDS	VIETTI	OLE DE	EADNIC	MICHE C		ADTO	1100	TIC DI	READNOUGHT			

NAME	М	WS BS	DRI S	Ţ	W	A	Ld	Sv
Chaplain Dreadnought	6"	2+ 2+	6	7	9	4	10	3+
A Chaplain Venerable Dre	adnought i	s a single mo	del. It is	equipped	with tw	o storm	bolters a	and two Dreadnought combat weapons.
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TIES
Dreadnought combat weapon	Melee	Melee		x2	-3	3	-	
Dreadnought inferno cannon	8"	Heavy D	6	6	-1	2	This	weapon hits its target automatically.
Assault cannon	24"	Heavy 6		6	-1	1	-	
Multi-melta	24"	Heavy 1		8	-4	D6	two d	target is within half range of this weapon, roll lice when inflicting damage with it and discard that st result.
Twin lascannon	48"	Heavy 2		9	-3	D6	-	
Storm bolter	24"	Rapid Fi	re 2	4	0	1	-	
Heavy flamer	8"	Heavy D	6	5	-1	1	This	weapon hits its target automatically.
	- Ass	lti-melta ault cannon in lascannon						
ABILITIES	Unstop	rius: This m pable Fury: weapons.					s model :	if it is equipped with two Dreadnought
ABILITIES	Unstopp combat	pable Fury: weapons. Hate: All frie	You can r	e-roll hit dels with	rolls of	l for this	R> keyw	if it is equipped with two Dreadnought ord in combat with the same unit as a model with on of the Fight phase.
ABILITIES	Unstopp combat Icon of Ithis ability	pable Fury: weapons. Hate: All fric ity add +1 to ling Ancient	You can re endly moo	e-roll hit dels with ength cha	rolls of the < CI tracteris	1 for this HAPTEI tic for th	R> keyw ne durati	ord in combat with the same unit as a model with on of the Fight phase.
ABILITIES	Unstopp combat Icon of this ability Unyield is not located Explode	pable Fury: weapons. Hate: All fric ity add +1 to ling Ancient st.	You can reendly moon their Strong: Roll a D	e-roll hit dels with ength cha 6 each tin uced to 0	the <ci tracterisme this</ci 	I for this HAPTEI tic for the model lo s, roll a I	R> keywere durations a wood of the control of the c	ord in combat with the same unit as a model with on of the Fight phase.
ABILITIES	Unstopp combat Icon of this abili Unyield is not lo Explode explode Smoke I	pable Fury: weapons. Hate: All frie ity add +1 to ling Ancient st. es: If this mo s and each u Launchers: (You can rendly moon their Strong Roll a Didel is redulit within Once per intil the co	e-roll hit dels with ength cha 6 each tin uced to 0 6" suffer game, ins	the <claracterisme d3="" motestad="" of="" player's<="" td="" this="" wounds=""><td>HAPTEI tic for the model lo s, roll a I portal woo shooting next Sho</td><td>R> keywone durationses a wood of beforunds.</td><td>ord in combat with the same unit as a model with on of the Fight phase. ound; on a 6 the damage is ignored and that wound</td></claracterisme>	HAPTEI tic for the model lo s, roll a I portal woo shooting next Sho	R> keywone durationses a wood of beforunds.	ord in combat with the same unit as a model with on of the Fight phase. ound; on a 6 the damage is ignored and that wound

Relic Contemptor 9" " " 7 7 12 12 " 8 8 8 1	3 [13]			<u>REA</u>	ONT DN()U(GH'	Γ	19	DAMAGE Some of a Relic Co characteristics cha battle, as shown be	nge as it su		
As Relic Contemptor Dreadmought is a single model. It is equipped with two Dreadmought combat weapons and two storm bolters. Wellow RIAME TYPE S AP D ARRITIES The Melow RIAME TYPE S AP D ARRITIES Welson Melow Riame S AP D ARRITIES Welson Boltzer S AP D S ARRITIES AP D S ARRITIES ARRIT	NAME	M	WS I	BS S	T	W	A	Ld	Sv			BS	
March Mar	Relic Contemptor	9"	*	* 7	7	12	*	8	2+	7-12+	2+	2+	Τ
Melee Melee x2 - 3 3 3 - Neadmought combat weapon and melee Melee x2 - 4 4 - Neadmought chainfist Melee Melee x2 - 4 4 - Neadmought chainfist Melee Melee x2 - 4 4 - Neadword Melee X2 - 4 0 1 - Neadword Melee X2 - 3 0 1 - Neadword Melee X2 - 4 0 - Ne			a single me	odel. It is e	quipped w	rith two	Dreadn	ought co	mbat	3-6	3+	3+	
Medical Medi	-		TVPF		S	ΛP	n	ARII I	ries	1-2	4+	4+	
Melec Note Note Note Note Note Note Note Note								AUILI	IILU				=
Name	C	Melee	Melee		x2	-3	3	-					
Plasma blastigun When attacking with this weapon, choose one of the proviles below: Standard 18" Assault 2 7 7 -3 1 - Supercharge 18" Assault 2 8 -3 2 For each hit roll of 1, the bearer suffers a single mortal wound. Graviton blaster 18" Assault 2 5 -3 1 If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3. Graviton blaster 18" Assault 2 5 -3 1 If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3. This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the firing model at target, increase the Strength by +2 and the Damage by +D3. If a model is removed from play as a caused by this attention of the target unit suffers 2D6 additional hits a Strength 6, 10, causing 1 Damage. These additional hits a Strength 6, 10, causing 1 Damage. These additional hits a Strength 6, 10, causing 1 Damage. The sead additional hits a Strength 6, 10, causing 1 Damage. The sead additional hits a Strength 6, 10, causing 1 Damage. The sead additional hits a Strength 6, 10, causing 1 Damage. The sead additional hits a Strength 6, 10, causing 1 Damage. The sead additional hits a Strength 6, 10, causing 1 Damage. The sead additional hits a Strength 6, 10, causing 1 Damage. The sead additional hits a Strength 6, 10, causing 1 Damage. The sead additional hits a Strength 6, 10, causing 1 Damage. The sead additional hits a Strength 6, 10, causing 1 Damage. The sead additional hits a Strength 6, 10, causing 1 Damage. The sead additional hits a Strength 6, 10, causing 1 Damage. The sead additional hits a Strength 6, 10, causing 1 Damage. The sead additional hits a Strength 6, 10, causing 1 Damage. The sead additional hits a Strength 6, 10, causing 1 Damage. The sead additional hits a Strength 6, 10, causing 1 Damage. The sead additional hits a Strength 6, 10, causing 1 Damage. The sead additional hits a Strength 6, 10, causing 1 Damage. The sead additional hits a Strength 6, 10, causing 1 Da	-							-					
Standard 18" Assault 2 7 3 1			•							_	-		
Standard Supercharge 18" Assault 2 7 - 3 1	•		•							hits its target automat	ically.		
Supercharge 18" Assault 2 5 -3 2	· ·		_					rofiles be	elow:				
Graviton blaster 18" Assault 2 5 -3 1 If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3. This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the firing model and the target, increase the Strength by +2 and the mape by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, the target units utilisers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits at Strength 6, AP 0, causing 1 Damage 1 Damage. These additional hits at Strength 6, AP 0, causing 1 Damage 1								- Eor o	ach hit	roll of 1 the bearer out	fore a singl	o mortal	
Servicion basier 18	Supercharge	10	Assaul	1.2	0	-3	2			ion of 1, the bearer sur	iers a singi	e mortar	
These wapon may not be fired on any turn in which the model carrying it has moved, In addition, for each 24' between the firing model and the target, increase the Strength by +2 and the Damage by +193. If a model is removed from play as a casually due to wounds caused by this weapon, then the target unit suffers 2D6 additional hits at Strength 6, AP of, causing 1 Damage. These additional hits at Strength 6, AP of, causing 1 Damage. These additional hits at Strength 6, AP of, causing 1 Damage. These additional hits at Strength 6, AP of, causing 1 Damage. The seadditional hits at Strength 6, AP of, causing 1 Damage. The seadditional hits at Strength 6, AP of, causing 1 Damage. The seadditional hits at Strength 6, AP of, causing 1 Damage. The seadditional hits at Strength 6, AP of, causing 1 Damage. The seadditional hits at Strength 6, AP of, causing 1 Damage. The seadditional hits at Strength 6, AP of, causing 1 Damage. The seadditional hits at Strength 6, AP of, causing 1 Damage. The seadditional hits at Strength 6, AP of, causing 1 Damage. The seadditional hits at Strength 6, AP of, causing 1 Damage. The seadditional hits at Strength 6, AP of, causing 1 Damage. The seadditional hits at Strength 6, AP of, causing 1 Damage. The seadditional hits at Strength 6, AP of the search of the s	Cravitan blactor	10"	Accoul	+ 2	E	2	1	If the	target l	has a Save characteristi	ic of 3+ or l	better, this	
C-beam cannon 72' Heavy 1 6 -3 D3 From heavy bolter 36' Heavy 6 5 -1 1 Whith-melta 24' Heavy 1 8 -4 D6 Whith melta below: 15' Heavy 1 16' Teap 1 16' Heavy 1 16' Teap 1 16'	Gravitori biaster	10	Assaul	1.2	3	-3	1	•					
Multi-melta 24" Heavy 1 8 -4 D6 two dice when inflicting damage with it and discard the lower result. Twin autocannon 48" Heavy 4 7 -1 2 - Heavy plasma cannon Standard 36" Heavy D3 7 -3 1 - Supercharge 36" Heavy D3 7 -3 1 - Supercharge 36" Heavy D3 8 -3 2 For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's slots have been resolved. Twin lascannon 48" Heavy 2 9 -3 D6 - Kheres assault cannon 24" Heavy 6 7 -1 1 - • A Relic Contemptor may replace one or both Dreadnought combat weapons with Dreadnought chainfists. • A Relic Contemptor may choose to take up to two heavy weapons from the following list, replacing one Dreadnought combat weapon and one storm bolter for each weapon chosen: - Twin heavy bolter - Multi-melta - Twin lascannon - C-Beam cannon - C-Beam cannon - One or both Storm bolters may be exchanged for one of the following: - Heavy flamer - Plasma blastgun - Graviton blaster ABILITIES Atomantic Shielding: This model has a 5+ invulnerable save. Unstoppable Fury: You can re-roll hit rolls of 1 for this model if it is equipped with two melee weapons. Relic of Ancient Glory: Roll a D6 each time this model loses a wound; on the roll of a '6' that damage is ignored and that wound is not lost. 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.	C-beam cannon	72"	Heavy	1	6	-3	D3	the m 24" b the S is rer cause addit Thes	nodel ca etween trength noved fi ed by the ional hi e addition	arrying it has moved. In the firing model and the by +2 and the Damage rom play as a casualty is weapon, then the tar its at Strength 6, AP 0,	n addition, he target, in by +D3. In due to wou get unit su causing 1 I	for each ncrease f a model nds ffers 2D6 Damage.	
Multi-melta 24" Heavy 1 8 -4 D6 tower result. Twin autocannon 48" Heavy 4 7 -1 2 - When attacking with this weapon, choose one of the profiles below: Standard 36" Heavy D3 7 -3 1 - Supercharge 36" Heavy D3 7 -3 1 - Supercharge 36" Heavy D3 8 -3 2 For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's slots have been resolved. Twin lascannon 48" Heavy 2 9 -3 D6 - Kheres assault cannon 24" Heavy 6 7 -1 1 - • A Relic Contemptor may replace one or both Dreadhought combat weapons with Dreadhought chainfists. • A Relic Contemptor may choose to take up to two heavy weapons from the following list, replacing one Dreadhought combat weapon and one storm bolter for each weapon chosen: - Twin heavy bolter - Multi-melta - Twin autocannon - Heavy plasma cannon - One or both storm bolters may be exchanged for one of the following: - Heavy plasma cannon - Graviton blaster Atomantic Shielding: This model has a 5+ invulnerable save. Unstoppable Fury: You can re-roll hit rolls of 1 for this model if it is equipped with two melee weapons. Relic of Ancient Glory: Roll a D6 each time this model loses a wound; on the roll of a '6' that damage is ignored and that wound is not lost. 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.	Twin heavy bolter	36"	Heavy	6	5	-1	1	-					
Heavy plasma cannon Heavy plasma cannon Standard Men attacking with this weapon, choose one of the profiles below: Supercharge Men attacking with this weapon, choose one of the profiles below: Supercharge Men Heavy D3 Men Heavy D4 Men Heavy D5 Men Heavy D5 Men Heavy D6 Men Heavy D6 Men Heavy D6 Men Heavy D6 Men Heavy D7 Men Heavy B0lter Multi-melta Twin heavy bolter Multi-melta Twin lascannon Heavy plasma cannon Men Heavy B1 Men Heavy B1 Men Heavy B2 Men Heavy B2 Men Heavy B3 Men Heavy B4 Men Heavy B4	•	24"			8	-4	D6	two c	lice whe	en inflicting damage w			
- Standard - Supercharge - Sup	Twin autocannon	48"	Heavy	4	7	-1	2	-					
Supercharge 36" Heavy D3 8 -3 2 For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's slots have been resolved. Fivin lascannon 48" Heavy 2 9 -3 D6 - A Relic Contemptor may replace one or both Dreadnought combat weapons with Dreadnought chainfists. • A Relic Contemptor may choose to take up to two heavy weapons from the following list, replacing one Dreadnought combat weapon and one storm bolter for each weapon chosen: - Twin heavy bolter - Multi-melta - Twin ascannon - Twin autocannon - Heavy plasma cannon - C-Beam cannon • One or both storm bolters may be exchanged for one of the following: - Heavy flamer - Plasma blastgun - Graviton blaster Atomantic Shielding: This model has a 5+ invulnerable save. Unstoppable Fury: You can re-roll hit rolls of 1 for this model loses a wound; on the roll of a '6' that damage is ignored and that wound is not lost. 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.	Heavy plasma cannon	When a	ttacking w	ith this we	apon, cho	ose one	of the p	rofiles be	elow:				
ARRIGHAR OPTIONS Heavy 2 9 -3 D6 - Kheres assault cannon 24" Heavy 6 7 -1 1 - A Relic Contemptor may replace one or both Dreadnought combat weapons with Dreadnought chainfists. A Relic Contemptor may choose to take up to two heavy weapons from the following list, replacing one Dreadnought combat weapon and one storm bolter for each weapon chosen: Twin heavy bolter Multi-melta Twin lascannon Twin autocannon Heavy plasma cannon C-Beam cannon One or both storm bolters may be exchanged for one of the following: Heavy flamer Plasma blastgun Graviton blaster Atomantic Shielding: This model has a 5+ invulnerable save. Unstoppable Fury: You can re-roll hit rolls of 1 for this model life is equipped with two melee weapons. Relic of Ancient Glory: Roll a D6 each time this model loses a wound; on the roll of a '6' that damage is ignored and that wound is not lost. 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.	- Standard	36"	Heavy	D3	7		1	-					
Kheres assault cannon WARGEAR OPTIONS A Relic Contemptor may replace one or both Dreadnought combat weapons with Dreadnought chainfists. A Relic Contemptor may choose to take up to two heavy weapons from the following list, replacing one Dreadnought combat weapon and one storm bolter for each weapon chosen: Twin heavy bolter Multi-melta Twin lascannon Heavy plasma cannon Kheres assault cannon C-Beam cannon One or both storm bolters may be exchanged for one of the following: Heavy flamer Plasma blastgun Graviton blaster Atomantic Shielding: This model has a 5+ invulnerable save. Unstoppable Fury: You can re-roll hit rolls of 1 for this model if it is equipped with two melee weapons. Relic of Ancient Glory: Roll a D6 each time this model loses a wound; on the roll of a '6' that damage is ignored and that wound is not lost. 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.	- Supercharge	36"	Heavy	D3	8	-3	2						
MARGEAR DPTIONS • A Relic Contemptor may replace one or both Dreadnought combat weapons with Dreadnought chainfists. • A Relic Contemptor may choose to take up to two heavy weapons from the following list, replacing one Dreadnought combat weapon and one storm bolter for each weapon chosen: - Twin heavy bolter - Multi-melta - Twin autocannon - Heavy plasma cannon - Kheres assault cannon - C-Beam cannon • One or both storm bolters may be exchanged for one of the following: - Heavy flamer - Plasma blastgun - Graviton blaster Atomantic Shielding: This model has a 5+ invulnerable save. Unstoppable Fury: You can re-roll hit rolls of 1 for this model if it is equipped with two melee weapons. Relic of Ancient Glory: Roll a D6 each time this model loses a wound; on the roll of a '6' that damage is ignored and that wound is not lost. 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.	Twin lascannon	48"	Heavv	2	9	-3	D6	-	an or ur	iis weapon's siots have i	been resorv	cu.	
A Relic Contemptor may replace one or both Dreadnought combat weapons with Dreadnought chainfists. A Relic Contemptor may choose to take up to two heavy weapons from the following list, replacing one Dreadnought combat weapon and one storm bolter for each weapon chosen: Twin heavy bolter Multi-melta Twin lascannon Twin autocannon Heavy plasma cannon Kheres assault cannon C-Beam cannon One or both storm bolters may be exchanged for one of the following: Heavy flamer Plasma blastgun Graviton blaster Atomantic Shielding: This model has a 5+ invulnerable save. Unstoppable Fury: You can re-roll hit rolls of 1 for this model if it is equipped with two melee weapons. Relic of Ancient Glory: Roll a D6 each time this model loses a wound; on the roll of a '6' that damage is ignored and that wound is not lost. 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.			,					_					
- Graviton blaster Atomantic Shielding: This model has a 5+ invulnerable save. Unstoppable Fury: You can re-roll hit rolls of 1 for this model if it is equipped with two melee weapons. Relic of Ancient Glory: Roll a D6 each time this model loses a wound; on the roll of a '6' that damage is ignored and that wound is not lost. 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.		• A Re Drea - Tw - Mu - Tw - Tw - He: - Kh - C-I • One - He:	lic Content dnought co in heavy be ilti-melta in lascanno in autocan avy plasma eres assaul Beam cann or both sto avy flamer	nptor may ombat wea olter on non a cannon t cannon on orm bolters	choose to pon and o	take up ne storn	to two h n bolter	eavy we for each	apons fr weapor	rom the following list, and chosen:			
Unstoppable Fury: You can re-roll hit rolls of 1 for this model if it is equipped with two melee weapons. Relic of Ancient Glory: Roll a D6 each time this model loses a wound; on the roll of a '6' that damage is ignored and that wound is not lost. 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.		- Gra	aviton blas	ter									
Relic of Ancient Glory: Roll a D6 each time this model loses a wound; on the roll of a '6' that damage is ignored and that wound is not lost. 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.	ABILITIES	Atomai	ntic Shield	ing: This	nodel has	a 5+ inv	ulnerab	le save.					
and that wound is not lost. 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.		Unstop	pable Fur	y: You can	re-roll hit	rolls of	1 for thi	s model	if it is e	quipped with two mele	ee weapons		
explodes and each unit within 6" suffers D3 mortal wounds.					l a D6 each	time th	nis mode	el loses a	wound	; on the roll of a '6' tha	t damage is	gignored	
FARMINI VIVINIANDO									e remov	ving it from the battlef	ield; on a 6	it	
	FACTION KEYWORDS								1				

VEHICLE, DREADNOUGHT, RELIC, RELIC CONTEMPTOR DREADNOUGHT

KEYWORDS

14		REI DR	LIC EAI	DE ON(REI OU(DEC GH') Γ		DAMAGE Some of a Relic Der change as it suffers			
NAME	M	WS BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	WS	B
Relic Deredeo	*	* *	7	7	14	2	8	3+	10-14+	7"	4+	2
A Relic Deredeo Dreadnou and one twin heavy bolter.	ght is a si	ngle model. It	is equipp	ed with	an anvil	lus auto	cannon b	attery	5-9 1-4	5" 3"	5+ 6+	3- 4-
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	IES				100
Anvillus autocannon battery	36"	Heavy 8		8	-1	2	-					
Hellfire plasma carronade	24"	Heavy 5		8	-3	3	after a	ıll of thi	oll of 1, the bearer suff is weapon's shots have l	been resol	ved.	100000
Arachnus heavy lascannon battery	48"	Heavy 2		10	-4	D6	roll w	hen det en a mo	ing with this weapon, i rermining Damage infl rtal wound is inflicted all other damage.	icted is a r	natural	
Aiolos missile launcher	60"	Heavy 2D)3	6	-1	1	-					
Twin heavy bolter	36"	Heavy 6		5	-1	1	-					8
Twin heavy flamer	8"	Heavy 2D	06	5	-1	1	Thisw	veapon	hits its target automati	cally.		100
ABILITIES	A Re He Are Layered	ellfire plasma c achnus heavy	nay replac arronade lascannoi Barriers:	n battery A unit v	y vith this	ability h	as a 5+ ir	nvulner	able save against Shoot	ting or Ov	erwatch	-
	Atoma Derede	ntic Pavaise: l	If equippe	ed with a	an atoma	intic pav	aise, all f	riendly	<chapter> units wave does not stack with</chapter>			
	array is		it is activ	e, the Re					player may declare tha not move and adds +1 t			
		les: If this modes and each un						e remov	ring it from the battlefic	eld; on a 5	or 6 it	The state of the s
	Smoke	Launchers: C	nce per g	ame, in	stead of	shooting	any wea	pons in	the Shooting phase, th	nis model	:4.	
					player's			nase, an	y enemy units targetin			
FACTION KEYWORDS	from al	launchers. Un	shooting a	ttacks n	player's nade aga	inst this	unit.	nase, an	y enemy units targeting			

16					EV.		'HA GH'	N Γ		DAMAGE Some of a Relic Levi change as it suffers of			
NAME	М	WS	BS	S	Ţ	W	A	Ld	Sv	shown below: REMAINING W	M	WS	B
Relic Leviathan	*	*	*	8	8	14	4	8	2+	8-14+	8"	2+	2
A Relic Leviathan Dread two meltaguns and two h			odel. It	is equip	ped with	h two si	ege claw	5,		4-7 1-3	5" 3"	3+ 4+	3
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES	13			
Leviathan siege claw	Melee	Me	lee		x2	-3	3	Re-ro	oll failed	wound rolls against IN	IFANTRY		
Leviathan siege drill	Melee	Me	lee		x2	-4	4	-					
Heavy flamer	8"	Hea	avy D6		5	-1	1	This	weapon	hits its target automati	cally.		
Grav-flux bombard	18"	Неа	avy D3		9	-5	2	TITA succe mode	ANIC the essful atte els in the	nodel is a MONSTER, en the amount of Dama acks becomes 5 per hit e target unit, add D3 to by this weapon.	age suffere . For every	ed from y five	
Storm cannon array	24"	Hea	avy 10		7	-2	2	-					
Meltagun	12"	Ass	ault 1		8	-4	D6	two c		s within half range of the inflicting damage with			
Cyclonic melta lance	18"	Неа	avy 2D3		9	-4	D6	two c		s within half range of the inflicting damage wi			
WARGEAR OPTIONS	 A Rel a Levi excha Stor Cyc 	ic Levi athan nged in m can lonic n	athan m siege cla	ay repla w and r shion, s y ce	ace one o neltagur	or both l n must b	Leviatha e exchar	n siege c nged for	laws and a single	h Leviathan siege drills I meltaguns with one o option). For each Levia ks characteristic:	f the follo		h
ABILITIES	Reinfor	ced At	omantic	Barrie	rs: This	model h	nas a 4+ i	nvulner	able save	2.			
	Atoman on a 5 or									D6 before removing it ls.	from the l	oattlefield;	;
		unche	rs. Until	the cor	ntrolling	player's	next Sh	ooting p		the Shooting phase, the y enemy units targeting			
FACTION KEYWORDS	IMPER	IUM,	ADEP	TUS A	STAR	ΓES, <	СНАРТ	ER>					
KEYWORDS	VEHIC	CLE, D	READ	NOUC	GHT, R	ELIC,	RELIC	LEVIA'	THAN	DREADNOUGHT			

ALEPTUS ASTARTES STORY S



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4)(8 _a		LA	ND	SF	EE	DE	R T	EM	PEST
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Speeder Tempest	15"	3+	3+	4	6	6	2	8	3+
Land Speeder Tempests (Pe	ower ratii	ng +16).	Each La		eder Ter	npest is	equippe	d with a	empest (Power Rating +8) or two additional n assault cannon and two Tempest salvo launchers.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Assault cannon	24"	Hea	ıvy 6		6	-1	1	-	
Tempest salvo launcher	36"	Hea	vy D3		6	-3	2	-	
WARGEAR OPTIONS	• Non	e.			44,00	9 (4)	100		
ABILITIES	Explode embark Ramjet the unit the nex	es: If the ded mode at Thrust thas used the Shooti	is mode els diser ers: Wh ed its rar ng phas	l is redunbark; on a uni en a uni njet thr e, and tl	ced to 0 on a 6 it it with thusters th	wounds explode his abilit nen the e can only	s, roll a I s and ea y Advar nemy p	D6 befor ch unit v nces, all i layer mu	ex: Imperium 1. The removing it from the battlefield and before any within 6" suffers 1 mortal wound. The models in the unit must move between 20"-35". If set subtract -1 from hit rolls made against them in arged by units that can FLY during the Fight phase
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	ΓES, <c< td=""><td>HAPT</td><td>ER></td><td></td></c<>	HAPT	ER>	
KEYWORDS	VEHI	CLE, F	LY, LA	ND SP	EEDEF	R. LAN	D SPEI	EDER T	ГЕМРЕЅТ

4 [9]			A [']	RE] ΓΤ	LIC ACI	JA (SI	VEI PEE	IN DE	R
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Relic Javelin	15"	3+	3+	4	6	9	3	8	3+
A Relic Javelin Attack Sp	eeder is a sin	gle mo	del. It is	equippe	ed with	a heavy	bolter aı	nd a typl	hoon launcher.
WEAPON	RANGE	TYPI			S	AP	D	ABILI	TIES
Heavy bolter	36"	Hea	vy 3		5	-1	1	-	
Multi-melta	24"	Hea	vy 1		8	-4	D6	dice	e target is within half range of this weapon, roll two when inflicting damage with it and discard the est result.
Typhoon launcher	When a	ttacking	with th	is weap	on, cho	ose one	of the p	rofiles be	elow:
- Frag missiles	48"	Hea	vy 2D6		4	0	1	-	
 Krak missiles 	48"	Hea	vy 2		8	-2	D6	-	
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-	
WARGEAR OPTIONS	A Rel A Rel								lta. a twin lascannon.
ABILITIES	And Th	ey Shal	Know I	No Fea	r: See W	arhamn	ner 40,00	00 – Inde	ex: Imperium 1.
	embark	ed mod	els disen	ıbark; o	on a 6 it	explode	s and ea	ch unit	re removing it from the battlefield and before any within 6" suffers 1 mortal wound. olls made for models that target at ranges greater
FACTION KEYWORDS	IMPER	RIUM.	ADEP	TUS A	START	TES. <0	СНАРТ	ER>	
KEYWOROS									VELIN ATTACK SPEEDER

11 (11)	X	IPH	[O]	11 N	ITI	ERC	CEP	ТО	R	DAMAGE Some of a Xiphon change as it suffer shown below:		
NAME	M	WS	BS	S	T	T W	A	Ld	Sv	REMAINING W	BS	
Xiphon Interceptor	*	6+	*	6	7	11	2	8	3+	8-11+	20"-50"	3+
A Xiphon Interceptor is a	single mod	lel. It is ed	quippe	d with tw	vo twin	lascann	on and			4-7	20"-30"	4+
a Xiphon missile battery. WEAPONS	RANGE	TYPE			S	AP	0	ABILI	TIES	1-3	20"	5+
Twin lascannon	48"	Heav	y 2		9	-3	D6	_				
Xiphon missile battery	60"	Heav	y 3		6	-2	3	-				
WARGEAR OPTIONS	None	e.				1.499	Traces	W. J. W				
	Superso the mod	onic: Eac	h time s) and t	this mo	del mov	ves, first model st	pivot it raight fo	on the sorwards.	pot up Note t	that target this model to 90° (this does not c hat it cannot pivot aga 20" until the end of th	ontribute to i	how far
	and befo									e removing the model blodes and each unit w		
	and before mortal	ore any e wounds.	mbark	ed mode	els disen	nbark; o	n a 6 it o	crashes a	and exp		rithin 6" suffe	ers D3
	and before mortal Termin	ore any e wounds.	mbarke	ed mode	els disen	nbark; o	on a 6 it o	erashes a	and exp	olodes and each unit w	rithin 6" suffe ng Heavy wea	ers D3
FACTION KEYWOROS	and before mortal of the second secon	ore any e wounds.	mbarko ting: Tl	ed mode his mode en targe	els disentel el does i	nbark; o	n a 6 it of the percan FLY	enalty to	and exp	blodes and each unit was	rithin 6" suffe ng Heavy wea	ers D3

[18]		ST ASSA	ORI UL	M I ΓG	EAG	LE SH	IP		DAMAGE Some of a Storm E characteristics cha	inge as it suf		
NAME	M	WS BS	S	T	W	A	Ld	Sv	battle, as shown be	elow:	RS	
Storm Eagle Gunship	*	6+ *	8	7	16	*	9	3+	8-16+	20"-45"	3+	
A Storm Eagle Assault Gun a vengeance launcher and t				ed with	h a twin	heavy be	olter,		4-7	20"-30"	4+ 5+	Γ
WEAPON	RANGE	TYPE		S	AP	0	ABILIT	TES	13	20	J1	_
Twin heavy bolter	36"	Heavy 6		5	-1	1	-					7
Vengeance launcher	48"	Heavy 2D6	5	5	-1	1	-					1
Twin hellstrike launcher	72"	Heavy 2		8	-3	3	-					1
Twin lascannon	48"	Heavy 2		9	-3	D6	-					1
Twin multi-melta	24"	Heavy 2		8	-4	D6	two d	-	s within half range of n inflicting damage v			
Typhoon missile launcher	When a	ttacking with t	his weapo	on, cho	ose one	of the pi	ofiles be	low:				1
- Frag missile	48"	Heavy 2D6	,	4	0	1	-					1
- Krak missile	48"	Heavy 2		8	-2	D6	-					1
TRANSPORT	model t		ace of two	other	INFAN'	ΓRY mo	dels and	each C	Each JUMP PACK or ENTURION takes up			
ABILITIES	Airborn		4 -1				KIS IIIO					
	Hard to Superso the moo	d in the Fight p Hit: Your opponic: Each time del moves) and	hase by u conent mu this moo then mov	nits that ast subtalel move we the r	at can Fl tract 1 fr ves, first model st	be charge. LY. com hit repivot it reaight for	ged by un olls for a on the sp rwards.	ittacks the	can FLY, and can or nat target this model 0 90° (this does not ca at it cannot pivot aga 0" until the end of th	in the Shoot ontribute to l in after the in	ing phase. now far nitial	
	Superso the mod pivot. W a dice. Crash a and befo	d in the Fight p Hit: Your opp Onic: Each time del moves) and When this mode	hase by use onent muse this moother movel Advances is model is	nits that ust subt del mov we the r ces, incr	at can FI tract 1 fr ves, first model st rease its ced to 0	be charge. LY. From hit reproduce the results of the representation of the results of the resu	olls for a on the sprwards. aracteristical a D	ot up to Note the stic by 2	hat target this model o 90° (this does not co at it cannot pivot aga	in the Shooti ontribute to l in after the in the phase – do	ing phase. now far nitial not roll ttlefield	
	Hard to Superso the mod pivot. W a dice. Crash a and beformortal w Hover J become	In the Fight policies that your opponice Each time del moves) and When this model mad Burn: If thore any embarl wounds.	hase by u conent mu c this moc then mov el Advanc is model i ced mode model me end of the	nits that ust subti del move we the ries, incre is reduced is diser	at can FI tract 1 fr ves, first model st rease its ced to 0 mbark; o your M e, and it 1	be charged. Y. com hit r pivot it r raight fo Move ch wounds, on a 6 it o	olls for a on the sp rwards. aracteris roll a D crashes a	oot up to Note the stic by 2 6 before nd expl	hat target this model 0 90° (this does not co at it cannot pivot aga 0" until the end of the removing the mode	in the Shoots ontribute to l in after the in he phase – do I from the ba vithin 6" suffe	ing phase. now far nitial not roll ttlefield rs D3	
	Hard to Superso the mod pivot. W a dice. Crash a and bef mortal become beginni Power of	hit: Your opponic: Each time del moves) and When this mode and Burn: If the ore any embarl wounds. The tet: Before this is 20" until the ng of your nex	hase by unconent muse this model then movel Advance is model in the model model model model of the theorem of the theorem.	nits that ust subto del move we the rese, incomes as reduced ls diser oves in exphase ent phase	tract 1 fr ves, first model st rease its ced to 0 mbark; o your Me, and it l ise.	be charge. LY. The proof of the result of	olls for a on the sp rwards. aracteris roll a D rashes a phase, y Airborn	oot up to Note the stic by 2 6 before nd explored	hat target this model o 90° (this does not cat it cannot pivot aga 0" until the end of the removing the mode odes and each unit we	in the Shoots ontribute to l in after the in he phase – do I from the ba rithin 6" suffe Its Move cha ic abilities ur	ing phase. now far nitial not roll ttlefield rs D3	
FACTION KEYWORDS	Hard to Superso the mod pivot. V a dice. Crash a and bef mortal Hover J become beginni Power of Heavy v	In the Fight policity of the Hit: Your opponic: Each time del moves) and When this modern and Burn: If the ore any embarl wounds. The efforce this is 20" until the nig of your nex of the Machine.	hase by unonent muse this model then model and model in the total model it to the total model in the total m	nits that ast subtracts the rest increase increase increase in the phase ent phase ent phase chis mo	tract 1 fr ves, first model st rease its ced to 0 mbark; o your M. c, and it l isse.	be charge. LY. Tom hit r pivot it r raight for Move ch wounds, on a 6 it co ovement oses the	olls for a on the sp rwards. aracteris roll a D crashes a phase, y Airborn	oot up to Note the stic by 2 6 before nd explored	hat target this model o 90° (this does not co at it cannot pivot aga 0" until the end of the removing the mode odes and each unit we declare it will hover. to Hit and Superson	in the Shoots ontribute to l in after the in he phase – do I from the ba rithin 6" suffe Its Move cha ic abilities ur	ing phase. now far nitial not roll ttlefield rs D3	

19 (19)	S' GU	ΓOI JNS	ببهج		GL RO		SSA PAT	UL TE	T RN	DAMAGE Some of a Storm E ROC Pattern's char suffers damage in	racteristics	change a	as it
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	M	BS	ow.
Storm Eagle Gunship – ROC Pattern	*	6+	*	8	7	16	*	9	3+	8-16+ 4-7	20"-45"	3+]
A Storm Eagle Gunship – R a ROC missile launcher and				del. It	is equip _l	ed with	a twin	heavy bo	olter,	1-3	20"-30" 20"	4+ 5+	
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES				
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					\neg
ROC missile launcher	48"	Hea	vy 8		8	-2	2	-					
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-					
Twin multi-melta	24"	Hea	vy 2		8	-4	D6	two o		is within half range of en inflicting damage v			ne
Typhoon missile launcher	When a	ıttacking	with th	is wear	on, cho	ose one	of the p	rofiles be	elow:				
- Frag missile	48"	Hea	vy 2D6		4	0	1	_					
- Krak missile	48"	Hea	vy 2		8	-2	D6	_					
WARGEAR OPTIONS	• This	model r	nay repla	ace its t	win hea	vy bolte	r with ei	ither a tv	vin mult	ti-melta or a typhoon	missile laur	ncher.	
TRANSPORT	model t INFAN Airbor	akes up TRY me ne: This	the space odels. It model c	ce of tw cannot cannot	transpo	INFAN' ort PRIM can only	TRY mod IARIS r be char	dels and nodels.	l each C	Each JUMP PACK of ENTURION takes up	the space of	of 3 other	r
			Fight ph our oppo					rolls for a	attacks t	that target this model	in the Shoo	ting phas	se.
	Superse the mod	onic: Ea	ch time es) and t	this mo	odel mov	ves, first nodel st	pivot it raight fo	on the sporwards.	pot up to Note th	o 90° (this does not co at it cannot pivot aga 20" until the end of th	ontribute to	how far	
	and bef		embarke							e removing the mode lodes and each unit w			
	become	es 20" un		nd of th	ne phase	, and it l				declare it will hover. I to Hit and Superson			tic
		of the M		Spirit:	This mo	del does	s not suf	fer the p	enalty to	o hit rolls for moving	and firing		
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	STAR	ΓES, M	INOTA	URS		SAME TO THE OWNER OF THE OWNER OWNER OF THE OWNER OWNE	THAT		
KEYWORDS						TORM		-					

NAME	M	AS WS	SA BS	S	1 G	UN W	SIT	IIP Id	Sv	characteristics cha battle, as shown be	elow:		ıage	
Fire Raptor Gunship	*	6+	*	8	7	16	*	9	3+	REMAINING W	M	BS		
A Fire Raptor Gunship is a		del. It is		ed with			bolt can			8-16+ 4-7	20"-45" 20"-30"	3+ 4+		
two quad heavy bolters and				chers.						1-3	20"	5+		
WEAPON	RANGE	TYPE			S	AP	0	ABIL	ITIES				_	
Twin avenger bolt cannon	36"	Hear	vy 10		6	-2	2	-						
Quad heavy bolter	36"	Hear	vy 12		5	-1	1	-						
Twin hellstrike launcher	72"	Hear	vy 2		8	-3	3	-						
Twin lascannon	48"	Hear	vy 2		9	-3	D6	-						
WARGEAR OPTIONS	• The r	nodel m	ay repl	ace its t	wo twin	hellstrik	ke missi	le launc	hers with	two twin lascannon	• []			
	Superso the mod	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.												
	and befo		embark							e removing the mode odes and each unit w				
	characte		ecomes	20" unt	il the en	d of the	phase,	and it lo		declare it will hover. irborne, Hard to Hit		onic		
		of the Moveapons.		Spirit:	This mo	del does	s not suf	ffer the 1	penalty to	o hit rolls for moving	and firing			
FACTION KEYWORDS	IMPEI	RIUM,	ADEF	TUS A	STAR	TES, <c< td=""><td>CHAP</td><td>ΓER></td><td></td><td>THEFT</td><td></td><td></td><td></td></c<>	CHAP	ΓER>		THEFT				
KEYWORDS	VEIII	OLD DI	V EII	DEDAI	OTOD	ASSAU	ITCI	NICHTI	D					

16	C	AES	STU	JS .	ASS.	AU	LT	RAI	M	DAMAGE Some of a Caestus characteristics cha	inge as it suf		age
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	battle, as shown be	elow: M	RS	
Caestus Assault Ram	*	5+	*	8	7	14	*	9	2+	REWIAINING W 8-14+	20"-50"	3+	
A Caestus Assault Ram is		odel. It is	equippe	ed wit	h a Caest	us ram,	a twin r	nagna-m	elta	4-7	20"-30"	3+ 4+	
and two firefury missile be WEAPON	atteries. RANGE	ТУРЕ			S	AP	0	ABILIT	IES	1-3	20"	5+	
Caestus ram	Melee	Mele			User	-3	D6	Add 3 target	to all l	hit rolls made with the TILDINGS if the Cae turn.			
Firefury missile battery	72"	Hea	vy 4		6	-1	1	-					
Twin magna-melta	24"	Hea	vy 2D3		10	-4	D6	dice w		s within half range o flicting damage with)
WARGEAR OPTIONS	• None	e.		175								19371	
TRANSPORT	CENTU Airbor	ort TERM JRION one Ram:	IINATO or PRIM This mo	OR model ca	odels which models.	ch only	take up	one space	rge pha	HAPTER> INFANTI odel. It cannot transpasses against units that	port JUMP F	PACK,	
	Hard to	Hit: Yo	ur oppo	nent r	nust subt	ract 1 fi	rom hit	rolls for a	ttacks t	hat target this model	in the Shoot	ting phase	e.
	the mo	del move	es) and t	hen m	nove the n	nodel st	raight fo	orwards. l	Note th	o 90° (this does not c at it cannot pivot aga 20" until the end of th	ain after the i	nitial	
	and bef		embarke							e removing the mode odes and each unit w			
	become	es 20" un	til the er	nd of t		and it				declare it will hover. Hard to Hit and Sup			
		of the M		Spirit:	This mo	del doe	s not suf	fer the pe	enalty to	o hit rolls for moving	and firing		
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	ASTART	ES, <0	CHAPT	TER>					
KEYWORDS	VEHI	CLE, TI	RANSP	ORT	, FLY, C	AEST	US ASS	AULT R	RAM				

42		AS	SAI	ULI	[G	UN	WI SH	IP_		DAMAGE Some of a Thunder characteristics char battle, as shown be	nge as it suf	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS
Thunderhawk Gunship	*	6+	*	10	9	30	*	9	3+	24-30+	20"-50"	2+
A Thunderhawk Gunship i	s a single r	nodel. It	is equip	ped witl	h a Thu	ınderha	wk heavy	/ cannor	1,	15-23	20"-40"	3+
four twin heavy bolters and										8-14	20"-30"	4+
WEAPONS	RANGE	TYPE			S	AP	D	ABILIT	IES	1-7	20"	5+
Twin heavy bolter	36"	Heav	уу 6		5	-1	1	-				
Hellstrike battery	72"	Heav	vy 4		8	-3	3	-				
Lascannon	48"	Heav	vy 1		9	-3	D6	-				
Thunderhawk heavy cannon	48"	Heav	vy 2D6		8	-2	D6	-				
Turbo-laser destructor	96"	Heav	vy D3		16	-4	2D6	auton		oll of a 6 made with to inflicts an additiona		wounds
WARGEAR OPTIONS	• The r		ay take a	hellstri	ke miss	sile batt	ery. If thi			o-laser destructor. sen then the Thunder	hawk Assaul	t Gunship
ABILITIES	space of three IN PRIMA Airborn	three of FANTR RIS mod ne: This	her Infa Y model dels are l model ca	NTRY m ls each. I being tra	nodels. It canno nsporte narge, ca	It may a ot transp ed, it can an only	ort PRII n transpo be charg	port <cl MARIS of t up to</cl 	HAPTE models 15 < C E	tels and each CENTURN BIKER models wif it carries any other to IAPTER PRIMARIST can FLY, and can on	rho take up tl type of mode S INFANTR	he space of els. If only Y models.
	attacked in the Fight phase by units that can FLY . Colossal Flyer: When targeting this unit with Shooting attacks and psychic powers, always measure to the model's hull where it would be at tabletop level, even if it is on a flying base. In addition, unless the attacki has the FLY keyword, add 12" to the measured distance to determine the range when making shooting att against the Thunderhawk Gunship. Note that this means many short-ranged shooting weapons will not be to hit this model. Your opponent must also subtract 1 from hit rolls for attacks that target this model in th Shooting phase.											
	against to hit th	the Thur is model	nderhaw	k Gunsh	the mo	easured te that t	distance	to deter	mine th	ne range when makin anged shooting weap	ng shooting a ons will not	ittacks be able
	against to hit the Shootin Superso the mooting the mooting the mooting the mooting the state of	the Thur is model g phase. onic: Eac lel move	nderhaw l. Your o ch time t s) and th	k Gunsh pponen his mod nen mov	the monip. Note that must a the move the mover	easured te that t also sub es, first nodel st	distance his mean stract 1 fr pivot it o raight fo	to deter s many com hit i	emine the short-range of the short of the sh	ne range when makin anged shooting weap	ng shooting a ons will not is model in t ontribute to in after the i	attacks be able the how far nitial
	against to hit the Shootin Superso the moor pivot. Wa dice.	the Thur is model g phase. onic: Eac del move Then this	nderhaw l. Your o th time t s) and th s model	k Gunsh pponen his mod hen mov Advance	the monip. Not t must: lel mov re the m	easured te that t also sub es, first nodel st ease its	distance his mean stract 1 fr pivot it c raight fo Move ch	to deter s many com hit i on the sp rwards.	emine the short-radius for colls for cot up to Note the stic by 2	ne range when makin anged shooting weape attacks that target th o 90° (this does not co at it cannot pivot aga	ng shooting a ons will not is model in t ontribute to in after the i	attacks be able the how far nitial
	against to hit the Shootin Superso the moor pivot. Wa dice. Void-ha	the Thur is model g phase. onic: Eac del move When this ardened and Burn ore any e	nderhaw l. Your o ch time t s) and th s model Hull: Th	ck Gunsh opponent this mod hen mov Advance the Thun model is	the moving. Note that the moving	easured te that t also sub- es, first nodel st ease its vk Assau ed to 0	distance his mean stract 1 fr pivot it c raight fo. Move ch alt Gunsh wounds,	to deters many room hit is on the sprwards. aracteristip has a roll a Do	rmine the short-rate of the short up to Note the stic by 2 5+ inv	ne range when makin anged shooting weape attacks that target th o 90° (this does not co at it cannot pivot aga 20" until the end of th	ng shooting a cons will not is model in to contribute to in after the i e phase – do	attacks be able the how far nitial o not roll
	against to hit the Shootin Superso the moor pivot. Wa dice. Void-ha Crash a and beformortal whover J	the Thur is model g phase. onic: Eac del move then this ardened and Burr ore any e wounds. et: Befor s 20" unt	nderhaw l. Your o ch time t s) and th s model Hull: The i: If this embarke re this m	his mod hen mov Advance he Thun model is d model model model	the monip. Note that it must a del move the mes, increderhaws reduces disense oves in a phase,	easured te that the talso subsets, first the talso subsets, first the talso subsets first the talso su	distance his mean stract 1 fit pivot it of raight foo Move chalt Gunshwounds, in a 6 it covernent	to deter s many com hit is on the sp rwards. aracteris aip has a roll a Do rashes a	rmine the short-records for the store the stor	ne range when making anged shooting weaper attacks that target the poor of this does not count it cannot pivot again until the end of the ulnerable save.	ng shooting a cons will not is model in to contribute to in after the ince phase – do l from the ba ithin 6" suffa	attacks be able the how far nitial o not roll attlefield ers 2D6
	against to hit the Shootin Superso the moor pivot. We a dice. Void-has Crash a and before mortal with the second beginning Power of the shootin statement of the second beginning the second beginning to the second beginnin	the Thur is model g phase. onic: Eac del move /hen this ardened and Burr ore any e wounds. et: Befor s 20" untaged of you	th time to so and the solution of the solution	k Gunsh pponen his mod hen mov Advance he Thun model is d model model model and of the Moveme	the monip. Note that it must a select move the most and the moves that it must be the most as disented as disented to the phase, and phase, and phase, and phase, and phase in the phase in	easured te that the transfer of transfer o	distance his mean stract 1 fit pivot it c raight fo Move ch alt Gunsh wounds, on a 6 it c overment oses the	to deter s many com hit i on the sp rwards. I aracteris tip has a roll a Do rashes a phase, y Airborn	smine the short-rate of the strict by 2 5+ inv 6 before and explored can be, Color	ne range when making anged shooting weaper attacks that target the poor of this does not contact it cannot pivot againg until the end of the ulnerable save. The removing the model odes and each unit will declare it will hover.	ng shooting a cons will not is model in to contribute to in after the i- e phase – do l from the ba- tithin 6" suffe Its Move cha-	attacks be able the how far nitial o not roll attlefield ers 2D6
	against to hit the Shootin Superso the moor pivot. We a dice. Void-hat Crash a and before mortal with the second beginning Power of Heavy with Thunder run agar Gunship for ever	the Thur is model g phase. onic: Eac del move Then this ardened nd Burr ore any e wounds. et: Befor s 20" untag of you of the May veapons. erhawk C inst a sin o has mo	th time to so and the solution of the solution	his model is defended of the Moveme Spirit: The Sombs: any unit is k an ene p to a model of to a model of the model of the Moveme Spirit: The Sombs: any unit is k an ene p to a model of the model of the model of the Moveme Spirit: The Sombs: any unit is k an ene p to a model of the Moveme Spirit: The Sombs: any unit is k an ene p to a model of the Movement of the	the monip. Note that must a lel move the mes, increderhaws reduces disempted the modern moder	easured te that the also subsets, first model stees its with Assauled to 0 abark; our Mand it like. The also subsets with the also subsets and it like. The also subsets are battle and the al	distance his mean stract 1 fit pivot it c raight fo Move ch alt Gunsh wounds, on a 6 it c covernment oses the se, a Thur ver durir tellew over	to deters many rom hit is on the sprwards. I aracteriship has a roll a Dorashes a phase, y Airborn er the penderhawing one of ir. Roll 3 each roll	smine the short-rate of the short-rate of the short of th	ne range when making anged shooting weaper attacks that target the pool of this does not contact it cannot pivot against the end of the contact it cannot pivot against the end of the contact it cannot pivot against the end of the contact it cannot pivot against the end of the contact it will be ended and each unit will declare it will hover. Seal Flyer and Superson	ng shooting a cons will not is model in to contribute to in after the ince phase – do to the firm of the basis and firing and firing and make a both the Thunder MONSTER, or some some some constant of the Thunder MONSTER, or some some some some some some some some	how far nitial o not roll arttlefield ers 2D6 aracteristics until the ombing rhawk or a D6
FACTION KEYWORDS	against to hit the Shootin Superso the moor pivot. We a dice. Void-has Crash a and before mortal with the second beginning the second beginning the second of the second	the Thur is model g phase. onic: Eac del move /hen this ardened nd Burr ore any e wounds. et: Befor s 20" unt ng of you of the Ma veapons. erhawk C inst a sin o has mo y other r ng of onl	th time to so and the solution of the solution	k Gunsh pponen his mod nen mov Advance he Thun model is d model model mod of the Moveme Spirit: The Bombs: 6 my unit is k an ene p to a m RACTE	the monip. Note that must a lel move the mes, increderhaws a reduct so disemption of the modern of t	easured te that the transfer of the transfer o	distance his mean stract 1 fit pivot it c raight for Move chalt Gunsh wounds, on a 6 it c overment oses the strategies a Thur ver during the work of the control of the con	on the sprwards. In the sprwards aracteristic phase a phase, y Airborn for the penderhawing one of the control	smine the short-rate of the short-rate of the short of th	ne range when making anged shooting weaper attacks that target the pool of this does not contact it cannot pivot against the end of the properties of the pr	ng shooting a cons will not is model in to contribute to in after the ince phase – do to the firm of the basis and firing and firing and make a both the Thunder MONSTER, or some some some constant of the Thunder MONSTER, or some some some some some some some some	how far nitial o not roll arttlefield ers 2D6 aracteristics until the ombing rhawk or a D6

27		Ί		JNI AN			W ER	K		DAMAGE Some of a Thunde characteristics cha battle, as shown be	inge as it suf		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M M	BS	A
Thunder hawk Transporter	*	6+	*	10	9	26	*	9	3+	20-26+	20"-50"	2+	6
A Thunderhawk Transporte	r is a sing	gle mod	el. It is e	equipped	l with fo	ur twin	heavy b	olters an	ıd a	14-19	20"-40"	3+	4
battery of hellstrike missiles										6-13	20"-30"	4+	3
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES	1-5	20"	5+	2
Twin heavy bolter	36"	Hea	ıvy 6		5	-1	1	-					_
Hellstrike battery	72"	Hea	ivy 4		8	-3	3						
WARGEAR OPTIONS	• None	2.											
	Up to PREI VINI	o two of DATOR DICAT	the foll , WHIR OR DES	owing: F RLWIND STROYI	RHINO , WHII ER, WH	, RAŻO RLWINI IIRLWI	RBACK O HYPI ND SCO	, INFER	NUM IUNTE	SSAULT TANK keyw RAZORBACK, PREI IR, STALKER, DAMO	DATOR, DE		R,
ABILITIES	attacked Colossa hull wh FLY key Thunde model. ' Superso the mod pivot. W a dice. Void-ha Crash a and before mortal to become beginni	I in the I Flyer ere it wayword, a crhawk Tyour op Onic: Eadel mov When th ardenece and Bur ore any wounds (et: Before 20" ur ng of you	Fight pl : When ould be add 12" Franspo oponent ich time ess) and is mode Hull: T in: If thi embark ore this in till the cour next	targeting at tablettet to the mreter. Not must also this mo then mo dl Advand I have model model me model me model me model me model me model model me model	g this un op level easured te that the so subtracted moves the races, incom- nderhave is reduced diser- toves in the phase ent phase	at can FI nit with so wen if distance his mear act 1 fro wes, first model strease its wk Trans ced to 0 so mbark; o your Mo y, and it 1 se.	Shootin it is on e to det as many m hit ro pivot it raight fo Move comporter l wounds in a 6 it	g attacks a flying bermine the short-ra olls for attoon the sporwards. haracterists, roll a D crashes a t phase, y	and psoase. In the ranged slacks the cot up to Note the stic by any ulne of befor and exp	sychic powers, always addition, unless the age when making shoot hooting weapons will not target this model it to 90° (this does not contain it cannot pivot age 20" until the end of the trable save. The removing the mode lodes and each unit was a declare it will hover. Sossal Flyer and Supers to hit rolls for moving	measure to tattacking uniting attacks a not be able to the Shooti contribute to ain after the interphase – do the phase – do the phase – do the suithin 6" sufficient abilities	he mode it has the gainst th o hit this ng phase how far nitial o not roll attlefield ers 2D6	e s
	Heavy v	veapons	8.										
FACTION KEYWORDS				TUS A									
KEYWORDS	TITAN	VIC, V	EHICL	E, TRA	NSPO	RT, FL	Y, TH	UNDER	HAW	K TRANSPORTE	R		

[50]		S		CAR ΓΟΙ				N		DAMAGE Some of a Soka characteristics	change as			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	battle, as shown	n below:	BS	A	VOID SHIEL
Sokar Pattern Stormbird	*	6+	*	10	9	40	*	9	3+	30-40+	20"-50"	2+	6	4+
A Sokar Pattern Stormbird	is a single	e model.	It is equ	uipped v	vith fou	r twin la	scannor	1,		20-29	20"-40"	3+	4	5+
three twin heavy bolters and		•		nissiles.						10-19	20"-30"	4+	3	6+
WEAPON	RANGE	TYP			S	AP	0	ABILI	TIES	1-9	20"	5+	2	7+
Twin heavy bolter	36"		ıvy 6		5	-1	1	-						10325-1
Twin lascannon	48"		ivy 2		9	-3	D6	-						
Hellstrike battery WARGEAR OPTIONS	72" • Non		ivy 4		8	-3	3	_						953
TRANSPORT	three of three II includi	INATOI ther INI NFANT ng its ov	R mode FANTR RY mod vn trans	l takes the Y model dels each sported in the second contract of the	ne space s. It ma . The So nodels,	of two y also tra okar Patt occupyi	other In ansport tern Stor ng 25 m	fantry r <chap mbird r</chap 	nodels a PTER> I nay also	RY models. Each and each CENTUR BIKER models who transport a single space. When disen	NION takes o take up t <chapt< td=""><td>the sp he place ER> R</td><td>ce of</td><td>0,</td></chapt<>	the sp he place ER> R	ce of	0,
ABILITIES	Airbor	ne: This	model	f the Sok cannot c hase by t	harge, c	an only	be char	ged by u	inits tha	t can FLY , and can	only attac	k or b	e	
	against able to Shootin Supers the mo	the Sok hit this in ng phase onic: Ea del mov	ar Patte model. ` .ch time es) and	ern Storn Your opp this mo	odel mov	ote that nust also wes, first nodel st	this meso subtra- pivot it raight fo	ans man ct 1 from on the s orwards.	ny short- n hit rol pot up t Note th	he range when ma ranged shooting w ls for attacks that t o 90° (this does no act it cannot pivot a 20" until the end o	veapons wi arget this r ot contribut again after	ll not model te to h the in	be in the ow fa itial	r
	Void-h	ardened	l Hull: '	The Soka	ır Patter	n Storm	bird has	a 5+ in	vulnera	ble save.				1000
	and bef		embark							e removing the mo lodes and each uni				
	become	es 20" ur	itil the e		e phase	, and it l				declare it will hov essal Flyer and Sup				
		of the M weapons		Spirit:	Γhis mo	del does	not suf	fer the p	enalty t	o hit rolls for movi	ing and firi	ng		
	game to can opt with th invulne mortal Void sh	erms, the t to use i se Melee erable sa wound nields m	ese void nstead of type. Li ves, the that has ust be co	I shields of their r ike invul y may al s been in ontinuou	are reproperties of the command of t	resented save or it saves, versed to need to unergised	by a uninvulnerated shield shield shield in the shield in	que kin able saves of saves of tal wou the mon newed in	d of save against are unat unds. In rtal wou n comba	pecialised void shi ing throw which th any form of attack ffected by the AP of this case however, nd being ignored in at operations and sable for the Sokar l	ne controlline except from the except from a stack and the save in the unit the save in	ing pla om we , but u ice for coll is p it is da	ayer apons inlike each passec amage	i.
	Shield describ is proje	Projection of the projection o	on: As lously) a	long as t and does nields be	he Soka not mo	r Patteri ove at all hull at t	n Storml during the start	oird's co the turn of the M	ntrolling, you m	g player has choses ay declare that the nt phase. If this is t Pattern Stormbird	n to make i Sokar Patt the case, th	t hove ern Sto e void	er (as ormbi	

TITANIC, VEHICLE, TRANSPORT, FLY, SOKAR PATTERN STORMBIRD

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

FACTION KEYWORDS

KEYWORDS



AMETIS ASTAFFS AMETIS ASTAFFS

2,7,			<u>M</u> C	MA	MOC ND	R		Ю		DAMAGE Some of a Damocles characteristics chan battle, as shown bel-	ge as it su		-
NAME	M	WS	BS	S	I	W	A	Ld	Sv	REMAINING W	M	BS	A
Damocles	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
A Damocles Command R may be included in any D							Comm	and Rhi	no	3-5 1-2	6" 3"	4+ 5+	D3
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1 2			
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	This	weapon	can only be fired once	e per game		12
WARGEAR OPTIONS	• A Da	mocles	Comma	ınd Rhi	no may a	lso be	equippe	d with a	hunter-	killer missile.			. 8
TRANSPORT					HAPTEI MP PAC					CHARACTER keywo	ord. It may	not	
ABILITIES	Explode embark Smoke smoke l from all	es: If the ed mod Launch aunches hit roll	is model els diser ers: One rs. Until	is redundark; of the corrections are set of the	nced to 0 on a 6 it e game, inst ntrolling p attacks m	wound explode tead of player's ade aga	s, roll a les and ea shooting next Sh inst this	D6 beforch unit g any we ooting punit.	re remov within 6 capons ir bhase, an	del regains one lost wo ving it from the battlefi " suffers D3 mortal wo n the Shooting phase, t ay enemy units targetin	ield and be ounds. his model ng this uni	can use i t subtract	
	Strike a 6" of the targeted	ttack. To at point l suffers	o do so, . Subtrac D3 mon	nomina et 1 fror etal wou	ate a poin in the resi ands.	t anyw ult if th	here on e unit be	the battleing targ	lefield ar geted is a	rolling player may mak nd roll a D6. Roll a D6 n CHARACTER. On a	for every 4+, the u	unit withi nit being	
		les Com	mand R							d's Leadership characte			
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	ES, <0	CHAPT	ER>					1
KEYWORDS	VEHIC	CLE, T	RANSI	ORT,	RHINO), DAI	MOCLI	ES CO	MMAN	D RHINO			

<u>w</u> [6]	W	HII	RLV	WII	ND	HY	PE	RIC	S	DAMAGE Some of a Whirlwin change as it suffers of shown below:				
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	RS	ı	
Whirlwind Hyperios	*	6+	*	6	7	11	*	8	3+	6-11+	12"	3+	3	
A Whirlwind Hyperios is	a single mo	del. It i	s equipp	ed with	a Whirl	wind h	yperios l	auncher		3-5	6"	4+	D	
WEAPON	RANGE	TYP			S	AP	D	ABILI		1-2	3"	5+]	
Hyperios launcher	72"	Heavy 2D3 8 -2 D3 Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls for this weapon against all other targets. This weapon are target units not visible to the firing model. Heavy 1 8 -2 D6 This weapon can only be fired once per battle.										rolls made weapon	e	
Hunter-killer missile	48"	Hea	avy 1		n can only be fired once	per battle	е.							
Storm bolter	24"	Rapid Fire 2 4 0 1 –											- 1	
WARGEAR OPTIONS		4" Rapid Fire 2 4 0 1 – A Whirlwind Hyperios may take a hunter-killer missile. A Whirlwind Hyperios may also be equipped with a storm bolter.												
ABILITIES	Smoke smoke l	ed mod Launch aunche	lels disen	nbark; on the cor	on a 6 it ame, ins strolling	explode tead of player's	es and ea shooting next Sh	ch unit g any we ooting p	within apons i	oving it from the battlefi 6" suffers D3 mortal wo in the Shooting phase, t ny enemy units targetin	ounds. his model	can use i	ts	
FACTION KEYWORDS			ADEP											
KEYWORDS						, ''								

12		RF	ELIC S	C W	/HI DRP	RL IU	WII S	ND		DAMAGE Some of a Relic Wh characteristics chan battle, as shown bel	ge as it su		age in	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A	
Relic Whirlwind Scorpius	*	6+	*	6	7	11	*	8	3+	7-11+	12"	3+	3	
A Relic Whirlwind Scorpius	s is a singl	e mode	el. It is eq	uippec	l with a S	Scorpiu	s multi-la	auncher.		3-6	6"	4+	D3	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2	3"	5+	1	
Scorpius multi-launcher	48"	Неа	avy 3D3		6	-2	2	This mode		can target units not v	isible to th	e firing		
Hunter-killer missile	48"													
Storm bolter	24"	24" Rapid Fire 2 4 0 1 –												
WARGEAR OPTIONS		A Whirlwind Scorpius may take a hunter-killer missile.												
ABILITIES	Scorpiu Explode	A Whirlwind Scorpius may also be equipped with a storm bolter. Ocket Barrage: On any turn in which the Scorpius does not move during the Movement phase, you may fire its orpius multi-launcher twice in the following Shooting phase. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any												
	embark	ed mod	els disen	ıbark;	on a 6 it	explode	es and ea	ch unit	within 6	" suffers D3 mortal wo	ounds.		19	
	smoke l	aunche	rs. Until	the coi		player's	next Sh	ooting p		n the Shooting phase, by enemy units targeting				
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	STAR	ΓES, <	СНАРТ	ER>						
KEYWORDS	VEHIC	CLE, R	ELIC, V	WHIR	LWINI), REI	IC WH	IRLWI	IND SC	CORPIUS			7	

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rapier Carrier	3"	6+	3+	3	5	4	1	7	3+
Space Marine Gunners	5 6"	3+	3+	4	4	1	1	7	3+
This unit contains one Rap The Rapier Carrier is eq The Space Marine Gunr	ier Carrier uipped wit	and two	Space M I heavy bo	arine Gu olter.	inners				34
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	TIES
Quad heavy bolter	36"	Heav	vy 12		5	-1	1	-	
Laser destroyer	36"	Heav	vy 1		12	-4	D6	addit dama	s weapon successfully inflicts damage, roll an cional D6. On a result of a '3-5', the weapon's age is increased to 2D6. On a result of a '6', the on's damage is increased to 3D6.
Bolt pistol	12"	Pisto	ol 1		4	0	1	-	
Frag grenades	6"	Grer	nade D6		3	0	1	-	
Krak grenades	6"	Grer	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	A Raj	oier Car	rier may e	exchange	its qu	ad hea	vy bolte	r for a la	ser destroyer.
ABILITIES	Space M within 3	Iarine G " of each y be cho	Sunners: In other, an	A Rapier nd must i	Carri remair	er and n withi	its Space n this di	Marine stance th	ex: Imperium 1. e Gunners must be deployed as a single group throughout the battle. The Space Marine Gunners e the closest visible model to the model that
	with is v	vithin 3"		of the Spa					t one of the Space Marine Gunners it was deployed ier Carrier was deployed with are slain, the Rapier
FACTION KEYWORDS	IMPER	TITA	ADEPT	IC ACT	ADT	EC /C	LIADT	ED.	

(3)	,	ΤА	RA]	NT	UL	A SI	EN'I	'RY	GUN				
NAME	M	WS	BS	S	T	W	A	Ld	Sv				
Tarantula Sentry Gun	0"	-	4+	4	5	4	-	10	3+				
Tarantula Sentry Guns (Pe	ower rating	+6). E	ach Tara			ın is equ			Gun (Power Rating +3) or two additional in heavy bolter.				
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES				
Twin heavy bolter	36"	Hea	avy 6		5	-1	1	_					
Twin lascannon	48"	Hea	avy 2		9	-3	D6	-					
Multi-melta	24"	lowest result.											
Twin assault cannon	24"	Hea	avy 12		6	-1	1	-					
WARGEAR OPTIONS	- Twi	in lasca lti-melt	nnon (v replace	its twii	n heavy l	oolter wi	th any one of the following weapons:				
ABILITIES	Twin assault cannon Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if ther are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model.												
	INFAN' shoot at types of	TRY ur the nea unit in	nit in the arest nor	Shooting INFA	ng phase NTRY n closest u	within nodel in anit of a	range. In the Sho ny kind n	f this mo oting ph must be	will automatically shoot at the nearest enemy odel has a twin lascannon, it will automatically hase within range. If there are none of the specified targeted, however in all cases this model may only type.				
FACTION KEYWORDS			ADEP										
KEYWORDS									NTRY GUN				

4)(3, 1	'ARA	NI	'UL	\mathbf{A}	AIR	DE	(FE)	NC	E BATTERY
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tarantula Air Defence Battery	0"	-	4+	4	5	4	-	10	3+
									a Air Defence Battery (Power Rating +3) or two sattery is equipped with air defence missiles.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Air defence missiles	48"	Неа	avy 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 his weapon against all other targets.
WARGEAR OPTIONS	• Non	e.	Alle to	M47		N TV			
ABILITIES	automa are ene Fully A	tically h my mod utomat	it this mo lels within ed Weap	odel in n 1" of ons: T	the Fightit, and fi	nt phase riendly el's weap	- do no units car oons mu	t make l n still tar st target	fight in the Fight phase. Enemy models nit rolls. However, this model can still shoot if there get enemy units that are within 1" of this model. the nearest visible enemy unit that can FLY. If no
FACTION KEYWORDS				_					st non-FLYING enemy unit.
KEYWORDS			ADEPT				_		R DEFENCE BATTERY

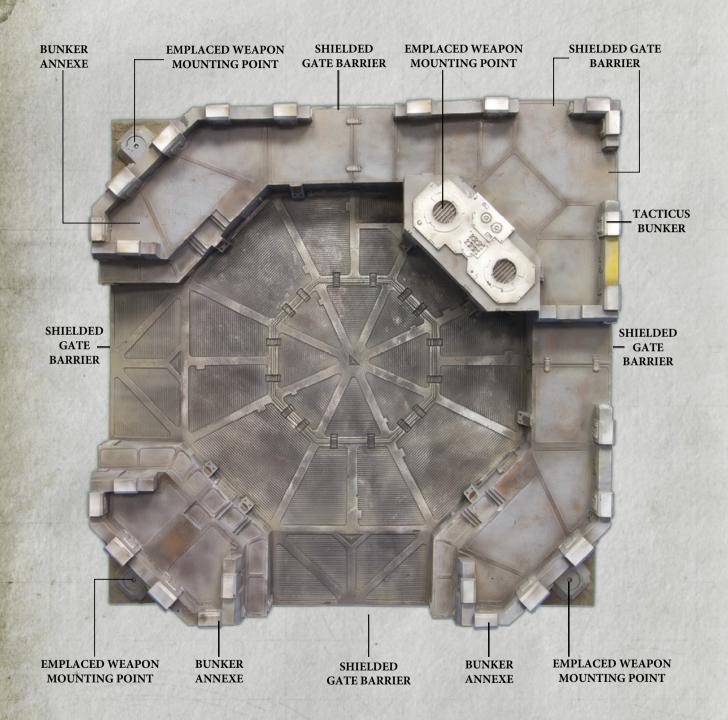
NAME	M	WS	BS	S	T	W	A	Ld	P POD					
Lucius Drop Pod	0"	-	-	6	7	8	0	8	3+					
A Lucius Pattern Dread	nought Drop	Pod is a	single r	nodel.		47.00	NEW?	1019						
WEAPON	RANGE	TYP			S	AP	D	ABILIT	ries					
None	_	_			-	-	-	-						
Wargear Options	• Non	e.												
Transport	• This	model c	an trans	port a si	ngle <	CHAPTI	ER> VE	HICLE 1	model with the DREADNOUGHT keyword.					
ABILITIES	Drop I orbit in a drop model	Pod Assa stead of pod assa embarke	ult: Dur placing ult – set d inside	ring dep it on the it up an must in	loymen battlef ywhere nmedia	t, you ca field. At to on the l tely dise	n set up he end pattlefie mbark,	o this mo of any of ld that is but they	ex: Imperium 1. odel, along with any unit embarked within it, in f your Movement phases, this model can perform a more than 9" away from any enemy models. Any must be set up more than 9" away from any enem nough room is slain.					
	Tanana al	ila. Afta	r this m	odel has	been s	et up on	the bat	tlefield it	cannot move, run or charge.					
	Immo	ne. And	1 11110 111	out mu					, 8					
FACTION KEYWORDS			IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>											

8 .		DF	ΑT	HS'	ΓΩ	RM	DR	OP	POD
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv
Deathstorm Pod	0"	-	4+	6	6	8	0	8	3+
A Deathstorm Drop Pod i	s a single	model	. It is eq	uipped	with a	Deaths	torm mi	ssile arr	ay.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	ries
Deathstorm missile array	18"	Hea	avy 2		8	-2	D3	attacl CHA CHA enem	n fired, this weapon makes one full Shooting k against each enemy unit within range, except RACTERS. A unit consisting entirely of RACTERS may only be attacked if it is the closest y unit to the Deathstorm Drop Pod when the k is declared.
Deathstorm cannon array	12"	Hea	vy 6		6	-1	1	CHA CHA enem	n fired, this weapon makes one full Shooting k against each enemy unit within range, except .RACTERS. A unit consisting entirely of .RACTERS may only be attacked if it is the closest by unit to the Deathstorm Drop Pod when the k is declared.
WARGEAR OPTIONS	• A De	eathstor	m Drop	Pod ma	y replac	ce its De	athstorn	n missile	launcher array with a Deathstorm cannon array.
ABILITIES	At the e	end of ar	ny of you	ır Move	ment p	hases, th		l can per	odel in orbit instead of placing it on the battlefield. rform a drop pod assault – set it up anywhere on ls.
		oile: Afte upon it		odel ha	s been s	set up or	the bat	tlefield, i	it cannot move, run or charge, and no units can
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	ΓES, <0	СНАРТ	ER>	
KEYWORDS	VEHI	CLE, D	ROP P	OD, D	EATH	STOR	M DRO	P POD	

CASTELLUM STRONGHOLD **Tacticus Bunker** 0 3+ 20 **Bunker Annex** 0 12 3+ The Castellum Stronghold is a single Realm of Battle tile which is composed of four linked BUILDINGS that are treated separately during the

DAMAGE (TACTICUS BUN The Tacticus Bunker's ch in battle, as shown below	naracteristic	s change as it suffer	s damage	Ea	ch Bun	BUNKER ANNEXES) ker Annex's characteristic as shown below:	es change as it suffers damage
REMAINING WOUNDS	}	BS			REM	AINING WOUNDS	BS
16-20+		3+				8-12+	3+
6-15		4+				4-7	4+
1-5		5+				1-3	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Twin heavy bolter	36"	Heavy 6	5	-1	1	-	
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its targ	get automatically.
Twin lascannon	48"	Heavy 2	9	-3	D6	-	
Multi-melta	24"	Heavy 1	8	-4	D6		alf range of this weapon, roll g damage with it and discard th
Twin assault cannon	24"	Heavy 12	6	-1	1	-	
Castellum air defence missiles	48"	Heavy D3	8	-2	D3	targets that can FLY. Su	de for this weapon against btract 1 from the hit rolls made all other targets. This weapon ble to the firing model.
Whirlwind Castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target model.	units not visible to the firing
Castellum battle cannon	72"	Heavy D6	8	-2	D3	-	
Icarus quad lascannon	96"	Heavy 4	9	-3	D6		de for this weapon against abtract 1 from the hit rolls made all other targets.
WARGEAR OPTIONS	- Twi - Twi - Twi - Mul - Twi - Cas - Wh - Cas - Icar - Cor • Each - Twi - Twi - Mul - Twi	ticus Bunker may ta n heavy bolter n heavy flamer n lascannon ti-melta n assault cannon tellum air defence m irlwind Castellan lau tellum battle cannon us quad lascannon nmunication relay Bunker Annex may in n heavy bolter n heavy flamer n lascannon ti-melta n assault cannon defence missiles	issiles incher			ng options (the same optio	n may be chosen twice):

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



ERIALIS

1 5 (GREY PA	KI ITI	NIG ERN	H'I R	rs v Az(OF ORF	RTI BAC	ME CK	R	DAMAGE Some of a Grey Knig Razorback's charact damage in battle, as	eristics cl	nange as it			
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	M	BS	A		
Vortimer Razorback	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3		
A Vortimer Pattern Razo	rback is a sin	ngle mo	del. It is	equipp	ed with	a twin p	sycanno	on.		3-5	6"	4+	D3		
WEAPON	RANGE TYPE S AP D ABILITIES 1-2 3" 5+ 1														
Twin psycannon	24"	Hea	ıvy 8		7	-1	1	-					9333		
Hunter-killer missile	48"	Hea	ıvy 1		8	-2	D6		odel can per batt	only fire each of its hutle.	nter-killeı	missiles			
Storm bolter	24" Rapid Fire 2 4 0 1 –														
WARGEAR OPTIONS					er-killer n bolter.										
TRANSPORT	This mo			rt 6 GF	REY KN	IGHT II	NFANT	RY mod	lels (it m	nay not transport TERM	MINATOI	R or			
ABILITIES					iced to 0 D3 mor			D6 befor	re remov	ving it from the battlefi	eld; on a 6	it explode	es		
	smoke l	aunchei	rs. Until	the cor		player's	next Sh	ooting p		n the Shooting phase, they enemy units targeting					
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	ΓES, GI	REY K	NIGHT	rs				100		
KEYWORDS	VEHIC	CLE, T	RANSP	ORT,	RAZOI	RBACK	, GRE	Y KNIC	GHTS V	ORTIMER PATTE	RN RAZ	ORBACI	K)		

5 1.9.	GI	REY	K	VIC	THE	SI	000)M	GLA	IVE
		PA'	ΓΤΙ	ERN	1 DI	REA	\DI	101	UGH	IT
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	
Doomglaive Dreadnought	6"	2+	2+	6	7	8	4	8	3+	
A Doomglaive Pattern Dread	dnought	is a sing	le mode	el. It is e	equipped	with a l	neavy ps	ycanno	n, a nemes	sis doomglaive and a storm bolter.
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES	
Heavy psycannon	24"	Hea	vy 6		7	-1	2	-		
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-		
Incinerator	8"	Assa	ault D6		6	-1	1	This	weapon h	its its target automatically.
Nemesis doomglaive	Melee	Mel	ee		+3	-3	D6	-		
WARGEAR OPTIONS	• This	model n	nay excl	nange it	ts storm l	olter fo	r an inc	inerator		
ABILITIES	Index Ir	nperium	1.							t: See Warhammer 40,000 – a 6 the damage is ignored and the wound
	Explod	es: If thi			aced to 0 6" suffer				re removir	ng it from the battlefield; on a 6 it
	smoke l	auncher	s. Until	the con		player's	next Sh	ooting p		the Shooting phase, this model can use its enemy units targeting this unit subtract 1
PSYKER	psychic	power i	n each	enemy	Psychic p	hase. It	knows t	he Smit		Psychic phase, and attempt to deny one power and one psychic power from the <i>n</i> 1).
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, GI	REY KI	NIGHT	ΓS	
KEYWORDS	VEHIC	LE, DR	EADN	OUGH	T, PSYK	ER, GI	REY KN	IGHTS	DOOMO	GLAIVE PATTERN DREADNOUGHT

18) PAT	GREY TERN								ER	DAMAGE Some of a Vortimer Redeemer's charact	eristics ch	ange as it			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	damage in battle, as	s snown d	BS	ı		
Vortimer Redeemer	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	-		
A Vortimer Pattern Land cannon and a twin psyca		eemer is	s a single	e mode	l. It is eq	uipped	with two	o flamest	orm	5-8 1-4	5" 3"	4+ 5+	D		
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES	1-4		JT			
Twin psycannon	24"	Hea	.vy 8		7	-1	1	-					\neg		
Flamestorm cannon	8"														
Hunter-killer missile	48"	once per battle.													
Multi-melta	24"	lowest result.													
Storm bolter	24"														
WARGEAR OPTIONS	• This r	nodel n	nay take nay take	a storr a mult											
TRANSPORT	This mo of two o					NIGHTS	SINFAI	VIRY m	odels, e	ach TERMINATOR n	nodel take	s the space	2		
ABILITIES					aced to 0 D6 mor			D6 befor	e remo	ving it from the battlef	field; on a	6 it explod	es		
	Power of Heavy w			Spirit:	This mo	del does	not suf	fer the p	enalty t	o hit rolls for moving a	and firing				
										a charge move within ands if that unit is a PS		emy unit;			
	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.														
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS														
KEYWORDS	VEHICLE, TRANSPORT, LAND RAIDER, GREY KNIGHTS VORTIMER PATTERN LAND RAIDER REDEEMER														

A Grey Knights Thunderhawk Gunship is a single model. It is equipped with a Thunderhawk heavy cannon, from the newy bolters, and two lascanon. WEAPUN RANGE TYPE S AP D ABILITIES 1-7 20" 5+ Twin heavy bolter 36" Heavy 6 5 -1 1 - Weapvent 1 1 - Hellstrike battery 72" Heavy 4 8 -3 3 3 - Lascannon 48" Heavy 1 9 -3 D6 - Heavy 6 and -3 D6 - Thunderhawk heavy cannon 48" Heavy 2D6 8 -2 D6 - Thunderhawk heavy cannon 48" Heavy D3 16 -4 2D6 Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wound on the target. WARBEAR OPTIONS • This model may replace its Thunderhawk heavy cannon with a turbo-laser destructor. • This model may replace all its twin heavy bolters with twin psycannon. • This model may take a Fieldstrike missile battery. If this option is chosen then the Grey Knights Thunderhaw loses the Thunderhawk Cluster Bomba ability. TRANSPORT The Grey Knights Thunderhawk Gunship can transport 30 GREY KNIGHTS and/or INQUISITION INFAN models. Each TERMINATOR model takes the space of two other INFANTRY models. Althorner: This model cannot charge, can only be charged by units that can FLY. Colossal Flyer: When targeting this unit with Shooting attacks and psychic powers, always measure to the model's bull where it would be at tabletop level, even if it is on a flying base. In addition, unless the attacking uhas the FLY keyword, add 12" to the measured distance to determine the range when making shooting attacks against the Thunderhawk Gunship. Note that this means many short-ranged shooting weapons will not be ably to hit this model. Your opponent must also 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 for the model moves), and then move the model straight forwards. Note that it cannot prive again after the initial pivot. When this model chowes, in your Movement phase, you can declare it will hover. Its Move characte	(42) G	REY	KNI AS	GH SAU	TS'	THU GU	JNI NSI	DERI HIP	HAV	WK	Gunship's characte	ristics chan	ge as it s		
Grey Knights Thunderhawk Gunship is a single model. It is equipped with a Thunderhawk heavy cannon, four twin heavy bolters, and two lascannon. WARPON WARPON RABE YPE S AP D ABILITIES 1-5.23 20"-40" 34-20-30" 4-0" 3-1-1 8-11 1-7 1-7 1-7 1-7 1-7 1-7	NAME	M	WS	BS	S	T	W	A	Ld	Sv					
A Grey Knights Thunderhawk Gunship is a single model. It is equipped with a Thunderhawk heavy cannon, four twin heavy bolters, and two lascannon. WARTE TYPE S AP D ABILITIES 1-7 20° 5+ Twin psycannon 24° Heavy 6 5 -1 1 - Twin psycannon 24° Heavy 8 7 -1 1 - Hellstrike battery 72° Heavy 1 9 -3 D6 - Thunderhawk heavy cannon 48° Heavy 1 9 -3 D6 - Thunderhawk 48° Heavy 1 9 -3 D6 - Thunderhawk 48° Heavy 1 1 9 -3 D6 - Thunderhawk 48° Heavy 1 1 6 -4 D6 Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wound. This model may replace all its twin heavy bolters with twin psycannon. • This model may replace all its twin heavy bolters with twin psycannon. • This model may replace all its twin heavy bolters with twin psycannon. • This model may take a Hellstrike missile battery. If this option is chosen then the Grey Knights Thunderhawk Cluster Bombs ability. TRANSPORT TRANSPORT The Grey Knights Thunderhawk Gunship can transport 30 GREY KNIGHTS and/or INQUISITION INFAN models. Each TERMINATOR model takes the space of two other INFANTRY models. Althorner: 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. Colossal Flyer: When targeting this unit with Shooting attacks and psychic powers, always measure to the model's hull where it would be at tabletop level, even if it is on a flying base. In addition, unless the attacking us has the FLY keyword, add 12° to the measured distance to determine the range when making shooting attacks against the Thunderhawk Gunship. Note that this means many short-ranged shooting weapons will not be able to hit this model. Your opponent must also subtract 1 from hir rolls for attacks that target this model in the Shooting phase. Supersonic: Each time this model moves in your Movement phase, you can declare it will hover. It showe characteristic becomes 20° until the end of the phase, and it loses the Airborne, Colossal Flyer and Supersonic abilit		*	6+	*	10	9	30	*	9	3+					
WARDAN PRIME TYPE S AP D ABILITIES Twin paysoannon 24" Heavy 8 7 1 1 1 - Heavy 10 8 - 3 3 - Heavy 10 9 - 3 106 - Thunderhawk heavy cannon 48" Heavy 10 9 - 3 106 - Thunderhawk heavy cannon 48" Heavy 10 9 - 3 106 - Thunderhawk heavy cannon 48" Heavy 10 9 - 3 106 - Thunderhawk heavy cannon 48" Heavy 10 9 - 3 106 - Thunderhawk heavy cannon 48" Heavy 10 9 - 3 106 - Thunderhawk heavy cannon 48" Heavy 10 9 - 3 106 - Thunderhawk heavy cannon 48" Heavy 10 9 - 3 106 - Thunderhawk heavy cannon 48" Heavy 10 9 - 3 106 - This model may replace list Thunderhawk heavy cannon with a turbo-laser destructor 96" Heavy D3 16 4 2D6 Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal woun on the target. WARBEAR DPTIONS • This model may replace list twin heavy bolters with twin psycannon. • This model may replace all ist twin heavy bolters with twin psycannon. • This model may replace all ist twin heavy bolters with twin psycannon. • This model may replace all ist twin heavy bolters with twin psycannon. • This model may replace all ist twin heavy bolters with twin psycannon. • This model may replace all ist twin heavy bolters with twin psycannon. • This model may replace all ist twin heavy bolters with twin psycannon. • This model may replace all ist twin heavy bolters with twin psycannon. • This model may replace all ist twin heavy bolters with twin psycannon. • This model may replace all ist twin heavy bolters with twin psycannon. • This model may replace all ist twin heavy bolters with twin psycannon. • This model may replace all ist twin heavy bolters with twin psycannon. • This model may replace all ist twin heavy bolters with twin psycannon. • This model may replace all ist twin heavy bolters with twin psycannon. • This model may replace all ist twin heavy bolters with twin psycannon. • This model may replace all ist twin heavy bolters with twin psycannon. • This model may replace all ist twin heavy bolters with twin psycannon. • This model may replace all ist twin heavy bolters with tw								,			15-23		3+		
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Twin psycannon 24" Heavy 8 7 -1 1 - Heavy 6 8 -3 3 - Helstrike battery 72" Heavy 1 8 -3 16 - Thunderhawk heavy cannon 48" Heavy 1 9 -3 D6 - Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal woun on the target. WARBEAR OPTIONS • This model may replace its Thunderhawk heavy cannon with a turbo-laser destructor • This model may replace its Thunderhawk heavy cannon with a turbo-laser destructor. • This model may replace all its twin heavy bolters with twin psycannon. • This model may replace all its twin heavy bolters with twin psycannon. • This model may take a Hellstrike missile battery. If this option is chosen then the Grey Knights Thunderhaw loses the Thunderhawk Cluster Bombs ability. The Grey Knights Thunderhawk Gunship can transport 30 GREY KNIGHTS and/or INQUISITION INFAN models. Each TERMINATOR model takes the space of two other INFANTRY models. Airborner: This model cannot charge, can only be charged by units that can FLY. Colosal Flyer: When targeting this unit with Shooting attacks and psychic powers, always measure to the model's hull where it would be a tabletop level, even if it is on a flying base. In addition, unless the attacking u has the FLY keyword, add 12" to the measured distance to determine the range when making shooting attacks against the Thunderhawk Gunship. Note that this means many short-ranged shooting attacks against the Thunderhawk Gunship. Note that this means many short-ranged shooting on the abl to hit this model. Your opponent must also 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 fi 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, and it loses the Airborne, Colossal Flyer and Supersonic abilities until the beginni						S	AP	П	ABILI	TIES	1-7	20"	5+		
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TARTINU VENUURARA		Thundo its Mov every V	erhawk c rement p 'EHICL	luster bo hases. A E or MO	ombs ca fter the NSTER	n make Thunde I , or a D	a bombi rhawk C 6 for eve	ng run a Gunship l ery other	gainst a nas mov model,	single en ed, pick up to a	nemy unit it has move an enemy unit that it maximum of 12D6. Fo	d over durin flew over. Ro or each roll o	g one of ll 3D6 fo		
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TITANIC, VEHICLE, TRANSPORT, FLY, GREY KNIGHTS THUNDERHAWK ASSAULT GUNSHIP

KEYWORDS

(20)	F	INC	QU DEI	ISI' R P	TIC RO)N] ME		ND EU	S	DAMAGE Some of an Inquisit Prometheus' charac	teristics c	hange as i	
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	suffers damage in b	attie, as si M	iown beio RS	ow:
Inquisition Prometheus	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	- 6
An Inquisition Land Raide two quad heavy bolters.	r Prometh	eus is a	single m	odel. It	is equip	ped wit	h			5-8 1-4	5" 3"	4+ 5+	D 1
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	1-4	<u> </u>	JT	1
Storm bolter	24"	Rap	id Fire 2	,	4	0	1	_					3
Multi-melta	24"	Hea	vy 1		8	-4	D6	two c		is within half range of en inflicting damage w			e
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	may only be fired onc	e per gam	e.	
Quad heavy bolter	36"	Hea	vy 12		5	-1	1	-					3
TRANSPORT	This mo	1	transpo				, 1	11		ulti-melta. RMINATOR model ta	kes up the	space of	
ABILITIES	Power of Heavy v	weapons es: If thi	achine S	Spirit:	Γhis mo	del does	not suff	D6 befor	e remov	o hit rolls for moving a ving it from the battlef " suffers D6 mortal wo	ield and be	efore any	
	smoke l		s. Until	the con	trolling	player's	next Sh	ooting p		n the Shooting phase, the superior of the shooting phase, the superior of the			
		Auspex: y a unit				ceive the	benefit	to their	saving t	hrows for being in cov	er against	attacks	
										model, one Stratagem o a minimum of 1).	played in	a turn by	1000
FACTION KEYWORDS	IMPE	RIUM,	INQUI	SITIO	N, <0	RDO>							
KEYWORDS	VEHIC	CLE, TI	RANSP	ORT,	LAND	RAID	ER, IN	QUISI	ΓΙΟΝ	LAND RAIDER PE	COMETH	IEUS	1

5	S	ORG	ORI	$[\mathbf{T}A$	AS R	EP	RES	SO	R	DAMAGE Some of a Sororitas change as it suffers shown below:				
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	M	BS	A	
Repressor	*	5+	*	6	7	12	*	8	3+	6-12+	12"	3+	3	
A Sororitas Repressor is a dozer ram.	a single mod	lel. It is e	equippe	d with	a storm b	olter, a	heavy fla	amer an	d	3-5	6"	4+	D:	
WEAPON	RANGE	TYPI			S	AP	D	ABILIT	TIES	1-2	3"	5+	1	
Dozer ram	Melee	successfully completed a charge this turn.												
Storm bolter	24"													
Heavy flamer	8"													
Hunter-killer missile	48"	48" Heavy 1 8 -2 D6 A model can only fire each of its hunter-killer missiles once per battle.												
WARGEAR OPTIONS					ter-killer ditional st			eavy flar	mer.					
TRANSPORT	This mo	odel can	transpo	rt 10 <	ORDER:	> INFA	NTRY n	nodels. I	t canno	t transport JUMP PAG	CK models	i.		
ABILITIES	Firing l measur having	Ports: U ing and moved i	p to six drawing f they o	model g line or r the S	of sight fro ororitas R	ansport om any epresso	ted by a spoint on moved	Sororitas the vehi in the p	icle. Un precedin	ssor can shoot in their its that shoot in this n ag Movement phase.	nanner cou	int as		
	 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. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 											ts		
FARTION VEVMORID	from all	l hit roll	s for Sh	ooting	attacks m	ade aga	inst this	unit.			ing time tim	t subtract	_	
FACTION KEYWORDS									-	TAS, <order></order>			-	
KEYWORDS	VEHIC	CLE, T	KANSI	ORT	, SOROI	KITAS	KEPKI	255OR					1	

INPERIAL AMOUNT A PARAMENTAL MARKET AND A PARAMETER AND A PARA

					and the second			and the same of					
(10 LOI									CARAB CULLN				
_	MAS	STER	OF T	HE R	RED S	CORE	SIONS	S (BA	ADAB WAR ERA)				
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv				
Lord High Commander Carab Culln	5"	2+	2+	4	4	7	4	9	2+				
Lord High Commander Ca one of this model and only									e Scorpion and the storm bolter 'Judgement'. Only				
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	LITIES				
Judgement	24"	Rap	oid Fire 2	2	4	-2	2	-					
Blade of the Scorpion	Melee Melee +1 -3 D3 This weapon has Strength x2 when targeting a MONSTER or a VEHICLE.												
WARGEAR OPTIONS	• None	2.	16.12		1 1 1		4						
ABILITIES	And Th	ey Shal	l Know	No Fea	r: See W	arhamn	ner 40,00	00 – Inc	dex Imperium 1.				
	Chapte Comma				oll failed	hit rolls	s for frie	ndly RI	ED SCORPIONS units within 6" of Lord High				
	Iron Ha	lo: Lor	d High (Comma	ander Ca	rab Cul	ln has a	1+ invu	ulnerable save.				
	Proud to Live, Proud to Die, Hard to Kill: Roll a D6 each time a friendly RED SCORPIONS model within 6" of Lord High Commander Carab Culln loses a wound; on a 6, the Damage is ignored and that wound is not lost.												
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	STAR	ΓES, RI	ED SCC	RPIC	ONS				
KEYWORDS	CHARACTER, INFANTRY, CHAPTER MASTER, TERMINATOR, LORD HIGH COMMANDER CARAB CULLN												

							UR OF BA		
NAME	М	WS	BS	S	Ī	W	A	Ld	Sv
Lugft Huron	5"	2+	2+	4	4	7	4	9	2+
Lugft Huron is a single in your army.	model. He is	equippe	d with th	ne Ghos	t Razor	s and an	artifice	r flamer.	Only one of this model may be included
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Ghost Razors	Melee	Mel	lee		+1	-5	D3		essful invulnerable saves made against this weapon be re-rolled.
Artificer flamer	8"	Ass	ault D6		5	-1	D3	This	weapon hits its target automatically.
WARGEAR OPTIONS	• None	e.							
	Iron Ha Big Gui	alo: Lug ns Neve of shoo	ft Huron er Tire: (ting as n	n has a 4 Once pe ormal v	l+ invul r battle : vith this	nerable in the Sl model.	save. hooting To do s	phase, yo	TRAL CLAWS units within 6" of Lugft Huron. ou may unleash a special bombardment attack hate a target enemy unit (CHARACTERS may not l of 2+, that unit suffers D6 mortal wounds.
	Living I your W		: If your	army is	Battle-f	orged, y	ou recei	ve an ad	ditional 1 Command point if Lugft Huron is
		hase as	close as 1						O6. On a result of a 5+, set him up again at the end ore than l" from any enemies. He now has a single
FACTION KEYWORDS	IMPEI	RIUM,	ADEP'	ΓUS A	STAR	ΓES, AS	STRAL	CLAW	S

2,7		A	RM	EN	NE	US	VA	LTI	HEX				
NAME	M	WS	BS	S	T	W	A	Ld	Sv				
Armenneus Valthex	6"	3+	2+	4	4	5	3	9	2+				
Armenneus Valthex is a sing krak grenades. Only one of							rray, a pl	hased co	onversion beamer, a bolt pistol, frag grenades and				
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES				
Indynabula array	Melee	Mel	ee		User	-1	1	Arme Fight	east three enemy models are within 1" of enneus Valthex when it is his turn to fight in the phase, he makes an additional D3 attacks with weapon.				
Phased conversion beamer	42"	Ass	ault 2		6	0	1	enem	ks from the phased conversion beamer that target lies at over half its range are resolved at Strength 8, I and Damage 2.				
Bolt pistol	12"	Pist	ol 1		4	0	1	-					
Frag grenade	6"	Gre	nade D6		3	0	1	-					
Krak grenade	6"	Gre	nade 1		6	-1	D3	-					
WARGEAR OPTIONS	• None												
ABILITIES	Blessing VEHICE Battle A	And They Shall Know No Fear: See Warhammer 40,000 – Index Imperium 1. Blessing of the Omnissiah: At the end of your Movement phase, this model can repair a single ASTRAL CLAWS VEHICLE within 1". That model regains D3 lost wounds. A model can only be repaired once per turn. Battle Alchemistry: The Strength characteristic of all boltguns and storm bolters fired by friendly ASTRAL CLAWS units within 6" of Armenneus Valthex is increased by 1 to a maximum of 5.											
FACTION KEYWORDS			ADEP										
KEYWORDS									INEUS VALTHEX				

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Corien Sumatris	6"	2+	2+	4	4	6	4	9	3+
Captain Corien Sumatris krak grenades. Only one							ttern bol	ter, Gold	denfang, a storm shield, frag grenades and
WEAPON	RANGE	TYPI			S	AP	D	ABILIT	TIES
Goldenfang	Melee	Mel	ee		User	-3	2		en Sumatris can make an additional D3 attacks this weapon if he charged this turn.
Spectre pattern bolter	12"	Pist	ol 2		4	0	1	-	
Frag grenade	6"	Gre	nade De	5	3	0	1	_	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None	2.							
ABILITIES	And Th	ey Shal	Know	No Fe	ar: See W	arhamn	ner 40,00	00 – Inde	x Imperium 1.
	Storm S	Shield 8	Iron H	Ialo: C	aptain Co	rien Su	matris h	as a 3+ i	nvulnerable save.
	Rites of Captain				ll hit rolls	of a 1 f	or friend	lly ASTI	RAL CLAWS/TIGER CLAWS units within 6" of
	The Tyr				d 1 to Cap	otain Co	orien Sur	natris' S	trength characteristic if he is within 1" of any
	their ren Chapter	nnants 1 s, but n	vere abs ot both a	orbed at the s	into the A. came time.	stral Cl	aws. As s	uch, you	f the shunned Tiger Claws Chapter before he and can field this character as being either one of those ch ASTRAL CLAWS or TIGER CLAWS keyword
	will be 1	ised at t	re start	of the	outile.				
FACTION KEYWORDS						ES, AS	STRAL	CLAW	S/TIGER CLAWS

The state of the s			CAR	NA	VC.		MM	OI	ON OUS			
NAME	M	WS	BS	S	T	W	A	Ld	Sv			
Carnac Commodus	6"	2+	3+	4	4	5	3	8	3+			
Arch-Centurion Carnac Only one of this model m					equippe	ed with	Blood Bit	er and a	a bolt pistol, frag grenades and krak grenades.			
WEAPON	RANGE	TYPI			S	AP	D	ABILI	TIES			
Blood Biter	Melee	Mel	ee		+1	-1	2	INFA	each wound roll of 6+, if the target unit is ANTRY, this weapon inflicts a mortal wound in tion to any other damage.			
Bolt pistol	12"	Pist	ol 1		4	0	1	-				
Frag grenade	6"	Gre	nade D6		3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
WARGEAR OPTIONS	• None											
ABILITIES	And Th	ey Shal	Know	No Fea	r: See W	arhamn	ier 40,00	0 – Inde	ex Imperium 1.			
	Void Ha	ardened	l Armou	ır: Arcl	-Centu	rion Cai	nac Con	nmodus	s has a 5+ invulnerable save.			
	Cut The Arch-Ce					ind rolls	of a 1 m	ade for	friendly ASTRAL CLAWS units within 6" of			
FACTION KEYWORDS	IMPER	RIUM,	ADEP'	TUS A	STAR	ΓES, AS	TRAL	CLAW	7S			
KEYWORDS	CHARACTER, INFANTRY, ARCH-CENTURION CARNAC COMMODUS											

2)[10]		IC	RL	Α.	STE	RIC)N	MΩ	DLOC
NAME	M	WS	BS	S	I	W	A	Ld	Sv
Lord Asterion Moloc	5"	2+	2+	4	4	6	4	9	2+
Lord Asterion Moloc is a s in your army.	ingle mode	el. He is	equippe	ed with	the Black	k Spear	and a sto	orm shiel	ld. Only one of this model may be included
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TES
Black Spear	Melee	Mel	lee		+2	-3	3		target is a CHARACTER , you may make an ional attack with this weapon.
Black Spear lasbeam	12"	Ass	ault 1		8	-2	D3	-	
WARGEAR OPTIONS	• None	2.			J. 2516				
	Iron Ha Undyin and mal	alo & St g Spite kes his a	orm Shi : If Lord attacks b	Asterio efore b	ord Aster on Moloc eing rem	ion Mol is slain oved.	loc has a in the F	3+ invul	OTAURS units within 6" of Lord Asterion Moloc. Inerable save. se before he has fought, he immediately piles in iendly MINOTAURS INFANTRY units within 6"
	instead	of placi port on	ng him o	on the l	attlefield	d. At the	e end of a	any of yo	rion Moloc in the teleportarium of his warship our Movement phases, Lord Asterion Moloc oattlefield that is more than 9" away from
FACTION KEYWORDS					START				
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, CHA	PTER	MAST	ER, TE	RMINATOR, LORD ASTERION MOLOC

NAME	M	WS	BS	S	T	W	A	Ld	Sv			
Ivanus Enkomi	6"	2+	3+	4	4	5	4	9	3+			
Chaplain Ivanus Enkom model may be included i			le is equi	ipped v	with the (Crozius	Arkarno	s, a pow	ver fist and a grenade discharger. Only one of this			
WEAPON	RANGE	TYP	E		S	AP	0	ABILIT	ries			
Crozius Arkanos	Melee	Mel	ee		+1	-1	2	-				
Power fist	Melee	Mel	ee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.			
Grenade discharger	When a	When attacking with this weapon, choose one of the profiles below:										
- Frag grenade	12"	Gre	nade D6	ó	3	0	1	-				
- Krak grenade	12"	Gre	nade 1		6	-1	D3	_				
WARGEAR OPTIONS	• None	e.										
ABILITIES	And Th	ey Shal	l Know	No Fea	ır: See W	arhamn	ner 40,00	00 – Inde	ex Imperium 1.			
	Rosariu	ıs: Chap	olain Ivai	nus En	komi has	a 4+ in	vulneral	ole save.				
	Litanies this mo		e: You ca	an re-r	oll failed	hit rolls	s in the I	Fight pha	ase for friendly MINOTAURS units within 6" of			
	Spiritua instead			iendly	MINOT	AURS u	ınits wit	hin 6" of	this model can use the Chaplain's Leadership			
FACTION KEYWORDS	IMPEI	RIUM,	ADEP'	TUS A	ASTART	TES, M	INOTA	URS				
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, MINOTAURS CHARACTER, INFANTRY, CHAPLAIN, CHAPLAIN IVANUS ENKOMI											

2,7									OTH	
NAME	M	WS	BS E TTR	RAR S	IAN ()FTF W	TE RE	D SCC	ORPIONS Sv	
Sevrin Loth	6"	2+	3+	4	4	6	3	9	2+	
Magister Sevrin Loth is this model may be inclu			equippe	d with	the Mag	ister's a	xe and a	bolt pist	ol, frag grenades and krak grenades. Only o	ne of
WEAPON	RANGE	TYPI			S	AP	D	ABILIT	TIES	
Magister's axe	Melee	Mel	ee		+2	-2	D3	This	weapon has a Damage of 3 if its target is a PSY	KER.
Bolt pistol	12"	Piste	ol 1		4	0	1	-		
Frag grenade	6"	Gre	nade D6		3	0	1	-		
Krak grenade	6"	Gre	nade 1		6	-1	D3	-		
WARGEAR OPTIONS	• None					11/1/				
ABILITIES	The Arn	nour of Hood:	Selket:	Magist	ter Sevrii	Loth h	as a 4+ i	nvulner	ex Imperium 1. able save. take for this model against enemy PSYKERS	
	Bane of re-roll fa						ONS IN	FANTR	Y units within 6" of Magister Sevrin Loth ca	n
PSYKER	psychic	powers	in each	enemy	Psychic	phase. I	He know	s the Sm	friendly Psychic phase, and attempt to deny tite psychic power and two psychic powers fr adex: Imperium 1).	
FACTION KEYWORDS	IMPER	RIUM,	ADEP'	TUS A	START	ES, RI	ED SCC	ORPIO	NS	
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, LIBE	RARIA	N, PSY	KER, N	MAGISTER SEVRIN LOTH	

<u>2</u> [10]		TY	BE	RO	S T	HE	RE	D W	VAKE
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tyberos	5"	2+	3+	4	4	6	5	9	2+
Tyberos the Red Wake is	s a single mo	del. He	is equip	ped wit	h Hunger	& Slak	e. Only	one of th	is model may be included in your army.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Hunger	Melee	Me	ee		x2	-4	3		n attacking with this weapon, you must subtract 1 the hit roll.
Slake	Melee	Me	lee		User	-3	2	You c	an re-roll failed wound rolls for this weapon.
WARGEAR OPTIONS	• None	2.			The Mark	115	14/19	P. P S.	
ABILITIES	Lord Ro Tyberos Ancien Savager Telepor Nicor in	the Re t Armo y beyo t Strike stead o	f the Vo d Wake. ur: Tybe nd Reas e: Durin f placing ort onto	id: You eros the on: All g deplo g him o	e Red Wal friendly syment, you	oll failed see has a CARCI ou can selefield.	4+ invu HAROD Set up Ty At the e	s for friendle solutions of any solution of any solutions	ex Imperium 1. Indly CARCHARODONS units within 6" of save. Ithin 6" of Tyberos the Red Wake have +1 Strength. The Red Wake in the teleportarium of his warship by of your Movement phases, Tyberos the Red in the battlefield that is more than 9" away from
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	ES, CA	ARCH A	ARODO	ONS
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, CHA	PTER	MAST	ER, TE	RMINATOR, TYBEROS THE RED WAKE

		NO.	18122	64.32	(4.18)	CLEE	46876	11/2/12	
(12)	СНА	PL	AIN	DR	E	ADI	NO	UG	HT TITUS
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Titus	6"	2+	2+	6	7	9	4	10	3+
Chaplain Dreadnought one of this model may l				iipped w	ith ar	assault	cannon	, a heav	y flamer and a Dreadnought combat weapon. Only
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Dreadnought combat weapon	Melee	Mel	ee		x2	-3	3	-	
Assault cannon	24"	Hea	vy 6		6	-1	1	-	
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon hits its target automatically.
WARGEAR OPTIONS	• None			11913					
ABILITIES	Reliqua	rius: Tl	nis model l	has a 5+	invul	nerable	save.		
	model w Undyin	vith this g Exem	ability ad plar: Roll	d +1 to t	heir S	Strength	charact	eristic f	FONS keyword in combat with the same unit as a for the duration of the Fight phase. Found; on a 5+ the damage is ignored and that
	wound i	is not lo	st.						
			is model is ach unit wi						re removing it from the battlefield; on a 6 it
	smoke la	aunchei		e contro	lling	player's	next Sh	ooting p	apons in the Shooting phase, this model can use its shase, any enemy units targeting this unit subtract I
FACTION KEYWORDS	IMPER	RIUM,	ADEPT	US AST	'ART	ES, HO	OWLIN	IG GR	IFFONS
KEYWORDS	VEHIC	OF E	TT 4 D 4 C						

6	L	IEU	JTEN	ANT	'C	OM	MA	NDER Z
			AN'	<u>ron</u>	NA	<u> </u>	AE.	Z
NAME	M	WS	BS S	T	W	A	Ld	Sv
Anton Narvaez	6"	2+	2+ 4	4	5	4	9	3+
Lieutenant Commander A grenades and krak grenade							dershoc	ck, the voidshard power blade, a bolt pistol, frag
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TIES
Voidshard power blade	Melee	Mele	e	User	-3	1		wound rolls of 6+ made for this weapon cause a e mortal wound instead of the normal damage.
Thundershock	24"	Assa	ult D3	7	-2	1	-	
Bolt pistol	12"	Pisto	l 1	4	0	1	-	
Frag grenade	6"	Gren	ade D6	3	0	1	-	
Krak grenade	6"	Gren	ade 1	6	-1	D3	-	
WARGEAR OPTIONS	• None							
ABILITIES	And Th	ey Shall	Know No F	ear: See Wa	ırhamn	ner 40,00	0 – Inde	ex Imperium 1.
				ommander . le save for tl				+ invulnerable save. If he fails an invulnerable sav ow to 6+.
			You can re-1 ton Narvae:		of 1 for	r friendly	MARII	NES ERRANT units within 6" of Lieutenant
FACTION KEYWORDS	IMPER	IUM,	ADEPTUS	ASTART	ES, M	ARINE	S ERR	ANT
KEYWORDS	CHAR	ACTE	, INFANT	TRY, CAP	ΓAIN,	LIEUT	ENAN'	T COMMANDER ANTON NARVAEZ

		C	CAP	TA	IN	TA.	RN	US	VALE											
NAME	М	WS	BS	S	T	W	A	Ld	Sv											
Tarnus Vale	6"	2+	2+	4	4	5	4	8	3+											
Captain Tarnus Vale is model may be include			equipped	d with t	he <i>Ange</i>	l's Teeth,	a plasm	na charg	er, frag grenades and krak grenades. Only one of th											
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES											
Angel's Teeth	Melee	Mel	.ee		+1	-2	2	_												
Plasma charger	When a	When attacking with this weapon, choose one of the profiles below:																		
- Standard	8"	Pist	Pistol 3			-3	1	-												
- Supercharge	8"	Pistol 3			7	-3	2	For e	each hit roll of 1, the bearer takes a single mortal nd.											
Frag grenade	6"	Gre	nade D6	ó	3	0	1	-												
Krak grenade	6"	Gre	nade 1		6	-1	D3	_												
WARGEAR OPTIONS	• None																			
ABILITIES	And Th	ey Shal	l Know	No Fear	r: See W	⁷ arhamn	ner 40,0	00 – Ind	lex Imperium 1.											
	Iron Ha	lo: Can	tain Tar	nus Val	e has a 4	1+ invul	nerable	save.												
		•							ANCELS and the south in Classic Countries Townson Value											
									ANGELS units within 6" of Captain Tarnus Vale.											
	Mechan invulner			All friei	ndly FII	RE ANG	ELS VE	HICLE	S within 6" of Captain Tarnus Vale gain a 6+											
FACTION KEYWORDS	IMPER	RIUM,	ADEP'	TUS A	STAR	ΓES, FI	RE AN	GELS												
KEYWORDS	CHAR	ACTE	R. INF	ANTRY	Y. CAP	TAIN.	CAPT	AINT	IMPERIUM, ADEPTUS ASTARTES, FIRE ANGELS CHARACTER, INFANTRY, CAPTAIN, CAPTAIN TARNUS VALE											

20			I	IAS I	SSC)D(ON	
NAME	M	WS	BS	S T	W	A	Ld	Sv
Lias Issodon	7"	2+	2+	4 4	6	4	9	2+
Lias Issodon is a single may be included in you		equipped	with Ma	lice, Raptorcl	aw, a bo	lt pistol,	frag gre	nades and krak grenades. Only one of this model
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TIES
Malice	30"	Assau	ılt 3	5	-4	D3		do not gain the saving throw bonus for being in against attacks with this weapon.
Raptorclaw	Melee	Melee	e	User	-3	2	-	
Bolt pistol	12"	Pistol	1	4	0	1	_	
Frag grenade	6"	Gren	ade D6	3	0	1	-	
Krak grenade	6"	Gren	ade 1	6	-1	D3	-	
WARGEAR OPTIONS	• None							
ABILITIES	Chapter Stealth benefits Infiltrat friendly Grim H Master INFAN' instead accomp	r Master: Modifiec of cover. te, Isolate RAPTO funter: A of Ambu TRY unit of placing anying un	You can I Armou e, Destro RS INFA fter fallir sh: Duri s (not in g them on nits can r	re-roll failed r: You may ac y: You can ac NTRY units g back, Lias ling deployment cluding TERI n the battlefte	hit rolls dd 2 to s dd +1" to within 6 Issodon nt, you o MINAT eld. At tl	s for friends aving the saving the saving the saving the saving all moves and saving the	rows ma es, include Issodon of I shoot of p Lias Iss ENTURI f any of y	PTORS units within 6" of Lias Issodon. and for Lias Issodon instead of 1 when he has the ding Advance, Charge and Fall back moves made by during the Movement phase and Charge phase. Advance in the same turn, but may not charge. Sodon and up to three friendly RAPTORS (IONS or PRIMARIS units) in the shadows your Movement phases, Lias Issodon and any set them up anywhere on the battlefield that is
FACTION KEYWORDS			•	US ASTAR		APTOR	S	
KEYWORDS					_			AS ISSODON

NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Malakim Phoros	6"	2+	2+	4	4	6	5	9	2+			
Malakim Phoros is a singl this model may be include			ipped with	h the Gla	aive of	Lamen	tation, tl	ne Cateo	chist, frag grenades and krak grenades. Only one o			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Glaive of Lamentation	Melee	Me	ee		+3	-4	D3		n attacking with this weapon, you must subtract 1 the hit roll.			
Catechist	12"	Pist	ol 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.			
Frag grenade	6"	Gre	nade D6		3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
WARGEAR OPTIONS	• None		A.S. M		MA		500					
ABILITIES	And Th	ey Shal	l Know N	o Fear:	See W	arhamn	1er 40,00	00 – Inde	ex Imperium 1.			
			You can re ithin 6" o				ls for frie	endly L	AMENTERS INFANTRY, DREADNOUGHT or			
	Iron Ha	lo: Ma	akim Pho	ros has	a 4+ in	vulnera	ble save					
	Rage un	nto Dea	th: Malak	im Phoi	ros ma	v charg	e even if	he Fell	Back in the preceding Movement phase.			
FACTION KEYWORDS	Rage unto Death: Malakim Phoros may charge even if he Fell Back in the preceding Movement phase. IMPERIUM, ADEPTUS ASTARTES, LAMENTERS											

9 7	CA	рт	A TN	IN		DA	CI	DI	AVLOCK
** TOWER	CA	PI	AII	N IV.	Юĸ	JUA	CI	$\mathbf{BL}I$	AYLOCK
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mordaci Blaylock	5"	2+	2+	4	4	6	4	9	2+
Captain Mordaci Blaylock	k is a single	model.	He is eq	uipped	with a re	elic stor	m bolter	and Fo	be Ripper. Only one of this model may be included
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Foe Ripper	Melee	Mel	ee		x2	-4	3		en attacking with this weapon, you must subtract 1 n the hit roll.
Relic storm bolter	24"	Rap	id Fire 2	2	5	-2	1	-	
WARGEAR OPTIONS	• None					6118	13119		
ABILITIES	Rites of Captain Iron Ha Hard as suffers a	Battle: Morda alo: Cap Stone: wound	You car ci Blaylo tain Mo Each tir l, roll a I	re-rolock. rdaci F ne any D6; on	I hit rolls laylock I friendly the roll o yment, y	of 1 for nas a 4+ NOVA of a 6 the	invulne MARIN damage	y NOV A rable save ES INF A e is igno	AMARINES units within 6" of ANTRY within 6" of Captain Mordaci Blaylock ored and that wound is not lost. Mordaci Blaylock in the teleportarium of his fany of your Movement phases, Captain Mordaci
FACTION KEYWORDS	Blaylock enemy i	c can te nodels.	leport or	nto the		ld – set	him up a	anywher	re on the battlefield that is more than 9" away from
KEYWORDS									OR, CAPTAIN MORDACI BLAYLOCK

NAME	M	WS	BS S	T	W	A	Ld	Sv
Pellas Mir'san	6"	2+	2+ 4	4	6	4	9	2+
Captain Pellas Mir'san i Only one of this model				rith Cinder	Edge &	Steelsliv	er, a con	nbi-flamer, frag grenades and krak grenades.
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	ries
Cinder Edge	Melee	Mele	ee	User	-3	D3	_	
Steelsliver	Melee	Mele	ee	User	0	1	attac	this model makes their normal close combat ks, make an additional single attack with this on against each enemy model within 1".
Combi-flamer			with this we oth, subtract					rofiles below.
- Boltgun	24"	Rapi	d Fire 1	4	0	1	-	
- Flamer	8"	Assa	ult D6	4	0	1	This	weapon hits its target automatically.
Frag grenade	6"	Grer	nade D6	3	0	1	-	
Krak grenade	6"	Grer	nade 1	6	-1	D3		
WARGEAR OPTIONS	• None				1960),			
ABILITIES	And Th	ey Shall	Know No F	ear: See W	arhamn	1er 40,00	00 – Inde	ex Imperium 1.
	Iron Ha	lo: Capt	ain Pellas M	ir'san has a	4+ inv	ılnerabl	e save.	
		Battle:	You can re-r					MANDERS units within 6" of
			: Add 2 to C CTERS.	aptain Pella	as Mir's	n's Atta	cks char	racteristics if he is within 1" of any
FACTION KEYWORDS	IMPER	RIUM,	ADEPTUS	ASTART	ES, SA	LAMA	NDER	RS .
KEYWORDS	CHAD	ACTEI	DINIEANIT	'DV CAD'	TAIN	CADT	A INI DE	ELLAS MIR'SAN

	The second	No. of Concession, Name of Street, or other party of the Concession, Name of Street, or other pa				20000	Maria de la compansión de	
20		BR	AY'A	RTH	AS	SHN	MAI	NTLE
NAME	M	WS	BS S	ī	W	A	Ld	Sv
Bray'arth Ashmantle	6"	2+	2+ 8	9	8	4	9	2+
Bray'arth Ashmantle is a sin burning wrath on those abo								vith a Dreadfire heavy flamer. He may also unleash
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TIES
Dreadfire claw	Melee	Mele	e	x2	-4	D6	_	
Dreadfire heavy flamer	8"	Heav	y D6	6	-2	3	This	weapon hits its target automatically.
Burning Wrath	2"	Pisto	l 2D6	4	0	1	This	weapon hits its target automatically.
WARGEAR OPTIONS	• None.							
ABILITIES	loses a w	ound; o	n a 4+ the d	amage is ig	nored a	nd that	wound i	e save. In addition, roll a D6 each time this model s not lost. Bray'arth Ashmantle may only be your Warlord if no
	Explode	s: If this	•				O6 before	e removing it from the battlefield; on a 6 it explodes
	smoke la	unchers		ontrolling j	olayer's	next Sh	ooting pl	apons in the Shooting phase, this model can use its hase, any enemy units targeting this unit subtract 1
FACTION KEYWORDS	IMPER	IUM, A	ADEPTUS	ASTART	ES, SA	LAMA	NDER	S
KEYWORDS	VEHIC	CLE, CH	HARACTE	R, DREA	DNOU	JGHT,	BRAY'	ARTH ASHMANTLE

(4) H	ARA	TH	SH	Œ	I, M	AS'	TEI	RAI	POTHECARY CHAPTER
NAME	OF M	WS	ES BS	AL S	AIVI T	AN W	DE A	KS Ld	CHAPIEK Sv
Harath Shen	6"	3+	3+	4	4	4	3	9	+
Harath Shen is a single mo included in your army.	odel. He is e	equippe	d with a	power	sabre, Bl	oodfire	, frag gre	enades a	and krak grenades. Only one of this model may be
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Power sabre	Melee	Mel	ee		User	-3	2	_	
Bloodfire	When a	ttacking	g with tl	nis wea	pon, choo	se one	of the pr	ofiles be	elow:
- Standard	12"	Pist	ol 1		7	-3	1	-	
- Supercharge	12"	Pist	ol 1		8	-3	2	On a wour	hit roll of 1, the bearer suffers a single mortal nd.
Frag grenade	6"	Gre	nade D	6	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None	·.			W KY M	9/4			
ABILITIES	Master a single that uni wounde model is	of Chir model. t contai ed mode s return the rem	urgery: Select a ns a wo els but o ed to th	At the friend unded one or rate unit	end of an ly SALAN model, it nore of its with 1 wo urn (shoo	y of you MAND! immed models und ren t, charg	ur Move ERS INF iately reg s have be maining. ge, fight,	ment phe FANTRY gains D3 gen slain If Harat etc.) as l	hases, Harath Shen can attempt to heal or revive Y or BIKER unit within 3" of the Harath Shen. If 3+1 lost wounds. If the chosen unit contains no n during the battle, roll a D6. On a 3+, a single slain th Shen fails to revive a model, he can do nothing he recovers the gene-seed of the fallen warrior. A rgery ability once in each turn.
FACTION KEYWORDS					ASTART				
KEYWORDS									TH SHEN

6			A	HA	ZR	A I	REL	TH	H
NAME	C	#00E)R WS	LIBR BS	ARIA S	N OI	W W	E MAN	VTIS Ltl	WARRIORS Sv
Ahazra Redth	6"	3+	3+	4	4	5	3	9	2+
Ahazra Redth is a single me be included in your army.	odel. He is	equipp	ed with	a force tu	ılwar, a	bolt pis	stol, frag	grenado	les and krak grenades. Only one of this model ma
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	ITIES
Force tulwar	Melee	Mel	ee		User	-3	2	-	
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Frag grenade	6"	Gre	nade De	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None	2.					17.41		
ABILITIES	And Th	ney Shal	l Know	No Fear:	See W	arhamn	1er 40,00	0 – Inde	lex Imperium 1.
				e red Soul affers dur			th has a	5+ invul	ulnerable save and may ignore the effects of the fire
	Psychic within		You can	add 1 to	any D	eny the	Witch te	sts you	take for this model against enemy PSYKERS
PSYKER	psychic	powers	in each	enemy Pa	sychic	phase. I	le know	s the Sm	h friendly Psychic phase, and attempt to deny two nite psychic power and two psychic powers from t x: Imperium 1).
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS AS	TART	ES, M	ANTIS	WARI	RIORS
KEYWORDS	CHAR	ACTE	R, INF	ANTRY.	LIBE	ARIA	N, PSY	KER, A	AHAZRA REDTH

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thulsa Kane	6"	2+	2+	4	4	6	5	9	2+
High Chaplain Thulsa K Only one of this model r					l with th	e Lifeta	ker, a un	ique pla	sma pistol, frag grenades and krak grenades.
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	TIES
Lifetaker	Melee	Mel	ee		+2	-3	2		2 to the weapon's damage if the target is a RACTER.
Kane's plasma pistol	When a	ttacking	with thi	s weap	on, choo	se one	of the pr	ofiles be	low:
- Standard	12"	Pisto	ol 2		7	-3	1	-	
- Supercharge	12"	Pisto	ol 2		8	-3	2	For ea	ach hit roll of 1, the bearer suffers a single mortal id.
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None						1		
ABILITIES	And Th	ey Shall	Know N	lo Fear	:: See W	arhamn	ier 40,00	0 – Inde	x Imperium 1.
	Rosariu	s: High	Chaplaiı	n Thuls	a Kane l	nas a 4+	invulne	rable sav	ve.
	Litanies of this m		e: You ca	n re-ro	ll failed	hit rolls	in the F	ight pha	ase for friendly EXECUTIONERS units within 6
	Spiritua Leadersl					ΓIONE	RS units	within 6	5" of this model can use the High Chaplain's
	Grehdal Kane in				nent mu	st subtr	act 1 fro	m hit rol	lls for attacks that target High Chaplain Thulsa
		" of Hig	h Chapla	ain Thu	ılsa Kan	e, you c	an imme	diately r	Fight phase for a friendly EXECUTIONERS un make 1 additional attack for that model. These
FACTION KEYWORDS	IMPER	RIUM,	ADEPT	TUS A	START	ES, EX	KECUT	IONER	RS
KEYWORDS									PLAIN THULSA KANE

				2001000000		-	200000000000000000000000000000000000000	Menga	PARTY MANAGEMENT OF THE PARTY O
2 6 6		CA	PT	AIN	N SI	ILA	SA	LBI	EREC
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Silas Alberec	6"	2+	2+	5	4	5	4	9	3+
Captain Silas Alberec i model may be include			equippe	ed with t	the <i>Hell</i>	slayer, t	he Purga	tor, frag	g grenades and krak grenades. Only one of this
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	TIES
Hellslayer	Melee	Mel	ee		x2	-3	D3		weapon has a Damage characteristic of 3 if its it is a PSYKER or DAEMON .
Purgator	12"	Pisto	ol 1		6	0	1	-	
Frag grenade	6"	Grei	nade D6	ó	3	0	1	-	
Krak grenade	6"	Grei	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None			1900					
ABILITIES	And Th	ey Shall	Know 1	No Fear	: See W	arhamn	ner 40,00	0 – Inde	ex Imperium 1.
	Iron Ha	lo: Cap	tain Sila	s Albere	ec has a	4+ invu	lnerable	save.	
		•							CISTS units within 6" of Captain Silas Alberec.
	Hexagra with Caj							ngle De	eny the Witch attempt in each enemy Psychic phas
FACTION KEYWORDS	IMPER	IUM,	ADEP'	TUS AS	START	TES, EX	KORCIS	STS	
KEYWORDS	CHAR	ACTE	R, INF	ANTRY	, CAP	TAIN,	CAPT	AIN SI	LAS ALBEREC

			0.00	100					
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Elam Courbray	12"	2+	3+	4	4	5	4	9	3+
Knight-Captain Elam Co one of this model may b				is equ	ipped wit	th the S	word Exc	cellus, a b	olt pistol, frag grenades and krak grenades. Only
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	ies – Eastern de la company
The Sword Excellus	Melee	Mele	ee		User	-2	D3	You c	an re-roll failed wound rolls with this weapon.
Bolt pistol	12"	Pisto	ol 1		4	0	1	-	
Frag grenade	6"	Gren	ade De	ó	3	0	1	-	
Krak grenade	6"	Gren	nade 1		6	-1	D3	_	
WARGEAR OPTIONS	• None	e.							
ABILITIES	And Th	ey Shall	Know	No Fe	ar: See W	arhamn	1er 40,00	00 – Inde:	x Imperium 1.
	Iron Ha	alo: Knig	ht-Cap	tain El	am Courl	oray has	s a 4+ in	vulnerab	le save.
		Battle: ourbray.	You car	re-ro	ll hit rolls	of 1 for	friendly	FIRE H	AWKS units within 6" of Knight-Captain
									m Courbray's attacks against enemy t, you may choose which).
		instead	of place	ng hin	n on the b	attlefiel	d. At the	e end of a	ptain Elam Courbray in the teleportarium of his any of your Movement phases, Knight-Captain ywhere on the battlefield that is more than 9" awa
	Elam C	ourbray iemy mo		Porto					
FACTION KEYWORDS	Elam Co from en	emy mo	dels.		ASTART	ES, FI	RE HA	WKS	

20 [10]			Easis	VA	YL	UNI	D C	AL	
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vaylund Cal	5"	2+	2+	5	6	5	3	9	2+
Vaylund Cal is a single mod the Medusan Hammer. Onl								servo-ai	rms, a masterwork plasma cutter and a flamer) and
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Medusan Hammer	Melee	Mel	ee		x2	-3	D3	weap	nodel suffers any unsaved wounds from this on but is not slain, roll a D6; on a 4+ the target rs a mortal wound.
Flamer	8"	Ass	ault D6		4	0	1	This	weapon hits its target automatically.
Masterwork plasma cutter	When a	ttacking	g with th	is weap	on, cho	ose one	of the p	rofiles be	elow:
- Standard	12"	•				-3	2	-	
- Supercharge	12"	Assault 1			8	-3	3	On a wour	hit roll of 1, the bearer suffers a single mortal nd.
Servo-arm	Melee	Mel	ee		x2	-2	3	each	servo-arm can only be used to make one attack time this model fights. When a model attacks with weapon, you must subtract 1 from the hit roll.
WARGEAR OPTIONS	• None	2.							
ABILITIES	And Th	ey Shal	l Know	No Fear	r: See W	arhamn	ner 40,0	00 – Inde	ex Imperium 1.
									ase, this model can repair a single SONS OF ounds. A model can only be repaired once per turn.
	Purge t	he Wea	k: You c	an re-ro	ll failed	hit rolls	for frie	ndly SO	NS OF MEDUSA units within 6" of Vaylund Cal.
	Iron Ha	alo: Vay	lund Ca	l has a 4	+ invul	nerable	save.		
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	STAR	ΓES, SC	ONS O	F MED	USA
KEYWORDS	CHAR	ACTE	R, INF	ANTRY	Y, TEC	HMAI	RINE, C	CHAPT	ER MASTER, VAYLUND CAL

NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Zhrukhal Androcles	6"	2+	2+	4	4	5	4	9	3+
Captain Zhrukhal Andro this model may be includ			el. He is e	equippe	ed with	the Ston	efist, a co	ombi-m	elta, frag grenades and krak grenades. Only one of
WEAPON	RANGE	TYPI	E		S	AP	0	ABILIT	ries
Stonefist	Melee	Mel	ee		x2	-3	3		n attacking with this weapon, you must subtract 1 the hit roll.
Combi-melta			g with thi oth, subt						rofiles below.
- Boltgun	24"	Rap	id Fire 1		4	0	1	-	
- Meltagun	12"	Assa	ault 1		8	-4	D6	two c	target is within half range of this weapon, roll dice when inflicting damage with it and discard th st result.
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None	e.			17/12				
ABILITIES	And Th	ney Shall	Know N	No Fear	: See W	arhamn	ner 40,00	00 – Inde	ex Imperium 1.
		f Battle: al Andr		re-roll	hit rolls	of 1 for	friendly	y STAR	PHANTOMS units within 6" of Captain
	Iron Ha	alo: Cap	tain Zhr	ukhal A	ndrock	es has a	4+ invul	lnerable	save.
FACTION KEYWORDS	IMPEI	RIUM,	ADEPT	ΓUS A	STAR	TES, ST	'AR PH	IANTO	OMS
KEYWORDS	CHAR	ACTE	D INE	NTD	CAD	TAIN	CAPT	AIN 71	HRUKHAL ANDROCLES

		3000				1200	11.5	10,2050		A SECULAR SECULAR SEC	0.2
£ (6)	INC	QUI	SIT	'O]	R-LC	ORI	ЭΗ	EC	COR F	EX	
NAME	M	WS	BS	S	T	W	A	Ld	Sv		
Inquisitor-Lord Hector Rex	6"	3+	3+	4	3	5	3	9	2+		
Inquisitor-Lord Hector Rekrak grenades. Only one							l Arias, a	storm :	nield and a bo	t pistol, frag grenades and	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	IES		
Arias	Melee	Mel	lee		User	-3	D3	singl		veapon is a DAEMON , it inflicted on each successful hit in add e.	
Bolt pistol	12"	Pist	ol 1		4	0	1	-			
Frag grenade	6"	Gre	nade De	5	3	0	1	-			
Krak grenade	6"	Gre	nade 1		6	-1	D3	_			
WARGEAR OPTIONS	• None	2.									
ABILITIES	Psychic within I Unques	Hood: 12". stionabl	You can	add 1	to any De	eny the	Witch te	ests you		ium 2. odel against enemy PSYKERS or-Lord Hector Rex can use h	
	Storm S	Shield:	This mo	del has	s a 3+ invu	llnerab	le save.				
	warship	instead Rex can	l of placi telepor	ng hir	n on the b	attlefie	ld. At th	e end of	ny of your M	ex in the teleportarium of his ovement phases, Inquisitor-Lo lefield that is more than 9" aw	rd
PSYKER	psychic	powers	in each	enemy	y Psychic 1	hase. I	le know	s the Sn		tic phase, and attempt to deny ver and two psychic powers froum 2).	
FACTION KEYWORDS	IMPE	RIUM,	INQU	ISITI	ON, OR	DO M	ALLEU	IS			
KEYWORDS	CHAR	ACTE	R, INF	ANTI	RY, INOU	JISIT	OR, PS	YKER.	NQUISITO	R-LORD HECTOR REX	

a 4	INIC		СТ)D	IO	DD	60		N	ONLOV
NAME		700	10.00	JK s	-LU.	KD W				ON LOK
NAME Inquistor-Lord Solomon Lok	M 6"	WS 3+	BS 3+	3	3	W 5	A 4	Ld 9	3+	
Inquistor-Lord Solomor Only one of this model					ed with t	he <i>Blad</i>	le of Sure	ety and a	a psib	olt pistol, frag grenades and krak grenades.
WEAPON	RANGE	TYP		,.	S	AP	D	ABILI	TIES	
Blade of Surety	Melee	Me	lee		User	-3	2	_		
Psibolt pistol	12"	Pis	tol 1		5	0	2	-		
Frag grenade	6"	Gre	enade De	5	3	0	1	-		
Krak grenade	6"	Gre	enade 1		6	-1	D3	-		
WARGEAR OPTIONS	• None	e.				NY 2V				
ABILITIES	Author	ity of t	he Inqui	sition,	Quarry:	See Wa	rhamme	er 40,000) – In	dex Imperium 2.
	Tenacit not lost		a D6 eac	h time	this mod	el loses	a wound	d; on a 6	5+ the	e damage is ignored and that wound is
					l friendly ead of the		RIUM un	nits with	in 6"	of Inquistor-Lord Solomon Lok can use his
FACTION KEYWORDS	IMPEI	RIUM,	INQU	ISITI	ON, OR	DO XI	ENOS			
KEYWORDS	CHAR	ACTE	D INE	ANITO	V INOI	HEIT	D IN	OTHER	TOD	-LORD SOLOMON LOK

<u>.</u> [15]		Н	EC.	AT(ON	AIA	AKO	OS		DAMAGE Some of Hecaton A change as he suffers shown below:			
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	WS	BS	A
Hecaton Aiakos	9"	*	*	7	7	13	*	9	2+	8-13+	2+	2+	5
Hecaton Aiakos is a single and a heavy plasma canno								on		3-7 1-2	3+ 4+	3+ 4+	4 D:
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES	1-2	41	41	<i>D</i> .
Heavy plasma cannon	When a	ttacking	g with th	is weap	on, cho	ose one	of the p	rofiles b	elow:				
- Standard	36"	Hea	vy D3		7	-3	1	-					8
- Supercharge	36"	Hea	ivy D3		8	-3	2			oll of 1, the bearer suf is weapon's slots have b			i iii
Dreadnought combat weapon	Melee	Mel	ee		x2	-3	3	-					0000
ABILITIES	Augmei	nted At	omanti	Shield	ling: Th	is model	l has a 4	+ invuln	erable sa	ive.			8
	Relic of and that				D6 each	n time th	nis mod	el loses a	wound;	on the roll of a 6 that	damage is	ignored	
	Battlesv	vorn W	arrior:	Hecator	n Aiakos	may no	t be cho	sen as a	n army's	Warlord.			100
	Ground unit that							kos may	immedia	ntely inflict D3 mortal	wounds o	n a single	
	Explode:								re remov	ing it from the battlefi	eld; on a 6	it	
FACTION KEYWORDS	IMPER	RIUM,	ADEP	TUS A	STAR	ΓES, M	INOTA	URS					- 6
KEYWORDS	CHAR	ACTE	R, VEF	HCLE:	, DREA	DNOU	JGHT,	RELIC	, HECA	ATON AIAKOS)



ADEPTUS ASTARTES POINTS VALUES

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

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

ADEPTUS ASTARTES HEAVY ARMOUR		
UNIT	MODELS Per Unit	POINTS PER MODEL (Does not include wargear)
Relic Fellblade Super-heavy Tank	1	540
Relic Falchion Super-heavy Tank	1	640
Relic Typhon Heavy Siege Tank	1	520
Relic Cerberus Heavy Tank Destroyer	1	480
Relic Spartan Assault Tank	1	320
Relic Mastodon Super-heavy Transport	1	734

ADEPTUS ASTARTES DREADNOUGHTS			
UNIT	MODELS Per Unit	POINTS PER MODEL (Does not include wargear)	
Chaplain Venerable Dreadnought	1	120	
Siege Dreadnought	1	100	
Mortis Dreadnought	1	75	
Relic Contemptor Dreadnought	1	135	
Contemptor Mortis Dreadnought	1	106	
Relic Leviathan Dreadnought	1	175	
Relic Deredeo Dreadnought	1	135	

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

ADEPTUS ASTARTES BATTLEFIELD SUPPORT				
UNIT	MODELS Per Unit	POINTS PER MODEL (Does not include wargear)		
Whirlwind Hyperios	1	90		
Relic Whirlwind Scorpius	1	175		
Lucius Dreadnought Drop Pod	1	120		
Deathstorm Drop Pod	1	160		
Damocles Command Rhino	1	120		
Tarantula Sentry Gun	1-3	10		
Rapier Weapons Battery Carrier	1	20		
Space Marine Gunners	*	10		
Tarantula Air Defence Battery	1-3	60		
Castellum Stronghold	1	550		

^{*}Each Rapier must be accompanied by two Space Marine Gunners.

IMPERIAL ARMOUR CHARACTER APPENDIX			
UNIT	MODELS Per Unit	POINTS PER MODEL (Does not include wargear)	
Inquisitor-Lord Hector Rex*	1	100	
Inquisitor-Lord Solomon Lok*	1	65	
Lord High Commander Carab Culln*	1	200	
Magister Sevrin Loth*	1	140	
Tyberos the Red Wake*	1	205	
Chaplain Dreadnought Titus*	1	170	
Lieutenant-commander Anton Narveaz*	1	115	
Captain Tarnus Vale*	1	120	
Lias Issodon*	1	195	
Malakim Phoros*	1	205	
Captain Mordacai Blaylock*	1	135	
Captain Pellas Mir'san*	1	130	
Bray'arth Ashmantle*	1	400	
Harath Shen*	1	75	
Chief Librarian Ahazra Redth*	1	115	
High Chaplain Thulsa Kane*	1	190	
Lord Asterion Moloc*	1	200	
Captain Corien Sumatris*	1	145	
Captain Silas Alberec*	1	115	
Arch-centurion Carnac Commodus*	1	85	
Knight-Captain Elam Courbray*	1	120	
Lugft Huron*	1	215	
Armenneus Valthex*	1	140	
Chaplain Ivanus Enkomi*	1	95	
Vaylund Cal*	1	167	
Captain Zhrukhal Androcles*	1	110	
Hecaton Aiakos*	1	220	

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

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

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

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

ADEPTUS ASTARTES AUXILI	ARY EQUIPMENT
WEAPON	POINTS PER ITEM
Atomantic pavaise	35

GREY KNIGHTS, INQUISITION & SISTERS OF BATTLE POINTS VALUES

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

WAR MACHINES OF THE GREY KNIGHTS, INQUISITION & SISTERS OF BATTLE		
UNIT	MODELS Per Unit	POINTS PER MODEL
Vortimer pattern Land Raider Redeemer	1	255
Vortimer pattern Razorback	1	65
Doomglaive Dreadnought	1	116
Thunderhawk Assault Gunship	1	650
Inquisition Land Raider Prometheus	1	290
Sororitas Repressor	1	71

GREY KNIGHTS & INQUISITION MELEE WEAPONS	
WEAPON POINTS PER WEAPON	
Arias	0
Blade of Surety	0
Dozer Ram	0
Nemesis Doomglaive	20

SISTERS OF BATTLE MELEE WEAPONS						
POINTS PER WEAPON						
0						

GREY KNIGHTS & INQUISITION	RANGED WEAPONS			
WEAPON	POINTS PER WEAPON			
Psi-bolt pistol	0			
Twin psycannon	28			
Heavy psycannon	30			
Incinerator	14			
Hunter-killer missile	6			
Storm bolter	2			
Flamestorm cannon	30			
Multi-melta	27			
Twin heavy bolter	17			
Hellstrike battery	60			
Lascannon	25			
Thunderhawk heavy cannon	0			
Turbo-laser destructor	0			
Quad heavy bolter	36			
Frag grenades	0			
Krak grenades	0			

SISTERS OF BATTLE RANGED WEAPONS							
WEAPON	POINTS PER WEAPON						
Storm bolter	2						
Heavy flamer	17						
Hunter-killer missile	6						

ADEPTUS ASTARTES WARGEAR

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

Dreadfire heavy flamer	8"	Heavy D6	6	-2	3	This weapon hits its target automatically.
Dreadhammer siege cannon	24"	Heavy 2D6	10	-5	3	If the Relic Typhon does not move in the Movement phase, then the range of this weapon is increased to 48" for the duration WEAPON trent turn. RANGE TYPE
Dreadnought inferno cannon	8"	Heavy D6	6	-1	2	This weapon hits its target automatically.
Fellblade accelerator cannon	When firi	ng this weapon, s	select or	e of the	two pro	files below:
- HE shells	100"	Heavy 2D6	8	-3	2	When attacking units with 5 or more models, the dice rolled to decide the number of shots fired may be re-rolled.
- AE shells	100"	Heavy 2	14	-4	6	-
Firefury missile battery	72"	Heavy 4	6	-1	1	-
Flamer	8"	Assault D6	4	0	1	This weapon hits its target automatically.
Frag grenade	6"	Grenade D6	3	0	1	-
Grav-flux bombard	18"	Heavy D3	9	-5	2	If the target model is a MONSTER, VEHICLE or TITANIC then the amount of Damage suffered from successful attacks becomes 5 per hit. For every five models in the target unit, add D3 to the number of attacks made by this weapon.
Graviton blaster	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.
Grenade discharger	When atta	cking with this v	veapon,	choose	one of th	ne profiles below:
- Frag grenade	12"	Grenade D6	3	0	1	-
- Krak grenade	12"	Grenade 1	6	-1	D3	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Heavy neutron pulse array	72"	Heavy 3	14	-4	4+D6	Any VEHICLE which suffers wounds from this weapon but is not slain subtracts 1 from its Shooting hit rolls until the end of its controlling player's next Shooting phase.
Heavy plasma cannon	When atta	cking with this v	veapon,	choose	one of th	ne profiles below:
– Standard	36"	Heavy D3	7	-3	1	-
– Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Helios launcher	72"	Heavy 2D6	7	-1	1	This weapon can target units that are not visible to the bearer.
Hellfire plasma carronade	24"	Heavy 4	8	-3	3	For each hit roll of a 1, the bearer suffers one single mortal wound after all of the weapon's shots have been resolved.
Hellstrike battery	72"	Heavy 4	8	-3	3	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per game.
Hyperios launcher	72"	Heavy 2D3	8	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. This weapon can target units not visible to the firing model.
Icarus quad lascannon	96"	Heavy 4	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Infernus cannon	8"	Heavy 2D6	5	-1	2	This weapon hits its target automatically.
Judgement	24"	Rapid Fire 2	4	-2	2	-
Kane's plasma pistol		-				he profiles below:
- Standard	12"	Pistol 2	7	-3	1	-
- Supercharge	12"	Pistol 2	8	-3	2	For each hit roll of 1, the bearer suffers a single mortal wound.
Kheres assault cannon	24"	Heavy 6	7	-1	1	-
Krak grenade	6" 49"	Grenade 1	6	-1	D3	-
Lascannon Laser destroyer	48" 36"	Heavy 1 Heavy 1	9	-3 -4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6.
Laser volley cannon	When firi	ng this weapon, o	choose o	one of th	e follow	
- Volley fire	36"	Heavy 2	9	-3	3	-
- Overcharge fire	36"	Heavy 2	10	-5	6	If any hit rolls made for this weapon result in one or more results of a '1', the firing vehicle suffers 3 mortal wounds.
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Magna-melta cannon	24"	Heavy D3	10	-4	D6	If the target of an attack by this weapon is within half range roll an additional dice when inflicting damage and discard lowest result.
TIES Malice	30"	Assault 3	5	-4	D3	Units do not gain the saving throw bonus for being in cove against attacks with this weapon.
Masterwork plasma cutter	When atta	acking with this v	weapon	, choose	one of t	he profiles below:
- Standard	12"	Assault 1	7	-3	2	-
- Supercharge	12"	Assault 1	8	-3	3	On a hit roll of 1, the bearer suffers a single mortal wound.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two di- when inflicting damage with it and discard the lowest resu
Missile launcher	When atta	acking with this v	weapon	, choose	one of t	he profiles below:
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two di when inflicting damage with it and discard the lowest resu
Neutron pulse cannon	48"	Heavy 3	12	-4	D6	Any VEHICLE which suffers wounds from this weapon be is not slain must subtract 1 from its hit rolls in the Shootin phase until the end of its controlling player's next turn.
Phased conversion beamer	42"	Assault 2	6	0	1	Attacks from the phased conversion beamer that target enemies at over half its range are resolved at Strength 8, Al and Damage 2.
Plasma blastgun	When atta	acking with this v	weapon	, choose	one of t	he profiles below:
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	For each hit roll of 1, the bearer suffers a single mortal wor
Plasma charger	When atta	acking with this v	weapon	, choose	one of t	he profiles below:
- Standard	8"	Pistol 3	6	-3	1	<u>.</u> -
- Supercharge	8"	Pistol 3	7	-3	2	For each hit roll of 1, the bearer takes a single mortal wour
Plasma destroyer	36"	Heavy 2D3	7	-3	2	-
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Punisher rotary cannon	36"	Heavy 18	5	-1	1	-
Purgator	12"	Pistol 1	6	0	1	_
Quad heavy bolter	36"	Heavy 12	5	-1	1	-
Quad lascannon	48"	Heavy 4	9	-3	D6	_
Quad launcher	When firi	ng this weapon, s	select or	ne of the	two pro	ofiles below:
- Shatter shells	24"	Heavy 4	8	-2	3	_
- Thunderfire shells	60"	Heavy 4D3	5	0	1	This weapon can target units not visible to the firing mode
Relic storm bolter	24"	Rapid Fire 2	5	-2	1	-
ROC missile launcher	48"	Heavy 8	8	-2	2	-
Scorpius multi-launcher	48"	Heavy 3D3	6	-2	2	This weapon can target units not visible to the firing mode
Siege melta array	12"	Heavy 4D3	9	-4	D6	If the target is within half range of this weapon, roll two di when inflicting damage with it and discard the lowest resu
Skyreaper battery	48"	Heavy 8	7	-1	5	Add 1 to all hit rolls made for this weapon against targets to can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Spectre pattern bolter	12"	Pistol 2	4	0	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Storm cannon array	24"	Heavy 10	7	-2	2	-
Tempest salvo launcher	36"	Heavy D3	6	-3	2	-
Thunderhawk heavy cannon	48"	Heavy 2D6	8	-2	D6	-
Thundershock	24"	Assault D3	7	-2	1	-
Turbo-laser destructor	96"	Heavy D3	16	-4	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Twin accelerator autocannon	48"	Assault 8	7	-1	2	Attacks made with this weapon suffer no penalty to its hit when targeting units with the FLY keyword. In addition, e wound roll of 6+ made with this weapon increases the AP that individual wound to -3.

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Twin assault cannon	24"	Heavy 12	6	-1	1	-	
Twin autocannon	48"	Heavy 4	7	-1	2	- ANEPTUS ASTA	
Twin avenger bolt cannon	36"	Heavy 10	6	-2	2	- WEAPON	RANGE TYPE
Twin heavy bolter	36"	Heavy 6	5	-1	1	_ WEAPUN	RANGE TYPE
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its target	t automatically.
Twin hellstrike launcher	72"	Heavy 2	8	-3	3	-	
Twin lascannon	48"	Heavy 2	9	-3	D6	-	
Twin magna-melta	24"	Heavy 2D3	10	-4	D6		range of this weapon, roll two dice rith it and discard the lowest result.
Twin multi-melta	24"	Heavy 2	8	-4	D6		range of this weapon, roll two dice rith it and discard the lowest result.
Twin volcano cannon	120"	Heavy 2D6	16	-5	2D6	You can re-roll failed wou models with this weapon.	and rolls when targeting TITANIC
Typhoon missile launcher	When atta	acking with this	weapon,	choose	one of tl	ne profiles below:	
- Frag missile	48"	Heavy 2D6	4	0	1	-	
- Krak missile	48"	Heavy 2	8	-2	D6	-	
Vengeance launcher	48"	Heavy 2D6	5	-1	1	-	
Whirlwind Castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target un	nits not visible to the firing model.
Xiphon missile battery	60"	Heavy 3	6	-2	3	-	

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

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

GREY KNIGHTS, INQUISITION & SISTERS OF BATTLE WARGEAR

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

GREY KNIGHTS, INQUISITION & SISTERS OF BATTLE MELEE WEAPONS									
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES			
Arias	Melee	Melee	User	-3	D3	If the target of this weapon is a DAEMON , it inflicts a single mortal wound on each successful hit in addition to its normal damage.			
Blade of Surety	Melee	Melee	User	-3	2	-			
Dozer ram	Melee	Melee	User	-1	1	Against INFANTRY units make three hit rolls for each attack rather than one if the Sororitas Repressor has successfully completed a charge this turn.			
Nemesis doomglaive	Melee	Melee	+3	-3	D6	-			

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