IMPERIAL ARMOUR™

INDEX: FORCES OF THE ASTRA MILITARUM

INDEX: FORCES OF THE ASTRA MILITARUM

Forge World®

WARHAMMER 40,000®

CONTENTS

Introduction 4
Datasheets....5

Astra Militarum 6

Astra Militarum Army List 7
Atlas Recovery Tank....8
Salamander Command Vehicle 8
Hades Breaching Drill Squadron....9
Centaur Light Carrier 10
Gryphonne Pattern Chimera 10
Trojan Support Vehicle 11
Artemia Pattern Hellhound 11
Salamander Scout Tank 12
Tauros Assault Vehicle 12
Tauros Venator....13
Armageddon Pattern Basilisk 13
Armageddon Pattern Medusa....14
Colossus Bombard 14
Cyclops Demolition Vehicle....15
Earthshaker Battery....15
Earthshaker Carriage Battery 16
Griffon Mortar Carrier 16
Heavy Mortar Battery 17
Heavy Quad Launcher Battery 18
Hydra Battery....18
Leman Russ Annihilator....19
Leman Russ Conqueror....20
Leman Russ Stygies Vanquisher 21
Malcador Annihilator 22
Malcador Defender 23
Malcador Heavy Tank....24
Malcador Infernus....25
Manticore Battery....26
Medusa Carriage Battery....26
Rapier Laser Destroyer 27
Sabre Weapons Battery 27
Sentinel Powerlifters....28
Stygies Destroyer Tank Hunter....28
Stygies Thunderer Siege Tank 29
Tarantula Battery 29
Arkurian Pattern Stormblade 30
Arkurian Pattern Stormhammer 31
Arkurian Pattern Stormsword 32
Crassus Armoured Assault Vehicle....33
Dominus Armoured Siege Bombard 34
Gorgon Heavy Transporter 35
Macharius Heavy Tank 36
Macharius Omega 37
Macharius Vanquisher 38
Macharius Vulcan....39
Marauder Bomber 40
Marauder Destroyer 41
Minotaur Artillery Tank....42
Praetor Armoured Assault Launcher....43
Valdor Tank Hunter 44
Aquila Lander 45
Arvus Lighter 46
Avenger Strike Fighter 47
Lightning Strike Fighter 48
Thunderbolt Heavy Fighter....49
Vendetta Gunship....50
Vulture Gunship 51
Imperial Fortress Walls....52
Primaris Redoubt 53

Produced By Forge World

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

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

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

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

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

ISBN: 978-1-78826-116-6

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

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

Death Korps of Krieg 54
Death Korps of Krieg Army List 55
Additional Rules 56
Death Korps Marshal Karis Venner 57
Death Korps Marshal 57
Death Korps Field Officer 58
Death Korps Death Rider Squadron Commander 58
Death Korps Infantry Squad 59
Death Korps Grenadier Storm Squad 60
Death Korps Centaur Light Assault Carrier 61
Death Korps of Krieg Storm Chimera 62
Death Korps of Krieg Command Squad 62
Death Korps Combat Engineer Squad 63
Death Korps Commissar 64
Death Korps Quartermaster Cadre 64
Death Korps Death Rider Command Squadron 65
Death Korps Death Rider Commissar 66
Death Korps Death Rider Squadron 67
Death Korps Heavy Weapons Squad 67
Death Korps Leman Russ Mars-Alpha Battle Tanks 68

Elysian Drop Troops.....70
Elysian Drop Troops Army List 71
Additional Rules 72
Elysian Company Commander 73
Elysian Lord Commissar 73
Elysian Drop Trooper Squad 74
Elysian Special Weapons Squad 74
Elysian Veteran Squad 75
Elysian Command Squad 76
Elysian Drop Sentinels 77
Elysian Platoon Commander 77
Elysian Sniper Squad 78
Elysian Heavy Weapons Squad 78
Valkyrie Sky Talon 79

Renegades and Heretics.....80
Renegades and Heretics Army List 81
Additional Rules 81
Renegade Commander 83
Malefic Lord 83
Rogue Psyker Coven 84
Renegade Cultists 84
Renegade Militia Squad 85
Renegade Mutant Rabble 86
Chaos Spawn 86
Renegade Command Squad 87
Renegade Disciple Squad 88
Renegade Enforcer 89
Renegade Marauder Squad 90
Renegade Ogryn Beast Handlers 91
Renegade Ogryn Brutes 91
Renegade Plague Ogryns 92
Renegade Heavy Weapons Squad 92

Questor Imperialis 93
Questor Imperialis Army List 94
Acastus Knight Porphyrion 95
Cerastus Knight-Acheron 96
Cerastus Knight-Atropos 97
Cerastus Knight-Castigator 98
Cerastus Knight-Lancer 99
Questoris Knight Magaera 100
Questoris Knight Styrix 101

Titan Legions.....102
Titan Legions Army List 103
Warhound Scout Titan 104
Reaver Battle Titan 105
Warlord Battle Titan 107

Appendices 109
Astra Militarum Points Values 110
Astra Militarum Wargear 112
Death Korps of Krieg Points Values 116
Death Korps of Krieg Wargear 117
Elysian Drop Troops Points Values 119
Elysian Drop Troops Wargear 120
Renegades and Heretics Points Values 121
Renegades and Heretics Wargear 122
Questoris Imperialis Points Values 124
Questoris Imperialis Wargear 125
Titan Legions Points Values 126
Titan Legions Wargear 127

INTRODUCTION

Welcome to *Imperial Armour – Index: Forces of the Astra Militarum*. This book is designed to update the rules for Forge World's current and recent ranges of models for use with the latest incarnation of the Warhammer 40,000 game. It provides rules for Forge World's Astra Militarum, Death Korps of Krieg, Elysian Drop Troops, Questor Imperialis and Titan Legions, as well as the malevolent traitors of the Renegades and Heretics army.

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

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

DATASHEETS

1. Battlefield Role

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

2. Power Rating

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

3. Unit Name

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

4. Profiles

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

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

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

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

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

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

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

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

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

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

1 2 3 4 5 6 7 8 9 10

22 POWER

MARAUDER DESTROYER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Marauder Destroyer	*	6+	*	7	7	20	3	7	3+

A Marauder Destroyer is a single model equipped with three twin autocannon, a twin assault cannon, a twin heavy bolter and a cluster of heavy bombs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Twin assault cannon	24"	Heavy 12	6	-1	1	–
Twin autocannon	48"	Heavy 4	7	-1	2	–
Twin heavy bolter	36"	Heavy 6	5	-1	1	–

WARGEAR OPTIONS
- This model may take eight hellstrike missiles.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D6 mortal wounds.

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

Heavy Bombs: Once per battle, a Marauder Destroyer equipped with heavy bombs can make a bombing run against a single enemy unit it moves over during one of its Movement phases. After the Marauder Destroyer has moved, pick an enemy unit that it flew over, then roll 3D6 for each VEHICLE or MONSTER in the unit or a single D6 for every other model in the unit, up to a maximum of 12D6. For every roll of a 4+, the unit suffers a mortal wound.

Sky Fortress: This model does not suffer the penalty for shooting Heavy weapons on a turn in which it has moved.

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, AERONAUTICA IMPERIALIS

KEYWORDS VEHICLE, TITANIC, FLY, MARAUDER, MARAUDER DESTROYER

DAMAGE

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

REMAINING W	M	BS
11-20+	20"-45"	4+
5-10	20"-30"	5+
1-4	20"	5+

5. Unit Composition & Wargear

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

6. Weapons

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

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

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

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

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

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

7. Wargear Options

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

8. Abilities

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

9. Keywords

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

10. Damage

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

ASTRA MILITARUM

ASTRA MILITARUM ARMY LIST

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

KEYWORDS

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

<REGIMENT>

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

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

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

MACRO WEAPONS

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

Macro Weapons

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

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

ATLAS RECOVERY TANK

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Atlas Recovery Tank	*	6+	*	7	7	11	*	7	3+

DAMAGE

Some of an Atlas Recovery Tank's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
6-11+	12"	4+	3
3-5	8"	5+	D3
1-2	4"	6+	1

An Atlas Recovery Tank is a single model equipped with a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

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 D3 mortal wounds.

Recovery Vehicle: At the end of this model's Movement phase, this model can repair a single **<REGIMENT> VEHICLE** within 3" (but not itself). That model regains D3 lost wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, ATLAS RECOVERY TANK

SALAMANDER COMMAND VEHICLE

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Salamander Command Vehicle	*	6+	*	6	7	10	*	8	3+

DAMAGE

Some of a Salamander Command Vehicle's characteristics change as it suffers damage in battle, as shown below:

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

A Salamander Command Vehicle is a single model equipped with a heavy flamer and a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

ABILITIES

Auspex Surveyor: During the Shooting phase, a single friendly **<REGIMENT> VEHICLE** within 6" may add 1 to all hit rolls until the end of the phase. A single model cannot benefit from multiple **SALAMANDER COMMAND VEHICLE** auspex surveyors.

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.

Scout Vehicle: At the start of the first battle round but before the first turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, SALAMANDER, SALAMANDER COMMAND VEHICLE

HADES BREACHING DRILL SQUADRON

6 POWER

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

This unit contains 1 Hades Breaching Drill, 1 Veteran Sergeant and 9 Veterans.

- The Hades Breaching Drill is armed with a melta-cutter drill.
- The Veteran Sergeant is armed with a laspistol, chainsword and frag grenades.
- Each Veteran is armed with a shotgun and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	–
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Grenade launcher	When attacking with this weapon, choose one of the profiles below:					
- Frag grenade	24"	Assault D6	3	0	1	–
- Krak grenade	24"	Assault 1	6	-1	D3	–
Laspistol	12"	Pistol 1	3	0	1	–
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma gun	When attacking with this weapon, choose one of the profiles below:					
- Standard	24"	Rapid Fire 1	7	-3	1	–
- Supercharged	24"	Rapid Fire 1	8	-3	3	On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below:					
- Standard	12"	Pistol 1	7	-3	1	–
- Supercharged	12"	Pistol 1	8	-3	3	On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved.
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Melta-cutter drill	Melee	Melee	x2	-4	D3	When making attacks against a **VEHICLE**, roll D6 for the Damage instead of D3.
Power axe	Melee	Melee	+1	-2	1	–
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	–
Frag grenade	6"	Grenade D6	3	0	1	–

WARGEAR OPTIONS

- The Veteran Sergeant may replace their chainsword for a power sword, power axe or power fist.
- The Veteran Sergeant may replace their laspistol for a bolt pistol or plasma pistol.
- Up to two Veterans may replace their shotgun with a flamer, grenade launcher, meltagun or plasma gun.

ABILITIES

Fortification Breacher: When attacking a **BUILDING**, change the Hades Breaching Drill's Attacks to 2D6 and the Damage of the melta-cutter drill to D6.

Subterranean Assault: During deployment, you can set this unit up underground instead of placing it on the battlefield. At the end of any of your Movement phases, this unit may drill up from the ground and into battle – set it up anywhere on the battlefield that is more than 9" away from enemy models.

Separate Orders: The first time this unit is set up, the Hades Breaching Drill Squadron must be deployed as a single group with each model within 2" of at least one other model from their unit. From that point on, the Hades Breaching Drill operates independently from the unit of Veterans and both are treated as separate units for all rules purposes.

Whirling Blades: The Hades Breaching Drill has a 4+ invulnerable save in the Fight phase.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

(HADES BREACHING DRILL): VEHICLE, HADES BREACHING DRILL
(VETERANS): INFANTRY, VETERANS

CENTAUR LIGHT CARRIER

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Centaur Light Carrier	**12"**	**6+**	**4+**	**5**	**6**	**7**	**2**	**7**	**3+**

A Centaur Light Carrier is a single model equipped with two heavy stubbers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.

WARGEAR OPTIONS

- This model may take a hunter-killer missile.

ABILITIES

Artillery Tractor: If this model starts its move within 1" of a friendly **<REGIMENT> ARTILLERY** model, it can choose to tow it as long as neither this model nor the **ARTILLERY** model is within 1" of an enemy model. If it does this, this model immediately makes a move of up to 12". The **ARTILLERY** model is then placed anywhere within 1" of this model so that no part of the **ARTILLERY** model has moved more than 12" from where it started. Finally, any crew are placed in base contact with the **ARTILLERY** model. An **ARTILLERY** model that has been towed may not fire its weapons during the Shooting phase of the same turn.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield, and before any embarked models disembark. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

TRANSPORT

This model can transport 5 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two other models, and each **OGRYN** takes the space of three other models.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, TRANSPORT, CENTAUR LIGHT CARRIER

GRYPHONNE PATTERN CHIMERA

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gryphonne Pattern Chimera	*	**6+**	*	**6**	**7**	**10**	*	**7**	**3+**

DAMAGE

Some of a Gryphonne Pattern Chimera's characteristics change as it suffers damage in battle, as shown below:

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

A Gryphonne Pattern Chimera is a single model equipped with twin heavy bolters, a heavy bolter and a lasgun array.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lasgun array	24"	Rapid Fire 3	3	0	1	This weapon can only be fired if a unit is embarked upon the vehicle equipped with it.
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Twin heavy bolter	36"	Heavy 6	5	-1	1	–

WARGEAR OPTIONS

- This model may replace its heavy bolter with a heavy flamer.
- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield, and before any embarked models disembark. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

TRANSPORT

This model can transport 12 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two other models, and each **OGRYN** takes the space of three other models.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, TRANSPORT, GRYPHONNE PATTERN CHIMERA

TROJAN SUPPORT VEHICLE

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Trojan Support Vehicle	*	**6+**	*	**6**	**7**	**10**	*	**7**	**3+**

A Trojan Support Vehicle is a single model equipped with a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- This model may replace its heavy bolter with a heavy flamer.
- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield, and before any embarked models disembark; on a 6+ it explodes and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

Support Vehicle: During the Shooting phase, a single friendly **<REGIMENT> VEHICLE** within 6" may re-roll any failed hit rolls when making shooting attacks.

TRANSPORT

This model can transport 6 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two other models, and each **OGRYN** takes the space of three other models.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, TRANSPORT, TROJAN SUPPORT VEHICLE

DAMAGE

Some of a Trojan Support Vehicle's characteristics change as it suffers damage in battle, as shown below:

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

ARTEMIA PATTERN HELLHOUND

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Artemia Pattern Hellhound	*	**6+**	*	**6**	**7**	**11**	*	**7**	**3+**

This unit contains 1 Artemia Pattern Hellhound. It can include 1 additional Artemia Pattern Hellhound (**Power Rating +5**) or 2 additional Artemia Pattern Hellhounds (**Power Rating +10**). Each Artemia Pattern Hellhound is equipped with a heavy bolter and an Artemia inferno cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Artemia inferno cannon	16"	Heavy D6	6	-1	2	This weapon automatically hits its target. Roll two dice for the number of attacks when firing this weapon and discard the lowest result.
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.

WARGEAR OPTIONS

- Any model may replace its heavy bolter with a heavy flamer or a multi-melta.

ABILITIES

Fuel Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 4+ 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; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

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

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, HELLHOUND, ARTEMIA PATTERN HELLHOUND

DAMAGE

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

REMAINING W	M	BS	A
6-11+	12"	4+	3
3-5	8"	5+	D3
1-2	4"	6+	1

SALAMANDER SCOUT TANK

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Salamander Scout Tank	*	6+	*	6	7	10	*	7	3+

This unit contains 1 Salamander Scout Tank. It can include 1 additional Salamander Scout Tank (**Power Rating +5**) or 2 additional Salamander Scout Tanks (**Power Rating +10**). Each Salamander Scout Tank is equipped with an autocannon and a heavy bolter.

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

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 D3 mortal wounds.

Scout Vehicle: At the start of the first battle round but before the first turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

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

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, SALAMANDER, SALAMANDER SCOUT TANK

TAUROS ASSAULT VEHICLE

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tauros Assault Vehicle	15"	4+	4+	4	5	6	2	7	4+

This unit contains 1 Tauros Assault Vehicle. It can include 1 additional Tauros Assault Vehicle (**Power Rating +3**) or 2 additional Tauros Assault Vehicles (**Power Rating +6**). Each Tauros Assault Vehicle is equipped with a heavy flamer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Tauros grenade launcher	When attacking with this weapon, choose one of the profiles below:					
- Frag grenade	36"	Assault 2D6	3	0	1	–
- Krak grenade	36"	Assault 2	6	-1	D3	–

WARGEAR OPTIONS

- Any model may replace its heavy flamer with a Tauros grenade launcher.
- Any model may take a hunter-killer missile.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield, and before any embarked models disembark. On a 6+ it explodes, and each unit within 6" suffers 1 mortal wound.

Galvanic Motor: If this model moved over 10" in its last Movement phase, it gains a 5+ invulnerable save.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, TAUROS, TAUROS ASSAULT VEHICLE

TAUROS VENATOR

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tauros Venator	**15"**	**4+**	**4+**	**4**	**5**	**6**	**2**	**7**	**4+**

This unit contains 1 Tauros Venator. It can include 1 additional Tauros Venator (**Power Rating +4**) or 2 additional Tauros Venators (**Power Rating +8**). Each Tauros Venator is equipped with a twin multi-laser.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Twin multi-laser	36"	Heavy 6	6	0	1	–

WARGEAR OPTIONS

- Any model may replace its twin multi-laser with a twin lascannon.
- Any model may take a hunter-killer missile.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6+ it explodes, and each unit within 6" suffers 1 mortal wound.

Galvanic Motor: If this model moved over 10" in its last Movement phase, it gains a 5+ invulnerable save.

Venator Targeting Array: This model does not suffer the penalty to hit for shooting a Heavy weapon on a turn in which it has moved.

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS VEHICLE, TAUROS, TAUROS VENATOR

ARMAGEDDON PATTERN BASILISK

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Armageddon Pattern Basilisk	*	**6+**	*	**6**	**7**	**12**	*	**7**	**3+**

DAMAGE

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

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Earthshaker cannon	240"	Heavy D6	9	-2	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer.
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- Any model may replace its heavy bolter with a heavy flamer.
- Any model may take a hunter-killer missile.
- Any model may take a storm bolter or a heavy stubber.

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 D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

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

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS VEHICLE, BASILISK, ARMAGEDDON PATTERN BASILISK

ARMAGEDDON PATTERN MEDUSA

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Armageddon Pattern Medusa	*	6+	*	6	7	12	*	7	3+

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

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Medusa siege cannon	36"	Heavy D6	10	-3	D3	This weapon can target units that are not visible to the bearer.
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- Any model may replace its heavy bolter with a heavy flamer.
- Any model may take a hunter-killer missile.
- Any model may take a storm bolter or a heavy stubber.

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 D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

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

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS VEHICLE, MEDUSA, ARMAGEDDON PATTERN MEDUSA

COLOSSUS BOMBARD

11 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Colossus Bombard	*	6+	*	7	8	12	*	7	3+

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

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Colossus siege mortar	240"	Heavy 2D6	6	-2	D3	This weapon can target units that are not visible to the bearer. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- Any model may replace its heavy bolter with a heavy flamer.
- Any model may take a storm bolter or a heavy stubber.

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 D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

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

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS VEHICLE, COLOSSUS BOMBARD

CYCLOPS DEMOLITION VEHICLE

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cyclops Demolition Vehicle	**10"**	**6+**	**4+**	**4**	**6**	**4**	**1**	**7**	**3+**

This unit contains 1 Cyclops Demolition Vehicle. It can include 1 additional Cyclops Demolition Vehicle (**Power Rating +3**) or 2 additional Cyclops Demolition Vehicles (**Power Rating +6**). Each Cyclops Demolition Vehicle is equipped with a Cyclops demolition charge.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cyclops demolition charge	*	Heavy 2D6	9	-2	D3	This weapon automatically hits its target. This weapon may only be used once per battle.

WARGEAR OPTIONS

- None.

ABILITIES

Cyclops Demolition Charge: At the start of any of this model's Shooting phases, so long as it has not Advanced, it may choose to detonate its Cyclops demolition charge. When it does so, every unit (both friendly and enemy) within D6" is automatically hit by this weapon using the profile stated above – roll separately for each unit. Once this model has detonated its Cyclops demolition charge, remove it from play. Any Cyclops Demolition Vehicle that is removed from play in this way does not award Victory points in scenarios that offer Victory points for slaying enemy units.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 3+ it explodes, and each unit within 6" suffers D3 mortal wounds.

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

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, CYCLOPS DEMOLITION VEHICLE

EARTHSHAKER BATTERY

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Earthshaker Platform	**0"**	**-**	**4+**	**4**	**7**	**7**	**-**	**7**	**4+**

This unit contains 1 Earthshaker Platform. It can include 1 additional Earthshaker Platform (**Power Rating +3**) or 2 additional Earthshaker Platforms (**Power Rating +6**). Each Earthshaker Platform is equipped with an Earthshaker cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Earthshaker cannon	240"	Heavy D6	9	-2	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer.

WARGEAR OPTIONS

- None.

ABILITIES

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

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.

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if there are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

ARTILLERY, EARTHSHAKER BATTERY

EARTHSHAKER CARRIAGE BATTERY

4 POWER

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

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

- Each Earthshaker Carriage is equipped with an Earthshaker cannon.
- Each Guardsmen Crew is equipped with a lasgun and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Earthshaker cannon	240"	Heavy D6	9	-2	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer.
Frag grenade	6"	Grenade D6	3	0	1	–
Lasgun	24"	Rapid Fire 1	3	0	1	–

WARGEAR OPTIONS

- None.

ABILITIES

Artillery: An Earthshaker Carriage can only fire its ranged weapon if a friendly **<REGIMENT>** Guardsmen Crew model is within 3". A single Guardsmen Crew model cannot operate multiple Earthshaker Carriages in this way in a single turn. If all of the Guardsmen Crew within 6" of a Earthshaker Carriage are slain, it immediately shuts down and is removed from play.

Artillery Battery: An Earthshaker Carriage Battery and its Guardsmen Crew must be deployed as a single group within 3" of each other, and must remain within this distance throughout the battle, but are otherwise treated as separate units. The Guardsmen Crew may only be chosen as a target in the Shooting phase if they are the closest visible unit to the model that is shooting.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield, and before any embarked models disembark. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

(EARTHSHAKER CARRIAGE): VEHICLE, ARTILLERY, EARTHSHAKER CARRIAGE
(GUARDSMEN CREW): INFANTRY, GUARDSMEN CREW

GRIFFON MORTAR CARRIER

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Griffon Mortar Carrier	*	**6+**	*	**7**	**7**	**11**	*	**7**	**3+**

This unit contains 1 Griffon Mortar Carrier. It can include 1 additional Griffon Mortar Carrier (**Power Rating +7**) or 2 additional Griffon Mortar Carriers (**Power Rating +14**).
Each Griffon Mortar Carrier is equipped with a Griffon heavy mortar and a heavy bolter.

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Griffon heavy mortar	48"	Heavy D6	6	-1	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- Any model may replace its heavy bolter with a heavy flamer.
- Any model may take a storm bolter or a heavy stubber.

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 D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

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

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, GRIFFON MORTAR CARRIER

HEAVY MORTAR BATTERY

3 POWER

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

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

- Each Heavy Mortar is equipped with a heavy mortar.
- Each Guardsmen Crew is equipped with a lasgun and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy mortar	48"	Heavy D6	6	-1	D3	This weapon can target units that are not visible to the bearer.
Lasgun	24"	Rapid Fire 1	3	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–

WARGEAR OPTIONS

- None.

ABILITIES

Artillery: A Heavy Mortar can only fire its ranged weapon if a friendly **<REGIMENT>** Guardsmen Crew is within 3". A single Guardsmen Crew model cannot operate multiple Heavy Mortars in this way in a single turn. If all of the Guardsmen Crew within 6" of a Heavy Mortar are slain, it immediately shuts down and is removed from play.

Artillery Battery: A Heavy Mortar Battery and its Guardsmen Crew must be deployed as a single group within 3" of each other, and must remain within this distance throughout the battle, but are otherwise treated as separate units. The Guardsmen Crew may only be chosen as a target in the Shooting phase if they are the closest visible unit to the model that is shooting.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield, and before any embarked models disembark. On a 6+ it explodes, and each unit within 6" suffers 1 mortal wound.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

(HEAVY MORTAR): VEHICLE, ARTILLERY, HEAVY MORTAR
(GUARDSMEN CREW): INFANTRY, GUARDSMEN CREW

HEAVY QUAD LAUNCHER BATTERY

3 POWER

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

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

- Each Heavy Quad Launcher is equipped with a heavy quad launcher.
- Each Guardsmen Crew is equipped with a lasgun and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy quad launcher	48"	Heavy 4D6	5	0	1	This weapon can target units that are not visible to the bearer.
Lasgun	24"	Rapid Fire 1	3	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–

WARGEAR OPTIONS

- None.

ABILITIES

Artillery: A Heavy Quad Launcher can only fire its ranged weapon if a friendly **<REGIMENT>** Guardsmen Crew is within 3". A single Guardsmen Crew model cannot operate multiple Heavy Quad Launchers in this way in a single turn. If all of the Guardsmen Crew within 6" of a Heavy Quad Launcher are slain, it immediately shuts down and is removed from play.

Artillery Battery: A Heavy Quad Launcher Battery and its Guardsmen Crew must be deployed as a single group within 3" of each other, and must remain within this distance throughout the battle, but are otherwise treated as separate units. The Guardsmen Crew may only be chosen as a target in the Shooting phase if they are the closest visible unit to the model that is shooting.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield, and before any embarked models disembark. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

(HEAVY QUAD LAUNCHER): VEHICLE, ARTILLERY, HEAVY QUAD LAUNCHER
(GUARDSMEN CREW): INFANTRY, GUARDSMEN CREW

HYDRA BATTERY

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hydra Platform	**0"**	**-**	**4+**	**4**	**7**	**7**	**-**	**7**	**4+**

This unit contains 1 Hydra Platform. It can include 1 additional Hydra Platform (**Power Rating +4**) or 2 additional Hydra Platforms (**Power Rating +8**). Each Hydra Platform is equipped with a Hydra quad autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hydra quad autocannon	72"	Heavy 8	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.

WARGEAR OPTIONS

- None.

ABILITIES

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

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.

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if there are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, ARTILLERY, HYDRA BATTERY

LEMAN RUSS ANNIHILATOR

11 POWER

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

This unit contains 1 Leman Russ Annihilator. It can include 1 additional Leman Russ Annihilator (**Power Rating +11**) or 2 additional Leman Russ Annihilators (**Power Rating +22**).
Each Leman Russ Annihilator is equipped with a twin lascannon and a heavy bolter.

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	–
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma cannon	When attacking with this weapon, choose one of the profiles below:					
- Standard	36"	Heavy D3	7	-3	1	–
- Supercharged	48"	Heavy 2	8	-3	2	On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved.
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–

WARGEAR OPTIONS

- Any model may replace its heavy bolter with a heavy flamer or a lascannon.
- Any model may take two heavy bolters, two heavy flamers, two multi-meltas or two plasma cannon.
- Any model may take a hunter-killer missile.
- Any model may take a storm bolter or a heavy stubber.

ABILITIES

Emergency Plasma Vents: If this model fires a supercharged plasma cannon, and you roll one or more hit rolls of 1, it is not automatically destroyed. Instead, it suffers 6 mortal wounds and cannot fire any plasma cannon for the rest of the battle.

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.

Grinding Advance: This model does not suffer the penalty to its twin lascannon hit rolls for shooting a Heavy weapon on a turn in which it has moved.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

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

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, LEMAN RUSS, LEMAN RUSS ANNIHILATOR

LEMAN RUSS CONQUEROR

11 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Leman Russ Conqueror	*	6+	*	7	8	12	*	7	3+

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

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Co-axial storm bolter	24"	Rapid Fire 2	4	0	1	–
Conqueror battle cannon	48"	Heavy D6	8	-2	D3	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	–
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma cannon	When attacking with this weapon, choose one of the profiles below:					
- Standard	36"	Heavy D3	7	-3	1	–
- Supercharged	48"	Heavy 2	8	-3	2	On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved.
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- Any model may replace its heavy bolter with a heavy flamer or a lascannon.
- Any model may take two heavy bolters, two heavy flamers, two multi-meltas or two plasma cannon.
- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

ABILITIES

Co-axial weapon: If during the same Shooting phase this model fires its Conqueror battle cannon at the same target as its co-axial storm bolter, it may re-roll any hit rolls with its Conqueror battle cannon.

Emergency Plasma Vents: If this model fires a supercharged plasma cannon, and you roll one or more hit rolls of 1, it is not automatically destroyed. Instead, it suffers 6 mortal wounds and cannot fire any plasma cannon for the rest of the battle.

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.

Grinding Advance: This model does not suffer the penalty to its Conqueror battle cannon hit rolls for shooting a Heavy weapon on a turn in which it has moved.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

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

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, LEMAN RUSS, LEMAN RUSS CONQUEROR

LEMAN RUSS STYGIES VANQUISHER

11 POWER

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

DAMAGE

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

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Co-axial storm bolter	24"	Rapid Fire 2	4	0	1	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	–
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma cannon	When attacking with this weapon, choose one of the profiles below:					
– Standard	36"	Heavy D3	7	-3	1	–
– Supercharged	48"	Heavy 2	8	-3	2	On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved.
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Stygies Vanquisher battle cannon	72"	Heavy 1	8	-3	D6	If this model did not move this turn, add 1 to all hit rolls with this weapon during the Shooting phase. Roll two dice when inflicting damage with this weapon and discard the lowest result.

WARGEAR OPTIONS

- Any model may replace its heavy bolter with a heavy flamer or a lascannon.
- Any model may take two heavy bolters, two heavy flamers, two multi-meltas or two plasma cannon.
- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

ABILITIES

Co-axial weapon: If during the same Shooting phase this model fires its Stygies Vanquisher battle cannon at the same target as its co-axial storm bolter, it may re-roll any hit rolls with its Stygies Vanquisher battle cannon.

Emergency Plasma Vents: If this model fires a supercharged plasma cannon, and you roll one or more hit rolls of 1, it is not automatically destroyed. Instead, it suffers 6 mortal wounds and cannot fire any plasma cannon for the rest of the battle.

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.

Grinding Advance: This model does not suffer the penalty to its Stygies Vanquisher battle cannon hit rolls for shooting a Heavy weapon on a turn in which it has moved.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

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

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS VEHICLE, LEMAN RUSS, LEMAN RUSS STYGIES VANQUISHER

15 POWER

MALCADOR ANNIHILATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Malcador Annihilator	*	6+	*	7	8	18	*	8	3+

A Malcador Annihilator is a single model equipped with a twin lascannon, a Demolisher cannon and two heavy stubbers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	–
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's type to Heavy D6.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–

WARGEAR OPTIONS

- This model may replace its two heavy stubbers with either two autocannon or two lascannon.
- This model may replace its Demolisher cannon with a lascannon or an autocannon.
- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

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 2D6" suffers D3 mortal wounds.

Grinding Advance: This model does not suffer the penalty to its Demolisher cannon hit rolls for shooting a Heavy weapon on a turn in which it has moved.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, MALCADOR, MALCADOR ANNIHILATOR

DAMAGE

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

REMAINING W	M	BS	A
10-18+	10"	4+	3
5-9	7"	5+	D3
1-4	4"	6+	1

MALCADOR DEFENDER

15 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Malcador Defender	*	6+	*	7	8	18	*	8	3+

A Malcador Defender is a single model equipped with seven heavy bolters and a Demolisher cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	–
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's type to Heavy D6.
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- This model may replace its two side heavy bolters with either two autocannon or two lascannon.
- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

ABILITIES

Defender Protocols: Add 1 to hit rolls for the model when firing Overwatch.

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 2D6" suffers D6 mortal wounds.

Grinding Advance: This model does not suffer the penalty to its Demolisher cannon hit rolls for shooting a Heavy weapon on a turn in which it has moved.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, MALCADOR, MALCADOR DEFENDER

DAMAGE

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

REMAINING W	M	BS	A
10-18+	10"	4+	3
5-9	7"	5+	D3
1-4	4"	6+	1

MALCADOR HEAVY TANK

15 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Malcador Heavy Tank	*	6+	*	7	8	18	*	8	3+

A Malcador Heavy Tank is a single model equipped with a battle cannon, a heavy bolter and two heavy stubbers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	–
Battle cannon	72"	Heavy D6	8	-2	D3	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- This model may replace its two heavy stubbers with either two autocannon or two lascannon.
- This model may replace its heavy bolter with a lascannon or an autocannon.
- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

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 2D6" 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; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, MALCADOR, MALCADOR HEAVY TANK

DAMAGE

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

REMAINING W	M	BS	A
10-18+	10"	4+	3
5-9	7"	5+	D3
1-4	4"	6+	1

MALCADOR INFERNUS

16 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Malcador Infernus	*	6+	*	7	8	18	*	8	3+

A Malcador Infernus is a single model equipped with an inferno gun with flammable fuel and two heavy stubbers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Inferno gun	When attacking with this weapon, use the profile that matches the fuel that the model has:					
‑ Chemical fuel	16"	Heavy 2D6	*	-3	1	This weapon automatically hits its target. In addition, it wounds on a 2+, unless it is targeting a **VEHICLE**, in which case it wounds on a 6+.
‑ Flammable fuel	16"	Heavy 2D6	7	-2	2	This weapon automatically hits its target.
Lascannon	48"	Heavy 1	9	-3	D6	–

WARGEAR OPTIONS

- This model may swap its inferno gun's flammable fuel for chemical fuel.
- This model may replace its two heavy stubbers with either two autocannon, two heavy bolters, two heavy flamers or two lascannon.
- This model may take a hunter-killer missile.
- This model may take a heavy stubber.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

Titanic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 4+ it explodes, and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, MALCADOR, MALCADOR INFERNUS

DAMAGE

Some of a Malcador Infernus' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
10-18+	10"	4+	3
5-9	7"	5+	D3
1-4	4"	6+	1

MANTICORE BATTERY

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Manticore Platform	**0"**	**-**	**4+**	**4**	**7**	**7**	**-**	**7**	**4+**

This unit contains 1 Manticore Platform. It can include 1 additional Manticore Platform (**Power Rating +4**) or 2 additional Manticore Platforms (**Power Rating +8**). Each Manticore Platform is equipped with four Manticore missiles.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Manticore missile	300"	Heavy D6	9	-3	D6	Each Manticore missile can only be fired once per battle.
Sky eagle rocket	120"	Heavy 1	9	-3	D6	Each sky eagle rocket can only be fired once per battle. Add 1 to all hit rolls made for this weapon against targets that can **FLY**. When attacking a model that can **FLY**, this model can re-roll failed hit rolls with this weapon.

WARGEAR OPTIONS
- Any model may replace its four Manticore missiles with four sky eagle rockets.

ABILITIES

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

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.

FACTION KEYWORDS
IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS
VEHICLE, ARTILLERY, MANTICORE BATTERY

MEDUSA CARRIAGE BATTERY

4 POWER

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24"	Rapid Fire 1	3	0	1	–
Medusa siege gun	When attacking with this weapon, choose one of the profiles below:					
– Standard shells	36"	Heavy D6	10	-3	D3	This weapon can target units that are not visible to the bearer.
– Breacher shells	48"	Heavy D6	10	-3	D3	When attacking a **BUILDING**, increase this weapon's Damage characteristic to D6.
Frag grenade	6"	Grenade D6	3	0	1	–

WARGEAR OPTIONS
- None.

ABILITIES

Artillery: A Medusa Carriage can only fire its ranged weapon if a friendly **<REGIMENT>** Guardsmen Crew is within 3". A single Guardsmen Crew model cannot operate multiple Medusa Carriages in this way in a single turn. If all of the Guardsmen Crew within 6" of a Medusa Carriage are slain, it immediately shuts down and is removed from play.

Artillery Battery: A Medusa Carriage Battery and its Guardsmen Crew must be deployed as a single group within 3" of each other, and must remain within this distance throughout the battle, but are otherwise treated as separate units. The Guardsmen Crew may only be chosen as a target in the Shooting phase if they are the closest visible unit to the model that is shooting.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield, and before any embarked models disembark. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS
IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS
(MEDUSA CARRIAGE): VEHICLE, ARTILLERY, MEDUSA CARRIAGE
(GUARDSMEN CREW): INFANTRY, GUARDSMEN CREW

RAPIER LASER DESTROYER

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rapier Laser Destroyer	**3"**	**6+**	**4+**	**3**	**5**	**3**	**1**	**7**	**3+**
Guardsmen Crew	**6"**	**3+**	**4+**	**4**	**4**	**1**	**1**	**7**	**3+**

This unit contains one Rapier Laser Destroyer and two Guardsmen Crew.
- The Rapier Laser Destroyer is equipped with a laser destroyer.
- Each Guardsmen Crew is equipped with a lasgun and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's Damage is increased to 2D6. On a result of a '6', the weapon's Damage is increased to 3D6.
Lasgun	24"	Rapid Fire 1	3	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–

WARGEAR OPTIONS
- None.

ABILITIES

Imperial Guard Crew: A Rapier Laser Destroyer and its Guardsmen Crew must be deployed as a single group within 3" of each other, and must remain within this distance throughout the battle, but are otherwise treated as separate units. The Guardsmen Crew may only be chosen as a target in the Shooting phase if they are the closest visible unit to the model that is shooting.

Artillery: The Rapier Laser Destroyer can only fire its weapon if at least one of the Imperial Guard Crew it was deployed with is within 3". If both of the Imperial Guard Crew the Rapier Laser Destroyer was deployed with are slain, the Rapier Laser Destroyer is also removed as slain.

Explodes (Rapier Carrier only): 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 a single mortal wound.

FACTION KEYWORDS
IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS
(RAPIER CARRIER): VEHICLE, ARTILLERY, RAPIER LASER DESTROYER
(IMPERIAL GUARD CREW): INFANTRY, IMPERIAL GUARD CREW

SABRE WEAPONS BATTERY

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sabre Gun Platform	**0"**	**-**	**4+**	**4**	**4**	**3**	**-**	**7**	**4+**

This unit contains 1 Sabre Gun Platform. It can include 1 additional Sabre Gun Platform (**Power Rating +3**) or 2 additional Sabre Gun Platforms (**Power Rating +6**). Each Sabre Gun Platform is equipped with a twin heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin autocannon	48"	Heavy 4	7	-1	2	–
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin heavy stubber	36"	Heavy 6	4	0	1	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–

WARGEAR OPTIONS
- Any model may replace its twin heavy bolter with a twin lascannon, twin autocannon, a twin heavy stubber or a defence searchlight.

ABILITIES

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

Defence Searchlight: If this model has a defence searchlight, at the start of each Shooting phase it may select a single enemy model within 48" and line of sight. One friendly **<REGIMENT>** unit that attacks the chosen unit, adds 1 to any hit rolls until the end of the Shooting phase.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield, and before any embarked models disembark. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.

Skyfire: Add 1 to all hit rolls made for this model against targets that can **FLY**. Subtract 1 from the hit rolls made for this model against all other targets.

FACTION KEYWORDS
IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS
VEHICLE, ARTILLERY, SABRE WEAPONS BATTERY

SENTINEL POWERLIFTERS

2 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sentinel Powerlifter	**9"**	**4+**	**4+**	**5**	**5**	**6**	**3**	**7**	**4+**

This unit contains 1 Sentinel Powerlifter. It can include 1 additional Sentinel Powerlifter (**Power Rating +2**) or 2 additional Sentinel Powerlifters (**Power Rating +4**). Each Sentinel Powerlifter is equipped with a powerlifter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Powerlifter	Melee	Melee	x2	-2	D3	–

WARGEAR OPTIONS
- None.

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 3" suffers 1 mortal wound.

Scout Vehicle: At the start of the first battle round but before the first turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS VEHICLE, SENTINEL POWERLIFTERS

STYGIES DESTROYER TANK HUNTER

12 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stygies Destroyer Tank Hunter	*	**6+**	*	**7**	**8**	**13**	*	**7**	**3+**

DAMAGE

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

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

This unit contains 1 Stygies Destroyer Tank Hunter. It can include 1 additional Stygies Destroyer Tank Hunter (**Power Rating +12**) or 2 additional Stygies Destroyer Tank Hunters (**Power Rating +24**). Each Stygies Destroyer Tank Hunter is equipped with a heavy laser destroyer array.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy laser destroyer array	60"	Heavy D3	9	-3	D6	–
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS
- Any model may take a hunter-killer missile.
- Any model may take a storm bolter or a heavy stubber.

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 D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

Tank Hunter: If this model attacks a **VEHICLE** with its heavy laser destroyer array, roll two dice when inflicting damage with it and discard the lowest result.

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

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS VEHICLE, STYGIES DESTROYER TANK HUNTER

STYGIES THUNDERER SIEGE TANK

12 POWER

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

DAMAGE

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

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- Any model may take a hunter-killer missile.
- Any model may take a storm bolter or a heavy stubber.

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 D3 mortal wounds.

Grinding Advance: This model does not suffer the penalty to its Demolisher cannon hit rolls for shooting a Heavy weapon on a turn in which it has moved.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

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

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS VEHICLE, STYGIES THUNDERER SIEGE TANK

TARANTULA BATTERY

2 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tarantula Sentry Gun	0"	-	4+	4	5	5	-	7	4+

This unit contains 1 Tarantula Sentry Gun. It can include 1 additional Tarantula Sentry Gun (**Power Rating +2**) or 2 additional Tarantula Sentry Guns (**Power Rating +4**). Each Tarantula Sentry Gun is equipped with a twin heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–

WARGEAR OPTIONS

- Any model may replace its twin heavy bolter with a twin lascannon.

ABILITIES

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

Automated Artillery: If this model has a twin heavy bolter, it will automatically shoot at the nearest enemy **INFANTRY** unit in the Shooting phase within range. If this model has a twin lascannon, it will automatically shoot at the nearest enemy non-**INFANTRY** model in the Shooting phase within range. If there are none of the specified types of unit in range then the closest enemy unit of any kind must be targeted. However, in all cases this model may only target enemy **CHARACTER** models if they are the closest model.

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.

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if there are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model.

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS ARTILLERY, TARANTULA BATTERY

ARKURIAN PATTERN STORMBLADE

28 POWER

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

An Arkurian Pattern Stormblade is a single model equipped with a plasma blastgun, a heavy bolter, two lascannon, two twin heavy bolters and adamantium tracks.

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	–
Plasma blastgun	When attacking with this weapon, choose one of the profiles below:					
- Standard	72"	Heavy 2D6	8	-3	2	–
- Supercharged	96"	Heavy 2D6	9	-3	3	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Adamantium tracks	Melee	Melee	User	-2	D3	–

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

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 2D6" 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; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. It can also still fire its weapons if enemy units are within 1" of it (but only its twin heavy bolters or heavy bolters can target units that are within 1" of it – its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, TITANIC, STORMBLADE, ARKURIAN PATTERN STORMBLADE

ARKURIAN PATTERN STORMHAMMER

27 POWER

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

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

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Co-axial multi-laser	36"	Heavy 3	6	0	1	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	–
Multi-laser	36"	Heavy 3	6	0	1	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Stormhammer cannon	60"	Heavy D6	9	-3	D6	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Re-roll damage rolls of a 1 for this weapon.
Twin battle cannon	72"	Heavy 2D6	8	-2	D3	–
Adamantium tracks	Melee	Melee	User	-2	D3	–

WARGEAR OPTIONS

- This model may replace any of its multi-lasers with any of the following: heavy flamers, heavy bolters or lascannon.
- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

ABILITIES

Co-axial weapon: If during the same Shooting phase this model fires its Stormhammer cannon at the same target as its co-axial multi-laser, it may re-roll any hit rolls with its Stormhammer cannon.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6+ it explodes, and each unit within 2D6" 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; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. It can also still fire its weapons if enemy units are within 1" of it (but only its heavy bolters or heavy flamers can target units that are within 1" of it – its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, TITANIC, STORMHAMMER, ARKURIAN PATTERN STORMHAMMER

ARKURIAN PATTERN STORMSWORD

25 POWER

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

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

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Stormsword siege cannon	36"	Heavy D6	10	-4	D6	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. Re-roll damage rolls of a 1 for this weapon.
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Adamantium tracks	Melee	Melee	User	-2	D3	–

WARGEAR OPTIONS

- This model may take either two sponsons or four sponsons – each sponson is equipped with a lascannon and either a twin heavy bolter or twin heavy flamer.
- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

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 2D6" 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; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. It can also still fire its weapons if enemy units are within 1" of it (but only its twin heavy bolters or twin heavy flamers can target units that are within 1" of it – its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, TITANIC, STORMSWORD, ARKURIAN PATTERN STORMSWORD

CRASSUS ARMOURED ASSAULT VEHICLE

17 POWER

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

A Crassus Armoured Assault Vehicle is a single model equipped with four heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- This model may replace any or all of its heavy bolters with any combination of the following: heavy flamer, autocannon or lascannon.
- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield, and before any embarked models disembark. On a 6+ it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Overdrive: This model may still fire all of its weapons in the Shooting phase even if it Advanced in the preceding Movement phase.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. It can also still fire its weapons if enemy units are within 1" of it (but only its heavy bolters or heavy flamers can target units that are within 1" of it – its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

TRANSPORT

This model can transport 35 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two other models, and each **OGRYN** takes the space of three other models.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, TITANIC, TRANSPORT, CRASSUS ARMOURED ASSAULT VEHICLE

DAMAGE

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

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

DOMINUS ARMOURED SIEGE BOMBARD

19 POWER

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

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

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	–
Dominus triple bombard	When attacking with this weapon, choose one of the profiles below:					
– Mobile	36"	Heavy 2D6	10	-2	D3	This weapon can target units that are not visible to the bearer.
– Stationary	60"	Heavy 3D6	10	-3	D6	This profile may only be chosen if this model did not move in the preceding Movement phase. This weapon can target units that are not visible to the bearer.
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- This model may replace any or all of its heavy bolters with any combination of the following: heavy flamer, autocannon or lascannon.
- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

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 2D6" 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; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. It can also still fire its weapons if enemy units are within 1" of it (but only its heavy bolters or heavy flamers can target units that are within 1" of it – its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, TITANIC, DOMINUS ARMOURED SIEGE BOMBARD

GORGON HEAVY TRANSPORTER

18 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gorgon Heavy Transporter	*	5+	*	9	8	30	*	8	3+

A Gorgon Heavy Transporter is a single model equipped with two Gorgon mortars and two twin heavy stubbers.

DAMAGE

Some of a Gorgon Heavy Transporter's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
14-30+	10"	4+	5
7-13	7"	5+	3
1-6	4"	6+	D3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gorgon mortar	48"	Heavy 2D6	5	-1	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Twin heavy stubber	36"	Heavy 6	4	0	1	–

WARGEAR OPTIONS

- This model may replace both of its Gorgon mortar with either four heavy bolters, four heavy flamers or four heavy stubbers.
- This model may take a hunter-killer missile.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield, and before any embarked models disembark. On a 6+ it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Heavy Armoured Prow: This model has a 5+ invulnerable save against shooting attacks.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. It can also still fire its weapons if enemy units are within 1" of it (but only its heavy bolters or heavy flamers can target units that are within 1" of it – its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

TRANSPORT

This model can transport 50 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two other models, and each **OGRYN** takes the space of three other models.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, TITANIC, TRANSPORT, GORGON HEAVY TRANSPORTER

MACHARIUS HEAVY TANK

22 Power

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

A Macharius Heavy Tank is a single model equipped with a Macharius battle cannon, a twin heavy stubber and two heavy stubbers.

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Macharius battle cannon	72"	Heavy 2D6	8	-2	D6	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Twin heavy stubber	36"	Heavy 6	4	0	1	–

WARGEAR OPTIONS

- This model may replace its two heavy stubbers with either two heavy bolters or two heavy flamers.
- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

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 2D6" 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; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. It can also still fire its weapons if enemy units are within 1" of it (but only its heavy bolters or heavy flamers can target units that are within 1" of it – its other guns must target other units). In addition this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, TITANIC, MACHARIUS, MACHARIUS HEAVY TANK

MACHARIUS OMEGA

22 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Macharius Omega	*	5+	*	8	8	22	*	8	3+

A Macharius Omega is a single model equipped with an Omega pattern plasma blastgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Omega pattern plasma blastgun	When attacking with this weapon, choose one of the profiles below:					
– Pulsed bolts	60"	Heavy 2D6	8	-3	2	–
– Maximal bolts	60"	Heavy 2D6	9	-3	3	For each hit roll of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- This model may take either two autocannon, two heavy bolters or two heavy flamers.
- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

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 2D6" 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; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. It can also still fire its weapons if enemy units are within 1" of it (but only its heavy bolters or heavy flamers can target units that are within 1" of it – its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, TITANIC, MACHARIUS, MACHARIUS OMEGA

DAMAGE

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

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

MACHARIUS VANQUISHER

22 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Macharius Vanquisher	*	5+	*	8	8	22	*	8	3+

A Macharius Vanquisher is a single model equipped with a Macharius vanquisher cannon, a twin heavy stubber and two heavy stubbers.

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Macharius vanquisher cannon	When attacking with this weapon, choose one of the profiles below:					
– Blast shells	72"	Heavy 2D6	8	-2	D3	–
– Armour piercing shells	72"	Heavy 2	9	-3	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Twin heavy stubber	36"	Heavy 6	4	0	1	–

WARGEAR OPTIONS

- This model may replace its two heavy stubbers with either two heavy bolters or two heavy flamers.
- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

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 2D6" 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; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. It can also still fire its weapons if enemy units are within 1" of it (but only its heavy bolters or heavy flamers can target units that are within 1" of it – its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, TITANIC, MACHARIUS, MACHARIUS VANQUISHER

MACHARIUS VULCAN

24 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Macharius Vulcan	*	5+	*	8	8	22	*	8	3+

A Macharius Vulcan is a single model equipped with a Macharius vulcan mega-bolter, a twin heavy stubber and two heavy stubbers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Macharius vulcan mega-bolter	60"	Heavy 15	6	-2	2	If this model does not move during the Movement phase, in the preceding Shooting phase, change this weapon's Type to Heavy 30 until the end of the turn.
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Twin heavy stubber	36"	Heavy 6	4	0	1	–

WARGEAR OPTIONS

- This model may replace its two heavy stubbers with either two heavy bolters or two heavy flamers.
- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

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 2D6" 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; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. It can also still fire its weapons if enemy units are within 1" of it (but only its heavy bolters or heavy flamers can target units that are within 1" of it – its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, TITANIC, MACHARIUS, MACHARIUS VULCAN

DAMAGE

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

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

MARAUDER BOMBER

22 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Marauder Bomber	*	**6+**	*	**7**	**7**	**20**	**3**	**7**	**3+**

A Marauder Bomber is a single model equipped with a twin lascannon, two twin heavy bolters and a cluster of heavy bombs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–

WARGEAR OPTIONS

- This model may replace its cluster of heavy bombs for a cluster of hellstorm bombs.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D6 mortal wounds.

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

†**Heavy Bombs:** On three separate turns during the battle, a Marauder Bomber equipped with heavy bombs can make a bombing run against a single enemy unit it moves over during one of its Movement phases. After the Marauder Bomber has moved, pick an enemy unit that it flew over, then roll 3D6 for each **VEHICLE** or **MONSTER** in the unit or a single D6 for every other model in the unit, up to a maximum of 12D6. For every roll of a 4+, the unit suffers a mortal wound.

†**Hellstorm Bombs:** On three separate turns during the battle, a Marauder Bomber equipped with hellstorm bombs can make a bombing run against a single enemy unit it moves over during one of its Movement phases. After the Marauder Bomber has moved, pick an enemy unit that it flew over, then roll 2D6 for each **VEHICLE** or **MONSTER** in the unit or a single D6 for every other model in the unit, up to a maximum of 10D6. For every roll of a 3+, the unit suffers a mortal wound.

†*Note that a Marauder Bomber will only have one of these abilities, which should be noted before the game begins.*

Sky Fortress: This model does not suffer the penalty for shooting Heavy weapons on a turn in which it has moved.

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, AERONAUTICA IMPERIALIS

KEYWORDS VEHICLE, TITANIC, FLY, MARAUDER, MARAUDER BOMBER

DAMAGE

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

REMAINING W	M	BS
11-20+	20"-45"	4+
5-10	20"-30"	5+
1-4	20"	5+

MARAUDER DESTROYER

22 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Marauder Destroyer	*	**6+**	*	**7**	**7**	**20**	**3**	**7**	**3+**

A Marauder Destroyer is a single model equipped with three twin autocannon, a twin assault cannon, a twin heavy bolter and a cluster of heavy bombs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Twin assault cannon	24"	Heavy 12	6	-1	1	–
Twin autocannon	48"	Heavy 4	7	-1	2	–
Twin heavy bolter	36"	Heavy 6	5	-1	1	–

WARGEAR OPTIONS

- This model may take eight hellstrike missiles.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D6 mortal wounds.

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

Heavy Bombs: Once per battle, a Marauder Destroyer equipped with heavy bombs can make a bombing run against a single enemy unit it moves over during one of its Movement phases. After the Marauder Destroyer has moved, pick an enemy unit that it flew over, then roll 3D6 for each **VEHICLE** or **MONSTER** in the unit or a single D6 for every other model in the unit, up to a maximum of 12D6. For every roll of a 4+, the unit suffers a mortal wound.

Sky Fortress: This model does not suffer the penalty for shooting Heavy weapons on a turn in which it has moved.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, AERONAUTICA IMPERIALIS

KEYWORDS

VEHICLE, TITANIC, FLY, MARAUDER, MARAUDER DESTROYER

DAMAGE

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

REMAINING W	M	BS
11-20+	20"-45"	4+
5-10	20"-30"	5+
1-4	20"	5+

MINOTAUR ARTILLERY TANK

18 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Minotaur Artillery Tank	*	5+	*	8	8	22	*	8	3+

A Minotaur Artillery Tank is a single model equipped with a twin earthshaker cannon and two heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Twin earthshaker cannon	240"	Heavy 2D6	9	-2	D3	Roll four dice for the number of attacks when firing this weapon and discard the two lowest results. This weapon can target units that are not visible to the bearer.

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

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 2D6" suffers D6 mortal wounds.

Heavy Armoured Front: This model has a 5+ invulnerable save against shooting attacks.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. It can also still fire its weapons if enemy units are within 1" of it (but only its heavy bolters can target units that are within 1" of it – its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, TITANIC, MINOTAUR ARTILLERY TANK

DAMAGE

Some of a Minotaur Artillery Tank's characteristics change as it suffers damage in battle, as shown below:

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

PRAETOR ARMOURED ASSAULT LAUNCHER

19 POWER

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

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

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	–
Praetor launcher	When attacking with this weapon, choose one of the profiles below:					
- Foehammer	12"-120"	Heavy 2D6	8	-2	D6	–
- Firestorm	12"-120"	Heavy 2D6	6	-2	2	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
- Pilum	72"	Heavy D6	8	-2	D6	This model may add 1 to all hit rolls when attacking a model with the **FLY** keyword.
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- This model may replace any or all of its heavy bolters with any combination of the following: heavy flamer, autocannon or lascannon.
- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

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 2D6" 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; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. It can also still fire its weapons if enemy units are within 1" of it (but only its heavy bolters or heavy flamers can target units that are within 1" of it – its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, TITANIC, PRAETOR ARMOURED ASSAULT LAUNCHER

VALDOR TANK HUNTER

18 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Valdor Tank Hunter	*	6+	*	7	8	20	*	8	3+

A Valdor Tank Hunter is a single model equipped with a neutron laser projector and a heavy stubber.

DAMAGE

Some of a Valdor Tank Hunter's characteristics change as it suffers damage in battle, as shown below:

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	–
Neutron laser projector	72"	Heavy 2D3	14	-4	D6	Any **VEHICLE** which suffers wounds from this weapon but is not slain must subtract 1 from its Shooting hit roll until the end of its controlling player's next turn.
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- This model may replace its heavy stubber with either an autocannon, a heavy bolter, a heavy flamer or a lascannon.
- This model may take a hunter-killer missile.
- This model may take a storm bolter or a heavy stubber.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. It can also still fire its weapons if enemy units are within 1" of it (but only its heavy bolters or heavy flamers can target units that are within 1" of it – its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Tank Hunter: If this model attacks a **VEHICLE** with its neutron laser projector, roll two dice when inflicting damage with it and discard the lowest result.

Unstable Reactor: If this model is reduced to 0 wounds, roll a dice. On a 2+ it explodes, and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

KEYWORDS

VEHICLE, TITANIC, VALDOR TANK HUNTER

AQUILA LANDER

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Aquila Lander	*	**6+**	*	**6**	**7**	**12**	**2**	**7**	**3+**

An Aquila Lander is a single model equipped with a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Multi-laser	36"	Heavy 3	6	0	1	–

WARGEAR OPTIONS

- This model may replace its heavy bolter with either an autocannon or a multi-laser.

ABILITIES

Aerial Assault: During deployment, you can set this unit up in the sky instead of placing it on the battlefield. At the end of any of your Movement phases, this unit may fly into battle – set it up anywhere on the battlefield that is more than 9" away from enemy models.

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6, it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.

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

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

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.

TRANSPORT

This model can transport 7 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two other models. This model may not transport **OGRYNS**.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, AERONAUTICA IMPERIALIS

KEYWORDS

VEHICLE, FLY, TRANSPORT, AQUILA LANDER

DAMAGE

Some of an Aquila Lander's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS
5-12+	20"-45"	4+
3-4	20"-30"	5+
1-2	20"	6+

ARVUS LIGHTER

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Arvus Lighter	**20"-30"**	**6+**	**4+**	**6**	**6**	**8**	**1**	**7**	**3+**

This unit contains 1 Arvus Lighter. It can include 1 additional Arvus Lighter (**Power Rating +6**) or 2 additional Arvus Lighters (**Power Rating +12**). Each Arvus Lighter is equipped with no weaponry.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Twin autocannon	48"	Heavy 4	7	-1	2	–
Twin heavy stubber	36"	Heavy 6	4	0	1	–
Twin multi-laser	36"	Heavy 6	6	0	1	–

WARGEAR OPTIONS

- Any model may take one of the following: twin multi-laser, twin autocannon, two twin heavy stubbers or two hellstrike missiles.

ABILITIES

Aerial Assault: During deployment, you can set this unit up in the skies instead of placing it on the battlefield. At the end of any of your Movement phases, this unit may fly into battle – set it up anywhere on the battlefield that is more than 9" away from enemy models.

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.

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

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

Repair: At the end of this model's movement, roll a D6. On a roll of a 6, it immediately regains a lost wound.

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

TRANSPORT

This model can transport 12 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two other models. This model may not transport **OGRYNS**.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, AERONAUTICA IMPERIALIS

KEYWORDS

VEHICLE, FLY, TRANSPORT, ARVUS LIGHTER

AVENGER STRIKE FIGHTER

14 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Avenger Strike Fighter	*	**6+**	*	**7**	**7**	**14**	**3**	**7**	**3+**

An Avenger Strike Fighter is a single model equipped with an avenger bolt cannon, two lascannon and a defensive heavy stubber.

DAMAGE

Some of an Avenger Strike Fighter's characteristics change as it suffers damage in battle, as shown below:

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	–
Avenger bolt cannon	36"	Heavy 8	6	-2	1	–
Defensive heavy stubber	8"	Heavy 3	4	0	1	Add 1 to all hit rolls made for this weapon against targets that can **FLY**.
Hellfury missile	72"	Heavy 2D6	4	0	1	–
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Lascannon	48"	Heavy 1	9	-3	D6	–
Missile launcher	When attacking with this weapon, choose one of the profiles below:					
- Frag missile	48"	Heavy D6	4	0	1	–
- Krak missile	48"	Heavy 1	8	-2	D6	–
Multi-laser	36"	Heavy 3	6	0	1	–

WARGEAR OPTIONS

- This model may take one of the following options: tactical bombs, two hellstrike missiles, two hellfury missiles, two missile launchers, two autocannon, two multi-lasers.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.

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

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

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

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, AERONAUTICA IMPERIALIS

KEYWORDS

VEHICLE, FLY, AVENGER STRIKE FIGHTER

LIGHTNING STRIKE FIGHTER

14 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lightning Strike Fighter	*	6+	*	7	7	14	3	7	3+

A Lightning Strike Fighter is a single model equipped with a long-barrelled autocannon and a twin lascannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellfury missile	72"	Heavy 2D6	4	0	1	–
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Long-barrelled autocannon	72"	Heavy 2	7	-1	D3	–
Skystrike missile	60"	Heavy 1	7	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Twin lascannon	48"	Heavy 2	9	-3	D6	–

WARGEAR OPTIONS

- This model may take one of the following options: tactical bombs, four hellstrike missiles, four hellfury missiles, six skystrike missiles.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.

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

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

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

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, AERONAUTICA IMPERIALIS

KEYWORDS VEHICLE, FLY, LIGHTNING STRIKE FIGHTER

DAMAGE

Some of a Lightning Strike Fighter's characteristics change as it suffers damage in battle, as shown below:

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

THUNDERBOLT HEAVY FIGHTER

15 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thunderbolt Heavy Fighter	*	**6+**	*	**7**	**7**	**15**	**3**	**7**	**3+**

A Thunderbolt Heavy Fighter is a single model equipped with two twin autocannon and a twin lascannon.

DAMAGE

Some of a Thunderbolt Heavy Fighter's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS
7-15+	20"-45"	3+
4-6	20"-30"	4+
1-3	20"	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Skystrike missile	60"	Heavy 1	7	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Twin autocannon	48"	Heavy 4	7	-1	2	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–

WARGEAR OPTIONS

- This model may take one of the following options: tactical bombs, four hellstrike missiles, six skystrike missiles.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.

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

Repair: At the end of each of the Thunderbolt Heavy Fighter's Shooting phases, roll a dice. On a 6+, it immediately regains a single wound lost earlier in the battle.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

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

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, AERONAUTICA IMPERIALIS

KEYWORDS

VEHICLE, FLY, THUNDERBOLT HEAVY FIGHTER

VENDETTA GUNSHIP

11 POWER

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

This unit contains 1 Vendetta Gunship. It can include 1 additional Vendetta Gunship (**Power Rating +11**) or 2 additional Vendetta Gunships (**Power Rating +22**).
Each Vendetta Gunship is equipped with three twin lascannon.

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	–
Hellfury missile	72"	Heavy 2D6	4	0	1	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–

WARGEAR OPTIONS

- Any model may take two heavy bolters.
- Any model may replace two of its twin lascannon with two hellfury missiles.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6, it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.

Grav-chute Insertion: Models may disembark from this vehicle at any point during its move, but if the Vendetta Gunship has moved more than 20", you must roll a D6 for each model disembarking. On a 1, that model is slain. Models that disembark in this manner must be set up more than 9" from any enemy models.

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

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

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.

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

TRANSPORT

This model can transport 12 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two other models. This model may not transport **OGRYNS**.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, AERONAUTICA IMPERIALIS

KEYWORDS

VEHICLE, FLY, TRANSPORT, VENDETTA GUNSHIP

VULTURE GUNSHIP

11 POWER

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

This unit contains 1 Vulture Gunship. It can include 1 additional Vulture Gunship (**Power Rating +11**) or 2 additional Vulture Gunships (**Power Rating +22**). Each Vulture Gunship is equipped with a heavy bolter, a twin multi-laser and two hellstrike missiles.

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	–
Hellfury missile	72"	Heavy 2D6	4	0	1	–
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Multiple rocket pod	72"	Heavy D6	5	-1	1	–
Skystrike missile	60"	Heavy 1	7	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Twin autocannon	48"	Heavy 4	7	-1	2	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Twin multi-laser	36"	Heavy 6	6	0	1	–
Twin punisher gatling cannon	24"	Heavy 40	5	0	1	–

WARGEAR OPTIONS

- Any model may replace its two hellstrike missiles with one of the following: tactical bombs, two hellfury missiles, six skystrike missiles, six hunter-killer missiles, two multiple rocket pods.
- Any model may replace its twin multi-laser with one of the following: twin autocannon, twin lascannon, two multiple rocket pods.
- Any model may replace its twin multi-laser and all hellstrike missiles for a twin punisher gatling cannon.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.

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

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

Strafing Run: Add 1 to hit rolls against units that do not have the **FLY** keyword.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

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

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

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, AERONAUTICA IMPERIALIS

KEYWORDS

VEHICLE, FLY, VULTURE GUNSHIP

IMPERIAL FORTRESS WALLS

40 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Imperial Fortress Wall	-	-	4+	-	10	40	-	-	2+

An Imperial Fortress Wall is a single model made up of a Gate, two Gate Towers, two Wall Sections and two Towers.
- Each Gate Tower is equipped with a twin heavy bolter.
- Each Tower is equipped with a twin long-barrelled autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin long-barrelled autocannon	72"	Heavy 4	7	-1	D3	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–

WARGEAR OPTIONS
- Any Gate Tower may replace its twin heavy bolter with a twin lascannon.
- Any Tower may take either a twin heavy bolter or a twin lascannon.

ABILITIES

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if there are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model.

Mighty Bulwark: Each unit that is embarked on this model may both shoot as if it were in the open and also be shot at as if it were in the open. Models embarked on this model have a 4+ invulnerable save. Place the embarked unit on the battlements to show where they are.

Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 3D6" suffers D6 mortal wounds.

Designer's Note: *If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether its reactor explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot, etc.*

You may have an Imperial Fortress Wall that comprises an extra number of walls, towers, gates, etc. When this is the case, for each other section that you have, add 5 to the Imperial Fortress Wall's Wounds value and add +5 to its Power Rating. Each Gate Section must have a Gate Tower Section at either end. You may never have more Tower Sections than Wall Sections.

TRANSPORT
- Each Wall Section can transport any number of **INFANTRY CHARACTERS** and one other **INFANTRY** unit, up to a maximum of 20 models.
- Each Gate Section can transport any number of **INFANTRY CHARACTERS** and one other **INFANTRY** unit, up to a maximum of 20 models.

FACTION KEYWORDS UNALIGNED

KEYWORDS BUILDING, VEHICLE, TRANSPORT, IMPERIAL FORTRESS WALLS

PRIMARIS REDOUBT

20 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Redoubt	-	-	**4+**	-	**8**	**20**	-	-	**3+**

A Primaris Redoubt is a single model equipped with a dual turbo-laser destructor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Air defence missiles	48"	Heavy D3	8	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Battle cannon	72"	Heavy D6	8	-2	D3	–
Dual turbo-laser destructor	96"	Macro 2D3	16	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Heavy bolter	36"	Heavy 3	5	-1	1	–
Icarus lascannon	96"	Heavy D6	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Icarus quad lascannon	96"	Heavy 4D6	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
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.
Quad-gun	48"	Heavy 8	7	-1	1	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Whirlwind castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units that are not visible to the bearer.
Whirlwind vengeance launcher	72"	Heavy 2D3	7	-1	2	This weapon can target units that are not visible to the bearer.

WARGEAR OPTIONS

- This model may take one of the following: air defence missiles, battle cannon, Icarus lascannon, Icarus quad lascannon, multi-melta, quad gun, twin heavy bolter, twin heavy flamer, twin lascannon, Whirlwind castellan launcher, Whirlwind vengeance launcher.
- This model may take up to four heavy bolters.

ABILITIES

Battle Crew: You may add 1 to this model's hit rolls when making shooting attacks against models with the **TITANIC** keyword.

Force Dome: This model has a 5+ invulnerable save.

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if there are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model.

Reactor Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 its reactor explodes, and each unit within 2D6" suffers D6 mortal wounds.

Designer's Note: *If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether its reactor explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot, etc.*

TRANSPORT

This model can transport any number of **INFANTRY CHARACTERS** and one other **INFANTRY** unit, up to a maximum of 20 models.

FACTION KEYWORDS

UNALIGNED

KEYWORDS

BUILDING, VEHICLE, TRANSPORT, PRIMARIS REDOUBT

DEATH KORPS OF KRIEG

DEATH KORPS OF KRIEG ARMY LIST

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

- **MASTER OF ORDNANCE**
  Warhammer 40,000 – Index: Imperium 2
- **RAPIER LASER DESTROYER BATTERY**
  Imperial Armour – Index: Forces of the Astra Militarum
- **HYDRAS**
  Warhammer 40,000 – Index: Imperium 2
- **TANK COMMANDER**
  Warhammer 40,000 – Index: Imperium 2
- **GRIFFON MORTAR CARRIER**
  Imperial Armour – Index: Forces of the Astra Militarum
- **HADES BREACHING DRILL SQUADRON**
  Imperial Armour – Index: Forces of the Astra Militarum
- **HELLHOUNDS**
  Warhammer 40,000 – Index: Imperium 2
- **SALAMANDER SCOUT TANK**
  Imperial Armour – Index: Forces of the Astra Militarum
- **STYGIES THUNDERER SIEGE TANK**
  Imperial Armour – Index: Forces of the Astra Militarum
- **BASILISKS**
  Warhammer 40,000 – Index: Imperium 2
- **ARMAGEDDON PATTERN MEDUSA**
  Imperial Armour – Index: Forces of the Astra Militarum
- **COLOSSUS BOMBARD**
  Imperial Armour – Index: Forces of the Astra Militarum
- **QUAD LAUNCHER BATTERY**
  Imperial Armour – Index: Forces of the Astra Militarum
- **HEAVY MORTAR BATTERY**
  Imperial Armour – Index: Forces of the Astra Militarum

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

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

ABILITIES

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

Cult of Sacrifice

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

Voice of Command

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

DEATH KORPS OF KRIEG ORDERS
ORDER
Duty unto death! Any **INFANTRY** or **CAVALRY** model in the unit that is killed in the Fight phase immediately makes a single attack.
Without Mercy All lasguns and all hot-shot lasguns in the ordered unit change their Type to Pistol 2 until the end of the turn.
Bring it Down! Re-roll wound rolls of 1 for all the models in the ordered unit until the end of the phase.
Forwards, for the Emperor! The ordered unit can shoot this phase even if it Advanced in its Movement phase.
Get Back in the Fight! The ordered unit can shoot this phase even if it Fell Back in its Movement phase.
Move! Move! Move! Instead of shooting this phase, the ordered unit immediately moves as if it were the Movement phase. It must Advance as part of this move, and cannot declare a charge during this turn.
Fix Bayonets! This order can only be issued to units that are within 1" of an enemy unit. The ordered unit immediately fights as if it were the Fight phase.

WARGEAR

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

Ranged Weapons

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

Special Weapons

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

Heavy Weapons

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

Melee Weapons

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

DEATH KORPS MARSHAL KARIS VENNER

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Marshal Karis Venner	**6"**	**3+**	**3+**	**3**	**3**	**4**	**3**	**9**	**4+**

Marshal Karis Venner is a single model armed with a hot-shot laspistol, power sword, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hot-shot laspistol	6"	Pistol 1	3	-2	1	–
Power sword	Melee	Melee	User	-3	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

The Cult of Sacrifice: See page 56.

Voice of Command: See page 56.

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

Implacable Officer: This model may use the Voice of Command ability three times in each of your turns. Resolve the effects of the first order before attempting the second order, and so on.

Commander-in-Chief: Friendly units within 12" of Marshal Karis Venner must use his Leadership value unless their own is higher.

Momento Mori: Whenever Marshal Karis Venner suffers wounds from a weapon which does multiple wounds (eg, D3, D6, etc), the roll is always a 1.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG

KEYWORDS

CHARACTER, INFANTRY, OFFICER, DEATH KORPS MARSHAL KARIS VENNER

DEATH KORPS MARSHAL

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Korps Marshal	**6"**	**3+**	**3+**	**3**	**3**	**4**	**3**	**8**	**4+**

A Death Korps Marshal is a single model armed with a laspistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- This model may replace its laspistol with an item from the *Death Korps of Krieg Ranged Weapons* list.
- This model may choose a single item from the *Death Korps of Krieg Melee Weapons* list.
- This model may take a Momento Mori.

ABILITIES

The Cult of Sacrifice: See page 56.

Voice of Command: See page 56.

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

Senior Officer: This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before attempting the second order.

Momento Mori: Whenever the bearer of the Momento Mori suffers wounds from a weapon which does multiple wounds, the roll is always a 1.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG

KEYWORDS

CHARACTER, INFANTRY, OFFICER, DEATH KORPS MARSHAL

DEATH KORPS FIELD OFFICER

2 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Korps Field Officer	**6"**	**3+**	**3+**	**3**	**3**	**3**	**3**	**8**	**4+**

A Death Korps Field Officer is a single model armed with a laspistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- This model may replace its laspistol with an item from the *Death Korps of Krieg Ranged Weapons* list.
- This model may choose a single item from the *Death Korps of Krieg Melee Weapons* list.

ABILITIES

The Cult of Sacrifice: See page 56.

Voice of Command: See page 56.

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

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG

KEYWORDS CHARACTER, INFANTRY, OFFICER, DEATH KORPS FIELD OFFICER

DEATH KORPS DEATH RIDER SQUADRON COMMANDER

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Korps Death Rider Squadron Commander	**10"**	**3+**	**3+**	**3**	**4**	**4**	**3**	**8**	**4+**

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Death Korps Death Rider Commander						
Laspistol	12"	Pistol 1	3	0	1	–
Death Korps hunting lance	Melee	Melee	+2	-2	D3	A model may only attack with this weapon on a turn in which it has charged.
Demolition charge	6"	Grenade D6	8	-3	D3	Each demolition charge can only be used once per battle.
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–
Krieg Steed						
Savage claws	Melee	Melee	4	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make two additional attacks using this weapon's profile.

WARGEAR OPTIONS

- The Death Korps Death Rider Squadron Commander may exchange their laspistol with an item from the *Death Korps of Krieg Ranged Weapons* list.
- The Death Korps Death Rider Squadron Commander may replace their Death Korps hunting lance with an item from the *Death Korps of Krieg Melee Weapons* list.
- The Death Korps Death Rider Squadron Commander may take a demolition charge.

ABILITIES

The Cult of Sacrifice: See page 56.

Augmented Mount: Roll a D6 each time this model suffers a wound from an attack with a Strength of 4 or less. On a 5+, it ignores the injury and the wound is not lost.

Warstrider: This model does not suffer any penalty to its move when charging into terrain features.

Voice of Command: See page 56.

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

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG

KEYWORDS CHARACTER, CAVALRY, OFFICER, DEATH RIDERS, DEATH KORPS DEATH RIDER SQUADRON COMMANDER

DEATH KORPS INFANTRY SQUAD

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Korps Guardsman	**6"**	**3+**	**4+**	**3**	**3**	**1**	**1**	**6**	**5+**
Death Korps Watch Master	**6"**	**3+**	**3+**	**3**	**3**	**1**	**2**	**7**	**5+**

- This unit contains 1 Death Korps Watch Master and 9 Death Korps Guardsmen.
- Each model is armed with a lasgun, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24"	Rapid Fire 1	3	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- The Watchmaster may replace their lasgun with a single item from the *Death Korps of Krieg Ranged Weapons* list and a single item from the *Death Korps of Krieg Melee Weapons* list.
- One Guardsman may carry a vox-caster.
- One other Guardsman may carry a Death Korps platoon standard.
- One other Guardsman may replace their lasgun with an item from the *Death Korps of Krieg Special Weapons* list.

ABILITIES

Vox-caster: If a friendly **DEATH KORPS OF KRIEG OFFICER** is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster.

Death Korps Platoon Standard: All friendly **DEATH KORPS OF KRIEG** units within 6" of one or more units with a Death Korps Platoon Standard may add 1 to their Leadership when taking Morale tests.

The Cult of Sacrifice: See page 56.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG

KEYWORDS

INFANTRY, DEATH KORPS INFANTRY SQUAD

DEATH KORPS GRENADIER STORM SQUAD

3 POWER

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hot-shot lasgun	18"	Rapid Fire 1	3	-2	1	–
Hot-shot laspistol	6"	Pistol 1	3	-2	1	–
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- The Watchmaster may replace their hot-shot laspistol with an item from the *Death Korps of Krieg Ranged Weapons* list.
- The Watchmaster may replace their chainsword with an item from the *Death Korps of Krieg Melee Weapons* list.
- One Grenadier may carry a vox-caster.
- Up to two Grenadiers may replace their hot-shot lasguns with an item from the *Death Korps of Krieg Special Weapons* list.

ABILITIES

Vox-caster: If a friendly **DEATH KORPS OF KRIEG OFFICER** is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster.

The Cult of Sacrifice: See page 56.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG

KEYWORDS

INFANTRY, DEATH KORPS GRENADIER STORM SQUAD

DEATH KORPS CENTAUR LIGHT ASSAULT CARRIER

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Korps Centaur Light Assault Carrier	**12"**	**6+**	**4+**	**5**	**6**	**7**	**2**	**7**	**3+**

This unit contains 1 Death Korps Centaur Light Assault Carrier equipped with two heavy stubbers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.

WARGEAR OPTIONS

- The Death Korps Centaur Light Assault Carrier may take a hunter-killer missile.

ABILITIES

Artillery Tractor: If this model starts its move within 1" of a friendly **ASTRA MILITARUM ARTILLERY** model, it can choose to tow it so long as neither this model nor the **ARTILLERY** model is within 1" of an enemy model. If it does this, this model immediately makes a move of up to 12". The **ARTILLERY** model is then placed anywhere within 1" of this model so that no part of the **ARTILLERY** model has moved more than 12" from where it started. An **ARTILLERY** model that has been towed may not fire its weapons during the Shooting phase of the same turn.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield, and before any embarked models disembark. On a 6+ it explodes, and each unit within 6" suffers 1 mortal wound.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

Assault Team Transport: If this unit is set up at the start of the game with a **DEATH KORPS GRENADIER STORM SQUAD** within it, at the start of the first battle round but before the first turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.

TRANSPORT

The Death Korps Centaur Light Assault Carrier can transport 5 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two other models, and each **OGRYN** takes the space of three other models.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG

KEYWORDS

VEHICLE, TRANSPORT, DEATH KORPS CENTAUR LIGHT ASSAULT CARRIER

DEATH KORPS OF KRIEG STORM CHIMERA

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Storm Chimera	*	6+	*	6	7	10	*	7	3+

A Death Korps of Krieg Storm Chimera is a single model equipped with a turret autocannon and a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lasgun array	24"	Rapid Fire 3	3	0	1	This weapon can only be fired if a unit is embarked upon the vehicle equipped with it.
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- This model may replace its heavy bolter with a heavy flamer.
- This model may take a hunter-killer missile.
- This model may be equipped with ablative storm armour and a mine plough.
- This model may take a storm bolter or a heavy stubber.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield, and before any embarked models disembark. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

Ablative Storm Armour and Mine Plough: This vehicle receives +1 to its armour save rolls against weapons with a Strength of 4 or less, and ignores the effects of land mines on a 4+.

TRANSPORT

This model can transport 12 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two other models, and each **OGRYN** takes the space of three other models.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG

KEYWORDS

VEHICLE, TRANSPORT, DEATH KORPS OF KRIEG STORM CHIMERA

DAMAGE

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

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

DEATH KORPS OF KRIEG COMMAND SQUAD

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Korps Veterans	6"	3+	3+	3	3	1	1	6	5+

This unit contains 4 Death Korps Veterans. Each Death Korps Veteran is armed with a lasgun, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24"	Rapid Fire 1	3	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- One Death Korps Veteran may take a regimental standard or a platoon standard.
- One other Death Korps Veteran may take a vox-caster.
- Two other Death Korps Veterans may take weapons from the *Death Korps of Krieg Special Weapons* list.

ABILITIES

Vox-caster: If a friendly **DEATH KORPS OF KRIEG OFFICER** is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster.

Death Korps Platoon Standard: All friendly **DEATH KORPS OF KRIEG** units within 6" of a unit with a Death Korps platoon standard add 1 to their Leadership when taking Morale tests.

Death Korps Regimental Standard: All friendly **DEATH KORPS OF KRIEG INFANTRY** and **CAVALRY** units add 1 to their Leadership and Attacks whilst they are within 6" of a unit with a Death Korps Regimental Standard.

The Cult of Sacrifice: See page 56.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG

KEYWORDS

INFANTRY, DEATH KORPS OF KRIEG COMMAND SQUAD

DEATH KORPS COMBAT ENGINEER SQUAD

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Korps Engineer	**6"**	**3+**	**3+**	**3**	**3**	**1**	**1**	**6**	**4+**
Death Korps Engineer Weapons Team	**6"**	**3+**	**3+**	**3**	**3**	**2**	**2**	**6**	**4+**
Death Korps Watch Master	**6"**	**3+**	**3+**	**3**	**3**	**1**	**2**	**7**	**4+**

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Krieg combat shotgun	When attacking with this weapon, choose one of the profiles below:					
– Solid shot	12"	Assault 2	4	0	1	–
– Carcass shot	12"	Assault 2	*	0	2	This weapon wounds on a 2+, unless it is targeting a **VEHICLE**, in which case it wounds on a 6+. On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Mole launcher	24"	Heavy D6	5	-1	1	This weapon does not require line of sight to its target. If this weapon inflicts any unsaved wounds on an enemy unit, that unit cannot Advance in its Movement phase unless it can **FLY**.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Acid gas bomb	6"	Grenade 1	*	-2	D3	This weapon wounds on a 2+, unless it is targeting a **VEHICLE**, in which case it wounds on a 6+.
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–
Melta bomb	4"	Grenade 1	8	-4	D6	–

WARGEAR OPTIONS

- The Watchmaster may replace their Krieg combat shotgun with an item from the *Death Korps of Krieg Ranged Weapons* list.
- The Watchmaster may replace their chainsword with an item from the *Death Korps of Krieg Melee Weapons* list.
- The Watchmaster may take melta bombs.
- One Engineer may carry a vox-caster.
- Up to two Engineers may replace their Krieg combat shotguns with an item from the *Death Korps of Krieg Special Weapons* list.
- Two other Engineers may form a Death Korps Engineer Weapons Team with a heavy flamer or mole launcher.

ABILITIES

Vox-caster: If a friendly **DEATH KORPS OF KRIEG OFFICER** is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster.

The Cult of Sacrifice: See page 56.

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG

KEYWORDS INFANTRY, DEATH KORPS COMBAT ENGINEER SQUAD

DEATH KORPS COMMISSAR

2 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Korps Commissar	**6"**	**3+**	**3+**	**3**	**3**	**3**	**3**	**8**	**5+**

A Death Korps Commissar is a single model armed with a laspistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- This model may replace its laspistol with an item from the *Death Korps of Krieg Ranged Weapons* list.
- This model may choose a single item from the *Death Korps of Krieg Melee Weapons* list.

ABILITIES

The Cult of Sacrifice: See page 56.

Aura of Discipline: All friendly **DEATH KORPS OF KRIEG** units within 6" of a **COMMISSAR** can use the Commissar's Leadership instead of their own.

Summary Execution: Friendly **ASTRA MILITARUM** units within 6" of a **COMMISSAR** can never lose more than one model as the result of any single failed Morale test.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, OFFICIO PREFECTUS, DEATH KORPS OF KRIEG

KEYWORDS

CHARACTER, INFANTRY, COMMISSAR, DEATH KORPS COMMISSAR

DEATH KORPS QUARTERMASTER CADRE

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Korps Medicae-servitor	**6"**	**5+**	**5+**	**3**	**3**	**1**	**1**	**6**	**4+**
Death Korps Quartermaster Revenant	**6"**	**3+**	**3+**	**3**	**3**	**2**	**2**	**7**	**4+**

- This unit contains 1 Death Korps Quartermaster Revenant and 2 Death Korps Medicae-servitors. It can include up to 2 extra Death Korps Medicae-servitors (**Power Rating +1**).
- The Death Korps Quartermaster Revenant is armed with a hot-shot laspistol, frag grenades, krak grenades and carries a medi-pack.
- The Death Korps Medicae Servitors are armed with medical scalpels.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hot-shot laspistol	6"	Pistol 1	3	-2	1	–
Medical scalpels	Melee	Melee	User	0	1	This weapon wounds on a 2+, unless it is targeting a **VEHICLE**, in which case it wounds on a 6+.
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- The Quartermaster Revenant may replace their hot-shot laspistol with an item from the *Death Korps of Krieg Ranged Weapons* list.
- The Quartermaster Revenant may choose one item from the *Death Korps of Krieg Melee Weapons* list.

ABILITIES

The Cult of Sacrifice: See page 56.

Medi-pack: At the end of any of your Movement phases, a model with a medi-pack can attempt to heal a single model. Select a friendly **DEATH KORPS OF KRIEG INFANTRY** unit within 3" and roll a D6. On a roll of 4+, one model in the unit recovers a wound it lost earlier in the battle (if the unit has a Wounds characteristic of 1, one model slain earlier in the battle is returned to the unit instead). A unit can only be the target of this ability once in each turn.

Mindlock: Servitors improve both their Weapon Skill and Ballistic Skill to 4+, and their Leadership value to 9, whilst they are within 6" of any friendly **DEATH KORPS QUARTERMASTER REVENANT**.

Vitae Mortis: Each time a friendly **DEATH KORPS OF KRIEG INFANTRY** or **DEATH KORPS OF KRIEG CAVALRY** unit within 6" suffers a wound, roll a D6. On a 6, it ignores the injury and the wound is not lost. A unit cannot use both this and the Augmented Mount ability to prevent the same wound.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG

KEYWORDS

(DEATH KORPS QUARTERMASTER REVENANT): CHARACTER, INFANTRY, DEATH KORPS QUARTERMASTER CADRE
(DEATH KORPS MEDICAE-SERVITOR): INFANTRY, DEATH KORPS MEDICAE-SERVITOR

DEATH KORPS DEATH RIDER COMMAND SQUADRON

6 POWER

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Death Korps Death Rider Veterans						
Laspistol	12"	Pistol 1	3	0	1	–
Death Korps hunting lance	Melee	Melee	+2	-2	D3	A model may only attack with this weapon on a turn in which it has charged.
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–
Krieg Steed						
Savage claws	Melee	Melee	4	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make two additional attacks using this weapon's profile.

WARGEAR OPTIONS

- None.

ABILITIES

The Cult of Sacrifice: See page 56.

Augmented Mount: Roll a D6 each time this model suffers a wound from an attack with a Strength of 4 or less. On a 5+, it ignores the injury and the wound is not lost.

Warstrider: This model does not suffer any penalty to its move when charging into terrain features.

Flanking Manoeuvres: During deployment, you can set up this unit and up to five other **DEATH RIDERS** units on the battlefield's flanks instead of placing them on the battlefield. At the end of any of your Movement phases these units can join the battle – set them all up so that all models in these units are within 7" of a battlefield edge of your choice and more than 9" from any enemy models.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG

KEYWORDS

CAVALRY, DEATH RIDERS, DEATH KORPS DEATH RIDER COMMAND SQUADRON

DEATH KORPS
DEATH RIDER COMMISSAR

3 POWER

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Death Korps Death Rider Commissar						
Bolt pistol	12"	Pistol 1	4	0	1	–
Laspistol	12"	Pistol 1	3	0	1	–
Plasma pistol	When attacking with this weapon, choose one of the profiles below:					
- Standard	12"	Pistol 1	7	-3	1	–
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of a 1, the bearer is slain.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–
Krieg Steed						
Savage claws	Melee	Melee	4	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make two additional attacks using this weapon's profile.

WARGEAR OPTIONS

- The Death Korps Death Rider Commissar may exchange their laspistol for a bolt pistol or plasma pistol.
- The Death Korps Death Rider Commissar may replace their chainsword with an item from the *Death Korps of Krieg Melee Weapons* list.

ABILITIES

The Cult of Sacrifice: See page 56.

Augmented Mount: Roll a D6 each time this model suffers a wound from an attack with a Strength of 4 or less. On a 5+, it ignores the injury and the wound is not lost.

Warstrider: This model does not suffer any penalty to its move when charging into terrain features.

Aura of Discipline: All friendly **DEATH KORPS OF KRIEG** units within 6" of a Death Korps Death Rider Commissar can use the Death Korps of Krieg Death Rider Commissar's Leadership value instead of their own.

Summary Execution: Friendly **ASTRA MILITARUM** units within 6" of a Death Korps Death Rider Commissar can never lose more than one model as the result of any single failed Morale test.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, OFFICIO PREFECTUS, DEATH KORPS OF KRIEG

KEYWORDS

CHARACTER, CAVALRY, OFFICER, DEATH RIDERS, DEATH KORPS DEATH RIDER COMMISSAR

DEATH KORPS DEATH RIDER SQUADRON

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Korps Death Rider	**10"**	**3+**	**4+**	**3**	**4**	**2**	**2**	**6**	**4+**
Death Korps Ridemaster	**10"**	**3+**	**4+**	**3**	**4**	**2**	**3**	**7**	**4+**

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Death Korps Death Rider and Ridemaster						
Laspistol	12"	Pistol 1	3	0	1	–
Death Korps hunting lance	Melee	Melee	+2	-2	D3	A model may only attack with this weapon on a turn in which it has charged.
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–
Krieg Steed						
Savage claws	Melee	Melee	4	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make two additional attacks using this weapon's profile.

WARGEAR OPTIONS

- The Ridemaster may replace their laspistol with an item from the *Death Korps of Krieg Ranged Weapons* list and Death Korps hunting lance with an item from the *Death Korps of Krieg Melee Weapons* list.

ABILITIES

The Cult of Sacrifice: See page 56.

Augmented Mount: Roll a D6 each time this model suffers a wound from an attack with a Strength of 4 or less. On a 5+, it ignores the injury and the wound is not lost.

Warstrider: This model does not suffer any penalty to its move when charging into terrain features.

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG

KEYWORDS CAVALRY, DEATH RIDERS, DEATH KORPS DEATH RIDERS SQUADRON

DEATH KORPS HEAVY WEAPONS SQUAD

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Korps Heavy Weapon Team	**6"**	**3+**	**4+**	**3**	**3**	**2**	**2**	**6**	**5+**

This unit contains 3 Death Korps Heavy Weapon Teams. Each model is armed with lasguns, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24"	Rapid Fire 1	3	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- Each model must take an item from the *Death Korps of Krieg Heavy Weapons* list.

ABILITIES **The Cult of Sacrifice:** See page 56.

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG

KEYWORDS INFANTRY, DEATH KORPS HEAVY WEAPONS SQUAD

DEATH KORPS LEMAN RUSS MARS-ALPHA BATTLE TANKS

12 POWER

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

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

DAMAGE

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

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

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

WARGEAR OPTIONS

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

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

ELYSIAN DROP TROOPS

ELYSIAN DROP TROOPS ARMY LIST

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

- **OFFICER OF THE FLEET**
  Warhammer 40,000 – Index: Imperium 2
- **VALKYRIES**
  Warhammer 40,000 – Index: Imperium 2
- **TAUROS ASSAULT VEHICLE**
  Imperial Armour – Index: Forces of the Astra Militarum
- **TAUROS VENATOR**
  Imperial Armour – Index: Forces of the Astra Militarum
- **VULTURE GUNSHIP**
  Imperial Armour – Index: Forces of the Astra Militarum
- **VENDETTA GUNSHIP**
  Imperial Armour – Index: Forces of the Astra Militarum
- **TARANTULA BATTERY**
  Imperial Armour – Index: Forces of the Astra Militarum
- **CYCLOPS DEMOLITION VEHICLE**
  Imperial Armour – Index: Forces of the Astra Militarum
- **THUNDERBOLT HEAVY FIGHTER**
  Imperial Armour – Index: Forces of the Astra Militarum
- **LIGHTNING STRIKE FIGHTER**
  Imperial Armour – Index: Forces of the Astra Militarum
- **AVENGER STRIKE FIGHTER**
  Imperial Armour – Index: Forces of the Astra Militarum

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

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

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

ABILITIES

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

Aerial Drop

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

Voice of Command

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

ELYSIAN DROP TROOPS ORDERS

ORDER
Hold the Line! The ordered unit ignores models killed during the Shooting phase or Fight phase when taking Morale tests until the start of its next Movement phase.
First Rank, Fire! Second Rank, Fire! All lasguns and all hot-shot lasguns in the ordered unit change their Type to Rapid Fire 2 until the end of the phase.
Bring it Down! Re-roll wound rolls of 1 for all the models in the ordered unit until the end of the phase.
Move and Fire! Any **INFANTRY** models in the ordered unit count their weapons as being Assault weapons until the end of the turn.
Get Back in the Fight! The ordered unit can shoot this phase even if it Fell Back in its Movement phase.
Move! Move! Move! Instead of shooting this phase, the ordered unit immediately moves as if it were the Movement phase. It must Advance as part of this move, and cannot declare a charge during this turn.
Take Aim! Re-roll hit rolls of a 1 for all models in the ordered unit until the end of the phase.

WARGEAR

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

Ranged Weapons

- Bolt pistol
- Plasma pistol

Special Weapons

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

Heavy Weapons

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

Melee Weapons

- Power sword
- Power fist

3 POWER — ELYSIAN COMPANY COMMANDER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Elysian Company Commander	**6"**	**3+**	**3+**	**3**	**3**	**4**	**3**	**9**	**5+**

An Elysian Company Commander is a single model armed with a laspistol and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- This model may take an option from the *Elysian Drop Troops Melee Weapons* list.
- This model may replace their laspistol with one option from the *Elysian Drop Troops Ranged Weapons* list.
- This model may take krak grenades.

ABILITIES

Aerial Drop: See page 72.

Iron Discipline: Any friendly **ELYSIAN DROP TROOPS** units within 6" of this model may re-roll failed Morale tests.

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

Senior Officer: This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before attempting the second order.

Voice of Command: See page 72.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, ELYSIAN DROP TROOPS

KEYWORDS

CHARACTER, INFANTRY, OFFICER, ELYSIAN COMPANY COMMANDER

4 POWER — ELYSIAN LORD COMMISSAR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Elysian Lord Commissar	**6"**	**2+**	**2+**	**3**	**3**	**4**	**3**	**9**	**4+**

An Elysian Lord Commissar is a single model armed with a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	–
Boltgun	24"	Rapid Fire 1	4	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- This model may take an option from the *Elysian Drop Troops Melee Weapons* list.
- This model may replace their bolt pistol with one option from the *Elysian Drop Troops Ranged Weapons* list or a boltgun.

ABILITIES

Aura of Discipline: All friendly **ELYSIAN DROP TROOPS** units within 6" of a **COMMISSAR** can use the Commissar's Leadership instead of their own.

Aerial Drop: See page 72.

Iron Discipline: Any friendly **ELYSIAN DROP TROOPS** units within 6" of this model may re-roll failed Morale tests.

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

Summary Execution: Friendly **ASTRA MILITARUM** units within 6" of a **COMMISSAR** can never lose more than one model as a result of any failed Morale test.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, OFFICIO PREFECTUS, ELYSIAN DROP TROOPS

KEYWORDS

CHARACTER, INFANTRY, COMMISSAR, ELYSIAN LORD COMMISSAR

ELYSIAN DROP TROOPER SQUAD

4 POWER

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

This unit contains 1 Sergeant and 9 Guardsmen.
- Each Guardsman is armed with a lasgun and frag grenades.
- The Sergeant is armed with a laspistol and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24"	Rapid Fire 1	3	0	1	–
Laspistol	12"	Pistol 1	3	0	1	–
Plasma pistol	When attacking with this weapon, choose one of the profiles below:					
– Standard	12"	Pistol 1	7	-3	1	–
– Supercharged	12"	Pistol 1	8	-3	3	On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved.
Breacher charge	Melee	Melee	*	*	*	A model with a breacher charge may use it in the Fight phase instead of attacking normally. If it does this, roll a dice. On a 4+, it inflicts D3 mortal wounds on one enemy unit in the fight; if this is a **VEHICLE, BUILDING** or a **MONSTER**, it will instead inflict D6 mortal wounds.
Power sword	Melee	Melee	User	-3	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS
- One Guardsman may take a vox-caster.
- One other Guardsman may replace his lasgun with an option from the *Elysian Drop Troops Special Weapons* list.
- One other Guardsman may take a breacher charge.
- The Sergeant may take a power sword.
- The Sergeant may exchange his laspistol for a plasma pistol.
- Every model may take krak grenades.

ABILITIES

Aerial Drop: See page 72.

Vox-caster: If a friendly **OFFICER** is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster.

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, ELYSIAN DROP TROOPS

KEYWORDS INFANTRY, ELYSIAN DROP TROOPER SQUAD

ELYSIAN SPECIAL WEAPONS SQUAD

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Guardsman	**6"**	**4+**	**4+**	**3**	**3**	**1**	**1**	**7**	**5+**

This unit contains 6 Guardsmen. Each model is armed with a lasgun and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24"	Rapid Fire 1	3	0	1	–
Breacher charge	Melee	Melee	*	*	*	A model with a breacher charge may use it in the Fight phase instead of attacking normally. If it does this, roll a dice. On a 4+, it inflicts D3 mortal wounds on one enemy unit in the fight; if this is a **VEHICLE, BUILDING** or a **MONSTER**, it will instead inflict D6 mortal wounds.
Frag grenade	6"	Grenade D6	3	0	1	–

WARGEAR OPTIONS
- Three models must take one option from the *Elysian Drop Troops Special Weapons* list or a breacher charge.

ABILITIES **Aerial Drop:** See page 72.

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, ELYSIAN DROP TROOPS

KEYWORDS INFANTRY, ELYSIAN SPECIAL WEAPONS SQUAD

ELYSIAN VETERAN SQUAD

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veteran Sergeant	**6"**	**4+**	**3+**	**3**	**3**	**1**	**2**	**8**	**5+**
Veteran	**6"**	**4+**	**3+**	**3**	**3**	**1**	**1**	**7**	**5+**
Veteran Weapons Team	**6"**	**4+**	**3+**	**3**	**3**	**2**	**2**	**7**	**5+**

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Lasgun	24"	Rapid Fire 1	3	0	1	–
Laspistol	12"	Pistol 1	3	0	1	–
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Breacher charge	Melee	Melee	*	*	*	A model with a breacher charge may use it in the Fight phase instead of attacking normally. If it does this, roll a dice. On a 4+, it inflicts D3 mortal wounds on one enemy unit in the fight; if this is a **VEHICLE, BUILDING** or a **MONSTER**, it will instead inflict D6 mortal wounds.
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS
- Any Veterans may replace their lasgun with a shotgun.
- One Veteran may take a vox-caster.
- Up to three other Veterans may replace their lasgun with an option from the *Elysian Drop Troops Special Weapons* list.
- One other Veteran may take a heavy flamer.
- Two other Veterans may form a Veteran Weapons Team who must take one item from the E*lysian Drop Troops Heavy Weapons* list.
- One other Veteran may take a breacher charge.
- The Sergeant may take one option from the *Elysian Drop Troops Melee Weapons* list.
- The Sergeant may exchange his laspistol with an option from the E*lysian Drop Troops Ranged Weapons* list.

ABILITIES

Aerial Drop: See page 72.

Vox-caster: If a friendly **OFFICER** is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster.

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, ELYSIAN DROP TROOPS

KEYWORDS INFANTRY, ELYSIAN VETERAN SQUAD

ELYSIAN COMMAND SQUAD

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veteran	**6"**	**4+**	**3+**	**3**	**3**	**1**	**1**	**8**	**5+**
Veterans Weapons Team	**6"**	**4+**	**3+**	**3**	**3**	**2**	**2**	**7**	**5+**

This unit contains 4 Veterans. Each model is armed with a lasgun and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24"	Rapid Fire 1	3	0	1	–
Laspistol	12"	Pistol 1	3	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- Any Veteran may replace their lasgun with a laspistol.
- One Veteran may take a vox-caster.
- One Veteran may take a medi-pack.
- One Veteran may take a regimental standard.
- Two other Veterans may form a Veteran Weapons Team who must take one item from the *Elysian Drop Troops Heavy Weapons* list.
- Any other Veterans may replace their lasgun with an option from the *Elysian Drop Troops Special Weapons* list.
- Every model may take krak grenades.

ABILITIES

Aerial Drop: See page 72.

Medi-pack: At the end of any of your Movement phases, a model with a medi-pack can attempt to heal a single model. Select a friendly **ELYSIAN DROP TROOPS INFANTRY** unit within 3" and roll a D6. On a roll of 4+, one model in the unit recovers a wound it lost earlier in the battle (if the unit has a Wounds characteristic of 1, one model slain earlier in the battle is returned to the unit instead). A unit can only be the target of this ability once in each turn.

Elysian Drop Troops Regimental Standard: All friendly **ELYSIAN DROP TROOPS** units add 1 to their Leadership whilst they are within 6" of a unit with an Elysian Drop Troops Regimental Standard.

Vox-caster: If a friendly **OFFICER** is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, ELYSIAN DROP TROOPS

KEYWORDS

INFANTRY, ELYSIAN COMMAND SQUAD

ELYSIAN DROP SENTINELS

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Elysian Drop Sentinel	**9"**	**4+**	**4+**	**5**	**5**	**6**	**1**	**7**	**4+**

This unit contains 1 Elysian Drop Sentinel. It can include 1 additional Elysian Drop Sentinel **(Power Rating +3)** or 2 additional Elysian Drop Sentinels **(Power Rating +6)**. Each Elysian Drop Sentinel is equipped with a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
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.

WARGEAR OPTIONS

- Any model may replace its heavy bolter with a heavy flamer or a multi-melta.
- Any model may take a hunter-killer missile.

ABILITIES

Aerial Drop: See page 72.

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 3" suffers 1 mortal wound.

Scout Vehicle: At the start of the first battle round but before the first turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, ELYSIAN DROP TROOPS

KEYWORDS VEHICLE, ELYSIAN DROP SENTINELS

ELYSIAN PLATOON COMMANDER

2 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Elysian Platoon Commander	**6"**	**3+**	**3+**	**3**	**3**	**3**	**3**	**8**	**5+**

An Elysian Platoon Commander is a single model armed with a laspistol and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–
Melta bomb	4"	Grenade 1	8	-4	D6	–

WARGEAR OPTIONS

- This model may take an option from the *Elysian Drop Troops Melee Weapons* list.
- This model may replace their laspistol with one option from the *Elysian Drop Troops Ranged Weapons* list.
- This model may take krak grenades.
- This model may take melta bombs.

ABILITIES

Aerial Drop: See page 72.

Iron Discipline: Any friendly **ELYSIAN DROP TROOPS** units within 6" of this model may re-roll failed Morale tests.

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

Voice of Command: See page 72.

FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, ELYSIAN DROP TROOPS

KEYWORDS CHARACTER, INFANTRY, OFFICER, ELYSIAN PLATOON COMMANDER

ELYSIAN SNIPER SQUAD

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Elysian Sniper Team	**6"**	**4+**	**3+**	**3**	**3**	**2**	**2**	**7**	**5+**

This unit contains 3 Elysian Sniper Teams. Each model is armed with a sniper rifle, lasgun and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24"	Rapid Fire 1	3	0	1	–
Sniper rifle	36"	Heavy 1	4	0	1	A model firing a sniper weapon can target an enemy **CHARACTER** even if they are not the closest enemy unit. If you roll a wound roll of a 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Frag grenade	6"	Grenade D6	3	0	1	–

WARGEAR OPTIONS	• None.
ABILITIES	**Aerial Drop:** See page 72.
FACTION KEYWORDS	**IMPERIUM, ASTRA MILITARUM, ELYSIAN DROP TROOPS**
KEYWORDS	**INFANTRY, ELYSIAN SNIPER SQUAD**

ELYSIAN HEAVY WEAPONS SQUAD

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Elysian Weapons Team	**6"**	**4+**	**4+**	**3**	**3**	**2**	**2**	**7**	**5+**

This unit contains 3 Elysian Weapons Teams. Each model is armed with a lasgun and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24"	Rapid Fire 1	3	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–

WARGEAR OPTIONS	• Each model must take one option from the *Elysian Drop Troops Heavy Weapons* list.
ABILITIES	**Aerial Drop:** See page 72.
FACTION KEYWORDS	**IMPERIUM, ASTRA MILITARUM, ELYSIAN DROP TROOPS**
KEYWORDS	**INFANTRY, ELYSIAN HEAVY WEAPONS SQUAD**

VALKYRIE SKY TALON

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Valkyrie Sky Talon	*	**6+**	*	**7**	**7**	**14**	**3**	**7**	**3+**

A Valkyrie Sky Talon is a single model armed with a heavy bolter and two hellstrike missiles.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	–
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Multiple rocket pod	72"	Heavy D6	5	-1	1	–

WARGEAR OPTIONS

- This model may replace its two hellstrike missiles with two multiple rocket pods.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6, it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.

Grav-chute Insertion: Models may disembark from this vehicle at any point during its move, but if the Valkyrie Sky Talon has moved more than 20", you must roll a D6 for each model disembarking. On a 1, that model is slain. Models that disembark in this manner must be set up more than 9" from any enemy models.

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

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

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.

TRANSPORT

This model can transport 1 **ELYSIAN TAUROS** or 2 **ELYSIAN DROP SENTINELS**.

FACTION KEYWORDS

IMPERIUM, ASTRA MILITARUM, ELYSIAN DROP TROOPS

KEYWORDS

VEHICLE, TRANSPORT, FLY, VALKYRIE SKY TALON

DAMAGE

Some of a Valkyrie Sky Talon's characteristics change as it suffers damage in battle, as shown below:

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

RENEGADES AND HERETICS

RENEGADES AND HERETICS ARMY LIST

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

- **CHIMERA**
  Warhammer 40,000 – Index: Imperium 2
- **HELLHOUNDS**
  Warhammer 40,000 – Index: Imperium 2
- **SCOUT SENTINELS**
  Warhammer 40,000 – Index: Imperium 2
- **ARMOURED SENTINELS**
  Warhammer 40,000 – Index: Imperium 2
- **SALAMANDER SCOUT TANK**
  Imperial Armour – Index: Forces of the Astra Militarum
- **ARVUS LIGHTER**
  Imperial Armour – Index: Forces of the Astra Militarum
- **VALKYRIES**
  Warhammer 40,000 – Index: Imperium 2
- **LEMAN RUSS BATTLE TANKS**
  Warhammer 40,000 – Index: Imperium 2
- **LEMAN RUSS DEMOLISHERS**
  Warhammer 40,000 – Index: Imperium 2
- **BASILISKS**
  Warhammer 40,000 – Index: Imperium 2
- **MEDUSA**
  Imperial Armour – Index: Forces of the Astra Militarum
- **GRIFFON**
  Imperial Armour – Index: Forces of the Astra Militarum
- **WYVERNS**
  Warhammer 40,000 – Index: Imperium 2
- **HYDRAS**
  Warhammer 40,000 – Index: Imperium 2
- **COLOSSUS BOMBARD**
  Imperial Armour – Index: Forces of the Astra Militarum
- **EARTHSHAKER BATTERY**
  Imperial Armour – Index: Forces of the Astra Militarum
- **MEDUSA BATTERY**
  Imperial Armour – Index: Forces of the Astra Militarum
- **RAPIER LASER DESTROYER**
  Imperial Armour – Index: Forces of the Astra Militarum
- **HEAVY QUAD LAUNCHER BATTERY**
  Imperial Armour – Index: Forces of the Astra Militarum
- **HEAVY MORTAR BATTERY**
  Imperial Armour – Index: Forces of the Astra Militarum
- **MALCADOR HEAVY TANK**
  Imperial Armour – Index: Forces of the Astra Militarum
- **MINOTAUR ARTILLERY TANK**
  Imperial Armour – Index: Forces of the Astra Militarum
- **MALCADOR DEFENDER**
  Imperial Armour – Index: Forces of the Astra Militarum
- **BANEBLADE**
  Warhammer 40,000 – Index: Imperium 2

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

ABILITIES

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

Uncertain Worth

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

Chaos Covenant

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

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

- **COVENANT OF KHORNE**
  Any **INFANTRY** unit with this keyword adds 1 to its Strength in a turn in which it has charged.
- **COVENANT OF NURGLE**
  Any **INFANTRY** unit with this keyword gains a 6+ invulnerable save against attacks with a Strength of 4 or less.
- **COVENANT OF SLAANESH**
  Any **INFANTRY** unit with this keyword may roll two dice when making an Advance, and choose the highest result (discarding the lowest). Additionally, they may roll 3D6 when making a charge move and choose the two highest results (discarding the lowest).
- **COVENANT OF TZEENTCH**
  Any **INFANTRY** unit with this keyword gains +1 to hit when firing Overwatch.

RENEGADES AND HERETICS DISCIPLINE

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

RENEGADES AND HERETICS DISCIPLINE	
D3	**PSYCHIC POWER**
1	**Warp Flux** *Warp Flux* has a warp charge value of 7. Choose an enemy unit within 12", it immediately suffers D3 mortal wounds. Against **VEHICLES**, it inflicts D6 mortal wounds instead.
2	**Creeping Terror** *Creeping Terror* has a warp charge value of 7. Choose an enemy unit within 12", if that unit takes a Morale test in this battle round, it subtracts D3 from its Leadership value.
3	**Unnatural Vigour** *Unnatural Vigour* has a warp charge value of 10. Every **RENEGADES AND HERETICS INFANTRY** unit (except this unit) within 6" re-rolls failed charge rolls and re-rolls failed hit rolls and wound rolls in the Fight phase for the rest of the turn. At the start of the Morale phase, each affected unit suffers D3 mortal wounds.

WARGEAR

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

Ranged Weapons
- Bolt pistol
- Laspistol
- Plasma pistol

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

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

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

RENEGADE COMMANDER

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Commander	**6"**	**3+**	**3+**	**3**	**3**	**4**	**3**	*	**5+**

- This unit contains 1 Renegade Commander.
- The Renegade Commander is armed with a brutal assault weapon, frag grenades and either a laspistol or autopistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	–
Autopistol	6"	Pistol 1	3	0	1	–
Lasgun	24"	Rapid Fire 1	3	0	1	–
Laspistol	12"	Pistol 1	3	0	1	–
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, they can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	–

WARGEAR OPTIONS

- This model may exchange their laspistol or autopistol for a shotgun, autogun, lasgun or a weapon from the *Renegades and Heretics Ranged Weapons* list.
- This model may exchange their brutal assault weapon with a weapon from the *Renegades and Heretics Melee Weapons* list.

ABILITIES

Uncertain Worth: See page 81.

Fanatic: Roll an additional D6 when determining this unit's Uncertain Worth, and choose the highest of the two dice rolls. In addition, add 3 to the roll instead of 2.

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

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

FACTION KEYWORDS

CHAOS, RENEGADES AND HERETICS

KEYWORDS

INFANTRY, <CHAOS COVENANT>, RENEGADE COMMANDER

MALEFIC LORD

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Malefic Lord	**6"**	**4+**	**4+**	**3**	**4**	**4**	**3**	**8**	-

A Malefic Lord is a single model armed with only its bare hands.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bare hands	Melee	Melee	User	0	1	–

WARGEAR OPTIONS

- None.

ABILITIES

Aura of the Master Witch: This model has a 4+ invulnerable save.

Warp Possession: If this model suffers Perils of the Warp and survives, immediately increase its Weapon Skill characteristic to 2+, its Strength to 8 and its Attacks to 5. Also, adjust the Armour Penetration and Damage of its bare hands to -2 and 2 respectively.

PSYKER

This unit can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and two psychic powers from the *Renegades and Heretics* Discipline (see page 82).

FACTION KEYWORDS

CHAOS, RENEGADES AND HERETICS

KEYWORDS

CHARACTER, INFANTRY, PSYKER, MALEFIC LORD

ROGUE PSYKER COVEN

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rogue Psyker	**6"**	**5+**	**5+**	**3**	**3**	**3**	**1**	**8**	**-**

- This unit contains 5 Rogue Psykers.
- Rogue Psykers fight with only their bare hands.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bare hands	Melee	Melee	User	0	1	–

WARGEAR OPTIONS
- None.

ABILITIES

Aura of the Witch: This unit has a 5+ invulnerable save.

Choir of Chaos: Each time you take a Psychic test or Deny the Witch test for this unit, you may choose to roll 3D6 instead of 2D6: if you do so, this unit suffers D3 mortal wounds. If all the models in the unit are slain, the test is automatically failed.

PSYKER

This unit can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the *Renegades and Heretics* Discipline (see page 82).

When manifesting or denying a psychic power, first select a model in the unit – measure range, visibility, etc, from this model. If this unit suffers Perils of the Warp, it suffers D3 mortal wounds as described in the *Warhammer 40,000* rulebook, but units within 6" will only suffer damage if the Perils of the Warp causes the last model in the manifesting unit to be slain.

FACTION KEYWORDS
CHAOS, RENEGADES AND HERETICS

KEYWORDS
INFANTRY, <CHAOS COVENANT>, PSYKER, ROGUE PSYKER COVEN

RENEGADE CULTISTS

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Cultist	**6"**	**4+**	**4+**	**3**	**3**	**1**	**1**	*****	**6+**
Renegade Cultist Champion	**6"**	**4+**	**4+**	**3**	**3**	**1**	**2**	*****	**6+**

- This unit contains 1 Renegade Cultist Champion and 9 Renegade Cultists. It may include up to 10 additional Renegade Cultists **(Power Rating +3)** or up to 20 additional Renegade Cultists **(Power Rating +6)**.
- Renegade Cultists are armed with autoguns.
- The Renegade Cultist Champion is armed with an autogun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	–
Autopistol	6"	Pistol 1	3	0	1	–
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	–
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

WARGEAR OPTIONS
- Any Renegade Cultist may replace their autogun with an autopistol and brutal assault weapon.
- For every ten models in the unit, one Renegade Cultist may replace their autogun with a heavy stubber or flamer.
- The Renegade Cultist Champion may replace their autogun with an autopistol and brutal assault weapon or a shotgun and brutal assault weapon.

ABILITIES
Uncertain Worth: See page 81.

FACTION KEYWORDS
CHAOS, RENEGADES AND HERETICS

KEYWORDS
INFANTRY, <CHAOS COVENANT>, RENEGADE CULTISTS

RENEGADE MILITIA SQUAD

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Militia	**6"**	**5+**	**5+**	**3**	**3**	**1**	**1**	*	**6+**
Renegade Militia Weapons Team	**6"**	**5+**	**5+**	**3**	**3**	**2**	**2**	*	**6+**
Renegade Militia Champion	**6"**	**4+**	**4+**	**3**	**3**	**1**	**2**	*	**6+**

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	–
Autopistol	6"	Pistol 1	3	0	1	–
Lasgun	24"	Rapid Fire 1	3	0	1	–
Laspistol	12"	Pistol 1	3	0	1	–
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- Any Renegade Militia may replace their autogun or lasgun with an autopistol or laspistol and brutal assault weapon.
- For every five models in the unit, one Renegade Cultist may replace their autogun or lasgun with a weapon from the *Renegades and Heretics Special Weapons* list.
- One other Renegade Cultist may be upgraded with a Chaos sigil.
- One other Renegade Cultist may be upgraded with a vox-caster.
- For every 10 models in the unit, two other Renegade Militia may form a Renegade Militia Weapons Team equipped with a weapon from the *Renegades and Heretics Heavy Weapons* list.
- The Renegade Cultist Champion may replace their autogun or lasgun with a shotgun or a single choice from the *Renegades and Heretics Ranged Weapons* list and/or a single choice from the *Renegades and Heretics Melee Weapons* list. The Renegade Cultist Champion may also take krak grenades.

ABILITIES

Uncertain Worth: See page 81.

Chaos Sigil: A unit equipped with a Chaos sigil rolls two dice when making Morale tests, and chooses the lowest score.

Vox-caster: A unit equipped with a vox-caster rolls two dice to determine its Leadership value and chooses the highest score.

FACTION KEYWORDS CHAOS, RENEGADES AND HERETICS

KEYWORDS INFANTRY, <CHAOS COVENANT>, RENEGADE MILITIA SQUAD

RENEGADE MUTANT RABBLE

2 POWER

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	–
Autopistol	6"	Pistol 1	3	0	1	–
Lasgun	24"	Rapid Fire 1	3	0	1	–
Laspistol	12"	Pistol 1	3	0	1	–
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Stub gun	6"	Pistol 1	3	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–

WARGEAR OPTIONS

- Any Mutant may exchange their laspistol or autopistol for a lasgun, autogun or shotgun.
- The Mutant Champion may choose a single weapon from the *Renegades and Heretics Melee Weapons* list.

ABILITIES

Uncertain Worth: See 81.

Curse of Mutation: The first time this unit is set up, roll a D6 and apply the following result. On a 1, remove D6 models in the unit as they are slain when their mutation runs amok. On a 2-3, add 2" to the unit's Move characteristic for the duration of the battle. On a 3-4, add 1 to the unit's Attack characteristic in a turn in which it has charged. On a 6, add 1 to the unit's Toughness.

FACTION KEYWORDS

CHAOS, RENEGADES AND HERETICS

KEYWORDS

INFANTRY, MUTANTS, <CHAOS COVENANT>, RENEGADE MUTANT RABBLE

CHAOS SPAWN

2 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Spawn	**7"**	**4+**	-	**5**	**5**	**4**	**D6**	**9**	**5+**

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hideous mutations	Melee	Melee	User	-2	2	–

WARGEAR OPTIONS

None.

ABILITIES

Fearsome: Enemy units within 1" of any Chaos Spawn must subtract 1 from their Leadership value.

Mutated Beyond Reason: When a unit of Chaos Spawn makes its close combat attacks, roll a D3 and consult the table below:

D3	Result
1	**Razor Claws:** The hideous mutations of all Chaos Spawn in the unit have an AP of -4 until the end of the Fight phase.
2	**Grasping Pseudopods:** Each Chaos Spawn in the unit adds 2 to its Attacks characteristic until the end of the Fight phase.
3	**Toxic Haemorrhage:** You can re-roll failed wound rolls for this unit until the end of the Fight phase.

FACTION KEYWORDS

CHAOS, RENEGADES AND HERETICS

KEYWORDS

INFANTRY, <CHAOS COVENANT>, CHAOS SPAWN

RENEGADE COMMAND SQUAD

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Disciples	**6"**	**3+**	**3+**	**3**	**3**	**1**	**1**	*	**5+**
Disciple Weapon Team	**6"**	**3+**	**3+**	**3**	**3**	**2**	**2**	*	**5+**

- This unit contains 4 Disciples. It may include up to 5 more Disciples (**Power Rating +3**) or up to 10 more Disciples (**Power Rating +6**).
- Each Disciple is armed with frag grenades and either a lasgun or autogun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	–
Lasgun	24"	Rapid Fire 1	3	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- One Disciple may carry either a Banner of the Apostate† or a Banner of Hate†.
- One other Disciple may carry a command vox net.
- One other Disciple may exchange their lasgun or autogun for a weapon from the *Renegades and Heretics Special Weapons* list.
- Two other Disciples may form a Disciple Weapons Team equipped with a weapon from the R*enegades and Heretics Heavy Weapons* list
- All models in this unit may take krak grenades.

ABILITIES

Uncertain Worth: See page 81.

Fanatic: Roll an additional D6 when determining this unit's Uncertain Worth, and choose the highest of the two dice rolls. In addition, add 3 to the roll instead of 2.

†**Banner of the Apostate:** Enemy **IMPERIUM** units subtract 1 from their Leadership characteristic whilst they are within 6" of any models with a Banner of the Apostate.

†**Banner of Hate:** Whenever a **RENEGADES AND HERETICS** model is slain in the Fight phase within 6" of this unit, it may immediately make a single attack against the unit that killed it.

Command Vox Net: All friendly units with a vox-caster within 120" of a command vox net can use this unit's Leadership for Morale tests if it is higher.

†Note that a Renegade Command Squad can only have one of these abilities, which should be noted before the game begins.

FACTION KEYWORDS

CHAOS, RENEGADES AND HERETICS

KEYWORDS

INFANTRY, <CHAOS COVENANT>, RENEGADE COMMAND SQUAD

RENEGADE DISCIPLE SQUAD

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Disciples	**6"**	**3+**	**3+**	**3**	**3**	**1**	**1**	*	**5+**
Disciple Weapon Team	**6"**	**3+**	**3+**	**3**	**3**	**2**	**2**	*	**5+**
Disciple Champion	**6"**	**3+**	**3+**	**3**	**3**	**1**	**2**	*	**5+**

- This unit contains 5 Disciples. It may include up to 5 more Disciples **(Power Rating +3)** or up to 10 more Disciples **(Power Rating +6)**.
- Each model in this unit is armed with frag grenades and either a lasgun or autogun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	–
Lasgun	24"	Rapid Fire 1	3	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- The Disciple Champion may exchange their lasgun or autogun for a weapon from the *Renegades and Heretics Pistols* list and a weapon from the *Renegades and Heretics Melee Weapons* list.
- One Disciple may carry a Chaos sigil.
- One other Disciple may carry a vox-caster.
- One other Disciple may exchange their lasgun or autogun for a weapon from the *Renegades and Heretics Special Weapons* list.
- Two other Disciples may form a weapons team equipped with a weapon from the *Renegades and Heretics Heavy Weapons* list.
- All models in this unit may take krak grenades.

ABILITIES

Uncertain Worth: See page 81.

Chaos Sigil: A unit equipped with a Chaos sigil rolls two dice when making Morale tests, and chooses the lowest score.

Fanatic: Roll an additional D6 when determining this unit's Uncertain Worth, and choose the highest of the two dice rolls. In addition, add 3 to the roll instead of 2.

Vox-caster: A unit equipped with a vox-caster rolls two dice to determine its Leadership value, and chooses the highest score.

FACTION KEYWORDS

CHAOS, RENEGADES AND HERETICS

KEYWORDS

INFANTRY, <CHAOS COVENANT>, RENEGADE DISCIPLE SQUAD

RENEGADE ENFORCER

2 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Enforcer	**6"**	**3+**	**3+**	**3**	**3**	**4**	**3**	*	**5+**

- This unit contains 1 Renegade Enforcer.
- The Renegade Enforcer is a single model armed with a brutal assault weapon, frag grenades and either a laspistol or autopistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	–
Autopistol	6"	Pistol 1	3	0	1	–
Lasgun	24"	Rapid Fire 1	3	0	1	–
Laspistol	12"	Pistol 1	3	0	1	–
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	–

WARGEAR OPTIONS

- This model may exchange their laspistol or autopistol for a shotgun, autogun, lasgun or a weapon from the *Renegades and Heretics Ranged Weapons* list.
- This model may exchange their brutal assault weapon with a weapon from the *Renegades and Heretics Melee Weapons* list.

ABILITIES

Uncertain Worth: See page 81.

Fanatic: Roll an additional D6 when determining this unit's Uncertain Worth, and choose the highest of the two dice rolls. In addition, add 3 to the roll instead of 2.

Baleful Judge: Whenever a **RENEGADES AND HERETICS INFANTRY** unit within 3" of this model must take a Morale test, do not take the test. Instead, D3 models in the unit are slain and the test is automatically passed.

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

FACTION KEYWORDS

CHAOS, RENEGADES AND HERETICS

KEYWORDS

INFANTRY, <CHAOS COVENANT>, RENEGADE ENFORCER

RENEGADE MARAUDER SQUAD

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Marauder	**6"**	**3+**	**3+**	**3**	**3**	**1**	**2**	**7**	**5+**
Brute	**6"**	**3+**	**5+**	**4**	**3**	**3**	**3**	**7**	**5+**
Marauder Chief	**6"**	**3+**	**3+**	**3**	**3**	**2**	**2**	**8**	**5+**

- This unit contains 1 Marauder Chief and 4 Marauders. It may include up to 5 additional Marauders **(Power Rating +4)** and up to 2 Brutes **(Power Rating +3)**.
- Marauders and the Marauder Chief are armed with frag grenades, krak grenades and either an autogun, lasgun or shotgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	–
Autopistol	6"	Pistol 1	3	0	1	–
Boltgun	24"	Rapid Fire 1	4	0	1	–
Lasgun	24"	Rapid Fire 1	3	0	1	–
Laspistol	12"	Pistol 1	3	0	1	–
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- Any Marauder may replace their autogun, lasgun or shotgun with a brutal assault weapon and either an autopistol or laspistol.
- Up to two models in the unit may replace their autogun or lasgun with a weapon from the *Renegades and Heretics Special Weapons* list.
- The Marauder Chief may replace their autogun, lasgun or shotgun with a boltgun or one weapon from the *Renegades and Heretics Ranged Weapons* list, and one weapon from the *Renegades and Heretics Melee Weapons* list.

ABILITIES

In it for the Money: Whenever you must take a Morale test for this unit, instead of taking the test, roll a D6. On a 2+ the test is automatically passed regardless of other modifiers. On a 1, the unit is removed from play.

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

- **Stalkers:** Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Additionally, models in the unit gain +1 to their saving throw if they are in cover.
- **Murder Cultists:** You can re-roll failed hit rolls for this unit in the Fight phase.
- **Hereteks:** All models in this unit have a Save characteristic of 4+ instead of 5+. The entire unit also gains krak grenades.

FACTION KEYWORDS CHAOS, RENEGADES AND HERETICS

KEYWORDS INFANTRY, RENEGADE MARAUDER SQUAD

RENEGADE OGRYN BEAST HANDLERS

4 POWER

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ogryn Pack Master						
Mauler goad	Melee	Melee	User	0	1	Attack with this weapon before the Mauler Hounds make their attacks. If this weapon causes 1 or more unsaved wounds on an enemy unit, the Mauler Hounds get +1 to their hit rolls against the same unit this turn.
Ripper claw	Melee	Melee	User	-1	D3	–
Frag grenade	6"	Grenade D6	3	0	1	–
Chaos Mauler Hounds						
Befouled fangs and claws	Melee	Melee	User	0	1	A unit that suffers 1 or more unsaved wounds from this weapon adds +1 to the dice roll for the subsequent Morale test.

WARGEAR OPTIONS
- None.

ABILITIES

Avalanche of Muscle: Models in this unit can make one additional attack in the Fight phase in a turn in which they made a successful charge.

Combat Stimms: At the start of the Fight phase you may activate the combat stimms – if so, roll a D6. On a 1, one Ogryn in the unit is immediately slain. On a 2-5, each Ogryn increases their Attack characteristic by 1. On a 6, each Ogryn in the unit gains D3 Attacks (roll once for each unit).

FACTION KEYWORDS
CHAOS, RENEGADES AND HERETICS

KEYWORDS
(OGRYN PACK MASTER): INFANTRY, <CHAOS COVENANT>, OGRYN, RENEGADE OGRYN BEAST HANDLERS

RENEGADE OGRYN BRUTES

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ogryn Brute	**6"**	**3+**	**4+**	**5**	**5**	**3**	**3**	**6**	**5+**
Ogryn Berserker Boss	**6"**	**3+**	**4+**	**5**	**5**	**4**	**4**	**7**	**5+**

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ogryn power drill	Melee	Melee	10	-3	D3	Against **VEHICLES**, re-roll failed wound rolls.
Ogryn weapon	Melee	Melee	+1	-1	2	–
Frag grenade	6"	Grenade D6	3	0	1	–

WARGEAR OPTIONS
- One Ogryn Brute in the unit may be upgraded to be an Ogryn Berserker Boss with an Ogryn power drill.

ABILITIES

Avalanche of Muscle: Models in this unit can make one additional attack in the Fight phase in a turn in which they made a successful charge.

Combat Stimms: At the start of the Assault phase, you may activate the combat stimms – if so, roll a D6. On a 1, one Ogryn Brute in the unit is immediately slain. On a 2-5, each Ogryn Brute gains +1 Attack. On a 6, each Ogryn Brute in the unit gains D3 Attacks (roll once for each unit).

FACTION KEYWORDS
CHAOS, RENEGADES AND HERETICS

KEYWORDS
INFANTRY, <CHAOS COVENANT>, OGRYN, RENEGADE OGRYN BRUTES

RENEGADE PLAGUE OGRYNS

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plague Ogryn	**6"**	**3+**	**4+**	**5**	**5**	**3**	**3**	**6**	**-**

- This unit contains 3 Plague Ogryns. You may include up to 3 additional Plague Ogryns (**Power Rating +7**) or up to 6 additional Plague Ogryns (**Power Rating +14**).
- Plague Ogryns are armed with plague claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plague claws	Melee	Melee	User	-1	D3	Re-roll failed wound rolls against non-**VEHICLE** models.

WARGEAR OPTIONS
- None.

ABILITIES

Avalanche of Muscle: Models in this unit can make one additional attack in the Fight phase in a turn in which they made a successful charge.

Plague Stimms: At the start of the Fight phase you may activate the plague stimms – if so, roll a D6. On a 1, one Plague Ogryn in the unit is immediately slain. On a 2-5, each Plague Ogryn gains +1 Attack. On a 6, each Plague Ogryn in the unit gains D3 Attacks (roll once for each unit).

Scions of Nurgle: Regardless of the Chaos Covenant your Warlord chooses, Plague Ogryns always (and only) benefit from the Covenant of Nurgle (see page 81).

Shower of Bile: Each time a Plague Ogryn is slain in the Fight phase, nearby units are showered in plague bile: roll a dice for every unit that does not have the **NURGLE** keyword within 3". On a 4+, that unit suffers a mortal wound.

FACTION KEYWORDS CHAOS, RENEGADES AND HERETICS

KEYWORDS INFANTRY, NURGLE, OGRYN, PLAGUE OGRYNS

RENEGADE HEAVY WEAPONS SQUAD

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Weapons Team	**6"**	**5+**	**5+**	**3**	**3**	**2**	**2**	*****	**6+**

- This unit contains 3 Renegade Weapons Teams. It may include up to 3 additional Renegade Weapons Teams (**Power Rating +3**).
- Each model is armed with frag grenades and either lasguns or autoguns.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	–
Lasgun	24"	Rapid Fire 1	3	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–

WARGEAR OPTIONS
- Each Renegade Weapons Team must select a single weapon from the *Renegades and Heretics Heavy Weapons* list.

ABILITIES **Uncertain Worth:** See page 81.

FACTION KEYWORDS CHAOS, RENEGADES AND HERETICS

KEYWORDS INFANTRY, <CHAOS COVENANT>, RENEGADE HEAVY WEAPONS SQUAD

QUESTOR IMPERIALIS

QUESTOR IMPERIALIS ARMY LIST

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

KEYWORDS

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

<HOUSEHOLD>

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

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

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

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

ACASTUS KNIGHT PORPHYRION

40 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Acastus Knight Porphyrion	*	*	*	**8**	**9**	**30**	**3**	**9**	**3+**

An Acastus Knight Porphyrion is a single model. It is equipped with two twin magna lascannon, two autocannon and an ironstorm missile pod. It may also crush its foes beneath its titanic feet.

DAMAGE

Some of an Acastus Knight Porphyrion's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
23-30+	10"	3+	2+
16-22	8"	4+	3+
9-15	6"	5+	4+
1-8	4"	6+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	–
Helios defence missiles	60"	Heavy 2	8	-2	3	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Ironstorm missile pod	72"	Heavy D6	5	0	D3	This weapon can target units that are not visible to the bearer.
Lascannon	48"	Heavy 1	9	-3	D6	–
Twin magna lascannon	72"	Heavy 2D3	12	-3	6	These weapons may not be used to make Overwatch attacks.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS

- The Acastus Knight Porphyrion may replace either of its autocannon with a lascannon.
- The Acastus Knight Porphyrion may replace its ironstorm missile pod with helios defence missiles.

ABILITIES

Blessed Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.

Explodes (Unstable Reactor): If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

Ion Shield: This model has a 5+ invulnerable save against shooting attacks.

Knight Titan: An Acastus Knight Porphyrion can Fall Back in the Movement phase and still shoot and/or charge during its turn, When an Acastus Knight Porphyrion Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. An Acastus Knight Porphyrion can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Acastus Knight Porphyrion can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Acastus Knight Porphyrion only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

IMPERIUM, QUESTOR IMPERIALIS, <HOUSEHOLD>

KEYWORDS

TITANIC, VEHICLE, ACASTUS KNIGHT PORPYHRION

CERASTUS KNIGHT-ACHERON

25 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cerastus Knight-Acheron	*	*	*	**8**	**8**	**27**	**4**	**9**	**3+**

A Cerastus Knight-Acheron is a single model. It is equipped with an Acheron flame cannon and a reaper chainfist with an inbuilt twin heavy bolter. It may also crush its foes beneath its titanic feet.

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Acheron flame cannon	18"	Heavy 2D6	7	-2	3	This weapon automatically hits its target.
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Reaper chainfist	Melee	Melee	x2	-4	6	When attacking with this weapon, subtract 1 from the hit roll.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS

- None.

ABILITIES

Blessed Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

Flank Speed: When making advance rolls for this model, roll 2D6 to determine the maximum distance it may move.

Ion Shield: This model has a 5+ invulnerable save against shooting attacks.

Knight Titan: A Cerastus Knight-Acheron can Fall Back in the Movement phase and still shoot and/or charge during its turn, When a Cerastus Knight-Acheron Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Cerastus Knight-Acheron can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Cerastus Knight-Acheron can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Cerastus Knight-Acheron only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

IMPERIUM, QUESTOR IMPERIALIS, <HOUSEHOLD>

KEYWORDS

VEHICLE, TITANIC, CERASTUS KNIGHT-ACHERON

29 POWER

CERASTUS KNIGHT-ATROPOS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cerastus Knight-Atropos	*	*	*	**8**	**8**	**27**	**4**	**9**	**3+**

A Cerastus Knight-Atropos is a single model. It is equipped with an Atropos lascutter and a graviton singularity cannon. It may also crush its foes beneath its titanic feet.

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Atropos lascutter (shooting)	9"	Heavy 1	12	-4	6	If an attack with this weapon slays an enemy **VEHICLE** or **MONSTER** unit in the Shooting phase, you may immediately make another attack against a separate target within range. This bonus attack does not generate further attacks.
Atropos lascutter (melee)	Melee	Melee	14	-4	6	You may re-roll failed hit rolls and wound rolls for this weapon against targets with the **MONSTER**, **BUILDING** or **VEHICLE** keyword.
Graviton singularity cannon	36"	Heavy 4	8	-3	3	Roll a D6 each time before this weapon is fired. On a 1, the bearer suffers a mortal wound and the weapon fires normally (if the bearer survives this). On 2-5, the attack is carried out normally using its listed profile. On a 6, the weapon's attacks are instead carried out at Strength 16, AP -4, Damage 6 instead of its normal profile.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS

- None.

ABILITIES

Blessed Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.

Explodes (Unstable Reactor): If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

Flank Speed: When making advance rolls for this model, roll 2D6 to determine the maximum distance it may move.

Ionic Flare Shield: This model has a 4+ invulnerable save against shooting attacks, and a 5+ invulnerable save against melee attacks.

Knight Titan: A Cerastus Knight-Atropos can Fall Back in the Movement phase and still shoot and/or charge during its turn, When a Cerastus Knight-Atropos Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Cerastus Knight-Atropos can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Cerastus Knight-Atropos can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Cerastus Knight-Atropos only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Macro-extinction Protocols: You may add 1 to your hit rolls with this model when making Shooting attacks against targets with the **TITANIC** keyword.

FACTION KEYWORDS

IMPERIUM, QUESTOR IMPERIALIS, <HOUSEHOLD>

KEYWORDS

VEHICLE, TITANIC, CERASTUS KNIGHT ATROPOS

CERASTUS KNIGHT-CASTIGATOR

25 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cerastus Knight-Castigator	*	*	*	**8**	**8**	**27**	**4**	**9**	**3+**

A Cerastus Knight-Castigator is a single model. It is equipped with a Castigator bolt cannon and a tempest warblade. It may also crush its foes beneath its titanic feet.

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Castigator bolt cannon	36"	Heavy 14	6	-2	2	–
Tempest warblade	Melee	Melee	+6	-3	5	If any result of a 6 is rolled on any wound roll with this weapon against a **MONSTER** or **VEHICLE**, then an additional D3 mortal wounds are also inflicted on the enemy unit.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS

- None.

ABILITIES

Blessed Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

Flank Speed: When making advance rolls for this model, roll 2D6 to determine the maximum distance it may move.

Ion Shield: This model has a 5+ invulnerable save against shooting attacks.

Knight Titan: A Cerastus Knight-Castigator can Fall Back in the Movement phase and still shoot and/or charge during its turn, When a Cerastus Knight-Castigator Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Cerastus Knight-Castigator can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Cerastus Knight-Castigator can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Cerastus Knight-Castigator only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

IMPERIUM, QUESTOR IMPERIALIS, <HOUSEHOLD>

KEYWORDS

VEHICLE, TITANIC, CERASTUS KNIGHT-CASTIGATOR

CERASTUS KNIGHT-LANCER

24 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cerastus Knight-Lancer	*	*	*	**8**	**8**	**27**	**4**	**9**	**3+**

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

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shock blast	18"	Heavy 6	6	-1	D3	–
Cerastus shock lance	Melee	Melee	+6	-4	6	You may re-roll failed hit rolls with this weapon if the Cerastus Knight-Lancer has successfully charged in your Charge phase.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS

- None.

ABILITIES

Blessed Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

Flank Speed: When making advance rolls for this model, roll 2D6 to determine the maximum distance it may move.

Ion Gauntlet Shield: The Cerastus Knight-Lancer has a 5+ invulnerable save increasing to a 4+ invulnerable save in the Fight phase of any turn. In addition, enemy units with the **TITANIC** keyword within 1" must subtract 1 from their hit rolls when directing their attacks against the Cerastus Knight-Lancer (to a maximum of 6+ to hit).

Knight Titan: A Cerastus Knight-Lancer can Fall Back in the Movement phase and still shoot and/or charge during its turn, When a Cerastus Knight-Lancer Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Cerastus Knight-Lancer can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Cerastus Knight-Lancer can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Cerastus Knight-Lancer only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

IMPERIUM, QUESTOR IMPERIALIS, <HOUSEHOLD>

KEYWORDS

VEHICLE, TITANIC, CERASTUS KNIGHT-LANCER

QUESTORIS KNIGHT MAGAERA

28 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Questoris Knight Magaera	*	*	*	**8**	**8**	**24**	**4**	**9**	**3+**

A Questoris Knight Magaera is a single model. It is equipped with a lightning cannon, a phased plasma-fusil and a reaper chainsword. It may also crush its foes beneath its titanic feet.

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lightning cannon	48"	Heavy 6	7	-1	D3	Each time you make a wound roll of a 6+ for this weapon, that hit is resolved with an AP of -3 instead of -1 and Damage 3 instead of D3.
Phased plasma-fusil	24"	Rapid Fire 2	6	-3	2	–
Twin rad-cleanser	9"	Assault 2D6	*	0	3	This weapon hits automatically, and it always wounds on a 3+ except against **TITANIC** and **VEHICLE** units, against which it always wounds on a 6+.
Hekaton siege claw	Melee	Melee	x2	-4	6	Subtract 1 from hit rolls made with this weapon.
Reaper chainsword	Melee	Melee	+4	-3	6	–
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS

- The Questoris Knight Magaera may replace its reaper chainsword with a hekaton siege claw with an inbuilt twin rad-cleanser, this increases its cost by **+1 Power**.

ABILITIES

Blessed Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.

Empyreal Preysight: Units other than **VEHICLES** cannot claim the bonus +1 to their save for being in cover against this model.

Explodes (Unstable Reactor): If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

Ionic Flare Shield: This model has a 4+ invulnerable save against shooting attacks, and a 5+ invulnerable save against melee attacks.

Knight Titan: A Questoris Knight Magaera can Fall Back in the Movement phase and still shoot and/or charge during its turn, When a Questoris Knight Magaera Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Questoris Knight Magaera can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Questoris Knight Magaera can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Questoris Knight Magaera only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

IMPERIUM, QUESTOR IMPERIALIS, <HOUSEHOLD>

KEYWORDS

VEHICLE, TITANIC, QUESTORIS KNIGHT MAGAERA

QUESTORIS KNIGHT STYRIX

24 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Questoris Knight Styrix	*	*	*	**8**	**8**	**24**	**4**	**9**	**3+**

A Questoris Knight Styrix is a single model. It is equipped with a volkite chieorovile, a graviton crusher and a reaper chainsword. It may also crush its foes beneath its titanic feet.

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Graviton crusher	18"	Heavy D3	6	-2	2	If the target unit's armour save is 3+ or better, the damage of this weapon's attacks increases to 3.
Twin rad-cleanser	9"	Assault 2D6	*	0	3	This weapon hits automatically, and it always wounds on a 3+ except against **TITANIC** and **VEHICLE** units, against which it always wounds on a 6+.
Volkite chieorovile	45"	Heavy 5	8	-3	D6	Each time you make a wound roll of 6+ for this weapon, the weapon scores an additional automatic hit at the weapon's normal profile which is resolved after the initial attacks for the weapon on the same unit. These additional hits do not themselves generate more additional hits.
Hekaton siege claw	Melee	Melee	x2	-4	6	Subtract 1 from hit rolls made with this weapon.
Reaper chainsword	Melee	Melee	+4	-3	6	–
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS

- The Questoris Knight Styrix may replace its reaper chainsword with a hekaton siege claw with an inbuilt twin rad-cleanser, this increases its cost by **+1 Power**.

ABILITIES

Blessed Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.

Empyreal Preysight: Units other than **VEHICLES** cannot claim the bonus +1 to their save for being in cover against this model.

Explodes (Unstable Reactor): If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

Ionic Flare Shield: This model has a 4+ invulnerable save against shooting attacks, and a 5+ invulnerable save against melee attacks.

Knight Titan: A Questoris Knight Styrix can Fall Back in the Movement phase and still shoot and/or charge during its turn, When a Questoris Knight Styrix Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Questoris Knight Styrix can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Questoris Knight Styrix can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Questoris Knight Styrix only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

IMPERIUM, QUESTOR IMPERIALIS, <HOUSEHOLD>

KEYWORDS

VEHICLE, TITANIC, QUESTORIS KNIGHT STYRIX

TITAN LEGIONS

TITAN LEGIONS ARMY LIST

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

KEYWORDS

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

<TITAN LEGION>

All Titans belong to a Titan Legion.

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

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

MACRO WEAPONS

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

Macro Weapons

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

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

WARHOUND SCOUT TITAN

75 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Warhound Scout Titan	*	*	*	**10**	**9**	**35**	**4**	**10**	**3+**

A Warhound Scout Titan is a single model. It is equipped with two arm-mounted weapons selected from the list in this datasheet as shown. It may also crush its enemies beneath its titanic stride.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dual turbo-laser destructor	96"	Macro 2D3	16	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Titan inferno gun	18"	Heavy 4D6	7	-3	4	This weapon hits automatically.
Titan plasma blastgun	This weapon has two firing modes, declare which is being used before the attack is made:					
- Normal	72"	Macro 2D6	8	-3	3	–
- Overcharged	72"	Macro 2D6	10	-4	4	When using this firing mode, for each hit roll of a 1, the Titan suffers a mortal wound after all of this weapon's shots have been resolved. These mortal wounds may not be stopped by the Titan's own void shields.
Titan vulcan mega-bolter	72"	Heavy 20	6	-3	2	–
Titanic stride	Melee	Melee	User	-3	3	Make 3 hit rolls for each attack made with this weapon instead of 1.

DAMAGE

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

REMAINING W	M	WS	BS	VOID SHIELD
30-35+	24"	5+	2+	4+
16-22	8"	5+	3+	5+
9-15	6"	6+	4+	6+
1-8	4"	6+	5+	7+

WARGEAR OPTIONS

- This model must take two of the following arm-mounted weapons:
  - Dual turbo-laser destructor
  - Titan plasma blastgun
  - Titan inferno gun
  - Titan vulcan mega-bolter

ABILITIES

Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. On a 5+, it suffers a cataclysmic explosion, and each unit within 3D6" suffers D6 mortal wounds.

Flank Speed: When this model Advances, increase its Move characteristic by 12" instead of rolling a dice.

Imperial God-engine: A Warhound Scout Titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Warhound Scout Titan Falls Back, it can move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" away from all enemy units. A Warhound Scout Titan can fire its shooting weapons even if there are enemy models within 1" unless those enemy models are **TITANIC**. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, a Warhound Scout Titan can move and fire Heavy weapons without any penalty to its hit rolls. Finally, a Warhound Scout Titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Titan Void Shields: Titans are protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from their hulls in layers, and designed to deflect and absorb the impact of high-energy attacks and missiles against them. In game terms, Titan void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, Titan void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves they may also be used to negate mortal wounds. In this case however, roll one dice for each mortal wound that has been inflicted on the Titan, with the mortal wound being ignored if the save roll is passed. Titan void shields must be continuously reenergised and renewed in combat operations and so as the Titan is damaged, the defensive potential of its void shields is reduced (see the Damage table listed for the Titan).

FACTION KEYWORDS

IMPERIUM, ADEPTUS TITANICUS, <TITAN LEGION>

KEYWORDS

TITANIC, VEHICLE, GOD-ENGINE, WARHOUND SCOUT TITAN

REAVER BATTLE TITAN

120 POWER

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

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

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

DAMAGE

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

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

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

WARLORD BATTLE TITAN

200 POWER

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

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

DAMAGE

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

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

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

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

APPENDICES

ASTRA MILITARUM 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 Astra Militarum 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.

ASTRA MILITARUM UNITS		
UNIT	**MODELS PER UNIT**	**POINTS PER MODEL** (Does not Include wargear)
Aquila Lander	1	110
Arkurian Pattern Stormblade	1	400
Arkurian Pattern Stormhammer	1	390
Arkurian Pattern Stormsword	1	390
Armageddon Pattern Basilisk	1-3	115
Armageddon Pattern Medusa	1-3	103
Artemia Pattern Hellhound	1-3	100
Arvus Lighter	1-3	115
Atlas Recovery Tank	1	90
Avenger Strike Fighter	1	125
Centaur Light Carrier	1	46
Colossus Bombard	1-3	150
Crassus Armoured Assault Vehicle	1	200
Cyclops Demolition Vehicle	1-3	40
Dominus Armoured Siege Bombard	1	450
Earthshaker Battery	1-3	80
Earthshaker Carriage Battery		
- Earthshaker Carriage	1-3	75
- Guardsman Crewman	4-12	4
Gorgon Heavy Transporter	1	350
Griffon Mortar Carrier	1-3	70
Gryphonne Pattern Chimera	1	75
Hades Breaching Drill Squadron		
- Hades Breaching Drill	1	65
- Veterans	10	6
Heavy Mortar Battery		
- Heavy Mortar	1-3	60
- Guardsman Crew	3-9	4
Heavy Quad Launcher Battery		
- Heavy Quad Launcher	1-3	73
- Guardsman Crew	3-9	4
Hydra Battery	1-3	90
Imperial Fortress Walls	1	400
Leman Russ Annihilator	1-3	132

ASTRA MILITARUM UNITS		
UNIT	**MODELS PER UNIT**	**POINTS PER MODEL** (Does not Include wargear)
Leman Russ Conqueror	1-3	110
Leman Russ Stygies Vanquisher	1-3	165
Lightning Strike Fighter	1	95
Macharius Heavy Tank	1	345
Macharius Omega	1	355
Macharius Vanquisher	1	360
Macharius Vulcan	1	350
Malcador Annihilator	1	200
Malcador Defender	1	200
Malcador Heavy Tank	1	190
Malcador Infernus	1	312
Manticore Battery	1-3	80
Marauder Bomber	1	252
Marauder Destroyer	1	146
Medusa Carriage Battery		
- Medusa Carriage	1-3	80
- Guardsman Crew	4-12	4
Minotaur Artillery Tank	1	280
Praetor Armoured Assault Launcher	1	350
Primaris Redoubt	1	300
Rapier Laser Destroyer		
- Rapier Laser Destroyer	1	70
- Guardsmen Crew	2	4
Sabre Weapons Battery	1-3	20
Salamander Command Vehicle	1	75
Salamander Scout Tank	1-3	55
Sentinel Powerlifters	1-3	45
Stygies Destroyer Tank Hunter	1-3	170
Stygies Thunderer Siege Tank	1-3	170
Tarantula Battery	1-3	10
Tauros Assault Vehicle	1-3	37
Tauros Venator	1-3	46
Thunderbolt Heavy Fighter	1	100
Trojan Support Vehicle	1	90
Valdor Tank Hunter	1	370
Vendetta Gunship	1-3	110
Vulture Gunship	1-3	112

ASTRA MILITARUM RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Air defence missiles	10
Artemia inferno cannon	0
Autocannon	15
Avenger bolt cannon	0
Battle cannon	22
Bolt pistol	1
Co-axial multi-laser	0
Co-axial storm bolter	0
Colossus siege mortar	0
Conqueror battle cannon	25
Cyclops demolition charge	0
Defensive heavy stubber	0
Demolisher cannon	40
Dominus triple bombard	0
Dual turbo-laser destructor	0
Earthshaker cannon	0
Flamer	7
Frag grenade	0
Gorgon mortar	0
Grenade launcher	5
Griffon heavy mortar	0
Heavy bolter	8
Heavy flamer	17
Heavy laser destroyer array	0
Heavy mortar	0
Heavy quad launcher	0
Heavy stubber	4
Hellfury missile	15
Hellstrike missile	20
Hunter-killer missile	6
Hydra quad autocannon	0
Icarus lascannon	25
Icarus quad lascannon	100
Inferno gun	0
Krak grenade	0
Lascannon	20
Laser destroyer	0
Lasgun	0
Lasgun array	0
Laspistol	0
Long-barrelled autocannon	20
Macharius battle cannon	0
Macharius vanquisher cannon	0
Macharius vulcan mega-bolter	0
Manticore missile	10
Medusa siege cannon	0
Medusa siege gun	0
Meltagun	12
Missile launcher	20
Multi-laser	10

ASTRA MILITARUM RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Multi-melta	20
Multiple rocket pod	11
Neutron laser projector	0
Omega pattern plasma blastgun	0
Plasma blastgun	0
Plasma cannon	15
Plasma gun	7
Plasma pistol	5
Praetor launcher	0
Quad-gun	30
Shotgun	0
Sky eagle rocket	10
Skystrike missile	15
Storm bolter	2
Stormhammer cannon	0
Stormsword siege cannon	0
Stygies Vanquisher battle cannon	0
Tauros grenade launcher	20
Twin assault cannon	35
Twin autocannon	25
Twin battle cannon	0
Twin earthshaker cannon	0
Twin heavy bolter	14
Twin heavy flamer	30
Twin heavy stubber	7
Twin lascannon	40
Twin long-barrelled autocannon	35
Twin multi-laser	18
Twin punisher gatling cannon	40
Whirlwind castellan launcher	25
Whirlwind vengeance launcher	30

ASTRA MILITARUM MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Adamantium tracks	0
Chainsword	0
Melta-cutter drill	0
Power axe	5
Power fist	10
Power sword	4
Powerlifter	0

ASTRA MILITARUM OTHER WARGEAR

WEAPON	POINTS PER WEAPON
Cluster of heavy bombs	30
Cluster of hellstorm bombs	40
Cluster of tactical bombs	20
Defence searchlight	0

ASTRA MILITARUM WARGEAR

ASTRA MILITARUM RANGED WEAPONS

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

ASTRA MILITARUM RANGED WEAPONS

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

ASTRA MILITARUM RANGED WEAPONS

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

ASTRA MILITARUM RANGED WEAPONS

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

ASTRA MILITARUM MELEE WEAPONS

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

DEATH KORPS OF KRIEG 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 Death Korps of Krieg 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.

DEATH KORPS OF KRIEG UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Death Korps of Krieg Command Squad	4	7
Death Korps Commissar	1	30
Death Korps Death Rider Command Squadron	4	15
Death Korps Death Rider Commissar	1	50
Death Korps Death Rider Squadron	5-10	14
Death Korps Death Rider Squadron Commander	1	38
Death Korps Combat Engineer Squad	5-10	7
Death Korps Field Officer	1	23
Death Korps Centaur Light Assault Carrier	1	46
Death Korps Grenadier Storm Squad	5-10	8
Death Korps Heavy Weapons Squad	3	5
Death Korps Infantry Squad	10	5
Death Korps Leman Russ Mars Alpha Battle Tanks	1-3	132
Death Korps Marshal	1	37
Death Korps Marshal Karis Venner	1	55
Death Korps Quartermaster Cadre		
- Quartermaster Revenant	1	33
- Medicae Servitor	2-4	2
Death Korps Storm Chimera	1	80

DEATH KORPS OF KRIEG RANGED WEAPONS

WEAPONS	POINTS PER WEAPON
Acid gas bomb	0
Autocannon	15
Battle cannon	22
Bolt pistol	1
Boltgun	1
Co-axial heavy stubber	0
Co-axial storm bolter	0
Conquerer battle cannon	25
Demolisher cannon	40
Demolition charge	5
Eradicator nova cannon	25
Executioner plasma cannon	20
Exterminator autocannon	25
Flamer	7
Frag grenade	0
Grenade launcher	5
Heavy bolter	8
Heavy flamer	17
Heavy stubber	4
Hot-shot lasgun	1
Hot-shot laspistol	1
Hunter-killer missile	6
Krak grenade	0
Krieg combat shotgun	1
Lascannon	20
Lasgun	0
Lasgun array	0
Laspistol	0
Melta bomb	3
Meltagun	12
Missile launcher	20
Mole launcher	18
Mortar	5
Multi-laser	10
Multi-melta	20
Multiple rocket pod	11
Plasma cannon	15
Plasma gun	7
Plasma pistol	5
Punisher gatling cannon	20
Storm bolter	2
Twin lascannon	40
Vanquisher battle cannon	25

DEATH KORPS OF KRIEG MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Chainsword	0
Death Korps hunting lance	2
Medical scalpels	0
Power axe	5
Power fist	10
Power maul	4
Power sword	4
Savage claws	0

DEATH KORPS OF KRIEG OTHER WARGEAR	
WEAPON	POINTS PER WEAPON
Medi-pack	10
Memento Mori	10
Platoon standard	5
Regimental standard	5
Vox-caster	5

DEATH KORPS OF KRIEG WARGEAR

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

DEATH KORPS OF KRIEG RANGED WEAPONS

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

DEATH KORPS OF KRIEG MELEE WEAPONS

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

ELYSIAN DROP TROOPS POINTS VALUES

When playing games of *Warhammer 40,000* using the matched play rules, or any other game using a points limit, the following lists should be used to determine the points cost of any Elysian Drop Troops 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.

ELYSIAN DROP TROOPS UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not Include wargear)
Elysian Command Squad	4	7
Elysian Company Commander	1	40
Elysian Drop Sentinels	1-3	40
Elysian Drop Trooper Squad	10	5
Elysian Heavy Weapons Squad	3	5
Elysian Lord Commissar	1	60
Elysian Platoon Commander	1	30
Elysian Sniper Squad	3	5
Elysian Special Weapons Squad	6	5
Elysian Veteran Squad	10	7
Valkyrie Sky Talon	1	130

ELYSIAN DROP TROOPS OTHER WARGEAR

UNIT	POINTS PER ITEM
Breacher charge	25
Medi-pack	10
Regimental standard	5
Vox-caster	5

ELYSIAN DROP TROOPS RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Bolt pistol	1
Boltgun	1
Flamer	7
Frag grenade	0
Grenade launcher	5
Heavy bolter	8
Heavy flamer	17
Hellstrike missile	20
Hunter-killer missile	6
Krak grenade	0
Lasgun	0
Laspistol	0
Melta bomb	0
Meltagun	12
Missile launcher	20
Mortar	5
Multi-melta	20
Multiple rocket pod	11
Plasma gun	7
Plasma pistol	5
Shotgun	0
Sniper rifle	2

ELYSIAN DROP TROOPS MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Lascutter	10
Power fist	10
Power sword	4

ELYSIAN DROP TROOPS WARGEAR

ELYSIAN DROP TROOPS RANGED WEAPONS

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

ELYSIAN DROP TROOPS MELEE WEAPONS

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

RENEGADES AND HERETICS POINTS VALUES

When playing games of *Warhammer 40,000* using the matched play rules, or any other game using a points limit, the following lists should be used to determine the points cost of any Renegades and Heretics 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.

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not Include wargear)
Renegade Disciple Squad	5-15	6
Renegade Marauder Squad		
- Marauder	5-10	6
- Brute	0-2	30
Renegade Ogryn Beast Handlers		
- Ogryn Pack Master	1	30
- Chaos Mauler Hounds	3-6	10
Renegade Ogryn Brutes	1-5	30
Renegade Plague Ogryns	3-6	25
Renegade Heavy Weapons Squad	3-6	3
Malefic Lord	1	30
Renegade Command Squad	4	6
Renegade Commander	1	25
Renegade Enforcer	1	30
Rogue Psyker Coven	5	20
Renegade Mutant Rabble	10-50	4
Chaos Spawn	1-5	33
Renegade Militia Squad	10-20	4
Renegade Cultists	10-30	5

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

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Bare hands	0
Befouled fangs and claws	0
Brutal assault weapon	0
Chainsword	0
Hideous mutations	0
Mauler goad	1
Ogryn weapon	1
Ogryn power drill	10
Plague claws	1
Power axe	5
Power fist	10
Power maul	4
Power sword	4
Ripper claw	3

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Autocannon	15
Autogun	0
Autopistol	0
Bolt pistol	1
Boltgun	1
Flamer	7
Frag grenade	0
Grenade launcher	5
Heavy bolter	8
Heavy stubber	4
Krak grenade	0
Lascannon	20
Lasgun	0
Laspistol	0
Meltagun	12
Missile launcher	20
Mortar	5
Plasma gun	7
Plasma pistol	5
Shotgun	0
Sniper rifle	2
Stub gun	0

OTHER WARGEAR

UNIT	POINTS PER ITEM
Banner of Hate	10
Banner of the Apostate	10
Chaos sigil	10
Command vox net	10
Vox-caster	5

RENEGADES AND HERETICS WARGEAR

RENEGADES AND HERETICS RANGED WEAPONS

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

RENEGADES AND HERETICS MELEE WEAPONS

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

QUESTOR IMPERIALIS 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 Questor Imperialis 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.

QUESTOR IMPERIALIS UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not Include wargear)
Acastus Knight Porphyrion	1	540
Cerastus Knight-Acheron	1	358
Cerastus Knight-Atropos	1	405
Cerastus Knight-Castigator	1	350
Cerastus Knight-Lancer	1	420
Questoris Knight Magaera	1	440
Questoris Knight Styrix	1	340

QUESTOR IMPERIALIS MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Cerastus shock lance	60
Hekaton siege claw	30
Reaper chainfist	40
Reaper chainsword	30
Tempest warblade	30
Titanic feet	0

QUESTOR IMPERIALIS RANGED WEAPONS

WEAPONS	POINTS PER WEAPON
Acheron flame cannon	80
Atropos lascutter	80
Autocannon	20
Castigator bolt cannon	120
Graviton crusher	25
Graviton singularity cannon	70
Helios defence missiles	45
Ironstorm missile pod	16
Lascannon	25
Lightning cannon	70
Phased plasma-fusil	20
Shock blast	0
Twin heavy bolter	17
Twin magna lascannon	100
Twin rad-cleanser	25
Volkite chieorovile	80

QUESTOR IMPERIALIS WARGEAR

QUESTOR IMPERIALIS RANGED WEAPONS

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

QUESTOR IMPERIALIS MELEE WEAPONS

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

TITAN LEGIONS 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 Titan Legions 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.

TITAN LEGIONS UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Includes wargear)
Reaver Battle Titan	1	2,400
Warhound Scout Titan	1	1,500
Warlord Battle Titan	1	4,000

TITAN LEGIONS MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Greater titanic stride	0
Titanic stride	0
Arioch Titan power claw	0
Reaver power fist	0
Reaver chainfist	0

TITAN LEGIONS RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Mori quake cannon	0
Sunfury plasma annihilator	0
Warlord gatling blaster	0
Apocalypse missile launcher	0
Reaver gatling blaster	0
Reaver laser blaster	0
Saturnyne lascutter	0
Dual turbo-laser destructor	0
Belicosa volcano cannon	0
Titan plasma blastgun	0
Titan mega-bolter	0
Twin Titan mega-bolter	0
Incinerator missile bank	0
Ardex-defensor maulers	0
Ardex-defensor twin lascannon	0
Reaver volcano cannon	0
Reaver melta cannon	0
Titan inferno gun	0
Titan vulcan mega-bolter	0

TITAN LEGIONS WARGEAR

TITAN LEGIONS RANGED WEAPONS

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

TITAN LEGIONS MELEE WEAPONS

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

WE THINK YOU'D LIKE...

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