WARHAMMER 40,000 ND EX: MPERIUM 2

ASTRA MILITARUM - ADEPTUS MECHANICUS IMPERIAL KNIGHTS - IMPERIAL AGENTS TALONS OF THE EMPEROR



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INTRODUCTION

Welcome to the second volume of *Index: Imperium*. This book is one of five tomes that contain updated rules for every unit of miniatures in Warhammer 40,000. If you have an army of Astra Militarum, Adeptus Mechanicus, Imperial Knights, Imperial Agents or Talons of the Emperor, this volume allows you to field your models in the new edition of Warhammer 40,000.

Within these pages are detailed rules entries, known as datasheets, for every Citadel Miniature from the Astra Militarum, Adeptus Mechanicus, Questor Imperialis, Adeptus Ministorum, Astra Telepathica, Officio Assassinorum, Inquisition, Adepta Sororitas, Sisters of Silence and Adeptus Custodes Factions, as well as Imperial Fortifications. When taken together with the *Warhammer* 40,000 rulebook, you will have everything you need to field the sledgehammer might of the Imperium of Mankind on the battlefield.

The Astra Militarum is the armoured fist of the Imperium, a sprawling military machine that crushes all before it in a devastating cannonade of heavy munitions and las-fire. In its endless battles, the Imperium can call upon a vast supply of munitions and machines of war, from legions of tanks and thundering mobile artillery, to squadrons of assault aircraft and swift combat walkers. Yet the heart of the Astra Militarum consists of billions upon billions of mortal soldiers, armed with little more than trusty lasguns and an unshakeable faith in the God-Emperor. But these brave souls do not fight and die alone.

Striding in their midst are the psykers of the Adeptus Astra Telepathica, crackling energies arcing from their raised staffs as they channel the powers of the warp. The Adeptus Mechanicus, masters of ancient technology, unleash their legions of cyber-automata, while the deafening stomp of armoured feet heralds the march of towering Imperial Knights. The Sisters of Silence and the Adeptus Custodes are the Talons of the Emperor, bringing swift retribution to any that defy his rule. The zealous shrieks of Arco-flagellants and the war-hymns of Battle Sisters join in chorus to mark the coming of the Adeptus Ministorum. In the shadows, a lethal game is played as the Officio Assassinorum and the Holy Inquisition stalk their prey. Collectively, these Armies of the Imperium bring the wrath of the Emperor to his foes, defying the corruption of Chaos and the impudence of the alien with roaring guns and keen-edged blades.

INSIDE YOU WILL FIND:

- Army Lists: The first ten sections of this book present all of the datasheets that you will need in order to use your Imperial armies in games of Warhammer 40,000, along with the additional rules and psychic disciplines that make each of these Factions unique.
- Battle-forged Armies: This presents a guide on how to organise your miniatures into an army for matched play games, including photocopiable Army Roster sheets.
- Appendix: This section contains all of the profiles and rules for the weapons and wargear carried by the units covered in this book, as well as all of the points values you will need to use your army in matched play games.



DATASHEETS

1. Battlefield Role

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

2. Power Rating

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

3. Unit Name

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

4. Profiles

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

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

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

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

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

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

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

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

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

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



5. Unit Composition & Wargear

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

6. Weapons

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

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

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

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

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

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

7. Wargear Options

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

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 **CADIAN** models'. This means it would only apply to models that have the Cadian keyword on their datasheet.



ASTRA MILITARUM

The Astra Militarum is the sledgehammer of the Emperor, and its countless armies form the vast majority of the Imperium's military might. Although often outclassed in terms of strength and technological advancement, the warriors and vehicles of the Imperial Guard stand together, relentlessly wearing down their enemies until nothing is left but a cratered wasteland.

The Astra Militarum is not a precise, swift tool of war like an Adeptus Astartes strike force. Instead it is a heavy assemblage of destruction, used to bludgeon a foe into oblivion over the course of a bloody campaign. Many such conflicts take decades, or even centuries, to complete, but the masters of the Astra Militarum are quite happy to wage costly wars of attrition. In many ways it is their signature style of warfare.

Although an individual Imperial Guardsman can never be the equal of a Space Marine, there are often tens of thousands of men in each regiment. With literally trillions of new recruits tithed to the Astra Militarum each year, their commanders have a functionally infinite amount of manpower to draw upon. Quantity is a vital asset in itself; in essence, the limit of the Imperial Guard's power is not the number of troops it can call upon, but the complex logistics in gathering them for battle, especially when the Imperium is riven by warp tempests. It has been known for unscrupulous commanders to send in so many waves of infantry that the enemy is battered apart by a living tide. Commander Chenkov of Valhalla once took an impregnable fortress by sending his men, the Tundra Wolves, to their deaths in an unending stream. Towards the end of the siege, the corpses of the soldiers sent in the first waves formed a fleshy ramp up to the battlements for their brethren to assault.

Though those conscripted to the Astra Militarum hail from a million different worlds, each Imperial Guard regiment adheres closely to the Tactica Imperium. They are hence largely uniform in their composition, and usually keyed to a particular role. Most infantry regiments, for example, contain no heavy artillery, whilst most armoured regiments contain no infantry. As a result, regiments are usually required to work together in formations known as battle groups or task forces. This practice of institutionalised division dates back to the days following the Horus Heresy, when the Legions of the Space Marines were reduced to far smaller Chapters to prevent them becoming too much of a threat should they be corrupted. At much the same time, it was decreed that Imperial Guard regiments should be separate, yet interdependent, so that any rebellions could be quickly isolated and quashed, leaving the rest of the military machine to continue its duties.

The Tactica Imperium sets down a basic template around which infantry regiments are organised. Each is split into companies, with each company under the command of a senior officer. The number of companies in a regiment varies greatly, but most regiments are comprised of between three and twenty companies. Companies are further divided into platoons, typically between three and six. Platoons consist of a number of ten-man squads, usually two to five, led by a five-man command squad, but they can also include special weapons squads, heavy weapons squads, and conscripts barely out of basic training. A full platoon can number well over a hundred men, and a full-strength regiment can number in the tens of thousands. Terms and specific rank names vary significantly. While the regimental commander is normally a colonel, the culture from which he is drawn might use an entirely different term, ranging from 'Knight Magnificent' to 'Chief Hetman' to 'Marquis Battalio.' Provided it can fight effectively with standard issue lasguns, bayonets and flak armour, each regiment is allowed to keep its warrior culture and identity, the better to ensure cohesion and bonds of loyalty. In this way entire cultures can be rapidly recruited.

This hierarchy-based structure is maintained in other types of regiment. In a tank regiment, for example, the individual Guardsmen form tank crews, with each tank taking the place of a squad as the basic unit. These are formed into squadrons, led by a command tank, and organised into tank companies, a number of which make up an armoured regiment. In the rare but devastatingly powerful super-heavy tank regiments, each individual tank is the equivalent of a platoon, meaning that such a regiment will usually only number nine to twelve super-heavy tanks in addition to its numerous supply and service vehicles. Such regiments are rarely deployed en masse, but are usually split into smaller squadrons of super-heavy tanks and assigned as armoured support to more conventional regiments.

The basic Astra Militarum regiment is also supported by many specialist units that are part of the wider Departmento Munitorum. These are personnel supplied by auxiliary institutions that have long been a part of the Imperium's military bedrock. Amongst them are the Schola Progenium, source of the iron-willed Commissars and the elite soldiery of the Militarum Tempestus; the Scholastica Psykana, which provides soul-bound psykers reliable enough to serve in the Emperor's armies; and the Abhuman Auxilla, which oversees the military contributions of Ratlings, Ogryns and other such genetic offshoots of Humanity. The regimental specialists from the Departmento Munitorum are further bolstered by elements from the wider Imperium. These include priests of the Adeptus Ministorum, who see to the spiritual reinforcement of the infantry, and the Enginseers and servitors of the Adeptus Mechanicus, who tend to the Imperial Guard's war machines.





ASTRA MILITARUM BATTLE GROUPS

When a force of combined arms is required, units are drafted from the available regiments and placed under the command of a senior officer, such as a colonel or a captain. These formations are known as battle groups. These can vary in size, from company-level units of a hundred or so men and five or six vehicles, to a force almost as large as a true regiment.

Some battle groups are a balanced mix, likely to be taken from several different regiments from many different worlds. Others, however, are highly specialised, designed to meet very specific battlefield challenges. A battle group might consist only of Chimera-mounted infantry and airborne support if sent to strike an island fortress, for instance. Similarly, a deployment of self-propelled artillery will be assigned to support an armoured breakthrough, or an entire company of Sentinels will be sent to rout a dug-in enemy in a jungle fight. As squads, companies, and entire regiments drop below strength due to the attrition of battle, undersized formations are merged to create composite groups. Few orderly formations survive the journey through the warp to the designated battleground intact, let alone the crucible of war that follows.

INFANTRY REGIMENTS

An Imperial Guard infantry regiment is a sight to stir the blood of any military commander. Rank after rank of uniformed warriors march in close order drill to the front line, lasguns held tight against their shoulders until the enemy is within range. Filling trenches, manning bastions, hunkering down in the rubble of shattered cities, the infantry regiment becomes a wall of living flesh that bars the path of the tyrant and the fiend. When the enemy comes close the officers at the core of each platoon will bark their orders, each imperative relayed along the line by vox officers and laud-hailer cherubim. A hurricane of las-beams shoots out, blasting back the enemy with sheer weight of fire. Those cunning or stalwart enough to escape the fury of such fusillades find themselves under attack from grizzled veterans proven in the heat of war, special weapons teams that can melt enemy tanks to blackening slag, and snipers that can bullseye an enemy leader from a hundred paces.



ARMOURED REGIMENTS

The ground shivers at the passage of rugged Astra Militarum tanks, their broad treads chewing the cratered ground to muddy ruin as they trundle to the front line. Even a single squadron of Leman Russ battle tanks can blast apart an enemy strike force. Yet the lords of steel that direct these formidable spearheads have not only the famously deadly Leman Russ at their behest; alongside these iconic war machines come anti-tank Vanquishers, Punishers capable of mowing down alien hordes in a storm of bullets, Hellhound flame tanks and Bane Wolf tanks that send clouds of intensely lethal gas into the ranks of the foe.

RECON REGIMENTS

The sheer size of the Astra Militarum's armed forces can make for an unwieldy weapon. To ensure it is brought to bear with optimum force, the Imperial Guard's commanders employ elements from reconnaissance regiments. These are largely comprised of Sentinels – bipedal heavy weapons platforms that can pick their way through even the densest terrain – though they also include Rough Riders, cavalry shock troops whose hunting lances can lay low even the power-armoured butchers of the Heretic Astartes.

ARTILLERY REGIMENTS

Though rarely used in isolation, artillery regiments are perhaps the most devastating of all. As with all Imperial Guard guns they are self-propelled, enabling them to move – albeit slowly – from one war zone to the next under their own steam, or to punish an advancing force with a rolling barrage that does not cease until the enemy is utterly flattened. Such armoured forces are known not only for the iconic earthshaker cannons of their Basilisks, but also Manticore rocket launchers, Hydra autocannons and Wyvern area denial batteries. Even the massive Deathstrike missiles are at the command of the Astra Militarum's artillery commanders. Together these assets can command any battlefield, for as any Imperial artillerist knows, big guns never tire.





ASTRA MILITARUM ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Astra Militarum miniatures. 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 Astra Militarum 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 **<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 Man. Each has its own distinct traditions, training regimes and methods of waging war.

Some datasheets specify what regiment the unit is drawn from (e.g. Lord Castellan Creed has the **CADIAN** keyword, so is from the Cadian Regiment, while a Tempestor Prime has the **MILITARUM TEMPESTUS** keyword, so is from the Militarum Tempestus Regiment). 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 Command Squad in your army and wanted them to be from the Vostroyan Firstborn regiment, their **<REGIMENT>** Faction keyword is changed to **VOSTROYAN** and their Regimental Standard ability would say: 'All friendly **VOSTROYAN** units add 1 to their Leadership whilst they are within 6" of any **VOSTROYAN** Veteran with a regimental standard.'



ABILITIES

The following ability is common to several Astra Militarum units:

VOICE OF COMMAND

This unit may issue one order per turn to the soldiers under their command at the start of their Shooting phase. Orders may only be issued to **INFANTRY** units within 6" of this unit that have the same **<REGIMENT>** keyword as this unit. 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.

ASTRA MILITARUM ORDERS

ORDER

Take Aim!

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

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!

10

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 appendix (pg 144-146).

ASTRA MILITARUM RANGED WEAPONS

- Bolt pistol
- Boltgun
- Plasma pistol

ASTRA MILITARUM SPECIAL WEAPONS

- Sniper rifle ¹
- Flamer
- Grenade launcher
- Meltagun
- Plasma gun

ASTRA MILITARUM HEAVY WEAPONS

• Mortar

- Autocannon
- Heavy bolter
- Missile launcher
- Lascannon

¹ Cannot be taken by Rough Riders.

ASTRA MILITARUM MELEE WEAPONS

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



		1.121	12.50	104	19.1	198	Bench 1	12/12	
	CC	DM	PAN	٧Y	CO	MN	AAN	ID	ER
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Company Commander	6"	3+	3+	3	3	4	3	8	5+
A Company Commander i	s a single	model a	rmed wi	th a la	spistol, ch	ainswo	ord and fr	ag gren	ades.
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES
Laspistol	12"	Pist	ol 1		3	0	1	-	
Shotgun	12"	Ass	ult 2		3	0	1		e target is within half range, add 1 to this on's Strength.
Chainsword	Melee	Mel	ee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.
Frag grenade	6"	Gre	nade D6		3	0	1	-	
WARGEAR OPTIONS			· 1						e Astra Militarum Melee Weapons list. n from the Astra Militarum Ranged Weapons list.
ABILITIES	Voice of Command (pg 10) Senior Officer: This model may use the Voice of Command ability twice in each of your turns. Refractor Field: This model has a 5+ invulnerable save. Resolve the effects of the first order before issuing the second order.								
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	A MII	ITARUN	И, <r< td=""><td>EGIME</td><td>NT></td><td></td></r<>	EGIME	NT>	
KEYWORDS	CHAR	ACTE	R, INFA	ANTR	Y, OFFI	CER,	COMPA	NY C	COMMANDER



Company Commanders lead from the front lines, bellowing orders to their troops amidst hails of enemy fire.

		TA	NK	C	DMI	MA	ND	ER		DAMAGE Some of this model's it suffers damage, as			nge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	ŀ
Tank Commander	*	6+	*	7	8	12	*	7	3+	7-12+	10"	3+	3
A Tank Commander is a sing	le model.	He rides	to battle	from t	he cupola	n of a Lei	nan Russ		ank,	4-6	7"	4+	D
which is equipped with a batt	le cannor	n and a h	eavy bolt		1					1-3	4"	5+	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ries				
Battle cannon	72"	Hea	vy D6		8	-2	D3	-	1.		11 1	.1.1	
Demolisher cannon	24"	Hea	vy D3		10	-3	D6			ng units with 5 or more 1 e to Heavy D6.	nodels, char	ige this	
Eradicator nova cannon	36"	Hea	vy D6		6	-2	D3			d by this weapon do not § hrows for being in cover.	gain any bor	ius to	
Executioner plasma cannon	When a	ittacking	with this	weapo	n, choose	e one of t	he profil	es below.					
Standard	36"	Hea	vy D6		7	-3	1	-					
Supercharge	36"	Hea	vy D6		8	-3	2	D6 m		one or more hit rolls of 1, ounds after all of this wea l.			
Exterminator autocannon	48"	Hea	vy 4		7	-1	2	-					П
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Heavy flamer	8"		vy D6		5	-1	1		weapon	automatically hits its targ	et.		
Heavy stubber	36"		vy 3		4	0	1	-					
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Multi-melta	24"	Hea	vy 1		8	-4	D6			s within half range of this ng damage with it and dis			
Plasma cannon		-		weapo	n, choose		-	es below.					
Standard	36"		vy D3		7	-3	1	- On a	hit roll o	of 1, the bearer is slain aft	er all of this	weapon's	
Supercharge	36"		vy D3		8	-3	2			en resolved.	er un or uno	weapons	
Punisher gatling cannon Storm bolter	24" 24"		vy 20 id Fire 2		5 4	0	1	-					1
Vanquisher battle cannon	72"	Неа			8	-3	D6			when inflicting damage west result.	with this we	apon and	
VARGEAR OPTIONS	canno • This r • This r	on, demo nodel ma nodel ma	lisher can ay replace ay take tv	nnon, p e its hea vo heav	unisher g vy bolter	atling ca with a h two hea	innon or ieavy flan vy flamer	executio ner or a l	ner plas lascanno	on, vanquisher battle can ma cannon. on. Itas or two plasma canno			
ABILITIES	Grindir to turret turn in v weapon autocan execution Explode before r	ng Advan t weapon which it h s: battle c non, van oner plasr es: If this emoving	ce: This r hit rolls f has moved annon, er quisher b na canno model is it from th	nodel d or shoo d. The for adicato attle car n and p reduced ne battle	oes not su ting a Hea ollowing v r nova can nnon, den unisher g l to 0 wou field. On s	affer the p avy weap veapons a non, ext nolisher c atling can nds, roll a 6 it exp	penalty on on a are turret cerminato cannon, nnon. a D6	supe hit ro r it sui cann TA ORD	erchargeo olls of 1, ffers 6 m nons for NK DR		u roll one or estroyed. Ins	stead,	
	 each unit within 6" suffers D3 mortal wounds. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Full Throttle! Instead of shooting this phase the ordered model 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. Gunners, Kill on Sight! 									hase. It			
	target this venicle.Gunners, Kill on Sight!Tank Orders: This model can issue an order to a friendly <regiment> LEMAN RUSS at the start of your Shooting phase. To issue a Tank Order, pick a target LEMAN RUSS within 6" of this model (though the unit you pick cannot be a CHARACTER) and choose which order you wish to issue from the table to the right. Each LEMAN RUSS can only be given a single order each turn.Gunners, Kill on Sight! Re-roll hit rolls of 1 for the ordered model until the end of the phase.Strike and Shroud!This order can only be issued to a model that has not yet used its smoke launchers during the battle. The ordered model can shoot its weapons and launch its smoke launchers during this phase.</regiment>										not yet ordered		
		DITI	ACTD	ANATT	TADI		ECIME	NT-					
FACTION KEYWORDS	IMPE	KIUM.	ASIK	A MILL	IIAKU	\mathbf{N} , \mathbf{N}	COINTE	N1>					

	Μ	AS	TEI	R O	F C	ORD	NA	NC	CE
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Master of Ordnance	6"	4+	3+	3	3	3	2	6	5+
A Master of Ordnance is a	a single mo	del arm	ed with	a laspist	ol.	1.00			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Laspistol	12"	Pist	ol 1		3	0	1	-	
Artillery barrage	100"	Hea	wy D6		8	-2	D3	cann targe doin one a	weapon can only be fired once per battle, and not be used if the bearer moves. This weapon can et units that are not visible to the bearer (when g so, subtract 1 from the hit rolls). You may only use artillery barrage per turn, regardless of how many ters of Ordnance you have in your army.
ABILITIES Master of Ballistics: You can re-roll any hit rolls of 1 made for friendly <regiment> Basilisks, Wyverns, Manticores or Deathstrikes when they target enemy units over 36" away in the Shooting phase, if they are within 3" of this model.</regiment>									
FACTION KEYWORDS	IMPEI	RIUM,	ASTR	A MILI	TARU	M, <r< td=""><td>EGIME</td><td>NT></td><th></th></r<>	EGIME	NT>	
KEYWORDS	CHAR	ACTE	R, INF	ANTRY	, MAS	STER C	F ORE	NAN	CE

2 2	PI	.AT	' 0 C	DN	COI	MN	IAN	JDF	ER
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Platoon Commander	6"	3+	3+	3	3	3	3	7	5+
A Platoon Commander is	a single me	odel arr	ned with	ı a lasp	oistol, chai	nsword	l and fra	g grenac	les.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Laspistol	12"	Pist	ol 1		3	0	1	-	
Shotgun	12"	Assault 2			3	0	1		e target is within half range, add 1 to this on's Strength.
Chainsword	Melee	Melee			User	0	1		time the bearer fights, it can make 1 additional k with this weapon.
Frag grenade	6"	Gre	nade De	5	3	0	1	-	
WARGEAR OPTIONS									e Astra Militarum Melee Weapons list. n from the Astra Militarum Ranged Weapons list.
ABILITIES	Voice of	f Comn	nand (p	g 10)		12.2		1. 131	÷ .
	Refract	or Field	l: This n	nodel h	nas a 5+ in	vulnera	able save		
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MI	LITARUI	M, <r< td=""><td>EGIME</td><td>NT></td><td></td></r<>	EGIME	NT>	
KEYWORDS	CHAR	ACTE	R, INF.	ANTE	RY, OFFI	CER,	PLATC	ON C	OMMANDER

			DMI	VIA		SC			
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Veteran	6"	4+	3+	3	3	1	1	6	5+
Veteran Heavy Weapons Team	6"	4+	3+	3	3	2	2	6	5+
This unit contains 4 Vetera	ns. Each r	nodel is	armed w	vith a la	sgun and		renades		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	weapon automatically hits its target.
Laspistol	12"	Pist	ol 1		3	0	1	-	
Lasgun	24"	Rap	oid Fire 1		3	0	1	-	
Chainsword	Melee	Me	lee		User	0	1		a time the bearer fights, it can make 1 additional k with this weapon.
Frag grenade	6"	Gre	nade D6		3	0	1	-	
	 One of One of Two of Militation 	other Ve other Ve other Ve arum He	avy Weap	y take a y take a ay form bons list	regimen medi-p a Vetera	ntal star ack. an Heav	ndard. vy Weap	ons Tea	ner. um which must take an item from the Astra m the Astra Militarum Special Weapons list.
ABILITIES	Medi-p model. 3 in the u earlier i Regime <regi Vox-cas</regi 	ack: At Select a nit reco n the ba ental St MENT: ster: If a	the end o friendly A vers a wor ttle is retu andard: A > Veteran	f any of ASTRA und it lo urned to All frien with a OFFIC	your Mo MILITA ost earlie o the uni adly < RE regimen	RUM r in the t instead GIME tal stan	t phases INFANT battle (i d). A un NT> un dard. of a uni	, a mode (RY unit f the unit it can or its add 1 it with a	el with a medi-pack can attempt to heal a single it within 3" and roll a D6. On a roll of 4+, one model it has a Wounds characteristic of 1, one model slain nly be the target of this ability once in each turn. 1 to their Leadership whilst they are within 6" of an a vox-caster when using their Voice of Command et unit also contains a vox-caster.
								ne targe	et utilt also colltants a vox-caster.
FACTION KEYWORDS			ASTRA						



The hardened veterans of a Command Squad protect officers on the battlefield whilst inspiring the rank-and-file with their heroics.

► 3 Powret		IN	IFA	N	ΓRY	SQ	UA	D	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Guardsman	6"	4+	4+	3	3	1	1	6	5+
Sergeant	6"	4+	4+	3	3	1	2	7	5+
Heavy Weapons Team	6"	4+	4+	3	3	2	2	6	5+
This unit contains 1 Serge • Each Guardsman is arm • The Sergeant is armed w WEAPON	ed with a la	asgun ai	nd frag g nsword			es. AP	0	ABILI	TIFS
Lasgun	24"		id Fire 1	-	3	0	1	-	
Laspistol	12"	Pist	ol 1		3	0	1	-	
Chainsword	Melee	Mel	ee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.
Power axe	Melee	Mel	ee		+1	-2	1	-	
Power maul	Melee	Mel	ee		+2	-1	1	-	
Power sword	Melee	Mel	ee		User	-3	1	-	
Frag grenade	6"	Gre	nade D6		3	0	1	-	
WARGEAR OPTIONS	• Two o <i>Heavy</i> • One o • The Se	ther Gu Weapo ther Gu ergeant	ardsmei ns list. ardsmai may rep	n may n may lace th	replace hi eir laspist	eavy We is lasgur ol with	n with a an item	n item fi from th	to must take an item from the <i>Astra Militarum</i> rom the <i>Astra Militarum Special Weapons</i> list. e <i>Astra Militarum Ranged Weapons</i> list. , power maul or power sword.
ABILITIES	Vox-cas	ster: If a	friendly	OFF	ICER is w	ithin 3"	of a un	it with a	vox-caster when using their Voice of Command et unit also contains a vox-caster.
FACTION KEYWORDS					ITARU				
KEYWORDS	DIFAN	TOX	NTE ANT	TDY	SQUAD				

		SI	PEC	IA]	L W	ΈA	PO	NS	SQUAD
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Guardsman	6"	4+	4+	3	3	1	1	6	5+
This unit contains 6 Gua	rdsmen. Eac	h mode	el is arme	ed with	a lasgur	and fra	ıg grenad	les.	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Lasgun	24"	Rap	oid Fire 1		3	0	1	-	
Demolition charge	6"	Gre	enade D6	5	8	-3	D3	Each	demolition charge can only be used once per battle.
Frag grenade	6"	Gre	enade D6	<u>,</u>	3	0	1	-	
WARGEAR OPTIONS			s must ei ecial We			olition c	charge, o	r replac	e their lasgun with an item from the Astra
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td>-</td></r<>	EGIME	NT>	-
KEYWORDS	INFAN	TRY,	SPECIA	AL WE	APON	S SQU	AD		

			67 - 27 6 B.		1.000			
	HE	EAVY	WE.	AP	ONS	S S(QUA	AD
NAME	М	WS BS	S	T	W	A	Ld	Sv
Heavy Weapons Team	6"	4+ 4+	3	3	2	2	6	5+
This unit contains 3 Heav	y Weapons	Teams. Each n	nodel is a	armed w	ith a las	gun and	frag gre	enades.
WEAPON	RANGE	TYPE		S	AP	0	ABILIT	TIES
Lasgun	24"	Rapid Fire	1	3	0	1	-	
Frag grenade	6"	Grenade D	06	3	0	1	-	
WARGEAR OPTIONS	• Each	model must tal	ke an iter	n from t	he Astra	ı Militar	um Hea	vy Weapons list.
FACTION KEYWORDS	IMPEI	RIUM, ASTR	RA MIL	ITARU	M, <ri< td=""><td>EGIME</td><td>NT></td><td></td></ri<>	EGIME	NT>	
KEYWORDS	INFAN	TRY, HEAV	YWEA	PONS	SQUA	D		

			V	E]	ſER.				
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Veteran	6"	4+	3+	3	3	1	1	6	5+
Veteran Sergeant	6"	4+	3+	3	3	1	2	7	5+
Veteran Weapons Team	6"	4+	3+	3	3	2	2	6	5+
This unit contains 1 Vetera • Each Veteran is armed wi • The Veteran Sergeant is a WEAPON	ith a lasgu	n and f	rag gren stol, cha	ades.	d and frag	g grenad AP	des. D	ABILI	TIES
Lasgun	24"	Rap	oid Fire 1		3	0	1	-	
Laspistol	12"	Pist	ol 1		3	0	1	-	
Heavy flamer	8"	Hea	avy D6		5	-1	1	This	weapon automatically hits its target.
Shotgun	12"	Ass	ault 2		3	0	1		e target is within half range, add 1 to this pon's Strength.
Chainsword	Melee	Me	lee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.
Frag grenade	6"	Gre	enade De	5	3	0	1	-	
WARGEAR OPTIONS	 One V One o Two o Weap Up to The V 	Veteran other Ve ons list. three o eteran S	may take eteran ma eterans m ther Vet Sergeant	e a vox ay repla nay form erans m may re	ace their l m a Veter nay replace place the	asgun w an Weaj ce their ir chain	vith a he pons Te lasgun v sword v	eavy flam am who vith an i vith an it	ner. must take an item from the Astra Militarum Heavy tem from the Astra Militarum Special Weapons list. tem from the Astra Militarum Melee Weapons list. from the Astra Militarum Ranged Weapons list.
ABILITIES	Vox-cas	ster: If a	friendly	OFFI	CER is w	ithin 3"	of a uni	it with a	vox-caster when using their Voice of Command et unit also contains a vox-caster.
FACTION KEYWORDS					ITARU				
KEYWORDS			VETER						

► 3			CON					
NAME	М	WS B	BS S	T	W	A	Ld	Sv
Conscript	6"	5+ 5	5+ 3	3	1	1	4	5+
This unit contains 20 C	Conscripts. It c	an include	up to 10 ac	ditional	Conscrir	ots (Pow	ver Rati	ng +1), up to 20 additional Conscripts (Power
This unit contains 20 C Rating +2) or up to 30 • The Conscripts are ea WEAPON	additional Co	onscripts (P	Power Rati	ng +3).		ots (Pow	ver Ratii ABILI	ng +1), up to 20 additional Conscripts (Power
Rating +2) or up to 30 • The Conscripts are ea	additional Co ach equipped	onscripts (P with a lasgu	Power Ratin un and frag	ng +3).	3.			
Rating +2) or up to 30 • The Conscripts are ea WEAPON	additional Co ach equipped RANGE	onscripts (P with a lasgu TYPE	Power Ratin un and frag Fire 1	ng +3). grenades S	s. AP			
Rating +2) or up to 30 • The Conscripts are ea WEAPON Lasgun	additional Co ach equipped o RANGE 24" 6"	onscripts (P with a lasgu TYPE Rapid I	Power Ratin un and frag Fire 1 de D6	ng +3). s grenades S 3 3 3	s. AP 0 0	D 1 1	ABILI - -	

A S	ROUGH RIDERS														
NAME	М	WS	BS	S	T	W	A	Ld	Sv						
Rough Rider	10"	4+	4+	3	3	2	1	6	5+						
Rough Rider Sergeant	10"	4+	4+	3	3	2	2	7	5+						
									onal Rough Riders (Power Rating +2). Each model Steed which attacks with trampling hooves.						
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES						
Rough Rider and Rough R	ider Ser	geant													
Laspistol	12"	Pist	ol 1		3	0	1	-							
Plasma pistol	When	ottocking	x with th	nis weapo	on chor	nea ona	of the pr	ofiles be	J						

Plasma pistol	When at	tacking with this w	eapon, choo	se one	of the pr	offiles 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.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Hunting lance	Melee	Melee	+2	-2	D3	A model may only attack with this weapon on a turn in which it has charged.
Power axe	Melee	Melee	+1	-2	1	-
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Purebred Steed						
Trampling hooves	Melee	Melee	User	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 1
1 0	Wielee					additional attack, using this weapon profile.
WARGEAR OPTIONS	 The Ro The Ro power Instead 	ugh Rider Sergeant sword.	t may replac	e their	chainsw	additional attack, using this weapon profile. with a plasma pistol. ord with a power axe, power lance, power maul or n be equipped with an item from the <i>Astra Militarum</i>
	The Ro The Ro power Instead <i>Special</i> Flanking it on the	ugh Rider Sergeant sword. of hunting lances, <i>Weapons</i> list. 5 Manoeuvres: Dur battlefield. At the e	t may replac up to two R ring deployn nd of any of	e their ough F nent, yo your N	chainswe tiders car ou can se Aovemer	with a plasma pistol. ord with a power axe, power lance, power maul or
WARGEAR OPTIONS	The Ro The Ro power Instead <i>Special</i> Flanking it on the models in	ugh Rider Sergeant sword. of hunting lances, <i>Weapons</i> list. 5 Manoeuvres: Dur battlefield. At the e	t may replac up to two R ring deployn nd of any of n 7" of a bat	e their ough F nent, yo your N tlefield	chainswe tiders can ou can se Aovemen edge of	with a plasma pistol. ord with a power axe, power lance, power maul or n be equipped with an item from the <i>Astra Militarum</i> et up this unit riding around the flanks instead of placing nt phases the unit can join the battle – set it up so that all your choice and more than 9" from any enemy models.

2 Lowest		SC	τοι	JT	SEN	ITI	NE	LS	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Scout Sentinel	9"	4+	4+	5	5	6	1	7	4+
This unit contains 1 scou +4). each model is equip				ddition	al scout s	sentinel	(power	rating	+2) or 2 additional scout sentinels (power rating
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Autocannon	48"	Hea	vy 2		7	-1	2	-	
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	s weapon automatically hits its target.
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6		n hunter-killer missile can only be fired once battle.
Lascannon	48"	Hea	vy 1		9	-3	D6	-	
Missile launcher	When a	ittacking	g with th	is wear	oon, choo	ose one	of the pr	ofiles b	elow.
- Frag missile	48"	Hea	vy D6		4	0	1	-	
- Krak missile	48"	Hea	vy 1		8	-2	D6	-	
Multi-laser	36"	Hea	vy 3		6	0	1	-	
Sentinel chainsaw	Melee	Mel	ee		User	-1	1	-	
WARGEAR OPTIONS	• Any r	nodel m	ay take a	a Sentir	nulti-lase nel chains r-killer n	saw.	heavy fl	amer, a	utocannon, missile launcher or lascannon.
ABILITIES	On a 6 : Scout V It canno	it exploc 7 ehicle: ot end th	les, and At the st his move	each ui art of t within	nit within he first b	n 3" suff attle rou y enemy	ers 1 mo	ortal wo before t	a D6 before removing the model from the battlefield bund. the first turn begins, you can move this unit up to 9" h players have units that can do this, the player who
		ke launc	hers; un						eapons in the Shooting phase, this unit can use onent must subtract 1 from all hit rolls for ranged
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td></td></r<>	EGIME	ENT>	
KEYWORDS	VEHI	CLE, SO	COUT	SENT	INELS		1000		

OWE	11						TI		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Armoured Sentinel	8"	4+	4+	5	5	6	1	7	3+
This unit contains 1 Arm (Power Rating +6). Each						Armour	ed Senti	nel (Po	wer Rating +3) or 2 additional Armoured Sentinels
WEAPON	RANGE	TYPE			S	AP	D	ABILI	ITIES
Autocannon	48"	Hear	vy 2		7	-1	2	-	
Heavy flamer	8"	Hear	vy D6		5	-1	1	This	weapon automatically hits its target.
Hunter-killer missile	48"	Hear	vy 1		8	-2	D6		n hunter-killer missile can only be fired once battle.
Lascannon	48"	Hear	vy 1		9	-3	D6	-	
Missile launcher	When a	ttacking	with thi	is weap	on, choo	se one	of the pi	ofiles b	elow.
- Frag missile	48"	Hear	vy D6		4	0	1	-	
- Krak missile	48"	Hear	vy 1		8	-2	D6	-	
Multi-laser	36"	Hear	1		6	0	1	-	
Plasma cannon				is weap	on, choo	se one	of the pi	ofiles b	elow.
- Standard	36"	Hear	vy D3		7	-3	1	-	
- Supercharge	36"	Hear	vy D3		8	-3	2		a hit roll of 1, the bearer is slain after all of this pon's shots have been resolved.
Sentinel chainsaw	Melee	Mele	ee		User	-1	1	-	
WARGEAR OPTIONS	plasm • Any n	a cannoi nodel ma	n. ay take a	Sentin	ulti-lasen el chains r-killer m	aw.	heavy fl	amer, a	utocannon, missile launcher, lascannon or
ABILITIES	On a 6 i	t explod	es, and e	each un	it within	3" suff	ers 1 mc	ortal wo	
		auncher	s. If it do	pes so, 1					upons in the Shooting phase, this unit can use its your opponent must subtract 1 from all hit rolls for
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MIL	TARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td></r<>	EGIME	NT>	
KEYWORDS	VEHIC		MOIT			TRIC			



Swift and rugged, Armoured Sentinels excel at outflanking and destroying enemy vehicles.

5 5			(CH	[M]	ERA				DAMAGE Some of this model's o it suffers damage, as s			nge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	I
Chimera	*	6+	*	6	7	10	*	7	3+	6-10+	12"	4+	:
A Chimera is a single mo	del equippe	d with a	u multi-l	aser, a l	neavy bo	lter and	two las	gun arra	iys.	3-5	8"	5+	D
WEAPON	RANGE	TYPE			S	AP	D	ABILI		1-2	4"	6+	_
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its tar	get.		
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each per b		-killer missile can only be	e fired onc	e	
Lasgun array	24"	Rap	id Fire 3		3	0	1			can only be fired if a uni nicle equipped with it.	it is embar	ked	
Multi-laser	36"	Hea	vy 3		6	0	1	-					
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
WARGEAR OPTIONS Abilities	 This n This n This n Explode 	nodel m nodel m nodel m es: If thi	ay repla ay take a ay take a s model	ce its m a hunte a storm is redu	ulti-lase r-killer 1 bolter 0 ced to 0	er with a nissile. or a heav wounds		lamer on er. D6 befor	e remov	y bolter. ving it from the battlefiel 6" suffers D3 mortal wou		ore any	
	Smoke	Launch ke launc	ers: Onc hers; un	e per g til your	ame, ins next Sh	tead of s	shooting	g any we	apons ir	n the Shooting phase, thi ust subtract 1 from all hit	s model ca		
TRANSPORT										s. Each Heavy Weapons T RYN takes the space of th			
FACTION KEYWORDS	IMPEI	RIUM,	ASTRA	MIL	ITARU	M, <ri< td=""><td>EGIME</td><td>ENT></td><td></td><td></td><td></td><td></td><td></td></ri<>	EGIME	ENT>					
KEYWORDS			RANSP										_

				TA	UR	OX				DAMAGE Some of this model's characteristics change a it suffers damage, as shown below:			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Taurox	*	6+	*	6	6	10	*	7	3+	6-10+	14"	4+	3
A Taurox is a single mod	del equipped	with tw	vo autoc	annons		1. 5. 6.				3-5	10"	5+	D3
WEAPON	RANGE	ТҮР			S	AP	D	ABILI	TIES	1-2	6"	6+	1
Autocannon	48"	Hea	avy 2		7	-1	2	-					- 3
Heavy stubber	36"	Hea	avy 3		4	0	1	-					
Storm bolter	24"	Rap	id Fire	2	4	0	1	-					23
WARGEAR OPTIONS	• This r	nodel n	nay take	a storm	bolter o	or heavy	stubber					100	1
ABILITIES	-									ving it from the battlefiel 6" suffers D3 mortal wor		ore any	
TRANSPORT					s. Each Heavy Weapons T RYN takes the space of t			1					
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MILI	TARU	JM, <ri< td=""><td>EGIMI</td><td>ENT></td><td></td><td></td><td></td><td></td><td></td></ri<>	EGIMI	ENT>					
KEYWORDS	VEHI	CLE, T	RANS	PORT,	TAUR	OX							7

5 Source			HE	LL	но	UN	DS			DAMAGE Some of this model's o it suffers damage, as s			inge as
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Hellhound	*	6+	*	6	7	11	*	7	3+	6-11+	12"	4+	3
תוי ת		<i>.</i>			-			-		3-5	8"	5+	D3
Devil Dog	*	6+	*	6	7	11	*	7	3+	1-2	4"	6+	1
Bane Wolf	*	6+	*	6	7	11	*	7	3+				T

This unit contains 1 Hellhound, Devil Dog or Bane Wolf. It can include 1 additional Hellhound, Devil Dog or Bane Wolf (**Power Rating +5**) or 2 additional Hellhounds, Devil Dogs and/or Bane Wolfs in any combination (**Power Rating +10**). • Each Hellhound is equipped with a heavy bolter and an inferno cannon. • Each Devil Dog is equipped with a heavy bolter and a melta cannon. • Each Bane Wolf is equipped with a heavy bolter and a chem cannon.

WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Chem cannon	8"	Heavy D6	*	-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+.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Inferno cannon	16"	Heavy D6	6	-1	2	This weapon automatically hits its target.
Melta cannon	24"	Heavy D3	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.
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 m	odel may replace it	s heavy bolt	er with	a heavy	flamer or a multi-melta.
ABILITIES	case of a D3 mort	Hellhound) before al wounds.	removing i	t from t	he battle	educed to 0 wounds, roll a D6 (adding 2 to the result in the field. On a 6+ it explodes, and each unit within 6" suffers
	Dog or H	-	ts smoke lau	inchers	until yo	; any weapons in the Shooting phase, a Hellhound, Devil our next Shooting phase your opponent must subtract 1
						models in this unit must be placed within 6" of each other. and is treated as a separate unit for all rules purposes.
FACTION KEYWORDS	IMPER	IUM, ASTRA M	ILITARU	M, <r< td=""><td>EGIME</td><td>NT></td></r<>	EGIME	NT>
KEYWORDS	VEHIC	LE, HELLHOUT	NDS			

6 Bowest			I	BAS	SILI	SK	S			DAMAGE Some of this model's it suffers damage, as s			nge :
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Basilisk	*	6+	*	6	6	11	*	7	3+	6-11+	12"	4+	3
This unit contains 1 Basi Basilisks (Power Rating heavy bolter.									litional	3-5 1-2	8" 4"	5+ 6+	D 1
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Earthshaker cannon	240"	Неа	wy D6		9	-2	D3	weap	on and o	for the number of attac liscard the lowest result nat are not visible to the	. This weaj		
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-					
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	weapon	automatically hits its ta	rget.		
Heavy stubber	36"	Hea	ivy 3		4	0	1	-					- 1
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6	Each per b		killer missile can only b	e fired onc	æ	
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-					
WARGEAR OPTIONS	• Any r	nodel m	· ·	a heavy	stubber	ter with or storr missile.							
ABILITIES										nit must be placed with a separate unit for all r			
						wounds wrs D3 m			e remov	ing it from the battlefiel	ld. On a 6 i	it	
	its smo	ke launc		til your	next Sh					the Shooting phase, thi st subtract 1 from all hi			
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	JM, <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td></td><td></td><td></td></r<>	EGIME	NT>					
KEYWORDS			ASILIS										



The thunderous roar of Basilisks carries all the way to the front lines as their earthshaker shells rain down upon the enemy.

6 Acourt	X $6+$ X 6 11 X 7 $3+$ $1-2$ 1 11 11 11 11 11 11 11 $1-2$ 1 11 11 11 11 11 11 $1-2$ 1 11 11 11 11 11 11 $1-2$ 1 11 11 11 11 11 11 RANGETYPESAPDABILITIES $36''$ Heavy 3 5 -1 1 $ 8''$ Heavy D6 5 -1 1 $ 36''$ Heavy 3 4 0 1 $ 48''$ Heavy 1 8 -2 $D6$ Each hunter-killer missile can only be fired once per battle. Add 1 to all hit rolls made for this weapon against			nge a										
NAME	М	WS	BS	S	T	W	A	Ld	Sv				A	
Hydra	*	6+	*	6	6	11	*	7	3+			4+	3	
									onal		-		D: 1	
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES					
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-						
Heavy flamer	8"	Hea	ivy D6		5	-1	1	This	weapon	automatically hits its tar	rget.			
Heavy stubber	36"	Hea	ivy 3		4	0	1	-						
Hunter-killer missile	48"	36" Heavy 3 4 0 1 - 48" Heavy 1 8 -2 D6 Each hunter-killer missile can only be fired once per battle. Add 1 to all hit rolls made for this weapon against												
Hydra quad autocannon	48 Heavy I 8 -2 D6 per battle. 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.													
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-						
WARGEAR OPTIONS	• Any n	nodel m	ay take	a heavy	stubber	or storr								
ABILITIES	-						s, roll a I ortal wo		e remov	ing it from the battlefiel	d. On a 6 i	t		
		ke launc	hers; un	til your	next Sh					the Shooting phase, this st subtract 1 from all his				
		-					1.			nit must be placed with s a separate unit for all r				
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td></td><td></td><td></td></r<>	EGIME	NT>						
KEYWORDS			YDRA	-									-1	



5			۲	٧Y	VE	RN	S			DAMAGE Some of this model's o it suffers damage, as s			nge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
Wyvern	*	6+	*	6	6	11	*	7	3+	6-11+	12"	4+	
This unit contains 1 Wyv additional Wyverns (Pov mortar and a heavy bolte	ver Rating -								mshard	3-5 1-2	8" 4"	5+ 6+	
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES				
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its tar	get.		
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6		hunter attle.	-killer missile can only be	e fired once	e	
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
Wyvern quad stormshard mortar	48"	Hea	vy 4D6		4	0	1	the b		can target units that are ou can re-roll failed wou			
WARGEAR OPTIONS	• Any r		ay take :	a heavy	stubber	or storr	a heavy n bolter.						
ABILITIES	explode Smoke its smol weapon	es, and e Launch ke launc as that ta	ach unit ers: One hers; un rget this	within ce per g til your vehicle	6" suffe ame, ins next Sh e.	rs D3 m stead of a ooting p	ortal wo shooting phase yo	ounds. g any we ur oppo	apons in nent mi	ving it from the battlefield n the Shooting phase, this ast subtract 1 from all hit unit must be placed withi	s model ca rolls for ra	n use anged	
		-					1.			s a separate unit for all ru			
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td></td><td></td><td></td><td></td><td></td></r<>	EGIME	ENT>					
KEYWORDS	TITT		YVER	10									_

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The earth trembles under the colossal tracks and massed footfalls of an Astra Militarum advance. Through weight of numbers, firepower and grit they deliver death to the enemies of the Imperium.

2 Powest			M	AN	TIC	COI	RE			DAMAGE Some of this model's o it suffers damage, as s			nge a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Manticore	*	6+	*	6	7	11	*	7	3+	6-11+	12"	4+	3
A Manticore is a single m	odel equip	ped with	four sto	rm ea	gle rocke	ts and a	heavy b	olter.		3-5	8" 4"	5+ 6+	D3
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	1-2	4	0+	1
Heavy bolter	36"	Hear	vy 3		5	-1	1	-					- 10
Heavy flamer	8"	Hear	vy D6		5	-1	1	This	weapon	automatically hits its tar	get.		12
Heavy stubber	36"	Hear	vy 3		4	0	1	-					
Hunter-killer missile	48"	Heav	vy 1		8	-2	D6	Each per b		killer missile can only be	e fired onc	e	200
Storm eagle rockets	120"	Heav	vy 2D6		10	-2	D3	beare	er. A mo urn. Eac	can target units that are del can only fire a single h storm eagle rocket car	storm eag	le rocket	
Storm bolter	24"	Rapi	d Fire 2		4	0	1	-					12
WARGEAR OPTIONS	• This r	nodel ma	ay take a	heavy	eavy bolt v stubber er-killer r	or stor							
ABILITIES	explode Smoke its smol	es, and ea Launche	ers: Onco ners; unt	withir e per § il you	n 6" suffer game, ins r next Sh	rs D3 m tead of	ortal wo shooting	unds. 3 any we	apons in	ing it from the battlefiel the Shooting phase, thi ast subtract 1 from all hit	s model ca	ın use	
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td></td><td></td><td></td></r<>	EGIME	NT>					
KEYWORDS		CLE, M											

1 (9)			DE.	AT	'HS'	ΓRI	KE			DAMAGE Some of this model's o it suffers damage, as s			nge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	l
Deathstrike	*	6+	*	6	7	11	*	7	3+	6-11+	12"	4+	
A Deathstrike is a single	model equip	oped wi	th a Deat	thstrik	e missile	and a h	eavy bolt	er.	1	3-5	8"	5+	Ι
WEAPON	RANGE	TYP			S	AP	Ď	ABILI	TIES	1-2	4"	6+	_
Deathstrike missile	200"	Hea	vy 3D6		*	*	*	weap Each a mo roll a	on can t time yo rtal wou D6 for o	can only be fired once p target units that are not v u hit the target with this und. After resolving all d every other unit within (t unit also suffers D3 mo	visible to t weapon i amage on 5" of the ta	he bearer. t suffers the unit, arget unit	
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its tar	get.		
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each per b		killer missile can only be	e fired one	ce	
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
WARGEAR OPTIONS	• This n	nodel m		heavy	stubber	or storn	a heavy f n bolter.	lamer.					
ABILITIES	a D6 be: a 6 it ex mortal v Smoke any wea its smok your op	fore ren plodes, wounds Launch pons in ce launc ponent	and each ers: Onc the Sho hers; un	from to unit v e per g oting p til your	the battle within 6" game, ins bhase, this c next Sh l from al	efield. O suffers stead of is mode ooting p l hit roll	n D6 shooting can use bhase	be fi Ove fire roun the exar	red norr rwatch. the Deat nd numb Deathstr nple, in	Nigh: The Deathstrike r mally in the Shooting ph In a friendly Shooting p thstrike missile, roll a D6 per. If the result is 8 or m rike missile during this S the third battle round, a re the Deathstrike missil	hase or du hase, if yo 5 and add tore, you c hooting p roll of 5+	ring ou wish to the battle can fire ohase. For	
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td>2012</td><td></td><td></td></r<>	EGIME	NT>			2012		



Primed for launch, Deathstrikes are the Astra Militarum's most devastating and indiscriminate ordnance.

	MA	N R	US	S B.	AT	ГLF	ETA	NK	ζS	DAMAGE Some of this model's it suffers damage, as			nge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	l
Leman Russ Battle Tank	*	6+	*	7	8	12	*	7	3+	7-12+	10"	4+	1
This unit contains 1 Leman (Power Rating +11) or 2 ac equipped with a battle cann	ditional	Leman	Russ Bat							4-6 1-3	7" 4"	5+ 6+	Ľ
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES				
Battle cannon	72"	Hea	vy D6		8	-2	D3	-					٦
Eradicator nova cannon	36"	Hea	wy D6		6	-2	D3			ed by this weapon do no throws for being in cove		bonus to	
Exterminator autocannon	48"		wy 4		7	-1	2	-					_
Heavy bolter	36"		ivy 3		5	-1	1	- TTL:-					
Heavy flamer Heavy stubber	8" 36"		ivy D6 ivy 3		5 4	-1 0	1	This	weapon	automatically hits its ta	rget.		
Hunter-killer missile	30 48"		ivy 1		8	-2	D6		hunter attle.	-killer missile can only t	oe fired onc	æ	I
Lascannon	48"	Hea	ivy 1		9	-3	D6	-					
Multi-melta	24"		ivy 1		8	-4	D6	two o		is within half range of th en inflicting damage wit			
Plasma cannon	When a	attacking	g with th	is weap	on, choo	ose one	of the pi	rofiles be	elow.				
Standard	36"	Hea	ivy D3		7	-3	1	-					
Supercharge	36"	Hea	ivy D3		8	-3	2			of 1, the bearer is slain a ots have been resolved.	after all of t	his	
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					П
Vanquisher battle cannon	72"	Hea	ivy 1		8	-3	D6			e when inflicting damag the lowest result.	e with this	weapon	
NARGEAR OPTIONS Abilities	vanqu • Any n • Any n • Any n • Any n • Any n	nodel m nodel m nodel m nodel m nodel m	attle cann aay replac aay take t aay take a aay take a ron: The	non. ce its he wo hea heavy hunter first tin	eavy bolt vy bolter stubber r-killer n ne this u	er with rs, two l or a sto nissile. nit is se	a heavy heavy fla rm bolte t up, all	flamer o umers, tw er. models	or a lasc vo mult in this u	i-meltas or two plasma o	cannons. iin 6" of ead	ch other.	
	Grindin on a tur	ng Adv a rn in wh	nce: Thi	s mode s moved	l does no d. The fo	ot suffer llowing	r the per	halty to t as are tu	urret we	as a separate unit for all 1 eapon hit rolls for shoot pons: battle cannon, era	ing a Heav	y weapon	ı
	-		is model ach unit						re remov	ving it from the battlefie	ld. On a 6 i	it	
	its smol	ke launc		til your	next She					n the Shooting phase, th ust subtract 1 from all hi			
		not auto	matically							annon, and you roll one and cannot fire any plas			
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MILI	TARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td></td><td></td><td></td><td></td><td></td></r<>	EGIME	ENT>					
KEYWORDS			EMAN										

	MA	N R	US	S D	EM	OL	JSF	IER	S	DAMAGE Some of this model's c it suffers damage, as sl		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Leman Russ Demolisher	*	6+	*	7	8	12	*	7	3+	7-12+	10"	4+
This unit contains 1 Lemar		-		-	-			-	-	4-6	7"	5+
(Power Rating +12) or 2 a	dditional	Leman 1	Russ Der	nolishe						1-3	4"	6+
equipped with a demolishe				ter.	-					1.		114.3
WEAPON	RANGE	TYP	t		S	AP	D	ABILI				
Demolisher cannon	24"	Hea	ivy D3		10	-3	D6			ng units with 5 or more Type to Heavy D6.	models, cha	nge
Executioner plasma cannon	When a	attacking	g with th	is weap	oon, choo	ose one	of the p	rofiles be	elow.			
- Standard	36"	Hea	vy D6		7	-3	1	-				
										one or more hit rolls of 1,		
- Supercharge	36"	Hea	ivy D6		8	-3	2		nortal wo resolved	ounds after all of this wea	apon's shots	have
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-	resolved			
Heavy flamer	8"		ivy D6		5	-1	1	This	weapon	automatically hits its targ	get.	
Heavy stubber	36"		ivy 3		4	0	1	-	1		5	
Hunter-killer missile	48"	Нез	ivy 1		8	-2	D6	Each	hunter-	killer missile can only be	fired once	
			•					per b	attle.			
Lascannon	48"	Hea	ivy 1		9	-3	D6	-				11
Multi-melta	24"	Hea	ivy 1		8	-4	D6	two c		s within half range of this n inflicting damage with		
Plasma cannon	When a	attacking	g with th	is weap	on, cho	ose one	of the p	rofiles be	elow.			
- Standard	36"	Hea	ivy D3		7	-3	1	-				
- Supercharge	36"	Hea	ivy D3		8	-3	2			of 1, the bearer is slain af is have been resolved.	ter all of thi	S
Punisher gatling cannon	24"	Hea	wy 20		5	0	1	-				
Storm bolter	24"		id Fire 2		4	0	1	-				
WARGEAR OPTIONS	 Any r Any r Any r Any r Any r 	nodel m nodel m nodel m nodel m	ay repla ay take ay take ay take	ce its he two hea a heavy a hunte	eavy bolte vy bolte stubber r-killer r	ter with rs, two l or storn nissile.	a heavy heavy fla n bolter	flamer o amers, tv	or lascan vo multi	asma cannon or punishe non. -meltas or two plasma ca nit must be placed within	innons.	X
		-					1.			a separate unit for all ru		
	on a tu	rn in wh	ich it ha	s move		ollowing				apon hit rolls for shootir oons: demolisher cannon		
	explode	es, and e	ach unit	within	6" suffe	rs D3 m	ortal wo	ounds.		ing it from the battlefield		
		ke launc	hers; un	til your	next Sh				-	the Shooting phase, this st subtract 1 from all hit		
	weapor	is that ta	irget this									
	weapor Emerge 1, it is r	ency Pla not autor	isma Ve matically	destro		tead, it s	suffers 6	mortal v	vounds a	nnon, and you roll one c and cannot fire any plasn		
FACTION KEYWORDS	weapor Emerg 1, it is r rest of t	ency Pla not autor the battle	sma Ve matically e (execu	v destro tioner p	yed. Inst	tead, it s annons	suffers 6 are not	mortal v affected)	vounds a			

30 Jane 1			BA	N	EBL	AI.)E			DAMAGE Some of this model's it suffers damage, as s			ıge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	I
Baneblade	*	5+	*	9	8	26	*	8	3+	14-26+	10"	4+	ç
A Baneblade is a single n cannon, a twin heavy bol				canno	n, a Bane	blade ca	annon, a	demoli	sher	7-13 1-6	7" 4"	5+ 6+	(
WEAPON	RANGE	TYPE	tracks.		S	AP	D	ABILI	TIES				Т
Autocannon	48"	Heav	ry 2		7	-1	2	-					٦
Baneblade cannon	72"	Heav	/y 2D6		9	-3	3	-					
Demolisher cannon	24"	Heav	ry D3		10	-3	D6			ing units with 5 or more Type to Heavy D6.	models, c	hange	
Heavy stubber	36"	Heav	ту 3		4	0	1	-					
Hunter-killer missile	48"	Heav	ry 1		8	-2	D6	Each per b		killer missile can only b	e fired onc	e	
Lascannon	48"	Heav	1		9	-3	D6	-					
Storm bolter	24"	Rapi	d Fire 2		4	0	1	-					_
Twin heavy bolter	36"	Heav	ry 6		5	-1	1	-					
Twin heavy flamer	8"	Heav	ry 2D6		5	-1	1	This	weapon	automatically hits its tar	get.		
Adamantium tracks	Melee	Mele	e		User	-2	D3	-					
WARGEAR OPTIONS	 This n This n either 	nodel ma nodel ma a twin h	iy take a iy take e eavy bol	storm ither t ter or	twin hear	r a heav ons, or vy flam	four spo er.	nsons; (
ABILITIES	 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. 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. 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 bolter or twin heavy flamer can target units that are within 1" of it – its weapons if enemy units that are within 1" of it – its weapons if enemy units that are within 1" of it – its weapons if enemy units that are within 1" of it = its weapons if enemy units that are within 1" of it = its weapons if enemy units heavy flamer can target units that are within 1" of it – its weapons if enemy units heavy flamer can target units that are within 1" of it – its weapons if enemy units heavy flamer can target units that are within 1" of it – its weapons if enemy units heavy flamer can target units that are within 1" of it – its weapons if enemy units heavy flamer can target units that are within 1" of it – its weapons if enemy units heavy flamer can target units that are within 1" of it – its weapons if enemy units heavy flamer can be applied to the subscription of the provided to the											during y units r or twin	
	any wea its smol your op	Launche pons in ke launch ponent r weapons	ust target other units). I ains a bonus to its save i odel is obscured from th	n addition n cover if	this								
FACTION KEYWORDS	IMPE	RIUM, J	ASTRA	MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td></td><td></td><td></td></r<>	EGIME	NT>					
KEYWORDS					NEBLA							1. 1. A.	



Each Baneblade is a mobile fortress bristling with armaments, able to withstand the most punishing fire from the enemy.

¥ 26	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$		ıge										
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
Banehammer	*	5+	*	9	8	26	*	8	3+	14-26+		4+	
A Banehammer is a singl adamantium tracks.	le model equ	ipped v	vith a tre	mor ca	nnon, a t	twin he	avy bolt	er and				5+ 6+	
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES				
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6			killer missile can only b	e fired onc	e	
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
Tremor cannon	60"	Hea	vy 2D6		8	-2	3	Move	ment p	hase they must halve the	0		
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					
Twin heavy flamer	8"	Hea	vy 2D6		5	-1	1	Thisy	veapon	automatically hits its tar	get.		
Adamantium tracks	Melee	Mel	ee		User	-2	D3	-					
ABILITIES	either Explode	a twin l es: If th	neavy bo s model	lter or is redu	twin heav iced to 0	vy flamo wounds	er. s, roll a I	D6 befor	e remov	ring it from the battlefiel	d and befo		
	enibarko	eu mou	eis uisen	IUalk.		exploue	cs, and c	acii uiiit	wittiiii	2D0 Suffers Do mortal	woullus.		
	and drav they or t Smoke 1	wing lir the Ban Launch	e of sigh ehamme ers: Onc	t from r move e per g	any poin ed in the j ame, inst	t on the precedi	e vehicle ng Move shooting	. Units th ement ph gany wea	hat shoo nase. npons ir	ot in this manner count a	as having r s model ca	noved if n use	
	and drav they or t Smoke I its smok weapons Steel Be can also	wing lir the Ban Launch ce launc s that ta chemot s still fir	e of sight ehamme ers: Onco hers; un rget this n: This n e its wea	t from r move e per g til your vehicle nodel c pons if	any poin ed in the p ame, inst next Sho e. an Fall Ba enemy u	t on the precedi cead of s poting p ack in th nits are	e vehicle ng Move shooting bhase yo he Move within	. Units thement ph g any weat ur opporter ement ph 1" of it (b	hat shoo nase. apons in nent mu nase and put only	ot in this manner count a n the Shooting phase, thi ast subtract 1 from all hit l still shoot and/or charg r its twin heavy bolter or	as having r s model ca t rolls for r ge during it twin heavy	noved if n use anged s turn. It y flamer	
	and drav they or the smoke list smoke weapons Steel Be can also can targ bonus to	wing lir the Ban Launch te launc s that ta chemoth s still fir get units o its sav	e of sighehamme ers: Once hers; un rget this n: This n e its wea that are e in cove	t from r move e per g til your vehicle nodel c pons if within r if at l	any poin ed in the p ame, inst next Sho e. an Fall Ba enemy u 1" of it – east half	t on the precedi cead of s poting p ack in th nits are its othe of the n	e vehicle ng Move shooting bhase yo he Move within er guns model is	. Units the ement play g any weat ur opport ement ph 1" of it (b must targ obscuree	hat shoo nase. npons in nent mu nase and put only get othe 1 from 1	ot in this manner count a n the Shooting phase, thi ast subtract 1 from all hit I still shoot and/or charg its twin heavy bolter or r units). In addition this the firer.	as having r s model ca t rolls for r ge during it twin heavy model on	noved if n use anged s turn. It y flamer ly gains a	
TRANSPORT	and drav they or they or the smoke 1 its smok weapone Steel Be can also can targ bonus to This mo	wing lir the Ban Launch ce launc s that ta chemot s still fir cet units o its sav del can	e of sigh ehamme ers: Onc hers; un rget this n: This n e its wea that are e in cove transpor	t from r move e per g til your vehick nodel c pons if within er if at l t 25 AS	any poin ed in the p ame, inst next Sho e. an Fall Ba enemy u 1" of it – east half STRA MI	t on the precedi read of s poting p ack in the nits are its othe of the n	e vehicle ng Movo shooting ohase yo he Movo within er guns i nodel is RUMINE	. Units the ement phene of the emene of the ement phene of the ement phene of the emene of the eme	hat shoo nase. apons in nent mu nase and but only get othe 1 from 1 7 models	ot in this manner count a n the Shooting phase, thi ast subtract 1 from all hit I still shoot and/or charg its twin heavy bolter or r units). In addition this the firer.	s model ca t rolls for ra de during it twin heavy model on Feam or Ve	noved if n use anged s turn. It y flamer ly gains a teran	
TRANSPORT Faction keywords	and drav they or the smoke list smok weapone Steel Be can also can targ bonus to This mo Heavy V	wing lir the Ban Launch ce launce s that ta chemoth s still fir cet units o its sav del can Veapons	e of sigh ehamme ers: Onc hers; un rget this n: This n e its wea that are e in cove transpor ; Team ta	t from r move e per g til your vehicle nodel c pons if within r if at l t 25 AS kes the	any poin ed in the p ame, inst next Sho e. an Fall Ba enemy u 1" of it – east half STRA MI	t on the precedi ack of s poting p ack in the nits are its othe of the n LITAR two oth	e vehicle ng Move shooting bhase yo he Move within er guns s nodel is CUMINI her mode	. Units the ement phene	hat shoo nase. apons in nent mu nase and but only get othe 1 from 1 7 models	ot in this manner count a n the Shooting phase, thi ast subtract 1 from all hit l still shoot and/or charg its twin heavy bolter or r units). In addition this the firer. s. Each Heavy Weapons T	s model ca t rolls for ra de during it twin heavy model on Feam or Ve	noved if n use anged s turn. It y flamer ly gains a teran	



The shells of a Banehammer's tremor cannon explode underground, tearing apart the battlefield and those who stand upon it.

25 Aug			BA	N	ESW	O I	RD			DAMAGE Some of this model's o it suffers damage, as s			ge
NAME	48" Heavy 1 9 -3 140" Heavy D6 14 -4 24" Rapid Fire 2 4 0 36" Heavy 6 5 -1 8" Heavy 2D6 5 -1 8" Heavy 2D6 5 -1 Melee Melee User -2 • This model may take a hunter-killer missile. • This model may take a storm bolter or a heav • This model may take a storm bolter or twin heavy flam Explodes: If this model is reduced to 0 wound a D6 before removing it from the battlefield. C6 6 it explodes, and each unit within 2D6" suffer mortal wounds. Smoke Launchers: Once per game, instead of any weapons in the Shooting phase, this mode its smoke launchers; until your next Shooting	A	Ld	Sv	REMAINING W	М	BS	A					
Banesword	*	5+	*	9	8	26	*	8	3+	14-26+	10"	4+	9
A Banesword is a single r adamantium tracks.	nodel equip	ped with	n a quak	e cann	on, a twi	n heavy	bolter ar	nd		7-13 1-6	7" 4"	5+ 6+	6
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				Т
Heavy stubber	36"	Heav	vy 3		4	0	1	-					1
Hunter-killer missile	48"	Heav	vy 1		8	-2	D6	Each per b		iller missile can only b	e fired onc	e	
Lascannon	48"	Heav	vy 1		9	-3	D6	-					Л
Quake cannon	140"		'		14	-4	D6		n rolling f 2 as 3 inst	or this weapon's dama ead.	ge, treat ar	ny rolls of	
Storm bolter		-			-		1	-					J.
Twin heavy bolter					U	-	1	-					1
Twin heavy flamer Adamantium tracks			1		-	-	1 D3	This	weapon a	utomatically hits its tar	get.		J.
WARGEAR OPTIONS	• This r • This r	nodel ma nodel ma	ay take a ay take e	storn ther t	n bolter or wo spons	r a heav sons, or	four spo		each spon	son is equipped with a	lascannoi	n and	
ABILITIES	a D6 be 6 it exp mortal Smoke any wea its smol	 This model may take a storm bolter or a heavy stubber. 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. 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 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 											
FACTION KEYWORDS					ITARU		EGIME	NT>					1
						,	- Jinit						

26 Annes		Ι	000)M	DAMAGE Some of this model's characteristics chang it suffers damage, as shown below:										
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS			
Doomhammer	*	5+	*	9	8	26	*	8	3+	14-26+	10"	4+	I		
A Doomhammer is a sin	gle model eo	quipped	with a m	agma	cannon, a	a twin ł	neavy bo	lter and	1	7-13	7"	5+			
adamantium tracks.	DANOF	TVD		1		40				1-6	4"	6+	_		
WEAPON		RANGE TYPE S AP D ABILITIES 36" Heavy 3 4 0 1 -									_				
Heavy stubber	36	36" Heavy 3				0	1	- Each	huntor	biller missile can anbe be fined an ee					
Hunter-killer missile	48"	"Heavy 1			8	-2	D6	per ba		r-killer missile can only be fired once					
Lascannon	48"	Hea	vy 1		9	-3	D6	-							
Magma cannon	60"	Hea	wy D6		10	-5	D6	to the the ta dice v	eir savin rget is v	d by this weapon do not gain any bonus g throws for being in cover. In addition, if ithin half range of this weapon, roll two licting damage with it and discard the					
Storm bolter	24"	Rap	id Fire 2		4	0	1	-							
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-							
Twin heavy flamer	8"	Hea	vy 2D6		5	-1	1	Thisy	veapon	automatically hits its ta	rget.				
Adamantium tracks	Melee	Mel	ee		User	-2	D3	-							
ABILITIES	 This model may take a storm bolter or a heavy stubber. 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. 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. 														
	 Firing Deck: Up to 10 models being transported by a Doomhammer can shoot in their Shooting phase, measuring and drawing line of sight from any point on the vehicle. Units that shoot in this manner count as having moved if they or the Doomhammer moved 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; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged 												5		
	they or Smoke its smol	the Doc Launch ce launc	omhamm ers: Onco hers; unt	er mov e per g il your	ved in the ame, inst next Sho	e preced lead of s	ling Mov shooting	vement j any wea	ohase. apons ir	n the Shooting phase, th	is model ca	ın use			
TRANSPORT	they or Smoke its smol weapon Steel Bo can also can targ bonus to	the Doc Launch ce launc s that ta chemot o still fir get units o its sav	omhamm ers: Onco hers; unt rget this h: This m e its weap that are e in cove	er mov e per g il your vehicle odel ca oons if within r if at le	ved in the ame, inst next Sho e. an Fall Ba enemy un 1" of it – east half o	e precect ead of so poting p ack in th nits are its othe of the n	ling Mov shooting shase you he Move within I er guns r nodel is o	any wea any wea ar oppor ment ph " of it (b nust targ obscured	phase. apons in hent mu hase and but only get othe d from t	n the Shooting phase, th ist subtract 1 from all hi I still shoot and/or charg v its twin heavy bolter or er units). In addition this the firer.	is model ca it rolls for r ge during it twin heav s model on	in use anged s turn. It y flamer ly gains a			
	they or Smoke its smol weapon Steel Bo can also can targ bonus to This mo	the Doc Launch ce launc s that ta chemot s still fir get units o its sav odel can	ers: Once hers; unt rget this h: This m e its weap that are e in cove transport	er mov e per g il your vehicle odel ca oons if within r if at le 25 AS	ved in the ame, inst next Sho e. an Fall Ba enemy un 1" of it – east half o STRA MI	e precect ead of s poting p ack in th nits are its othe of the n LITAR	ling Mov shooting shase you he Move within 1 er guns r nodel is UMINF	vement p any wea ar oppor ment ph " of it (t nust targ obscured ANTRY	phase. pons in pent mu- pase and put only get othe 1 from 1 7 models	n the Shooting phase, th 1st subtract 1 from all hi 1 still shoot and/or charg 2 its twin heavy bolter or 2r units). In addition this	is model ca it rolls for r ge during it twin heav s model on Team or Ve	in use anged is turn. It y flamer ly gains a rteran			
TRANSPORT FACTION KEYWORDS	they or Smoke its smol weapon Steel Be can also can targ bonus te This mo Heavy V	the Doc Launch ce launce s that ta chemoth o still fir get units o its sav odel can Veapons	ers: Oncchers; unt rrget this h: This m e its weap that are e in cove transport 5 Team ta	er mov e per g il your vehicle odel ca oons if within r if at h t 25 AS kes the	ved in the ame, inst next Sho e. an Fall Ba enemy un 1" of it – east half o STRA MI	e precect ead of s poting p ack in th nits are its othe of the n LITAR two oth	ling Mor shooting hase you he Move within 1 er guns r nodel is o UMINF her mode	vement p any wea ar oppor ment ph " of it (b nust targ obscured ANTRY els and ea	phase. pons in pent mu- pase and put only get othe 1 from 1 7 models	n the Shooting phase, th ist subtract 1 from all hi i still shoot and/or charg r its twin heavy bolter or er units). In addition this the firer. s. Each Heavy Weapons '	is model ca it rolls for r ge during it twin heav s model on Team or Ve	in use anged is turn. It y flamer ly gains a rteran			

¥ 31			HE	LL	HAN	DAMAGE Some of this model's characteristics change a it suffers damage, as shown below:							
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Hellhammer	*	5+	*	9	8	26	*	8	3+	14-26+	10"	4+	9
A Hellhammer is a single							r cannon	, a		7-13	7" 4"	5+ 6+	6
Hellhammer cannon, a tw				id adai						1-0	4	0+	3
WEAPON	RANGE	TYP	_		S	AP	D	ABILII	IES				-1/
Autocannon	48"	Hea	vy 2		7	-1	2	-					J
Demolisher cannon	24"	Hea	vy D3		10	-3	D6			ng units with 5 or more Type to Heavy D6.	e models, c	hange	
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Hellhammer cannon	36"	Hea	vy 2D6		10	-4	3			d by this weapon do not prows for being in cove		bonus to	
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each per b		killer missile can only b	e fired ond	ce	
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Lasgun	24"	Rap	id Fire 1		3	0	1	-					
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					
Twin heavy flamer	8"	Hea	vy 2D6		5	-1	1	This	weapon a	automatically hits its ta	rget.		
Adamantium tracks	Melee	Mel	ee		User	-2	D3	-					
WARGEAR OPTIONS	 This n This n either 	nodel m nodel m a twin l	ay take a ay take e neavy bo	storn ther t lter or	two spons twin hea	r a heav sons, or vy flam	er.	nsons; e		nson is equipped with a			
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; until your next Shooting phase 						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 bolter or twin heavy flamer 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 firer.						
	your op	ponent	must sub	otract	1 from all is vehicle.	hit roll		nun					
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MIL	ITARU	M, <r< td=""><td>EGIMEN</td><td>VT></td><td></td><td></td><td></td><td></td><td></td></r<>	EGIMEN	VT>					

27 27 Const		S	HA	D(ows	DAMAGE Some of this model's characteristics change it suffers damage, as shown below:							
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Shadowsword	*	5+	*	9	8	26	*	8	3+	14-26+	10"	4+	ç
A Shadowsword is a sing adamantium tracks.	le model eq	uipped	with a vo	lcano	cannon, a	twin ł	neavy bol	ter and		7-13 1-6	7" 4"	5+ 6+	6
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Heavy stubber	36"	Hea	vy 3		4	0	1	-					J
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each per b		killer missile can only b	e fired onc	ce	
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					
Гwin heavy flamer	8"	Hea	vy 2D6		5	-1	1		-	automatically hits its ta	0		
Volcano cannon	120"	Hea	vy D6		16	-5	2D6			ll failed wound rolls wh its with this weapon.	ien targetii	ng	
Adamantium tracks	Melee	Mel	ee		User	-2	D3	-					
ABILITIES	This n This n either Explode	nodel m nodel m a twin l es: If th	ay take a ay take e neavy bo s model	storn tither lter of is red	twin hear	a heav ons, or vy flam wound	four spo er. s, roll a I	onsons; e 06 befor	e removi	nson is equipped with a ing it from the battlefiel			
	Smoke its smol	Launch ke launc	ers: Onc	e per il you	game, inst ir next Sho	ead of	shooting	any we	apons in	the Shooting phase, thi st subtract 1 from all hi			
	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 bolter or twin heavy flamer 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 firer.												
	Shadow	sword	Targeter	s: Add	d 1 to any	hit roll	s you ma	ke for th	nis mode	el for attacks that target	TITANIC	units.	
FACTION KEYWORDS	IMPE	NIII	ASTRA	MI	ITARU	M. <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td></td><td></td><td></td></r<>	EGIME	NT>					
		ci e îvi,	norna			,							_



Each Shadowsword is mounted with a mighty volcano cannon - one of the most powerful primary weapons in the Imperial arsenal.
Powst -			ST	'OI	RML	.OF	RD			DAMAGE Some of this model's it suffers damage, as s			nge a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Stormlord	*	5+	*	9	8	26	*	8	3+	14-26+	10"	4+	9
A Stormlord is a single m	nodel equipp	ped with	two hea	avy stul	bbers, a tv	win hea	avy bolte	r, a vulc	an	7-13	7" 4"	5+	6
mega-bolter and adaman			_		1.		_			1-6	4	6+	3
WEAPON	RANGE	TYP			S	AP		ABILI	IES				- 6
Heavy stubber	36"	Hea	vy 3		4	0	1	-					-17
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each per b		killer missile can only b	e fired onc	e	
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					- 15
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					-1
Twin heavy flamer	8"	Hea	vy 2D6		5	-1	1	This	weapon	automatically hits its tar	rget.		-1
Vulcan mega-bolter	60"	Hea	vy 20		6	-2	2	-					-1
Adamantium tracks	Melee	Mel	ee		User	-2	D3	-					
					bolter or					onson is equipped with a	lascannor	n and	
ABILITIES	This meither Explode	nodel m a twin l es: If thi	ay take o neavy bo s model	either t olter or is redu	bolter or wo spons twin heav iced to 0	an add ons, or vy flam wounds	four spo er. s, roll a I	onsons; e D6 befor	each spo e remov	onson is equipped with a ring it from the battlefiel 2D6" suffers D6 mortal	ld and befo		-
ABILITIES	• This n either Explod embark Extend measuri having n	nodel m <u>a twin l</u> es: If thi ed mod ed Firin ing and moved i	ay take on heavy boost s model els disen og Deck: drawing f they or	either t lter or is redu hbark. Up to line of the Sto	bolter or wo spons twin heav need to 0 v On a 6 it o 20 model sight fro prmlord r	an add ons, or vy flam wounds explode s being m any j noved i	four spo er. s, roll a I es, and e g transpo point on in the pr	D6 befor ach unit orted by a the vehi- receding	e remov within a Storm icle. Un Movem	ring it from the battlefiel 2D6" suffers D6 mortal lord can shoot in their S its that shoot in this man nent phase.	ld and befo wounds. hooting pl nner count	re any nase, as	-
ABILITIES	• This n either Explod embark Extend measuri having n Smoke	nodel m a twin l es: If thi ed mod ed Firin ing and moved i Launch ke launc	ay take on neavy boost s model els disen g Deck: drawing f they or ers: Onco hers; un	either t ilter or is redu abark. Up to line of the Sto ce per g til your	bolter or wo spons twin heav ceed to 0 v On a 6 it o 20 model sight fro ormlord r game, inst	an add ons, or vy flam wounds explode s being m any j noved i ead of s	four spo er. s, roll a I es, and e g transpo point on in the pr shooting	D6 befor ach unit orted by a the veh receding	e remov within a Storm icle. Un Moven	ring it from the battlefiel 2D6" suffers D6 mortal lord can shoot in their S its that shoot in this mar	ld and befo wounds. hooting pl nner count is model ca	nre any nase, as un use	
ABILITIES	• This n either Explod embark Extend measuri having n Smoke its smol weapon Steel Be can also can targ	nodel m a twin l es: If thi ed mod ed Firin ing and moved i Launch ke launc as that ta ehemot b still fir- get units	ay take on neavy books is model els disen g Deck: drawing f they or ers: Onco hers; un rget this n: This n e its wea that are	either t dter or is redunbark. Up to line of the Sta e per g til your vehicle model c pons if within	bolter or wo spons twin heav teed to 0 v On a 6 it o 20 model sight fro ormlord r same, inst r next Sho e. an Fall Ba enemy u	an add ons, or vy flamwounds explode s being m any p noved i ead of s boting p ack in t nits are its oth	four spo er. s, roll a I es, and e g transpo point on in the pr shooting bhase yo he Move within er guns	onsons; e D6 befor ach unit rted by a the veh- receding any wea ur opport ement ph 1" of it (I must tar	e remove within a Storm icle. Un Moven apons in nent mu nase and put only get othe	ring it from the battlefiel 2D6" suffers D6 mortal lord can shoot in their S its that shoot in this man ent phase. In the Shooting phase, thi st subtract 1 from all him d still shoot and/or charge its twin heavy bolter or er units). In addition this	ld and befor wounds. hooting pl nner count is model ca t rolls for r ge during it twin heav	re any nase, as un use anged ss turn. It y flamer	
ABILITIES	This n either Explod embark Extend measuri having n Smoke its smol weapon Steel Be can also can targ bonus t This mo	nodel m a twin l es: If thi ed mod ed Firin ing and moved i Launch ke launc is that ta ehemotl o still fir get units o its sav	ay take on neavy books is model els disen g Deck: drawing f they or ers: Once hers; un rget this n: This n e its wea that are e in cove transpor	either t dter or is redu bark. O Up to line of the Sto e per g til youn vehicle nodel c pons if within er if at l	bolter or wo spons twin heav uced to 0 0 On a 6 it o 20 model sight fro ormlord r same, inst r next Shc e. an Fall B& enemy u 1" of it – east half of STRA MI	an add ons, or yy flam wounds explode s being m any p noved i ead of s boting p ack in t nits are its oth of the m	four spo er. s, roll a I es, and e g transpo point on in the pr shooting bhase yo he Move within er guns i nodel is RUMINE	200 befor ach unit rted by a the veh ecceding any wea ur oppor ement ph 1" of it (I must tar obscure FANTRY	e remov within a Storm icle. Un Moven apons in nent mu nase and out only get othe d from	ring it from the battlefiel 2D6" suffers D6 mortal lord can shoot in their S its that shoot in this man ent phase. In the Shooting phase, thi ast subtract 1 from all him still shoot and/or charge its twin heavy bolter or er units). In addition this the firer.	ld and befor wounds. hooting pl nner count is model ca t rolls for r ge during it twin heav s model on Feam or Ve	re any hase, as un use anged s turn. It y flamer ly gains a eteran	- 8
	• This n either Explod embark Extend measuri having n Smoke its smol weapon Steel Ba can also can targ bonus tr This mo Heavy V	nodel m a twin l es: If thi ed mod ed Firin ing and moved i Launch ke launc is that ta ehemotl o still fir get units o ids sav odel can Weapons	ay take on neavy boost s model els disen g Deck: drawing f they or ers: Once hers; un rget this n: This n e its wea that are e in cove transpor	either t lter or is redu- bark. Up to line of the Sto e per g til your vehicle model c pons if within er if at l t 40 AS akes the	bolter or wo spons twin heav uced to 0 0 On a 6 it o 20 model sight fro ormlord r same, inst r next Shc e. an Fall B& enemy u 1" of it – east half of STRA MI	an add ons, or vy flamwounds explode s being many p noved i ead of s boting p ack in t nits are its oth of the r LITAR two oth	four spe er. s, roll a I es, and e g transpe point on in the pr shooting bhase yo he Move within er guns i nodel is RUMINI	onsons; e D6 befor ach unit arted by a the veh ecceding any wea ur oppor ement ph 1" of it (I must tar obscure cantre	e remov within a Storm icle. Un Moven apons in nent mu nase and out only get othe d from	ving it from the battlefiel 2D6" suffers D6 mortal lord can shoot in their S its that shoot in this man nent phase. In the Shooting phase, thi ast subtract 1 from all him ist subtract 1 from all him ist still shoot and/or charger its twin heavy bolter or er units). In addition this the firer.	ld and befor wounds. hooting pl nner count is model ca t rolls for r ge during it twin heav s model on Feam or Ve	re any hase, as un use anged s turn. It y flamer ly gains a eteran	- 8



With its vulcan mega-bolter and massive transport capacity, the Stormlord is the ultimate close support tank.

25 Power			STC	DR	MSV	٧O	RD			DAMAGE Some of this model's of this model's of this model.			nge	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	I	
Stormsword	*	5+	*	9	8	26	*	8	3+	14-26+	10"	4+	9	
A Stormsword is a single m and adamantium tracks.	odel equi	pped w	ith a Stor	rmswo	ord siege c	annon,	a twin h	eavy bol	7-13 7" 5+ 1-6 4" 6+					
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES					
Heavy stubber	36"	Hea	ivy 3		4	0	1	-						
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6	Each per b		-killer missile can only b	e fired onc	e		
Lascannon	48"	Hea	wy 1		9	-3	D6	-						
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-						
Stormsword siege cannon	36"	Roll two dice for the number of attacks when firing weapon and discard the lowest result. Units attacked												
Twin heavy bolter	36"	Hea	wy 6		5	-1	1	-						
Twin heavy flamer	8"	Hea	wy 2D6		5	-1	1	Thisy	weapon	automatically hits its tar	rget.			
Adamantium tracks	Melee	Me	lee		User	-2	D3	-						
WARGEAR OPTIONS	 This n This n either 	nodel m nodel m a twin	ay take a ay take o heavy bo	a storn either lter or	twin hea	r a heav ons, or vy flam	four spo er.	onsons; e		onson is equipped with a				
ABILITIES	explode Smoke its smol	es, and e Launch ke launc	each unit	within the per g til you	n 2D6" sut game, inst r next Sho	ffers D6	mortal shooting	wounds any wea	apons ii	ving it from the battlefiel n the Shooting phase, thi ust subtract 1 from all hit	is model ca	in use		
	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 bolter or twin heavy flamer 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 firer.													
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	A MII	ITARU	M, <r]< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td></td><td></td><td></td></r]<>	EGIME	NT>						



CADIAN SHOCK TROOPS

The Cadians are the benchmark against which all other Astra Militarum soldiers are measured, the inspirational figures that appear on propaganda slates and vid-reels across the Imperium. Small wonder they are held in such high esteem, for the Cadians are expert marksmen and stalwart castellans, holding the line against the horrors of Chaos for time immemorial.

A single Cadian regiment is said to be the equal of ten such formations of lesser men. So consistent and reliable are they that they are called upon not only to fight on the front line, but to inspire their fellow Imperial Guardsmen behind it. It is the staunch men and women of Cadia that teach lesser regiments how to truly excel in the ways of war. A single Cadian, it is said, can turn a rag-tag bunch of backwater militiamen into a stern and capable fighting force in the space of a week. A whole regiment can transform a vulnerable world into a fortress, ready to hurl back whatever baleful forces might try to wrest it from the Imperium's fold.

Hailing from the fortress world of Cadia, these indomitable soldiers have had more than their share of formidable threats to deal with. Their embattled home world stood sentinel over the Eye of Terror for ten thousand years. As the only stable route out of that colossal warp storm, it bore the brunt of countless Chaos incursions. Each time, the Cadians proved themselves equal to the task, driving hordes of traitor forces away from their gates. But even these tenacious warriors could only hold out for so long against so determined a foe. As the Imperium grew ever darker and more dangerous, Abaddon the Despoiler descended upon the planet with the full force of his Thirteenth Black Crusade. The Cadian Shock Troops defended their home world to the last, but ultimately, even they could not protect it from utter devastation. Now the surviving Cadians are scattered throughout the Imperium, forced to flee their home but never abandoning their cause.

The Cadian people, through necessity, are tough of mind and body, trained from an early age in the ways of the gun and the knife. It is said that on Cadia the birth rate and recruitment rate were synonymous, and that by the age of six all Cadians can field-strip a lasgun and identify the mainstay war engines of the Imperium's enemies. By their coming of age rituals at the age of sixteen, all Cadians are adept in endurance training, weapons handling, hand-to-hand combat, and vehicular and chemical warfare drills. Cadian recruits, known as Whiteshields, are recognisable by the thick white stripe upon their helms. It is said they fight as fiercely as any other Cadian in the heat of battle, but that only half of them will survive to make it to the ranks as a fully fledged member of the Imperial Guard.

The competency of the Cadians can be seen as a curse as well as a blessing. The Departmento Munitorum knows well of their reputation and the miracles of war they can perform, and hence they are deployed on the front line with unstinting frequency. Although this makes for a harsh, unforgiving and often prematurely ended life, their constant exposure to front-line warfare only serves to further hone the Cadians' skill. Those that survive this constant state of war are unrivalled experts in their field, rising through the ranks to become battle-seasoned leaders. As such, many Cadian officers prefer to lead from the front, often eschewing the safety of command posts to join their soldiers on the battlefield. There are a great many grizzled veterans and battletempered officers who will just as readily get the job done in person as they will hang back to give commands to their troops.

Inured to the horrors of war, the Cadians are known for their discipline and honourable conduct, though every one of them has a gallows humour beneath their professional mien. Led to war by veritable heroes of the Imperium, such as Knight Commander Pask – a stoic tank ace with more vehicle kills to his name than any other Astra Militarum officer alive – and Lord Castellan Ursarkar E. Creed – who personally led the defenders of Cadia in the planet's final war – these warriors have earned the respect and gratitude of the entire Imperium.



	LC	ORD) C <i>I</i>	AST	[EL]	LAN	N C	RE]	ED
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Lord Castellan Creed	6"	3+	3+	3	3	4	3	9	4+
Lord Castellan Creed is a your army.	single moc	lel arme	d with t	wo hot-	shot lasp	oistols an	id a pov	wer swor	rd. Only one of this model may be included in
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Hot-shot laspistol	6"	Pist	ol 1		3	-2	1	-	
Power sword	Melee	Mel	lee		User	-3	1	-	
ABILITIES	Refract				n Creed l	has a 5+		the you	reme Commander: Lord Castellan Creed may us Voice of Command ability three times in each of r turns. Resolve the effects of the first order before ing the second order, and so on.
	receive	an addi		Comma	is Battle- and Poin rd.	· ·			
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, CAI	DIAN		

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Colour Sergeant Kell	6"	3+	3+	3	3	4	3	7	4+
Colour Sergeant Kell is a your army.	single mode	el arme	d with a	laspistol, p	ower f	ist and	power s	word. O	Only one of this model may be included in
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Laspistol	12"	Pist	ol 1		3	0	1	-	
Power fist	Melee	Me	lee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.
Power sword	Melee	Me	lee	τ	Jser	-3	1	-	
ABILITIES	Listen U	Up, Mag	ggots!: Y		ke one	additi	onal ord	er with a	lour Sergeant Kell may re-roll failed Morale tests. a single friendly ASTRA MILITARUM OFFICE

2 14 KN	IGI	HT (CO	MN	IAN	JDI	ER I	PAS	K	DAMAGE Some of this model's it suffers damage, as s			nge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	
Knight Commander Pask	*	6+	*	7	8	12	*	8	3+	7-12+	10"	2+	
Knight Commander Pask is a battle tank, <i>Hand of Steel</i> , wh model may be included in yo	ich is equ ur army.	ipped with			n and a h	neavy bo	lter. Onl	y one of tl	his	4-6 1-3	7" 4"	3+ 4+]
WEAPON	RANGE	TYPE			S	AP		ABILIT	IES				_
Battle cannon Demolisher cannon	72" 24"	Heav			8 10	-2 -3	D3 D6			ing units with 5 or more m	odels, char	nge this	l
Eradicator nova cannon	36"	Heav			6	-2	D3	-		e to Heavy D6. d by this weapon do not g	ain any bon	us to	1
	50	Tieav	100		0	-2	05	their s	aving t	hrows for being in cover.			_
Executioner plasma cannon		ittacking w		weapoi			-	les below.					
- Standard	36"	Heavy	7 D6		7	-3	1	-					
- Supercharge	36"	Heavy	7 D6		8	-3	2	D6 m		one or more hit rolls of 1, t ounds after all of this weap 1.			
Exterminator autocannon	48"	Heav	74		7	-1	2	-					
Heavy bolter	36"	Heav	7 3		5	-1	1	-					
Heavy flamer	8"	Heav	7 D6		5	-1	1	This w	veapon	automatically hits its targe	et.		
Heavy stubber	36"	Heavy	73		4	0	1	-					
Lascannon	48"	Heav	71		9	-3	D6	-					4
Multi-melta	24"	Heavy	71		8	-4	D6			s within half range of this ng damage with it and disc			
Plasma cannon		ittacking w		weapoi			-	les below.					
- Standard	36"	Heavy			7	-3	1	- On a l	nit roll (of 1, the bearer is slain afte	er all of this	weapon's	
- Supercharge	36"	Heavy	7 D3		8	-3	2			en resolved.	in un or uns	weapoirs	
Punisher gatling cannon	24"	Heavy	7 20		5	0	1	-					
Storm bolter	24"	Rapid	Fire 2		4	0	1	-					_
Vanquisher battle cannon	72"	Heavy	71		8	-3	D6			when inflicting damage w west result.	vith this wea	apon and	
OPTIONS • Hand of Ste • Hand of Ste • Hand of Ste	cannon, j eel's heavy eel may tal eel may tal	punisher g bolter ma ke two hea ke a heavy	atling c y be rep vy bolte stubbe	cannon o blaced w ers, two r or stor	or execut rith a hea heavy fla m bolter.	ioner pla vy flame imers, tv	asma car er or a la vo multi	nnon. scannon. -meltas or		sher battle cannon, eradica asma cannons.			-
ABILITIES Grinding Ad weapon hit re The following exterminator plasma canno	olls for sho g weapons autocann	ooting a H s are turret ion, vanqu	eavy we weapo isher ba	eapon o ns: battl attle can	n a turn i e cannor	in which , eradica	n it has n ator nov	noved. a cannon,		Explodes: If this model i wounds, roll a D6 before battlefield. On a 6 it explo within 6" suffers D3 mor	removing i odes, and ea	t from the ach unit	2
Smoke Laun	chers: On	ice per gan	ne, inste	ead of sl	nooting a	nv wear	ons in t	he Shootii	ng	TANK ORDERS			
phase, Knigh	t Comma	nder Pask	can lau	nch Ha	nd of Stee	l's smok	e launch	ers; if he o	does	ORDER			
so, until your that target it.		oting phas	e your	oppone	nt must s	ubtract	1 from a	ny hit roll		Full Throttle! Instead of s	-	-	
						<i>.</i>	1			the ordered model immed			
Tank Orders: RUSS at the s										were the Movement phase			
RUSS within	6" of Knig	ht Comma	nder Pa	ask and o	choose wh	nich orde	er you wi	ish to issue		part of this move, and can during this turn.	not declare	a charge	
from the table									urn.	Gunners, Kill on Sight! Re			
Knight Com in each of you	ur turns. I	Resolve the	effects	of the f	irst order	before	issuing t	he second	-	the ordered model until the		-	
order. Note the RUSS CHAR	ACTERS	.	model	fires a s	supercha	rged pla	sma can	non, and y	2011	Strike and Shroud! This of be issued to a model that l its smoke launchers durin ordered model can shoot i	nas not yet i g the battle.	used . The	
Emergency I		11											
Emergency I roll one or m mortal woun	ore hit rol									launch its smoke launcher	-	is phase.	
roll one or m	ore hit rol ds and car		ny plasi	na cann	ions for t	he rest o	of the bat			launch its smoke launcher	-	is phase.	

CATACHAN JUNGLE FIGHTERS

Uncouth and hard-headed, the jungle fighters of Catachan appear as muscle-bound louts next to the professional soldiery of the Cadians. Under their coarse exterior, however, dwells a core of iron – those heroic enough to survive upon the death world of Catachan make for truly formidable infantrymen, no matter the horrors of war in which they fight.

Catachans are tough, hard-bitten warriors that hail from one of the most lethal worlds in the Imperium. The jungle planet of Catachan, classified as a Primaris-grade death world, is replete with poisonous, toxic and carnivorous plant life. Its fauna is even worse. The swamp leeches alone can drain a man of blood in an hour, and the Catachan Devil – a segmented monstrosity capable of ripping off a bunker door – is hunted by some Catachans for sport. For an outsider to survive even a day upon this planet is a significant achievement. The Catachans themselves have grown up there, and become inured to their ecosystem's endless attempts to kill them. Those that reach adulthood become almost fond of the hell-hole they call home, and will wistfully recall ordeals that normal men would do their level best to forget.

Needless to say, soldiers of such calibre make excellent recruits for the Imperial Guard. So inured are they to the dangers of their home planet that they are uniquely equipped, physically and mentally, to face the terrors of the galaxy at large. The people of Catachan send a vast tithe of warriors to the Departmento Munitorum in exchange for medical and military supplies; this arrangement has stood for thousands of years, and will likely remain until the Imperium itself gutters out. Born survivors, these warriors can thrive in any war zone, for hardship is meat and drink to them. Catachans have a particular look to them that is all but unmistakeable. Their weather-beaten skin is hard as cured leather and frequently adorned with tattoos that show their regimental affiliation, and they wear red bandanas that symbolise the blood oath they swore upon joining their regiment. Each carries a sharp steel knife which acts as a symbol of status, a tool of survival and a weapon of war all at once. Almost all are uncannily strong – the infamous Sergeant 'Stonetooth' Harker is known for carrying his back-breakingly large heavy bolter 'Payback' much as normal man might carry a stub gun.

Catachans tend to be as headstrong as they are hardy, and they do not take kindly to outsiders telling them what to do. The respect of a Catachan must be earned the hard way. It is for this reason that tyrannical Commissars sometimes meet with unfortunate accidents when assigned to Catachan regiments. Their own officers get the best out of their men by leading from the front – Colonel 'Iron Hand' Straken is a prime example, a man whose heroics have won many a war, but seen him take so many grievous wounds that he is as much cybernetic as he is flesh. The inner strength of the Catachan people shines through in every officer, their crude banter and competitive machismo concealing a steely respect that binds these brothers in arms closer than any rank, number or protocol ever could.



	11 P. 201	Nation .		12100		1968				
5 Power	C	OLON	JEL 'II	RON	H A	INI	D' STRAKEN			
NAME	М	WS BS	S 1	í W	A	Ld	Sv			
Colonel 'Iron Hand' Straken	6"	2+ 3+	6 4	ł 5	4	9	3+			
Colonel 'Iron Hand' Stra of this model may be inc			ed with a plass	na pistol,	shotgun,	krak gre	enades and a bionic arm with devil's claw. Only one			
WEAPON	RANGE	TYPE	5	i AP	D	ABILI	TIES			
Plasma pistol	When at	tacking with	this weapon, c	choose on	e of the p	rofiles b	elow.			
- Standard	12"	Pistol 1	7	-3	1	-				
- Supercharge	12"	Pistol 1	8	-3	2	On a	a hit roll of 1, the bearer is slain.			
Shotgun	12"	Assault 2	3	3 0	1	If the target is within half range, add 1 to this weapon's Strength.				
Bionic arm with devil's claw	Melee	Melee	Us	er -1	2	-				
Krak grenade	6"	Grenade 1	e	5 -1	D3	-				
ABILITIES	Been Th wound r	olls made for	pg 10) Killed It: You Colonel 'Iron targeting ener	Hand' St	raken in	CA' Stra add	d Steel and Courage: All models in friendly TACHAN units within 6" of Colonel 'Iron Hand' aken at the start of the Fight phase can make 1 litional attack each time they fight during that phase. ior Officer: Colonel 'Iron Hand' Straken may use			
		o r Field: Colc able save.	nel 'Iron Han	d' Straken	1 has a 5+	the turr	Voice of Command ability twice in each of your as. Resolve the effects of the first order before ing the second order.			
FACTION KEYWORDS	IMPER	IUM, ASTI	RA MILITA	RUM, C.	ATACH	AN				
KEYWORDS	CHAR	ACTER, IN	FANTRY, O	FFICER	, COLO	NEL 'II	RON HAND' STRAKEN			

A Stower		SE	RG]	EAI	ЛЛ	HA	RK	ER	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Sergeant Harker	6"	3+	3+	4	3	3	4	7	5+
Sergeant Harker is a sin	gle model arı	ned wit	h Payba	ck, frag	grenade	es and ki	ak grena	ades. Or	ly one of this model may be included in your arm
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES
Payback	36"	Ass	ault 3		5	-2	1	-	
Frag grenades	6"	Gre	nade D6	5	3	0	1	-	
Krak grenades	6"	Gre	nade 1		6	-1	D3	-	
ABILITIES	Harker' of Serge			ou can r	e-roll h	it rolls o	f 1 in the	e Shooti	ng phase for friendly CATACHAN units within 6
FACTION KEYWORDS	IMPEI	RIUM,	ASTR	A MILI	TARU	M, CA	ТАСНА	N	
KEYWORDS	CHAR	ACTE	R, INF	ANTRY	, SER	GEAN	r Hari	KER	



OFFICIO PREFECTUS

Stern and unyielding, the Commissars of the Officio Prefectus are iconic figures across the domains of Mankind. They form the rigid backbone of the Astra Militarum, lending strength and conviction to the regiments under their watchful eye. It is a duty they fulfil as often with the barrel of a bolt pistol as with their roared commands.

Most of the Imperium's citizens are familiar with the image of a Commissar standing bolt upright on the field of battle, greatcoat billowing and the aquila on his peaked cap shining bright even as the shadow of war swathes all around him. These warriors exhort the infantry of their assigned Astra Militarum regiments to ever greater acts of heroism, and their conviction and faith in the supremacy of Mankind is infectious. These are leaders of the most stern and unyielding sort, feared throughout the rank and file of every Imperial Guard army, and they do not suffer fools gladly. The taste of a Commissar's boot leather is well known to scurrilous recidivists across the ranks of the Imperial Guard.

The Officio Prefectus is a subset organisation that takes its recruits from the Schola Progenium. There, the war orphans of the Imperium are raised to adulthood under an oppressive regime that either sees them thrive – becoming agents of the Imperium ready to serve in the elite echelons of the Astra Militarum – or die with nobody to mourn them. Those who have the innate force of character and merciless conviction needed to rise through the ranks of these adolescent warriors might be chosen to join the Officio Prefectus, where their training begins anew. No small proportion are broken in the process, but the others go on to become the lynch-pins that hold the galaxy-spanning edifice of the Astra Militarum together.

LORDS AMONGST MEN

The rank of Commissar comes with much authority and privilege – though most eschew the luxuries they are entitled to in favour of fighting alongside the rank and file. Some of these iron-willed disciplinarians are so skilled in the arts of leadership they are elevated to the rank of Lord Commissar. Though these figures make for terrifying authoritarians, their battlefield rhetoric is extremely inspiring. With a Lord Commissar to motivate it, a platoon of exhausted and battlescarred warriors will charge screaming at the enemy with fire in their bellies and a joyous war-cry on their lips.

Those Guardsmen that are found wanting are used as another kind of inspiration. The sight of a terrified comrade having the wide muzzle of a Commissar's bolt pistol pressed into his head – or rather the gore-splattering detonation that follows – is so profound and unforgettable it has spurred men to fight on against the most insane odds. Even veteran Guardsmen talk about the Commissars with reverence and awe; most would rather a potentially violent death at the hands of the enemy than the ice-cold certainty and shame of the Commissar's summary justice.



M 6"	WS 2+	BS	S	Т				
-	2+				W	A	Ld	Sv
la model	<u>4</u> T	2+	3	3	4	3	9	4+
gie mouer	armed	with a b	olt pisto	ol and po	wer swo	ord.		
RANGE	TYP	E		S	AP	D	ABILI	TIES
12"	Pist	ol 1		4	0	1	-	
Melee	Mel	ee		User	-3	0	-	
			-			-		
units wi Commi	ithin 6 ["] ssar's Le	of a CO eadershi	MMISS p instea	AR can do f thei	use the r own.		unit mor Mor	nmary Execution: Friendly ASTRA MILITARUM is within 6" of a COMMISSAR can never lose re than one model as the result of any single failed rale test.
								CTUS
	12" Melee • This r • This r Aura of units w Commi Refract	12" Pist Melee Mel • This model m This model m • This model m Commissar's La • Commissar's La Refractor Field	12" Pistol 1 Melee Melee • This model may repla • This model may repla • This model may repla • Aura of Discipline: All units within 6" of a CO. Commissar's Leadership Refractor Field: This mage	12" Pistol 1 Melee Melee • This model may replace its po • This model may replace its bo Aura of Discipline: All friendl units within 6" of a COMMISS Commissar's Leadership instead Refractor Field: This model has	12" Pistol 1 4 Melee Melee User • This model may replace its power swo • This model may replace its bolt pistol Aura of Discipline: All friendly ASTR, units within 6" of a COMMISSAR can Commissar's Leadership instead of their Refractor Field: This model has a 5+ in	12" Pistol 1 4 0 Melee Melee User -3 • This model may replace its power sword with • This model may replace its bolt pistol with or Aura of Discipline: All friendly ASTRA MILL' units within 6" of a COMMISSAR can use the Commissar's Leadership instead of their own. Refractor Field: This model has a 5+ invulneration	12" Pistol 1 4 0 1 Melee Melee User -3 0 • This model may replace its power sword with up to tw • This model may replace its bolt pistol with one item f Aura of Discipline: All friendly ASTRA MILITARUM units within 6" of a COMMISSAR can use the Commissar's Leadership instead of their own. Refractor Field: This model has a 5+ invulnerable save	Image: Note of the second s

2 Power			C	OM	[MI	SSA	R		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Commissar	6"	3+	3+	3	3	3	3	8	5+
A Commissar is a single WEAPON	model armo RANGE	ed with a TYP		stol.	S	AP	D	ABILI	TIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
WARGEAR OPTIONS									litarum Melee Weapons list. om the Astra Militarum Ranged Weapons list.
ABILITIES	Comm Summ	issar's Le	eadershi cution: I	p instea Friendly	d of the	ir own. MILIT	ARUM	units wi	within 6" of a COMMISSAR can use the ithin 6" of a COMMISSAR can never lose more
FACTION KEYWORDS			1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -						ECTUS
KEYWORDS	СНАН	RACTE	P INE	ANTR	V CON	IMICS	AD		



A Commissar inspires those troops around him to acts of great bravery by giving them something worse than the enemy to fear.

7	(MM	ISS	AR	YA	RR	ICI	ζ
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Commissar Yarrick	6"	2+	2+	3	4	4	3	9	4+
included in your army.	U			olt pisto					the Bale Eye. Only one of this model may be
WEAPON	RANGE	TYP			S	AP	D	ABILI	
Bale Eye	6"	1 101	ol 1		3	-2	1	-	
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-	
Power klaw	Melee	Me	lee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.
ABILITIES	units wi Commis Iron W i	thin 6" ssar's Lo i ll: Roll	of a COM eadership	AMISS instea h time	AR can d of the Commi	use the ir own. ssar Yar	TARUM rick loses ot lost.	for f Con for f S Con	o of Hades Hive: You can re-roll hit rolls of 1 mad friendly ASTRA MILITARUM units within 6" of nmissar Yarrick. You may re-roll any failed hit rolls friendly ASTRA MILITARUM units within 6" of nmissar Yarrick when attacking ORK units.
	Power F invulner		ommissa ve.	r Yarri	ck has a	4+		unit mor	nmary Execution: Friendly ASTRA MILITARUM as within 6" of a COMMISSAR can never lose than one model as the result of any single failed rale test.
FACTION KEYWORDS	IMPER	RIUM,	ASTRA	MIL	TARU	M, OF	FICIO I	PREFE	ECTUS
KEYWORDS	CHAR	ACTE	R, INFA	NTR	, CON	IMISS	AR, YA	RRICI	K

MILITARUM TEMPESTUS

The Militarum Tempestus are shock assault specialists with near inhuman skill and discipline. They are the best equipped and most extensively trained of all the assets that the Imperial Guard can bring to bear. Descending from the skies upon lightweight grav-chutes, they strike at the heart of the enemy army with hot-shot lasguns and devastating special weapons.

The Schola Progenium is a training institution that recruits the orphaned offspring of highborn Imperial citizens. These protégés are immersed from infancy in the most rigorous and gruelling regime, trained to serve the Emperor above all else. Some have the faith and iron will necessary to become Commissars, later seconded to the Officio Prefectus. Others scale the heights of physical excellence, becoming Tempestus Scions, warriors extensively trained in the arts of death. It is these most deadly of operatives that make up the ranks of the Militarum Tempestus.

TOOLS OF THE MERCILESS

The Tempestus Scions have the best personal wargear the Imperial Guard can provide. They are each clad in the hard plate of carapace armour over a flexible undersuit, a formidable combination that can turn aside even a bolter round. On their forearms they wear readout displays, known as slate monitrons, that illuminate their vital functions and pass their bio-signs on to nearby leaders and, in extremis, medics. These devices are the cause of many a guarded jibe that the Scions have no hearts inside their chests, but instead wear them upon their sleeves, locked in an iron box. The basic armament of the Militarum Tempestus is the hot-shot lasgun - also known as hellguns, these weapons have hyper-yield arrays worn as backpack rigs. Hot-shot weapons have such penetrative power that each eye-searing beam can punch through the thick ceramite of a Heretic Astartes warrior. Needless to say, this extensive and advanced suite of wargear is the envy of the rank and file Imperial Guardsmen. The common soldiery look upon the Militarum Tempestus with a mixture of hatred and awe, calling them Storm Troopers, glory boys or worse, and fondly imagining that but for a twist of fate, their roles would be reversed. They are dead wrong, for should a line trooper of the Imperial Guard be called upon to face the mind-shattering horrors that Militarum Tempestus platoons have to deal with on every battlefield they visit, his sanity would soon be forfeit.

The Militarum Tempestus do not rely on heavy, mass-produced transports as do the Imperial Guard, but instead utilise faster and more nimble machineries of war. The Taurox Prime APC is just such machine. A robust infantry assault vehicle, it is relatively small next to the motorised juggernauts of the Astra Militarum armoured companies. Yet its compact size lends it speed; it is able to traverse the most hostile terrain at an impressive pace, and boasts a variety of weapons, from scaled-down battle cannons to roof-mounted missile launchers. When heavier weaponry is called for, the Storm Troopers will make use of plasma guns and meltas to destroy elite infantry, rampaging alien behemoths or earthgrinding tanks. Should their duty require them to engage a horde of enemies, they will use flamers and overlapping fields of hot-shot volley gun fire to destroy dozens of targets at a time. On those occasions when the Militarum Tempestus take to the battlefield alongside the Astra Militarum, they fight as discrete strike forces given the most hazardous of missions; it is common enough for them to operate behind enemy lines, be assigned to the destruction of enemy super-heavy assets, or even take down the command structure of their adversaries with a pinpoint strike. So impressive and efficient are these troops they are sometimes requisitioned as personal bodyguards for the agents of the Emperor's Holy Inquisition – a high accolade indeed, given that such individuals carry the death of worlds upon their shoulders.

55TH KAPPIC EAGLES

The Kappic Eagles have a long and storied history, and none more so than the 55th. They have played a pivotal role in countless campaigns, including the destruction of the Ork scrapship *Scarfist* and the crippling of a Crimson Slaughter strike force upon the Ybrekian Ice Worlds. Perhaps their most notable operation was the retrieval of a stolen Ordo Tempestus relic known as the Barbed Gauntlets of Avitus, taken by the Aeldari of Craftworld Altansar. The 55th's retribution was swift and unremittingly brutal. The regiment went on to even greater glory fighting alongside Saint Celestine and the puritanical Inquisitor Greyfax against the horrors of Abaddon's Thirteenth Black Crusade.





		TE	MP	ES	STO	R P	RIN	ME						
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Tempestor Prime	6"	3+	3+	3	3	4	3	8	4+					
A Tempestor Prime is a s	single model	armed	with a h	ot-sho	t laspistol	, frag g	renades	and kral	k grenades.					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Bolt pistol	12"	Pist	ol 1		4	0	1	-						
Hot-shot laspistol	6"	Pist	ol 1		3	-2	1	-						
Plasma pistol	When a	ttacking	g with th	is wea	pon, choo	ose one	of the p	rofiles be	elow.					
- Standard	12"	Pist	ol 1		7	-3	1	-						
- Supercharge	12"	Pist	ol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.					
Chainsword	Melee	Mel	Melee User 0 1 Each time the bearer fights, it can mal attack with this weapon.											
Frag grenade	6"	Gre	nade D6		3	0	1	-						
Krak grenade	6"	Gre	nade 1		6	-1	D3	-						
WARGEAR OPTIONS									a Militarum Melee Weapons list. us command rod, a bolt pistol or a plasma pistol.					
ABILITIES	Tempes comman twice in	 This model may replace its hot-shot laspistol with a Tempestus command rod, a bolt pistol or a plasma pistol or a												
FACTION KEYWORDS	IMPE	RIUM.	ASTR	A MII	ITARU	M. MI	LITAR		my models.					
KEYWORDS	IMPERIUM, ASTRA MILITARUM, MILITARUM TEMPESTUS CHARACTER, INFANTRY, OFFICER, TEMPESTOR PRIME													



A Militarum Tempestus Command Squad disembarks from its Taurox transport to bring cleansing fire to the enemies of the Imperium.

	323.253.28	8 245	98974	130	18.18.9	2 90								
	1ILIT	AR	UM	T	EMI	PES	TU	S C	OMMAND SQUAD					
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Tempestus Scion	6"	4+	3+	3	3	1	1	6	4+					
This unit contains 4 Tem	pestus Scior	ıs. Each	model is	armee	l with a	hot-sho	t lasgun,	n, frag grenades and krak grenades.						
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Flamer	8"	Ass	ault D6		4	0	1	This	weapon automatically hits its target.					
Grenade launcher	When a	ttacking	g with thi	is weap	on, cho	ose one	of the pr	rofiles be	elow.					
- Frag grenade	24"	Ass	ault D6		3	0	1	-						
- Krak grenade	24"	Ass	ault 1		6	-1	D3	-						
Hot-shot lasgun	18"	Rap	oid Fire 1		3	-2	1	-						
Hot-shot laspistol	6"	Pist	ol 1		3	-2	1	-						
Hot-shot volley gun	24"	Hea	avy 4		4	-2	1	-						
Meltagun	12"	Ass	ault 1		8	-4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.					
Plasma gun	When a	ttacking	g with thi	is weap	on, cho	ose one	of the pi	rofiles be	elow.					
- Standard	24"	Rap	oid Fire 1		7	-3	1							
- Supercharge	24"	Rap	oid 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.						
Frag grenade	6"	Gre	nade D6		3	0	1	-						
Krak grenade	6"	Gre	enade 1		6	-1	D3	-						
WARGEAR OPTIONS	 One o One o Up to launch 	other mo other mo four ot her or h	odel may odel may her mode ot-shot v	replac take a els may olley g	e its hot- platoon replace un.	-shot las standar their ho	sgun witl d. ot-shot la	h a hot-s asgun wi	spistol and a vox-caster. shot laspistol and a medi-pack. ith a flamer, meltagun, plasma gun, grenade					
ABILITIES	unit in a grav-ch At the e can mal the batt enemy r	a high-a ute, inst and of an ke an ae lefield t models.	During de altitude tr tead of pl ny of you erial drop hat is mo ard: All f units with	ranspor acing i r Move – set i ore than	rt, ready t on the ement ph t up any n 9" away	to depl battlefic nases th where o y from a	oy via eld. e unit on uny	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 ASTRA MILITARUM INFANTRY unit within 3" and roll a D6. On a roll of 4+, one model in the unit recovers a wound it lost earlie 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 abilit once in each turn.						
		standa	rd may a				with abilit	caster: If a friendly OFFICER is within 3" of a unit a vox-caster when using their Voice of Command y, you may extend the range of the order to 18" if arget unit also contains a vox-caster.						
FACTION KEYWORDS									MPESTUS					
KEYWORDS	INFAN													

▶ 3 Powet	Μ	IILI	TA	RU	МΊ	EN	IPE	ST	US SCIONS
NAME	М	WS	BS	S	Т	W	A	Ld	Sv
Tempestus Scion	6"	4+	3+	3	3	1	1	6	4+
Tempestor	6"	3+	3+	3	3	1	2	7	4+
This unit contains 1 Tem • Each Tempestus Scion • The Tempestor is arme WEAPON	is armed wit	th a hot-	shot las spistol, c	gun, fra	ag grenad	les and	krak gre	enades.	
Bolt pistol	12"	Pist			4	0	1		
Flamer	8"		ault D6		4	0	1	- Thier	waspon automatically hits its target
Grenade launcher				ic waar	4 oon, choc				weapon automatically hits its target.
- Frag grenade	24"	-	ult D6	is wear	3	0	1 n ne pi	omes de	10w.
- Krak grenade	24 24"		ault 1		6	-1	D3	-	
Hot-shot lasgun	18"		id Fire 1		3	-2	1	-	
Hot-shot laspistol	6"	Piste			3	-2	1	_	
Hot-shot volley gun	24"	Hea			4	-2	1	-	
Meltagun	12"		ault 1		8	-4	D6	two c	target is within half range of this weapon, roll lice when inflicting damage with it and discard the st result.
Plasma pistol	When a	ttacking	, with th	is weap	on, choc	se one	of the pr	ofiles be	elow.
- Standard	12"	Piste	ol 1		7	-3	1	-	
- Supercharge	12"	Piste	ol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.
Plasma gun	When a	ttacking	, with th	is weap	on, choc	se one	of the pr	ofiles be	elow.
- Standard	24"	Rap	id Fire 1		7	-3	1	-	
- Supercharge	24"	Rap	id Fire 1		8	-3	2		hit roll of 1, the bearer is slain after all of this on's shots have been resolved.
Chainsword	Melee	Mel	ee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.
Frag grenade	6"	Gre	nade D6	i	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS Abilities	For ev flamer The T The T Aerial I chute, in	very five r, meltag empesto empesto Drop: D nstead o	models gun, plas r may re r may re uring de f placing	in the p sma gun eplace t eplace t eplace t eploym g it on t	unit, up t n, grenad heir chai heir hot- ent, you he battle	o two o e launch nsword shot las can set u field. At	ther Ten ner or ho with an pistol wi up this u the end	npestus ; ot-shot v item fro ith a bol unit in a l of any o	a hot-shot laspistol and take a vox-caster. Scions may replace their hot-shot lasgun with a volley gun. om the <i>Astra Militarum Melee Weapons</i> list. t pistol or plasma pistol. high-altitude transport, ready to deploy via grav- of your Movement phases the unit can make an
	aerial d Vox-ca s ability, y	rop – se s ter: If a you may	t it up an friendly extend	or OFFI the ran	e on the CER is w ge of the	battlefie ithin 3" order te	ld that is of a uni o 18" if t	s more t t with a he targe	han 9" away from any enemy models. vox-caster when using their Voice of Command et unit also contains a vox-caster.
FACTION KEYWORDS	IMPEI	RIUM,	ASTR	A MIL	ITARU	M, MII	ITAR	UM TE	MPESTUS
KEYWORDS	INTEAN	TPV	FEMDE	STIT	SCION	IS			

6 			ΤΑ	JR	DX	PRI	ME	3		DAMAGE Some of this model's it suffers damage, as s			nge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	I
Taurox Prime	*	6+	*	6	6	10	*	7	3+	6-10+	14"	3+	3
A Taurox Prime is a single volley guns.	model equ	uipped	with a Ta	urox b	attle can	non and	l two ho	t-shot		3-5 1-2	10" 6"	4+ 5+	D
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Autocannon	48"	He	avy 2		7	-1	2	-					
Heavy stubber	36"	He	avy 3		4	0	1	-					
Hot-shot volley gun	24"	He	avy 4		4	-2	1	-					
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-					
Taurox battle cannon	48"	He	avy D6		7	-1	D3	-					
Taurox gatling cannon	24"	He	avy 20		4	0	1	-					
Taurox missile launcher	When a	ttackin	g with th	is weap	on, cho	ose one	of the p	ofiles be	elow.				
- Frag missile	48"	He	avy 2D6		4	0	1	-					1
- Krak missile	48"	He	avy 2		8	-2	D6	-					
WARGEAR OPTIONS	• This n	nodel n	nay repla nay repla nay take :	ce its ty	vo hot-s	hot volle	ey guns y	with two		g cannon or a Taurox m nnons.	issile launo	cher.	
ABILITIES										ring it from the battlefiel 6" suffers D3 mortal wo		ore any	
TRANSPORT										PREFECTUS INFANT		ls.	
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, MI	LITAR	UM TE	MPES	ГUS	1.4.6.0		
KEYWORDS	VFHI	TET	RANSE	ORT	TAUR	OX PR	IME						



The redoubtable Taurox Prime is the perfect infantry support vehicle, with a large transport capacity and an array of deadly weapons.

MILITARUM AUXILLA

Humanity has spread so widely that it has evolved an endless variety of genetic strains and offshoots. Some of these are nigh unrecognisable as humans, though they still hail from the bloodlines of the Imperium. As such, these abhumans serve in the Emperor's armies, their regiments seconded to the Astra Militarum wherever their specialist skills are needed most.

The most common bloodlines of abhuman are the Ogryns, hulking brutes almost ten feet in height, and the diminutive Ratlings, famous for their resourceful cunning and sharp eyes. There are many other officially ratified types of abhuman in the Militarum Auxilla, from the spindle-limbed Longshanks and the stocky, capable Squats to the amphibious Pelagers and the persecuted



Beastmen. These sub-species are rarely seen on the battlefield and some are restricted to their home planets. The Ogryn and Ratling strains, however, have become so stable and widespread over the millennia they are a relatively common sight in the battle groups of the Astra Militarum. Nevertheless, it would be untrue to say that these auxiliaries are trusted by the rest of the Astra Militarum, for mutants of any kind are treated with suspicion.

OGRYNS

Ogryns hail from worlds with unusually high gravity, and have evolved to compensate for the adverse conditions of their homes. Regardless of origin, each Ogryn is immensely muscular and heavy-set, weighing the best part of a ton and with the strength of a grox in its brawny frame. However, for all its might, it has very little in the way of wits. Ogryns must be carefully mentored in their faith and duty, directed in the true path of the Imperial servant lest they follow their stomachs instead of the commands of their officers. They are simple in their behaviour, having to be goaded into the confines of transports should they believe it to be too dark in their cavernous hulls. The effort it takes to shepherd the Ogryns to the front line pays off in great measure when these mighty warriors charge in to the fray. They are armed with extremely robust weaponry - of which the ripper gun is the most famous and are liable to improvise a highly effective club out of anything that comes to hand. They absolutely devastate the line infantry of the foe, crushing them, bowling them over and even ripping them bodily apart.

Some are true primitives, such as the Krourk Ogryn Auxilla deployed on Armageddon, who would use their ripper guns to bludgeon their foes to death. Canny commanders learned quickly how effective the Krourk were when deployed extremely close to the front lines. Others Ogryns have been known to learn a semblance of professionalism and responsibility from the humans they spend time with. The heavily-armed Bullgryns use grenadier gauntlets and slabshields to storm enemy positions whilst their smaller comrades march in their wake. Nork Deddog, long-serving veteran of the Imperial Guard, is so loyal and strong he is counted amongst the best bodyguards an Astra Militarum officer could hope to employ, and can even be trusted to do up his uniform correctly and aim his gun without instruction.

RATLINGS

Stocky, hairy, and rarely over four feet tall, Ratlings are sneered at by many a Guardsman in the Emperor's armies. To underestimate them is a dangerous folly, however. Ratlings are naturally excellent snipers, and have a low cunning that keeps them one step ahead of those that would cause them harm. Most Ratlings come from worlds with extremely dangerous fauna; unable to overcome their food sources at close quarters, they have adapted to hide and hunt from afar, using stealth, marksmanship and nimble-footed agility instead of bravery and brute force. A Ratling can shoot an Ork in the eye socket from two hundred yards and have redeployed to another vantage point before the slain xenos' comrades even think to return fire. They go to war barefoot, preferring to feel the lay of the land through the thick skin of their soles, and are very partial to comestibles of all kinds - a Ratling Auxilla detachment has more than once been likened to a plague of vermin by angered quartermasters, for this breed of abhuman is notoriously light-fingered. They make excellent cooks, having a taste for the finer things in life, and form the core of an ad-hoc black market within the Imperial Guard. Any who decide to pick on them due to their small size do so at their own peril; in the heat of battle they may find their ammunition supplies have been replaced with empty clips, their tank is suddenly out of fuel in the middle of open ground, or their aircraft's engine starts gouting poisonous smoke as soon as they take off. Provided this lethal ingenuity is kept pointed at the enemy, Ratlings make for a potent asset in the Astra Militarum's wider forces.





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				00	GRY	NS				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Ogryn	6"	3+	4+	5	5	3	3	7	5+	
Ogryn Bone 'ead	6"	3+	4+	5	5	3	4	8	5+	
This unit contains 1 Ogr	yn Bone 'ead	d and 2 (Ogryns.	It may o	contain	up to 3 a	ddition		s (Power Rating +4) or up to 6 additional Og	gryn
This unit contains 1 Ogr (Power Rating +8). Eacl	yn Bone 'ead	d and 2 (Ogryns. ith a ripp	It may o	contain	up to 3 a	ddition		s (Power Rating +4) or up to 6 additional Og	gryn
This unit contains 1 Ogr (Power Rating +8). Each WEAPON	yn Bone 'ead h model is ar	d and 2 (rmed wi TYP	Ogryns. ith a ripp	It may o	contain and frag	up to 3 a g bombs	ddition	al Ogry1	s (Power Rating +4) or up to 6 additional Og	gryn
This unit contains 1 Ogr (Power Rating +8). Each WEAPON Ripper gun	yn Bone 'eac h model is ar RANGE	d and 2 o rmed wi TYP Ass	Ogryns. ith a ripp E	It may o ber gun	contain t and frag	up to 3 a g bombs AP	ddition	al Ogry1	s (Power Rating +4) or up to 6 additional Og	gryn
0.	ryn Bone 'ead h model is au RANGE 12" 6" Avalan	d and 2 o rmed wi TYP Ass Gre che of N	Ogryns. ith a ripp E ault 3 enade D6	It may oper gun	contain t and frag 5 4 rn in wh	up to 3 a g bombs AP 0 0 ich this	uddition 1 1 unit ma	al Ogry1 ABILI - - de a suc	s (Power Rating +4) or up to 6 additional Og	
This unit contains 1 Ogr (Power Rating +8). Eac WEAPON Ripper gun Frag bomb	yn Bone 'ead h model is an RANGE 12" 6" Avalan addition	d and 2 o rmed wi TYP Ass Gre che of N nal attac	Ogryns. ith a ripp E ault 3 enade D6 Muscle: (It may o per gun 5 On a tur Fight p	contain t and frag 5 4 rn in wh hase the	up to 3 a g bombs AP 0 0 ich this e first tin	Iddition 1 1 unit ma ne they f	al Ogryı ABILI - - de a suc îight.	s (Power Rating +4) or up to 6 additional Og ES essful charge, models in this unit can make o	

7 Powes			B	UL	LGF	RYN	IS		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Bullgryn	6"	3+	4+	5	5	3	3	7	4+
Bullgryn Bone 'ead	6"	3+	4+	5	5	3	4	8	4+
Bullgryns (Power Rating	+14). Each	n model	is armed		grenadi	er gaunt	let and	frag bor	Bullgryns (Power Rating +7) or up to 6 additional nbs and equipped with a slabshield.
WEAPON	RANGE	TYP			S	AP		ABILI	TIES
Grenadier gauntlet	12"	Ass	ault D6		4	0	1	-	
Bullgryn maul	Melee	Me	lee		+2	-1	2	-	
Frag bomb	6"	Gre	enade De	5	4	0	1	-	
WARGEAR OPTIONS					enadier abshield				n maul.
ABILITIES	a 4+ inv Slabshi	vulnerat eld: Mo	ole save.	ipped v	with a b vith slab			made one a	anche of Muscle: On a turn in which this unit e a successful charge, models in this unit can make additional attack in the Fight phase the first time fight.
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, MI	LITAR	UM AU	JXILLA
KEYWORDS					LLGRY		1		



Massive, lumbering and absurdly resilient, Ogryns make up for a lack of wits with prodigious strength and utter loyalty.

2 Power			ł	RA]	ſLD	NG	S		a state of the state
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Ratling	6"	5+	3+	2	2	1	1	5	6+
	0 /		-	additio	nal Ratli	0			. Each model is armed with a sniper rifle.
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	ITIES
Sniper rifle	36"	Hea	wy 1		4	0	1	CHA unit.	nodel firing a sniper weapon can target an enemy ARACTER even if they are not the closest enemy . If you roll a wound roll of 6+ for this weapon, it cts a mortal wound in addition to its normal damage.
ABILITIES	then be Shoot S Movem	placed harp an ent pha ly Steal	anywhen nd Scar <u>r</u> se (thou l thy: Mc	re on th oer: Imr gh it car odels in	e board nediatel nnot Ad	that is n y after n vance as	nore tha naking a s part of	in 18" fr a Shooti f this mo	nay wait until both armies are fully deployed and rom any enemy models. ing attack, this unit can move as if it were the ove). their saving throw when they receive the benefits of
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	TARU	M, MI	LITAR	UM A	UXILLA
KEYWORDS	INFAN	TRY,	RATLI	NGS				200	

]	NO]	RK I	DE	DD	0G	Ì	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Nork Deddog	6"	3+	4+	5	5	6	4	8	4+
Nork Deddog is a single r combat. Only one of this						e and fi	rag boml	os. He ca	an also deliver a thunderous headbutt in melee
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Ripper gun	12"	Ass	ault 3		5	0	1	-	
Huge knife	Melee	Me	ee		User	-1	2	-	
Thunderous headbutt	Melee	Me	ee		+3	-2	D3		can only make a single thunderous headbutt attack time he fights.
Frag bomb	6"	Gre	nade D6	5	4	0	1	-	
ABILITIES	successf	ul char ght ph	ge, you c	Dn a turn an make o Nork Dec	one ad	ditiona	l attack	MILI withi Char	I to the End: Roll a D6 each time a friendly ASTRA (TARUM CHARACTER loses a wound whilst he is in 3" of Nork Deddog; on a 2+ the Astra Militarum acter does not lose a wound but Nork Deddog rs a mortal wound.
	phase, y removir	ou can 1g his m	immedia odel as a	rk Deddog ately fight a casualty, ring that j	with h even i	im bef	ore		
FACTION KEYWORDS				A MILIT		M, MI	LITAR	JM AU	JXILLA
KEYWORDS				ANTRY,					

AERONAUTICA IMPERIALIS

Fighting in support of the Astra Militarum's endless columns of infantry and smoke-belching vehicles, the pilots of the Aeronautica Imperialis are a vital part of the Imperial war machine. Without them, the Imperial Guard would not have a hope of controlling the skies above; with them, they rule the heavens as well as the earth.

The Imperial Navy is an institution of galaxy-spanning size, so immense that none can possibly comprehend the vastness of its armadas or the sector-crushing power it can bring to bear. Though its most iconic warships are those that ply the sea of stars, navigating realspace and the dangers of the warp in order to bring war to the enemies of the Imperium, the more conventional aircraft of the Aeronautica Imperialis are equally valuable to the Imperial war effort. The atmospheric craft deployed by the Navy can help the Astra Militarum conquer a world without utterly annihilating it, providing pinpoint firepower from above to support the advance of troops on the ground. Valkyries are primarily transport craft, though they are of impressive pedigree. Massive of hull and thick of armour plates, the Valkyrie can sustain a tremendous amount of punishment as it soars through the flak-churned skies, shrugging off the explosive rounds of anti-aircraft artillery. This craft has wing-mounted jet thrusters that allow it to perform vertical take-off and landing manoeuvres – it is adept at navigating in close confines and can hover on the spot. The Valkyrie carries a full squad of Astra Militarum troops, usually veterans or other high-value personnel. When the target is in sight, the passengers will grav-chute, rappel or otherwise bail out of the aircraft as it bellies in low.



The Militarum Tempestus make great use of Valkyrie Squadrons to launch their assaults from above, as their air cavalry tactics make them exceptional shock troops. Debarking from their aircraft mid-flight, they descend on grav-chutes, the searing beams of their hot-shot lasguns stabbing down from the inky skies to slay priority targets before the enemy even realises it is under attack.

Some regiments – the Harakoni Warhawks and Elysian Drop Troops foremost amongst them – maintain such close ties with the Aeronautica Imperialis they go to war entirely airborne. Few are the enemies that can withstand the air-to-ground assaults of these drop specialists; the skies are criss-crossed with laser fire as the pilots and gunners of their myriad aircraft squadrons take their toll, and moments later, squads of drop troops descend with guns blazing, filling the skies with a sudden hailstorm of death when they had been clear and untroubled mere moments before.

The Valkyrie can be fitted with a versatile load-out of weaponry, from multi-lasers and lascannons to side-mounted heavy bolters and devastating hellstrike missiles, making it suitable for a wide variety of battlefield roles. After dropping off its passengers, a squadron of Valkyries can remain low to the ground, weaving and jinking around tall mountains, sky-scraping buildings and any other perilous obstacle that might bar its path as it provides covering fire for its disembarked troops; or it can climb high above the battlefield, letting loose its guns to clear the skies of enemy aircraft. A squadron will never stray far from its ground troops, the pilots ever ready to return to the thick of battle to rapidly extract their squad from the hot zone.

Not all the Aeronautica Imperialis assets used by the Imperial Guard are airborne. The most privileged of command squads will be assigned an Officer of the Fleet, a proven veteran of the Imperial Navy. Though lightly armed and armoured, this advisor often holds the key to victory in the air and on the ground. He has the authority to call down an air strike, formations of heavy bombers unleashing a precise, devastating bombardment to obliterate the designated target. He can also provide strafing coordinates to the flight wings under his command, ensuring every shot will meet its mark.

2 2	0	FF	ICE	R (DF 7	ſĦIJ	E FI	LEE	T
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Officer of the Fleet	6"	4+	3+	3	3	3	2	6	5+
An Officer of the Fleet is a WEAPDN	a single mo RANGE	del arm TYP		a laspis	tol. S	AP	D	ABILI	TIES
Laspistol	12"	Pist	ol 1		3	0	1	-	
ABILITIES	CHAR nothing mortal Strafing FLY, wi	ACTER g happen wounds g Coord ithin 18	, which ns. On a . You m linates: " of this	is visibl roll of 4 ay only At the s model.	e to this 4-5 the t call in o tart of the For the	model a arget un ne air ra ne Shoot duration	nywher it suffer id per tr ing pha of the j	e on the s D3 mo urn, rega se, pick a phase, yo	you can pick an enemy unit, other than a e battlefield, and then roll a D6. On a roll of 1-3, ortal wounds. On a roll of 6, the target unit suffers 3 ardless of the number of Officers of the Fleet. an enemy unit, other than one which can ou can re-roll hit rolls of 1 for any friendly ou picked.
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, AE	RONA	UTICA	A IMPERIALIS
KEYWORDS	CHAR								



Roaring into battle at supersonic speed, Valkyries unleash a devastating salvo before deploying their human cargo into the fray.

10			V	AL	KY	RIF	ES			DAMAGE Some of this model's o it suffers damage, as s		change		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS		
Valkyrie	*	6+	*	7	7	14	3	7	3+	8-14+	20-45"	4+		
This unit contains 1 Valk additional Valkyries (Pov hellstrike missiles.										4-7 1-3	20-30" 20"	5+ 6+		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ries					
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-						
Hellstrike missiles	72"	Hea	wy 1		8	-2	D6			e when inflicting damage the lowest result.	e with this weap	pon		
ascannon	48"	Hea	wy 1		9	-3	D6	-						
Multi-laser	36"		ivy 3		6	0	1	-						
Multiple rocket pod	36"		wy D6		5	-1	1 lascann	-						
	rules pu Grav-cl this veh Valkyri each mo Models more th Hover J Movem Move cl phase, a	hute Ins hute Ins hicle at a e moves odel dis that dis han 9" fr Jet: Before heat pha haracter and it lo ponic abil	sertion: ny point more the embarki embarki om any pre this r se, you c ristic bec ses the A ities unt	Models t during han 20", ng. On in this enemy r nodel m can decl comes 2 Airborne	may dis ; its mov you mu a 1, that manner models. noves in are it wi 0" until e, Hard	sembark re, but if ist roll a model must be your ll hover. the end to Hit an	from the D6 for is slain. e set up . Its of the ad	hit r Shoo Sup it on how strai the i its M – do Cras roll befo	olls for otting ph ersonic a the spo- far the ght forv initial p fove ch- o not rol sh and f a D6 be ore any c	t: Your opponent must su attacks that target this m nase. :: Each time this model m ot up to 90° (this does no model moves), and then wards. Note that it canno ivot. When this model A aracteristic by 20" until t II a dice. Burn: If this model is reco fore removing it from th embarked models disemt fiery explosion and each	nodel in the noves, first pivo t contribute to move the moc ot pivot again at dvances, increa he end of the p duced to 0 wou e battlefield an bark. On a 6 it	lel fter ase hase nds, d		
TRANSPORT Faction Keywords	Heavy V	Weapon	s Team t	akes the	space o	f two ot	her mod	FANTRY els and e	r model ach OG	nortal wounds. s. Each Heavy Weapons T RYN takes the space of the spac				
	11011 1.1	ui 0 1.1.,	110110	MPERIUM, ASTRA MILITARUM, AERONAUTICA IMPERIALIS VEHICLE, TRANSPORT, FLY, VALKYRIES										

ADEPTUS MECHANICUS

The Adeptus Mechanicus is an ancient and powerful institution that traces its roots to the very founding of the Imperium. Acquisitive and ambitious, the Tech-Priests of Mars are obsessed with the idea that knowledge is power – though whether they put that knowledge to good use is another matter.

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The priesthood of the Adeptus Mechanicus acknowledges the Emperor as Master of Mankind, but does not recognise the authority of the official Imperial Cult or the Ecclesiarchy. Instead, the Adeptus Mechanicus follows its own dark and mysterious strictures. According to the Cult Mechanicus, knowledge is the supreme expression of divinity, and all creatures and artefacts that embody knowledge are holy because of it. The Emperor is the ultimate object of worship because he comprehends so much; he is the Omnissiah, the earthly manifestation of the Machine God and harbinger of the Motive Force that drives the physical realm. Machines which preserve knowledge from ancient times are also considered holy, and blessed robots are seen as no less divine than saints of flesh and blood. A man's worth is only the sum of his knowledge – his body is simply an organic machine capable of preserving intellect.

The Cult Mechanicus has a virtual monopoly on the Imperium's technology. Its own tenets and beliefs permeate through their obsessively maintained rituals into the common superstition of Imperial citizens. The Tech-Priests rule over a thousand forge worlds and more, each a hub of military and industrial power that anchors the worlds around it and provides them with the tools of war they need to survive in a hostile galaxy.

Each forge world owned by the Adeptus Mechanicus is in part a vast factory. As well as constructing endless streams of tanks, guns and ammunition, they create marvels of military science such as super-heavy tanks, Imperial Knights, and even the colossal land-battleships known as Titans, worshipped as godmachines by the faithful flock. A forge world is far more than a place of creation, however, it is also a treasure trove of carefully accumulated knowledge. Each world's immense libraries and databanks of information are highly eclectic and disorganised – one is as likely to find a crystal storage device containing information of bioengineering as a scroll covered with designs for steam locomotives. The Tech-Priests of each forge world jealously guard their independence, and it is a rash or brave soul that dares interfere with their interests. Such incautious men usually disappear without trace, and are rarely mourned, for the Cult Mechanicus is vital to the continued survival of the Imperium.

The Tech-Priests of the Adeptus Mechanicus form a holy order that has a dizzying and byzantine logic. Each branch forms a separate hierarchy that worships the Machine God and the intimate knowledge of technology he holds. The lowest ranks of Tech-Priest have mainly maintenance and construction duties, but as Tech-Adepts progress and acquire greater knowledge, they are relieved from mundane duties and given free rein to study the most profound of mysteries and techniques. Their hard-won gains are rarely shared for the betterment of Humanity, but instead jealously hoarded and pored over with the avarice of a miser secretly counting his gold. By maintaining its stranglehold on the technology of the Imperium, the Adeptus Mechanicus keeps its position of knowledge and authority throughout the millennia. A Tech-Priest who feels this is threatened will go to any lengths to protect his power, including murder, extortion, sabotage, and the declaration of outright war.



THE QUEST FOR KNOWLEDGE

The Adeptus Mechanicus is driven by its compulsion to amass all knowledge and technology and return it to their holdings, there to be studied and archived in heavily protected data-vaults. To achieve this imperative, Tech-Priests explore the galaxy, prepared to wage war with any force that prevents them from obtaining some valuable device or schematic. Their ultimate quest is the search for Standard Template Constructs. Otherwise known as STCs, these repositories of knowledge were created during the high point of Mankind's scientific achievements, devised to facilitate the conquest of the stars. They allow the user to manufacture certain key machineries from a variety of raw materials, each design so robust that it can be put to good use in the vast majority of environments. From the STCs of ages past come the lasgun and the bolter, the Rhino and the Chimera, the Bastion and the Fortress of Redemption. Though the vast majority of these sacred blueprints have been lost over the countless years since their inception, they remain scattered across the stars – should the Cult Mechanicus uncover a hitherto uncatalogued portion of a core STC, it is returned to Mars amidst great rejoicing. The recovery of a complete STC system would be a turning point for Humanity, the holy grail of the Cult Mechanicus that would see it rise to utmost prominence and rule the stars as it has always intended. So it is that the Adeptus Mechanicus is always at war on several fronts at once, both to defend the knowledge it has already torn from the galaxy, and prosecuting its wars of avarice with every weapon and tactic it can muster.

ADEPTUS MECHANICUS ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Adeptus Mechanicus miniatures. 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 units, and are described on these pages and referenced on the datasheets.

KEYWORDS

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

<FORGE WORLD>

The forces of the Adeptus Mechanicus all belong to a forge world. When you include an Adeptus Mechanicus unit in your army, you must nominate which forge world that unit is from. There are many different forge worlds to choose from; you can use any of the forge worlds described in our books, or make up your own forge world if you prefer. You then simply replace the <**FORGE WORLD**> keyword in every instance on that unit's datasheet with the name of your chosen forge world. For example, if you were to include a Tech-Priest Dominus in your army, and you decided they were from Mars, then their **<FORGE WORLD>** keyword is changed to **MARS**, and their 'Lord of the Machine Cult' ability would say 'You can re-roll hit rolls of 1 in the Shooting phase for friendly **MARS** units within 6".'

ABILITIES

The following ability is common to several Adeptus Mechanicus units:

CANTICLES OF THE OMNISSIAH

All units with this ability gain a bonus during the battle depending on the Canticle of the Omnissiah currently being canted. At the start of each battle round, pick which Canticle of the Omnissiah from the table below is in effect for the duration of the battle round. The same Canticle may not be picked twice during the same battle.

Alternatively, you can randomly determine which Canticle of the Omnissiah is in effect by rolling a D6 and consulting the table below. Note that if you randomly determine a Canticle, it takes effect even if the same Canticle has been in effect earlier in the battle.

If you have a Battle-forged army, units only receive the bonus if every model in their Detachment has this ability.

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 appendix (pg 150-151).

SPECIAL WEAPONS

- Arc rifle
- Plasma caliver
- Transuranic arquebus

PISTOL WEAPONS

- Arc pistol
- Phosphor blast pistol
- Radium pistol

MELEE WEAPONS

- Arc maul
- Power sword
- Taser goad



CANTICLES OF THE OMNISSIAH TABLE

DG CANTICLE

- Incantation of the Iron Soul
- 1 You can re-roll failed Morale tests for affected units.

Litany of the Electromancer

Roll a D6 for each enemy unit that **2** is within 1" of any affected units; on a roll of 6, the unit being rolled for suffers D3 mortal wounds.

Chant of the Remorseless Fist

3 You can re-roll any failed hit rolls of 1 for affected units in the Fight phase.

Shroudpsalm

- Affected units gain the bonus to
- 4 their armour saving throws as if they were in cover. Units already in cover are unaffected.
- 5 **Invocation of Machine Might** Affected units have +1 Strength.

Benediction of the Omnissiah

6 You can re-roll failed hit rolls of 1 for affected units in the Shooting phase.

CULT MECHANICUS

The cybernetic convocations of the Adeptus Mechanicus are both magnificent and terrible. Every warrior and priest is extensively modified with bionics and augmetics that they see as holy artefacts powered by the essence of the Machine God. Though disparate of form, they share a unifying purpose – the acquisition of power and knowledge unbound.

The Cult Mechanicus is the inner core of the forge world empire. Together they form an endless procession of crusaders as lethal as they are bizarre, each priest and magos so cybernetically enhanced they have put simple humanity long behind them. Theirs is an unquenchable thirst for knowledge; they will not be content until they have amassed every last screed of information there is to know about every life form, phenomenon and location in the galaxy. The fact this will likely result in the demise or potential destruction of that which they study is an entirely secondary concern – for the Cult Mechanicus, knowledge is an end unto itself.

Only when the greatest of treasures have been located does the Cult Mechanicus bring its full might to bear. Some conquests are so important that they cannot be left solely to the Skitarii legions, and are attended to in person by the Tech-Priests Dominus. These many-limbed lords of the forge worlds are armed with the finest of man-portable weapons, as are their cybernetic retinues. Other members of the Machine God's clergy march alongside these scavenger kings. Electro-Priests chant and crackle with potential energy as they run towards the foe. The Fulgurites are eager to steal the life energy from their victims with their electroleech staves; conversely, the Corpuscarii are just as intent upon unleashing it with their electrostatic gauntlets so that the Motive Force might flow at maximum voltage through the unbelievers.



The Datasmiths of the Legio Cybernetica are another breed of Tech-Priest entirely. It is they who tend to the mighty hosts of automata known as Kastelan Robot Maniples. Each metallic golem is a towering, iron-bodied hulk whose guns spit phosphorescent death and whose mighty limbs can crush an enemy warrior's bones with a single pulverising blow. By switching out the bioslivers known as doctrina wafers from their charges' bodies, the Datasmiths can switch their robots from walking ballistics platforms to rampaging monsters that bellow praise to the Machine God in a static-laced monotone. Last but most numerous amongst the military assets that form the Tech-Priests' honour guards are Kataphron battle servitors, hulking ex-criminals whose punishment was to be reborn as half-human, half-robotic gun platforms that trundle to war on broad track units. Much as their Skitarii brethren can be controlled from afar, the constructs and war servitors of the Cult Mechanicus can be driven to truly superhuman feats of heroism by chansons, hymns and canticles laced with binary imperatives. When knowledge itself is at stake, the Tech-Priests of Mars will use every tool at their disposal and willingly expend every iota of power they have marshalled in order to glean the vital information they crave - if that causes the death of entire populations in the process, then so be it.

MARS

The planet Mars has changed enormously since Man first set foot upon its barren and arid surface. In the early days of Mankind's expansion into the stars it was terraformed extensively, given life-supporting atmosphere, oceans made from melted Terran ice and fertile soil where deserts had formerly swathed the lands. However, the true bounty of the planet was mineral, and it was not long before that world was heavily industrialised. It was Mars that became the first human hive world, a centre for scientific endeavours and manufactorums of all kinds. As its name became synonymous with technological advancement, it became the hub for further space exploration - Mars still bears extensive docks around its circumference that harbour hundreds of thousands of ships each year. Yet the rampant industry of the planet has taken a horrible toll over the millennia. Ravaged by extensive pollution, Mars has become an irradiated wasteland of terracotta sands and howling electrical storms. A journey through its internal travel tubes now takes a person from the extremes of new construction to ancient industrial wastes, from shining ziggurats to chasms and deserts haunted by decommissioned servitors and stalker-machines that flit like hungry ghosts through the twilight.

The Adeptus Mechanicus controls the entire governmental, industrial and religious affairs of Mars. In its broadest terms, the population is divided into two parts. The greater mass of the Martian populace are worker-slaves called Servitors. Servitors are not really fully human, but half-machine creatures whose minds have been partially programmed to perform specific duties. The remainder of the populace are the faithful Skitarii, and the strange hierarchy of the Tech-Priests that control them. For all its hostility and corruption as a domain of men, Mars is still an incredibly powerful society, holding its position as the lynchpin of the Imperium's

industrial powerbase. It is the father of all forge worlds, the red heart of an empire within an empire, and its influence will span the stars forever.

'Evaluation report ceta ninegamma, decimus thirty-three. Subtle alterations to the Kastelans' assault protocols produced unsatisfactory results, including an anomalous tendency for prolonged mutilation at the expense of efficiency. I shall continue my experimentation.' - Magos Xygrus Octelans

		B	ELI	SA.	RIU	S C	AW		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Belisarius Cawl	6"	2+	2+	5	6	8	4	9	2+
		ed with	an arc so	courge,	an Omni	issian a	xe, a sola	ar atomi	ser and a mechadendrite hive. Only one of this
model may be included in WEAPON	n your army. RANGE	ТҮР	E		S	AP	D	ABILI	nes
Solar atomiser	12"	Ass	ault D3		10	-4	D3		e target is within half range of this weapon, it has a age of D6.
Arc scourge	Melee	Mel	ee		x2	-1	1		n attacking a VEHICLE , this weapon has a age of D3.
Mechadendrite hive	Melee	Mel	ee		User	0	1		time Belisarius Cawl fights, he can make 2D6 ional attacks with this weapon.
Omnissian axe	Melee	Mel	ee		+1	-2	2	-	
ABILITIES	battlefie the Can	igos: W ld, you ticles of	hilst Bel can add the Om	isarius or sub missiał	og 63) Cawl is c tract 1 wh 1 table (pg wl has a 5	nen rolli g 63).	ing on	phase ADE himse may 1	er of Machines: At the end of your Movement e Belisarius Cawl can repair a single friendly PTUS MECHANICUS model within 3" (but not elf). That model regains D3 lost wounds. A model not be the target of the Master of Machines ability than once per turn, regardless of the source.
	invulner Artifice	rable sa	ve. epair M	echani	wl has a 5 sms: At th Cawl heal	he begi		Shoot	of Mars: You can re-roll any hit rolls in the ting phase for friendly MARS units within 6".
FACTION KEYWORDS								Г МЕС	HANICUS, MARS
KEYWORDS	CHAR	ACTE	R INE	ANTR	V TECH	I DDI	EST BI	TISAT	RIUS CAWL



Archmagos Belisarius Cawl leads the armies of Mars to war, in search of lost knowledge and forgotten secrets.

2 7	T	ECI	H-P	RII	EST	DC	DM	INU	JS
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tech-Priest Dominus	6"	3+	2+	4	4	5	3	8	2+
A Tech-Priest Dominus is	s a single mo	del arm	ed with	an Om	nissian a	axe, a vo	lkite bla	ster and	a macrostubber.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Eradication ray	24"	Hea	ivy D3		6	-2	1		cks from this weapon that target enemies at 8" or are resolved with an AP of -4 and a Damage of D3.
Macrostubber	12"	Pist	ol 5		4	0	1	-	
Volkite blaster	24"	Неа	ivy 3		6	0	1	the ta	time you make a wound roll of 6+ for this weapon arget suffers a mortal wound in addition to any r damage.
Omnissian axe	Melee	Me	ee		+1	-2	2	-	
Phosphor serpenta	18"	Ass	ault 1		5	-1	1		s attacked by this weapon do not gain any bonus to saving throws for being in cover.
WARGEAR OPTIONS			ay repla ay repla						
ABILITIES	Canticl	es of th	e Omnis	ssiah (p	g 63)	13.		Mast turns	erwork Bionics: At the beginning of each of your , remove up to D3 wounds that this model has red earlier in the battle.
	phase th ADEPT itself). T may no	nis mod T US ME That mo t be the	hines: A el can re CHANI del rega target of e per tur	pair a si CUS m ins D3 l f the Ma	ingle fri odel wit ost wou aster of l	endly thin 3" (nds. A r Machine	but not nodel es ability	in the units	of the Machine Cult: You can re-roll hit rolls of 1 e Shooting phase for friendly <forge world=""> within 6".</forge>
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS M	IECHA	NICU	S, CUL	г мес	HANICUS, <forge world=""></forge>
KEYWORDS	CHAR	ACTE	R, INF.	ANTRY	Y, TEC	H-PRI	EST, D	OMIN	US

Ben 3	ТЕ	CH	-PI	RIE	ST :	EN	GIN	ISE	ER
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Tech-Priest Enginseer	6"	4+	4+	4	4	4	2	8	3+
A Tech-Priest Enginseer is a	a single mo	odel arn	ned with	n an On	nnissian	axe, a la	spistol a	nd a ser	vo-arm.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Laspistol	12"	Pist	ol 1		3	0	1	-	
Omnissian axe	Melee	Mel	ee		+1	-2	2	-	
Servo-arm	Melee	Mel	ee		x2	-2	3	each	servo-arm can only be used to make one attack time this model fights. When a model attacks with weapon, you must subtract 1 from the hit roll.
ABILITIES	Master WORL	: This m of Macl D> or A	odel ha nines: A STRA I	s a 6+ i t the en MILITA	nvulnera d of you RUM V	r Mover EHICL	nent ph E withir	3". Tha	model can repair a single friendly <forge< b=""> t model regains D3 lost wounds. A model may not per turn, regardless of the source.</forge<>
FACTION KEYWORDS	IMPEI <for< td=""><td></td><td></td><td></td><td>ITARU</td><td>M, AD</td><td>EPTUS</td><td>5 MEC</td><td>HANICUS, CULT MECHANICUS,</td></for<>				ITARU	M, AD	EPTUS	5 MEC	HANICUS, CULT MECHANICUS,
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, TEC	H-PRI	EST, El	NGINS	EER

	14 19 19			Ser 18				1.24	
► 9 Powet	KA	TA	PH	RO	N F	BRE	AC	HE	RS
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Kataphron Breacher	5"	4+	4+	5	5	3	2	7	3+
	wer Rating +								chers (Power Rating +9), up to 6 additional r Rating +27). Each Kataphron Breacher is armed
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Heavy arc rifle	36"	Hea	wy 2		6	-2	D3		n attacking a VEHICLE , this weapon has a age of D6.
Torsion cannon	24"	Hea	wy 1		8	-4	D6	-	
Arc claw	Melee	Mel	ee		+1	-1	1		n attacking a VEHICLE , this weapon has a age of D3.
Hydraulic claw	Melee	Mel	ee		x2	-1	D3	Whe from	n attacking with this weapon, you must subtract 1 the hit roll.
WARGEAR OPTIONS				ce its he					ion.
ABILITIES	Canticle	es of th	e Omni	ssiah (pg	g 63)				
	Bionics	: All mo	odels in	this unit	have a	6+ invu	lnerable	save.	
	Heavy E weapon			Models	in this	unit can	only Ac	lvance I	D3", but do not suffer the penalty for firing a Heavy
FACTION KEYWORDS	IMPER	RIUM,	ADEP	TUS M	ECHA	NICU	S, CUL	г мес	CHANICUS, <forge world=""></forge>
KEYWORDS	INFAN	TRY,	KATAI	PHRON	BREA	ACHEI	RS		

	KA	TA	PHR	ON I	DES	TR	OYI	ERS
NAME	М	WS	BS	S T	W	A	Ld	Sv
Kataphron Destroyer	5"	4+	4+	5 5	3	1	7	4+
	wer Rating	+20) 01	up to 9 ad					oyers (Power Rating +10), up to 6 additional r Rating +30). Each Kataphron Destroyer is
WEAPON	RANGE	TYPE		S	AP	D	ABILITI	ES
Cognis flamer	8"	Assa	ult D6	4	0	1	when the when the wheel	reapon automatically hits its target. In addition, firing Overwatch with this weapon, roll two dice determining how many attacks it makes and d the lowest result.
Heavy grav-cannon	30"	Hea	vy 5	5	-3	1		target has a Save characteristic of 3+ or better, this n has a Damage characteristic of D3.
Phosphor blaster	24"	Rap	id Fire 1	5	-1	1		attacked by this weapon do not gain any bonus to aving throws for being in cover.
Plasma culverin	When a	ttacking	, with this v	veapon, cho	ose one	of the p	rofiles belo	ow.
- Standard	36"	Hea	vy D6	7	-3	1	-	
- Supercharge	36"	Hea	vy D6	8	-3	2		hit roll of 1, the bearer is slain after all of this n's shots have been resolved.
WARGEAR OPTIONS				ts plasma cu ts phosphor				
ABILITIES	Canticle	es of the	e Omnissia	h (pg 63)			1000	
	Bionics	: All mo	dels in this	unit have a	6+ invu	Inerable	e save.	
	Heavy I weapon			dels in this	unit can	only A	dvance D3	3", but do not suffer the penalty for firing a Heavy
FACTION KEYWORDS	IMPE	RIUM,	ADEPTU	S MECHA	NICU	S, CUL	T MECH	HANICUS, <forge world=""></forge>
KEYWORDS	INFAN	TRY,	KATAPH	RON DEST	ROYE	RS	- 97-17-19	

	FU	JLG	URI	TE E	LEC	CTR	O- I	PRIESTS	
NAME	М	WS	BS	S T	W	A	Ld	Sv	
Fulgurite Electro-Priest	6"	3+	4+	3 3	1	2	8	6+	
	ower Ratin							tro-Priests (Power Rating +4), up to 10 addit (Power Rating +12). Each Fulgurite Electro-F	
WEAPON	RANGE	TYPE		S	AP	0	ABILIT	TIES	
Electroleech stave	Melee	Mel	ee	+2	-2	D3	weap	time you make a wound roll of 6+ with this yon, the target suffers D3 mortal wounds inste yormal damage.	ad of
ABILITIES	Canticle	es of the	e Omnissia	ah (pg 63)					
	pick one mortal v	e of the wound o ed Vigo	target unit on the unit	s you charged you picked. unit wipes ou	d and ro	ll a D6 f	or each r	ole save. When this unit completes a charge me model in the charging unit. Any rolls of 6 infl Fight phase, their invulnerable save is increase	ict a
	Fanatic not lose			time a mode	el in this	unit los	es a wou	und, roll a D6; on a roll of 5 or 6, the model do	oes
FACTION KEYWORDS	IMPEF	RIUM,	ADEPTU	JS MECHA	NICU	S, CUL	T MEC	CHANICUS, <forge world=""></forge>	
KEYWORDS	INFAN								

	CC)RI	PUS	CA	RII	EL	EC	TR	O-PRIESTS		
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Corpuscarii Electro-Priest	6"	4+	3+	3	3	1	2	8	6+		
This unit contains 5 Corpuscarii Electro-Priests. It can include up to 5 additional Corpuscarii Electro-Priests (Power Rating +3), up to 10 additional Corpuscarii Electro-Priests (Power Rating +6) or up to 15 additional Corpuscarii Electro-Priests (Power Rating +9). Each Corpuscarii Electro-Priest is armed with electrostatic gauntlets.											
WEAPON	RANGE	TYP	E		S	AP	D	ABILI1	TES		
Electrostatic gauntlets (shooting)	12"	Ass	ault 3		5	0	1	Each	hit roll of 6+ with this weapon causes 3 hits rather		
Electrostatic gauntlets (melee)	Melee	Mel	ee		5	0	1	than	1.		
ABILITIES	 Canticles of the Omnissiah (pg 63) Voltagheist Field: All models in this unit have a 5+ invulnerable save. When this unit completes a charge move, pick one of the target units you charged and roll a D6 for each model in the charging unit. Any rolls of 6 inflict a mortal wound on the unit you picked. Fanatical Devotion: Each time a model in this unit loses a wound, roll a D6; on a roll of 5 or 6, the model does not have the terms dependence. 										
FACTION KEYWORDS	not lose that wound. IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, <forge world=""></forge>										
KEYWORDS	INFAN	TRY,	ELECT	RO-PR	IESTS	, COR	PUSCA	ARII			

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kastelan Robot	8"	4+	4+	6	7	6	3	10	3+
									ver Rating +12) or up to 4 additional Kastelan
Robots (Power Rating +2 4 WEAPON	4). Each Ka RANGE	stelan R TYPI		armed w	sth Kast	AP	ts and ar	ABILI	
Heavy phosphor blaster									ts attacked by this weapon do not gain any bonus to r saving throws for being in cover.
Incendine combustor	12"	12" Heavy D6			5	-1	1	This	s weapon automatically hits its target.
Kastelan fists	Melee	Mel	ee		+4	-3	3	-	
ABILITIES	Canticl Repulse each tin	es of the or Grid: ne you r	e Omnis	ssiah (pg dels in tl	g 63) his unit	have a 5	5+ invuli	nerable	ssphor blasters. save against shooting attacks. In addition, g throw, the unit that made that attack suffers a
ABILITIES	Canticl Repulse each tin mortal Battle H the unit Cybern of the th the unit • Aegis	es of the or Grid: ne you r wound. Protocol 's battle etica Da hree batt 's currer Protoco	e Omnis All moo oll a 6+ ls: Wher protoco itasmith tle proto nt protoco col: Whil	ssiah (pg dels in tl for a rep n this un ol at the s within 6 bools to t col rema st this ba	g 63) his unit oulsor gr it is set start of e 5". To de ake effe ins in e attle pro	have a 5 rid's inv up, the each of y o so, rol ct from ffect. otocol is	5+ invuli ulnerabl Aegis Pr 70ur Mo I a D6; o the start	nerable s e saving rotocol (wement n a 2+ tl t of the r	save against shooting attacks. In addition,
ABILITIES	Canticl Repulse each tim mortal Battle I the unit Cybern of the th the unit • Aegis throw • Conqu Fight • Protee twice	es of the or Grid: ne you r wound. Protocol 's battle etica Da hree batt 's currer Protoco 's you m ueror P phase ir ctor Pro in each es: If a r	e Omnis All moo oll a 6+ ls: Wher protoco itasmith the protoco ol: Whil ake for a rotocol: sistead of tocol: V of your 3	ssiah (pş dels in th for a rep n this un ol at the s within 6 cools to t col rema st this ba models i : Whilst th Shooting t this uni	g 63) his unit pulsor gr it is set start of e 5". To de ake effe ins in e attle pro n the un this battle g phases it is redu	have a 5 rid's inv up, the each of y o so, roll ct from ffect. otocol is nit. tle protoc s (and sh aced to 0	5+ invulu ulnerabl Aegis Pr your Mo l a D6; o the start in effect ocol is in ol is in e noot twin 0 wound	nerable s e saving rotocol (wement n a 2 + tl t of the r t, you ca a effect, th ce when ls, roll a	save against shooting attacks. In addition, g throw, the unit that made that attack suffers a (see below) is in effect. You can attempt to change t phases if there is a friendly <forge world=""></forge> the attempt is successful and you can select any on next battle round. Otherwise, the attempt fails and

	СҮ	BE	RN	ET]	[CA	D	ATA	SM	ПТН			
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Cybernetica Datasmith	6"	3+	3+	4	4	4	2	8	2+			
A Cybernetica Datasmith is WEAPON	s a single r RANGE	nodel a TYP		th a pov	ver fist a S	nd gam AP	ma pistol D	Abili	TIES			
Gamma pistol	12"	Pist	tol 1		6	-3	2		can re-roll failed wound rolls for this weapon when king a VEHICLE .			
Power fist	Melee Melee x2 -3 D3 When attacking with this weapon, you must subtrac from the hit roll.											
ABILITIES	Canticles of the Omnissiah (pg 63) Master of Machines: At the end of your Movement phase this model can repair a single friendly Kastelan Robot within 3". That model regains D3 lost wounds. A model may not be the target of the Master of Machines ability more than once per turn, regardless of the source. Refractor Field: This model has a 5+ invulnerable save.											
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS N	IECHA	NICU	S, CULT	Г МЕС	CHANICUS, <forge world=""></forge>			
KEYWORDS	CHAR	ACTE	R, INF.	ANTR	Y, TEC	H-PRI	EST, CY	BERN	NETICA DATASMITH			

			S]	ER	VIT	'OR	S					
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Servitor	5"	5+	5+	3	3	1	1	6	4+			
This unit contains 4 Ser	vitors. Each Se	ervitor i	s armed	with a	servo-ai	m.						
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-				
Multi-melta	24"	Hea	vy 1		8	-4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.			
Plasma cannon	When a	When attacking with this weapon, choose one of the profiles below.										
- Standard	36"	Hea	vy D3		7	-3	1	-				
- Supercharge	36"	Hea	vy D3		8	-3	2		hit roll of 1, the bearer is slain after all of this on's shots have been resolved.			
Servo-arm	Melee	Each servo-arm can only be used to make one atta										
WARGEAR OPTIONS	• Up to	two mo	dels ma	y replac	ce their s	ervo-ar	m with a	a heavy l	bolter, plasma cannon or multi-melta.			
ABILITIES	Canticl	es of th	e Omnis	ssiah (p	og 63)							
			vitors im 6" of any					and Ball	istic Skill to 4+, and their Leadership to 9, whilst			
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS M	IECHA	NICU	S, <fo< td=""><td>RGE W</td><td>/ORLD></td></fo<>	RGE W	/ORLD>			
KEYWORDS	INFAN	TRY.	SERVIT	TORS	7	14						



Kastelan Robots enact their protector protocols, blasting anyone who approaches their Electro-Priest wards into smoking atoms.


SKITARII

Faithful soldiers of the Machine God, the Skitarii are metal-limbed cyborgs utterly devoted to the Adeptus Mechanicus. Armed and armoured with the ingenious wargear of the forge worlds, they stalk the battlefield in tireless formations before unleashing truly esoteric forms of death upon their enemies.

The Skitarii are the true believers of the Machine Cult. Few amongst the Imperium's warrior brotherhoods have such unstinting faith in their patrons. This the Skitarii express not only in acts of selfless courage and fortitude upon the field of battle, but in their constant search for ways to be closer to the Omnissiah – principally involving surgery that renders them more metal than flesh.

The Skitarii can trace their origins to the first settlers of Mars, when early explorators walked their legs to bloody stumps in order to chart the red planet's endless deserts and hence make it their home. In homage to those early pioneers, the soldiery of each Skitarii regiment have their own lower legs replaced with metallic augmetics to this day. This is far from their only cybernetic modification; the Skitarii make use of a profusion of bionic optical arrays, rebreathers, wasteprocessing recyclers, intravenous elixirs and even auto-sanctified hearts. Should a soldier suffer a debilitating wound in battle, he will see it as a blessing as much as a curse - should he survive he will likely return to service with a new and interesting bionic that will bring him closer to the Machine God. Flesh is seen as weak and frail by comparison to the mighty gears and pistons of the engine; this philosophy even extends to the Skitarius' brain. Upon induction the devotees of the Skitarii are fitted with neural systems and plugs that allow them to become a part of a far greater machine - that of the army with whom they march to war.

The augmented neural systems of the Skitarii are the modus through which their masters control them on the field of battle. The Tech-Priests of the Cult Mechanicus do not risk life and limb without good reason; the vast majority of them prefer to wage their wars remotely. This is where the Skitarii legions find the most use. Their overseers use the noospheric links in each soldier's brain to download special behavioural programs known as doctrina imperatives – these override the human part of the Skitarius' brain and force him to act with machine-like precision and focus. A Skitarii army is a force of specialist units, each equipped with esoteric weaponry designed for specific battlefield uses. The stalker-killers of the Sicarian Infiltrators are amongst the most sinister of infantry; these dome-headed stealth troops mow down those debilitated by their neurostatic aura with rapid bursts from their stubcarbines and flechette blasters. Their cousins in destruction are the Sicarian Ruststalkers; organised into swiftly skittering killclades, these mech-assassins strike with transonic blades and chordclaws that can render even heavy battle plate a mere inconvenience.

T he greater Skitarii maniples make use of a veritable arsenal of weapons and war machines. The most common of these is the Ironstrider, a bipedal machine that is able to sustain a near perpetual motion. The Ballistarii and Sydonian Dragoons that fight from atop these strange steeds lope at great speed across the most hostile terrain, blasting the enemy from their high vantage points before closing in to stamp the survivors into the dust. Another iconic war machine of the Skitarii hosts is the Onager Dunecrawler, a four-legged walker tank protected by a powerful emanatus force field. They mount very powerful weapons for their size, from Icarus arrays that spit missiles and solid-shot flak into the skies, to the deadly eradication beamers and neutron lasers that can utterly destroy an enemy war engine with a single blinding blast. When a squadron of Onager Dunecrawlers forms a gun line and opens fire, the sky is lit by the strobing, shattering power they release.



+owet	SKITARII RANGERS													
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Skitarii Ranger	6"	4+	3+	3	3	1	1	6	4+					
Ranger Alpha	6"	4+	3+	3	3	1	2	7	4+					
armed with a galvanic r	ifle.			gers. It c					itarii Rangers (Power Level +4). Each model is					
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	IES					
Galvanic rifle	30"	Rap	oid Fire 1	1	4	0	1		time you make a wound roll of 6+ for this weap it is resolved with an AP of -1.					
	• If the							rii Range	r may replace their galvanic rifle with one item					
	 If the from One S The R 	unit nu the <i>Ade</i> Skitarii I Canger A	p <i>tus Mee</i> Ranger n Ipha ma	<i>chanicus</i> nay also ay take o	Special have ei ne item	Weapon ther an e from th	as list. enhance e Adept	d data-te us Mech	ther or an omnispex. <i>anicus Melee Weapons</i> list, and may replace their					
ABILITIES	 If the from One S The R galvar 	unit nu the <i>Ade</i> Skitarii I Ranger A nic rifle	p <i>tus Mee</i> Ranger n Ipha ma with one	<i>chanicus</i> nay also ay take o	Special have eitem one item rom the	Weapon ther an e from th	as list. enhance e Adept	d data-te	ther or an omnispex. <i>anicus Melee Weapons</i> list, and may replace their					
ABILITIES	• If the from 4 • One 5 • The R galvar Canticl	unit nu the Ade, Skitarii I Ranger A nic rifle les of th	ptus Mea Ranger r Ipha ma with one e Omni	<i>chanicus</i> nay also ay take o e item fr	A Special have either one item from the g 63)	Weapon ther an e from th Adeptus	as list. enhance le Adept <u>Mechan</u>	d data-te us Mech nicus Pis	ther or an omnispex. <i>anicus Melee Weapons</i> list, and may replace their					
ABILITIES	 If the from One S The R galvar Canticl Bionics Omnisp 	unit nu the Ade Skitarii I Sanger A nic rifle les of th s: All mo pex: Eno	ptus Mee Ranger r Ipha ma with one e Omni odels in emy uni	<i>chanicus</i> nay also ay take o e item fr ssiah (p this unit	Special have eitem to ne item to om the g 63) t have a t receive	Weapon ther an e from th <u>Adeptus</u> 6+ invul e the ber	as list. enhance le Adept <u>Mechan</u> Inerable	d data-tu us Mech nicus Pis save.	ther or an omnispex. <i>anicus Melee Weapons</i> list, and may replace their					
ABILITIES	 If the from One S The R galvar Canticl Bionics Omnis by a un Enhance 	unit nu the Ade, Skitarii I canger A nic rifle les of th s: All mo pex: End it that in	ptus Mea Ranger r Ipha ma with ond e Omni odels in emy uni acludes a a-tether	chanicus nay also ay take o e item fr ssiah (p this unit ts do no a model	Special have either from the g 63) t have a t received with an	Weapon ther an e from th <u>Adeptus</u> 6+ invu e the ber omnisp	is list. enhance e Adept <u>Mechan</u> Inerable nefit to t ex.	d data-te us Mech nicus Pis save. heir savi	ther or an omnispex. <i>anicus Melee Weapons</i> list, and may replace their <i>ols</i> list.					
ABILITIES FACTION KEYWORDS	 If the from One S The R galvar Canticl Bionics Omnispoy a un Enhance 	unit nu the Ade, Skitarii I Ranger A nic rifle les of th s: All mo pex: Eno it that ir ced Data	ptus Mea Ranger r Ipha ma with one e Omni odels in emy uni ncludes a a-tether tether.	chanicus nay also ny take o e item fr ssiah (pg this unit ts do no a model : You ca	Special have either om the g 63) t have a t receive with an n re-rol	Weapor ther an e from th Adeptus 6+ invui e the ber omnisp l failed M	es list. enhance e Adept <u>Mechan</u> Inerable nefit to t ex. Morale t	d data-tu us Mech nicus Pis save. heir savi ests for a	ther or an omnispex. <i>anicus Melee Weapons</i> list, and may replace their <i>ols</i> list. ng throws for being in cover against attacks mad					



		SKI	IA	КП	VA	ING	τUA	KD	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Skitarii Vanguard	6"	4+	3+	3	3	1	1	6	4+
Vanguard Alpha	6"	4+	3+	3	3	1	2	7	4+
This unit contains 1 Van is armed with a radium c		and 4 S	kitarii V	anguarc	l. It can i	include	up to 5 a	addition	al Skitarii Vanguard (Power Level +4). Each mode
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Radium carbine	18"	Ass	ault 3		3	0	1		time you make a wound roll of 6+ for this weapon hit inflicts 2 damage instead of 1.
	• If the item t • One S • The V	unit nu from the Skitarii V anguare	e <i>Adeptu</i> Vanguar d Alpha	<i>is Mecha</i> d may a may tak	<i>anicus Sţ</i> Ilso have ke one ite	<i>ecial W</i> either a em from	<i>eapons</i> l n enhar the <i>Ad</i>	ist. nced data <i>eptus Me</i>	
	• If the item t • One S • The V	unit nu from the Skitarii V anguare	mbers te e <i>Adeptu</i> Vanguar d Alpha	<i>is Mecha</i> d may a may tak	<i>anicus Sţ</i> Ilso have ke one ite	<i>ecial W</i> either a em from	<i>eapons</i> l n enhar the <i>Ad</i>	ist. nced data <i>eptus Me</i>	a-tether or an omnispex. echanicus Melee Weapons list, and may replace thei
ABILITIES	• If the item f • One S • The V radiu	unit nu from the Skitarii V anguare m carbi	mbers te e <i>Adeptu</i> Vanguar d Alpha	<i>is Mecha</i> d may a may tak one iten	<i>anicus Sp</i> Ilso have te one ite n from th	<i>ecial W</i> either a em from	<i>eapons</i> l n enhar the <i>Ad</i>	ist. nced data <i>eptus Me</i>	a-tether or an omnispex.
ABILITIES	• If the item 1 • One 5 • The V radiu Cantic	unit nu from the Skitarii V Anguare m carbin les of th	mbers te e Adeptu Vanguar d Alpha ne with e Omni	d Mecha d may a may tak one iten ssiah (p	<i>anicus Sp</i> Ilso have te one ite n from th	becial W either a em from he Adep	eapons l n enhar the Ad tus Mec	ist. nced data eptus Me hanicus	a-tether or an omnispex. echanicus Melee Weapons list, and may replace thei
ABILITIES	If the item 1 One 5 The V radiu Cantic Bionics Rad-sa	unit nu from the Skitarii V ⁷ anguare <u>m carbi</u> les of th s: All me turation	mbers te e Adeptu Vanguard d Alpha ne with e Omni odels in	as Mecha d may a may tak one iten ssiah (p this uni ce the Te	anicus Sp Ilso have ce one ite n from th og 63) it have a	becial W either a em from he Adep 6+ invu	<i>eapons</i> l in enhar i the <i>Ad</i> <i>tus Mec</i> lnerable	ist. nced data eptus Ma hanicus d e save.	a-tether or an omnispex. echanicus Melee Weapons list, and may replace thei
ABILITIES	 If the item 1 One 5 The V radiu Cantic Bionics Rad-sa any Ski Omnis 	unit nu from the Skitarii ^V ⁷ anguare m carbin les of th s: All me turation tarii Va pex: En	mbers to e Adeptu Vanguard d Alpha ne with e Omni odels in n: Reduc nguard u emy uni	as Mecha d may a may tak one item ssiah (p this uni this uni this uni ts the To units.	anicus Sg ilso have ce one ito n from tl og 63) it have a oughnes	pecial W either a em from he <u>Adep</u> 6+ invu s of ener e the ber	<i>eapons</i> I n enhar the <i>Ad</i> <i>tus Mec</i> lnerable my units	ist. acced data eptus Ma hanicus . e save. s (other	a-tether or an omnispex. <i>echanicus Melee Weapons</i> list, and may replace thei <i>Pistols</i> list.
ABILITIES	 If the item 1 One 5 The V radiu Canticl Bionics Rad-sa any Ski Omnis by a un Enhane 	unit nu from the Skitarii V anguare <u>m carbi</u> les of th s: All me turation tarii Va pex: En it that in	mbers to e Adeptu Vanguard d Alpha ne with o e Omni odels in n: Reduc nguard u emy uni ncludes a a-tether	as Mecha d may a may tak one iten ssiah (p this uni ce the To units. ts do no a model	anicus Sp llso have ce one ito n from tl og 63) it have a oughnes ot receive l with an	becial W either a em from <u>he Adep</u> 6+ invu s of ener e the ber omnisp	eapons l n enhar t the Ad tus Mec lnerable my units nefit to t pex.	ist. need data eptus Me hanicus d s save. s (other heir savi	a-tether or an omnispex. echanicus Melee Weapons list, and may replace thei Pistols list. than VEHICLES) by 1 whilst they are within 1" of

Beams of flesh-melting energy and superheated ion blasts crackle through the air as a Skitarii maniple launches an assault upon a T'au position.

FIP

6 Powet	SI	CA]	RIA	NI	NF]	ILT	RA	TO	RS
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Sicarian Infiltrator	8"	3+	3+	4	3	2	3	6	4+
Infiltrator Princeps	8"	3+	3+	4	3	2	4	7	4+
This unit contains 1 Infilt model is armed with a stu WEAPON			r sword.		ators. It	can incl	ude up	to 5 add	itional Sicarian Infiltrators (Power Level +6). Eac
Flechette blaster	12"	Pist	tol 5		3	0	1	-	
Stubcarbine	18"	Pist	tol 3		4	0	1	-	
Power sword	Melee	Me	lee		User	-3	1	-	
Taser goad	Melee	Me	lee		+2	0	1	Each than	hit roll of 6+ with this weapon causes 3 hits rathe 1.
WARGEAR OPTIONS	• Any r	nodel n	nay repla	ce its st	ubcarbin	e and p	ower sw	word wit	h a flechette blaster and taser goad.
ABILITIES	Bionics Infiltra At the e that is r	: All mo tors: D end of a more tha	uring de ny of yo an 9" fro	this uni ployme ır Move m any e	t have a o nt, you c ement ph enemy m	an set th ases, th odel.	nis unit is unit c	up in co can revea	ncealment instead of placing it on the battlefield. al its location – set it up anywhere on the battlefiel rators must subtract 1 from their Leadership.
FACTION KEYWORDS									<pre><forge world=""></forge></pre>
KEYWORDS					NFILTR				

5	SICARIAN RUSTSTALKERS

Sicarian Ruststalker 8" 3+ 3+ 4 3 2 3 6 4+		Ld Sv	Ld	A	W	T	S	BS	WS	М	NAME
		6 4+	6	3	2	3	4	3+	3+	8"	Sicarian Ruststalker
Ruststalker Princeps 8^{n} $3+$ $3+$ 4 3 2 4 7 $4+$		7 4+	7	4	2	3	4	3+	3+	8"	Ruststalker Princeps

This unit contains 1 Ruststalker Princeps and 4 Sicarian Ruststalkers. It can include up to 5 additional Sicarian Ruststalkers (**Power Level +5**). Each model is armed with a transonic razor and chordclaw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chordclaw	Melee	Melee	User	0	D3	A chordclaw can only be used to make one attack each time this model fights. Each time you make a wound roll of 6+ with this weapon, the target suffers D3 mortal wounds instead of the normal damage.
Transonic blades	Melee	Melee	+1	0	1	Each time you make a wound roll of 6+ with this weapon, the target suffers a mortal wound instead of the normal damage.
Transonic razor	Melee	Melee	User	0	1	Each time you make a wound roll of 6+ with this weapon, the target suffers a mortal wound instead of the normal damage.
WARGEAR OPTIONS			/ 1			zor and chordclaw with transonic blades. zor with transonic blades.
ABILITIES	Canticles	of the Omniss	iah (pg 63)			
	Bionics:	All models in th	is unit have a 6	+ invu	lnerable	save.
FACTION KEYWORDS	IMPER	UM, ADEPT	US MECHAN	NICU	s, skit	ARII, <forge world=""></forge>
KEYWORDS	INFANT	RY, SICARI	AN RUSTSTA	LKE	RS	,

	II	RON	JST	'RI]	DEI	R B	ALL	IST	ſARII
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Ironstrider Ballistarius	10"	3+	3+	5	6	6	2	8	4+
This unit contains 1 Ironstr equipped with a twin cogni							Ironstric	ler Balli	istarii (Power Level +4 per model) . Each model is
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES
Twin cognis autocannon	48"	Hea	vy 4		7	-1	2	Adva	may fire this weapon even if the firing model anced but you must subtract 2 from any hit rolls if do so.
Twin cognis lascannon	48"	Hea	vy 2		9	-3	D6	Adva	may fire this weapon even if the firing model anced but you must subtract 2 from any hit rolls if do so.
WARGEAR OPTIONS	• Any r	nodel m	ay repla	ce its tw	vin cogn	is autoc	annon w	ith a tw	vin cognis lascannon.
ABILITIES	Bionics Broad Spectru Explod	Spectru m data- les: If a r	odels in m Data tether at nodel in	this uni - tether: t the sta	t have a < FORG rt of the iit is redu	E WOI Morale uced to	phase ac 0 wound	its with ld 1 to t s, roll a	in 3" of any friendly models equipped with a broa their Leadership for the duration of the phase. . D6 before removing the model from the mortal wound.
FACTION KEYWORDS									<forge world=""></forge>
KEYWORDS		CLE, IF					-		

r 3	S	YD	ON	IAN	VD	RA	GO	ON	IS
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Sydonian Dragoon	10"	3+	3+	5	6	6	3	8	4+
This unit contains 1 Sydo equipped with a taser lar					additio	onal Syd	onian D	ragoons	s (Power Level +3 per model). Each model is
WEAPON	RANGE	TYPI			S	AP	D	ABILI	TIES
Phosphor serpenta	18"	Assa	ault 1		5	-1	1		is attacked by this weapon do not gain any bonus t saving throws for being in cover.
Radium jezzail	30"	Hea	vy 2		5	0	1	is no woui	weapon may target a CHARACTER even if it of the closest enemy unit. Each time you make a nd roll of 6+ for this weapon, it inflicts a mortal nd in addition to its normal damage.
Taser lance	Melee	Mel	ee		+3	0	2	Each than	hit roll of 6+ with this weapon causes 3 hits rathe 1.
WARGEAR OPTIONS				ce its tas a phospl			radium	jezzail.	
ABILITIES	Canticl Bionics invulne	: All mo	dels in t			6+		wou battl	lodes: If a model in this unit is reduced to 0 unds, roll a D6 before removing the model from th lefield; on a 6 it explodes, and each unit within 3" ers 1 mortal wound.
	Broad S units wi broad sp phase ac the phase	thin 3" pectrum dd 1 to t	of any fr data-te	riendly r ther at t	nodels e he start	equippe of the M	d with a Aorale		ense Cloud: Your opponent must subtract 1 from it rolls for ranged weapons that target this unit.
FACTION KEYWORDS			ADEP	TUS M	ECHA	NICU	S, SKIT	ARII,	<forge world=""></forge>
KEYWORDS				IAN D					

6 Course	O	NA	GER		UN	EC	RAV	VL]	ER	DAMAGE Some of an this mode as it suffers damage i			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Onager Dunecrawler	*	5+	*	6	7	11	*	8	3+	7-11+	8"	3+	3
An Onager Dunecrawler is a	single m	odel eq	uipped w	vith an	eradicat	ion bear	mer.			- 3-5 1-2	6" 4"	4+ 5+	D 1
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ries		•		-
Cognis heavy stubber	36"	Hea	ivy 3		4	0	1	Adva		e this weapon even if the ut you must subtract 2 fr			
Eradication beamer	36"	Hea	wy D6		8	-2	D3	Туре	to Hea	king units within 12", cha vy D3, but resolve the sh mage of D6.			
Icarus array	When a	attacking	g with th	is weap	on, you	can fire	all three	of the p	orofiles	below.			
- Daedalus missile launcher	48"	Hea	ivy 1		7	-3	D6	Add	1 to all	hit rolls made for this we	eapon again	st	
- Gatling rocket launcher	48"	Hea	ivy 5		6	-2	1	0		can FLY. Subtract 1 from	hit rolls ag	ainst all	2
- Twin Icarus autocannon	48"	Hea	wy 4		7	-1	2	other	targets	S.			
Neutron laser	48"	Hea	wy D3		10	-4	D6	Treat 3 ins		ge rolls of 1 or 2 made by	this weapo	n as	
Twin heavy phosphor blaster	36"	Hea	ivy 6		6	-2	1	throw		s do not receive the bene eing in cover against atta			
WARGEAR OPTIONS	heavy • This r	r phosph nodel m	or blaste ay take a	er or an cognis	Icarus a s heavy s	array. stubber.				laser and cognis heavy s aunchers.	stubber, a tv	vin	
ABILITIES	Cantic	les of th	e Omnis	siah (p	og 63)		1241		-	rum Data-tether: <fof< td=""><td></td><td></td><td></td></fof<>			
						_				3" of any friendly model			
	invulne throws	rable sa of 1 for	ce Field: ve. You c any Ona e other f	an re-r ger Du	oll invul necrawle	nerable er if it is	within	broad spectrum data-tether at the start of the Morale phase add 1 to their Leadership for the duration of the phase.					
		Duneci		rienary	CFORC	ie woi		Crawler: This model can only Advance D3", but ignores the -1 penalty to its hit rolls for moving and firing a					
			ers: Onc						y weapo	on.			1
	any wea Shootir	apons in 1g phase	the Sho	oting p ponent	hase; un must su	til your Ibtract 1	from all	Explodes: If this model is reduced to 0 wounds, roll					
FACTION KEYWORDS													
	IMPERIUM, ADEPTUS MECHANICUS, SKITARII, <forge world=""> VEHICLE, ONAGER DUNECRAWLER</forge>												



An Onager Dunecrawler lays waste to the enemy ahead of a Skitarii advance, unleashing pinpoint blasts from its eradication beamer.



QUESTOR IMPERIALIS

To the sound of fanfare and ground-shaking footfalls, the mighty war engines of the Questor Imperialis – often called Imperial Knights – stride onto the battlefield. Enemy fire clangs harmlessly off armour, or flares brilliantly as protective ion shields repel incoming shots. When the Knights bring their blades and cannon to bear, even the bravest of foes quake in fear.

The Knights have been defending their worlds since before the Emperor founded the Imperium. During the Age of Technology Mankind spread outwards from Terra, venturing deep into the galaxy in search of life-supporting planets. They paid a high price for their conquests; in addition to hostile flora and fauna, they found many alien races that begrudged Mankind's intrusion and saw them as a new kind of prey. To protect themselves the settlers used their Standard Template Constructs - miracles of technology that allowed them to produce objects without the need for skilled engineers. The most impressive of all defences were the Knights enormous bipedal walkers crewed by a single pilot. Knight suits did more than just protect colonists. The Throne Mechanicum - the mechanism that allows warriors to bond with their suits - also implanted notions of honour, duty, and fealty within the psyches of those who piloted a Knight for any length of time. This nobility shaped their societies, and drove the Knights towards the glory and heroism of battle.

The expansion of Mankind was dealt a severe blow when a new era descended, the terrible period known now as the Long Night, or the Age of Strife. Worlds were left to fend for themselves and many were destroyed by an influx of warp storms and Daemons. However, a surprising number of Knight worlds, as they came to be called, clung to existence despite the odds. During the millennia of isolation the Knight defenders established lines of Nobles that ruled over feudal societies. Some five thousand years later, the Great Crusade, the Emperor's campaign to reclaim Mankind's longlost colonies, spread across the galaxy and reconnected with those once-secluded worlds. Many factions of the newborn Imperium sought to assimilate the Knight worlds, particularly the Adeptus Mechanicus of Mars. Many Knight households – including the most powerful of their kind, the Great Houses – were brought into the Imperial fold during this time.

The Nobles on each Knight world owe allegiance to one of its knightly households, each a self-contained organisation ruled by a leader, often called a High King, but sometimes known by other titles such as Ritter or Patriarch. Those Knight worlds most closely aligned with the Adeptus Mechanicus typically use the title Princeps. It is this leader that calls for war, either in defence of their planet, or to aid the Imperium, or due to any reasons outlined in the Code Chivalric, such as besmirched honour. Directly beneath a High King in rank are the Barons, and a large Knightly house can have many of these. Each Baron commands a stronghold or vital territory and is a lord in his own right, ruling over knightly vassals that can be called to war at need. A High King will ask the most powerful of Barons, or Barons Prime, to join his Exalted Court.

Many Imperial Commanders have reservations when their troops are joined by members of the Questor Imperialis, for their archaic ways and officious ceremonies are, at best, inconvenient. Such complaints quickly dry up when they witness the Knights in action. A lone Knight can engage a tank squadron and emerge victorious, and a lance formation of Knights can reduce entire armies to ruin.

Each mark of Knight suit has its own specialties. Knights Paladin bear rapid-fire battle cannons for long-ranged fire support, but also carry reaper chainswords capable of tearing open reinforced plasteel bunkers. Knights Errant are ideally suited for closer quarters, fitting the more aggressive nature of their pilots. Foes not melted to slag by blasts from a Knight Errant's thermal cannon must then face the scything blows of its melee weapon. Against numerous foes the Knight Warden deploys its avenger gatling gun to mow down hordes at a time, its heavy flamer driving out any who seek cover. Foregoing any close combat weapon, a Knight Crusader mounts two enormous guns, an avenger gatling cannon in one hand, and in the other either a rapid-fire battle cannon or a thermal cannon. Conversely, a Knight Gallant is loaded out with a pair of close combat weapons, the better to unleash its fury. Equipped with reaper chainsword and thunderstrike gauntlet, even a Titan must fear closing with such a powerful opponent.

OUESTOR IMPERIALIS ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Questor Imperialis miniatures. 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 units, and are described on these pages and referenced on the datasheets.

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 your army, and you decided it was from House Taranis, its **<HOUSEHOLD>** Faction keyword is changed to **HOUSE TARANIS**.

You can 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.

WARGEAR

The units you will find on the following pages reference the following wargear list. These units may take any item from this list. The profiles for the items in this list can be found in the appendix (pg 153).

CARAPACE WEAPONS

- Twin Icarus autocannon
- Stormspear rocket pod
- Ironstorm missile pod

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23 Powyt		K	NI	GH	IT E	RR	AN	T		DAMAGE Some of this model's it suffers damage, as s			nge as		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	BS		
Knight Errant	*	*	*	8	8	24	4	9	3+	13-24+	12"	3+ 4+	3+		
A Knight Errant is a single stubber and titanic feet.	e model equ	ipped v	vith a re	aper cl	hainsword	l, a the	rmal can	inon, a h	7-12 9" 1-6 6"						
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES				22		
Heavy stubber	36"	Hea	ivy 3		4	0	1	-					18		
Meltagun	12"	Ass	ault 1		8	-4	D6	two c		within half range of th n inflicting damage with					
Thermal cannon	36"	Hea	wy D3		9	-4	D6	this v half r	veapon's ange of t	ng units with 5 or more Type to Heavy D6. If th this weapon, roll two di it and discard the lowes	ne target is ice when i	s within			
Reaper chainsword	Melee	Mel	ee		+4	-3	6	-					199		
Thunderstrike gauntlet	Melee	Mel	ee		x2	-4	6	When attacking with this weapon, you must subtract 1 from the hit roll. If a VEHICLE OR MONSTER is slain by this weapon, pick an enemy unit within 9" of the bearer and roll a D6. On a 4+ that unit suffers D3 mortal wounds.							
Titanic feet	Melee	Mel	ee		User	-2	D3		e 3 hit ro ad of 1.	lls for each attack made	e with this	weapon,			
WARGEAR OPTIONS	• This n	nodel m	ay repla	ce its i	n from th reaper cha heavy stul	inswor	d with a	<i>apons</i> lis thunde	t.	auntlet.					
ABILITIES	against Explod a D6 be	shootin es: If th fore ren odes, a	g attack is mode noving i nd each	s. l is red t from	5+ invuln luced to 0 the battle rithin 2D6	wound field. C	s, roll In a	Move same over e move this n suffer only g	ment ph turn. Wl enemy IN more th nodel can ing the p gains a b	Walker: This model car ase and still shoot and/ hen this model Falls Ba NFANTRY models, tho an 1" from any enemy 1 n move and fire Heavy 1 benalty to its hit rolls. F onus to its save for bein e model is obscured fro	for charge ack, it can a bugh it mu units. In a weapons v inally, this ag in cover	in the move st end its ddition, vithout s model c if at			
FACTION KEYWORDS	IMPE	RIUM.	QUES	TOR	IMPERI	ALIS.	<hou< td=""><td></td><td></td><td></td><td></td><td></td><td></td></hou<>								
KEYWORDS	TITAN												- 22		

¥ 24		K	NIC	GH	T PA	AL/	ADI	N		DAMAGE Some of this model's it suffers damage, as s			nge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	B
Knight Paladin	*	*	*	8	8	24	4	9	3+	13-24+	12"	3+	3-
A Knight Paladin is a single two heavy stubbers and tita		uipped v	with a re	eaper c	chainswor	d, a rap	oid-fire b	attle can	inon,	7-12 1-6	9" 6"	4+ 5+	4- 5-
WEAPON	RANGE	TYPE			S	AP	D	ABILI	ries				
Heavy stubber	36"	Hear	vy 3		4	0	1	-					
Meltagun	12"	Assa	ult 1		8	-4	D6	two o		s within half range of the n inflicting damage with			
Rapid-fire battle cannon	72"	Hear	vy 2D6		8	-2	D3	-					8
Reaper chainsword	Melee	Mele	ee		+4	-3	6	-					I.
Thunderstrike gauntlet	Melee	Mele	ee		x2	-4	6	1 fro slain the b	m the hi by this v	ing with this weapon, yo it roll. If a VEHICLE OF weapon, pick an enemy u d roll a D6. On a 4+ tha ds.	R MONST unit withir	E R is 1 9" of	
Titanic feet	Melee	Mele	ee		User	-2	D3		e 3 hit ro ad of 1.	olls for each attack made	with this	weapon,	
WARGEAR OPTIONS	• This n	nodel ma	ay repla	ce its 1	reaper cha	inswor	d with a	thunder		auntlet.			
ABILITIES	 This model may take an item from the <i>Carapace Weapons</i> list. This model may replace its reaper chainsword with a thunderstrike gauntlet. This model may replace one heavy stubber with a meltagun. Ion Shield: This model has a 5+ invulnerable save against shooting attacks. 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. Super-heavy Walker: This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy INFANTRY models, though it must end it move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model 												
								half c	of the mo	oonus to its save for bein odel is obscured from th			-
FACTION KEYWORDS			-		IMPERI			SEHOI	.D>				
KEYWORDS	TITAN	NIC, VE	EHICL	E, KN	NIGHT P	ALAL	DIN						J



A Knight Paladin's battle cannon is a terrifying long-range weapon, capable of mowing down scores of infantry and light vehicles.

25		K	NIC	GH	TW	AF	RDE	N		DAMAGE Some of this model's of it suffers damage, as s			nge a	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	BS	
Knight Warden	*	*	*	8	8	24	4	9	3+	13-24+	12"	3+	3+	
A Knight Warden is a singl a heavy stubber, a heavy fla				eaper o	chainswor	d, an a	venger g	atling ca	nnon,	7-12 1-6	9" 6"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES				12	
Avenger gatling cannon	36"	Hea	wy 12		6	-2	2	-					123	
Heavy flamer	8"	Hea	ivy D6		5	-1	1	This	weapon	automatically hits its tar	get.			
Heavy stubber	36"	Hea	ivy 3		4	0	1	-						
Meltagun	12"	Ass	ault 1		8	-4	D6	two c		s within half range of thi n inflicting damage with				
Reaper chainsword	Melee	Me	ee		+4	-3	6	-						
Thunderstrike gauntlet	Melee	Me	ee		x2	-4	6	When attacking with this weapon, you must subtract 1 from the hit roll. If a VEHICLE OR MONSTER is slain by this weapon, pick an enemy unit within 9" of the bearer and roll a D6. On a 4+ that unit suffers D3 mortal wounds.						
Titanic feet	Melee	Me	ee		User	-2	D3		e 3 hit ro ad of 1.	olls for each attack made	with this v	weapon,	2	
WARGEAR OPTIONS	• This n	nodel m	ay repla	ce its r	n from the eaper cha neavy stub	inswor	d with a	<i>pons</i> list thunder		auntlet.				
ABILITIES	against Explod a D6 be	shootin es: If th fore ren lodes, an	g attacks is model noving it nd each	s. is red t from	5+ invuln uced to 0 the battle ithin 2D6	wound field. O	s, roll 'n a	Move same over of move this n suffer only g	ement pl turn. W enemy I more th nodel ca ing the gains a b	Walker: This model can nase and still shoot and/o then this model Falls Bac NFANTRY models, thou nan 1" from any enemy u n move and fire Heavy w penalty to its hit rolls. Fi sonus to its save for being odel is obscured from the	or charge i ck, it can n 1gh it mus 1nits. In ad veapons w nally, this g in cover	n the nove t end its dition, ithout model		
FACTION KEYWORDS	IMPERIUM, QUESTOR IMPERIALIS, <household></household>												12	
KEYWORDS					IGHT V									



Knights Warden excel at storming strongholds, flushing the enemy out with heavy flamers and storms of gatling cannon rounds.



21		Kl	NIC	Ή	ΓGA	AL]	LAN	JT		DAMAGE Some of this model's o it suffers damage, as s			nge as	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	BS	
Knight Gallant	*	*	*	8	8	24	4	9	3+	13-24+	12"	3+	3+	
A Knight Gallant is a sing heavy stubber and titanic		uipped	with a re	eaper c	hainsword	l, a thu	nderstril	ke gaun	tlet, a	7-12 1-6	9" 6"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ries				12	
Heavy stubber	36"	Hea	vy 3		4	0	1	-					19	
Meltagun	12"	Ass	ault 1		8	-4	D6	two o	lice whe	is within half range of thi en inflicting damage with				
Reaper chainsword	Melee	Melee Melee +4 -3 6 -												
Thunderstrike gauntlet	Melee	Mel	ee		x2	-4	6	1 fro slain the b	m the hi by this	ing with this weapon, yo it roll. If a VEHICLE OR weapon, pick an enemy t nd roll a D6. On a 4+ that nds.	MONSTI	E R is 1 9" of		
Titanic feet	Melee	Mel	ee		User	-2	D3		e 3 hit ro ad of 1.	olls for each attack made	with this v	weapon,		
WARGEAR OPTIONS					n from the neavy stub									
ABILITIES	Ion Shi against Explode a D6 be	eld: Thi shootin es: If thi fore ren odes, ar	s model g attack s mode noving i nd each	has a s s. l is red t from	uced to 0 the battle ithin 2D6	erable s wound field. O	ave s, roll n a	Supe Move same over move this r suffer only	ement pl turn. W enemy I more the nodel ca ring the gains a b	Walker: This model can hase and still shoot and/c /hen this model Falls Bac NFANTRY models, thou han 1" from any enemy u un move and fire Heavy w penalty to its hit rolls. Fi joonus to its save for being odel is obscured from the	or charge i ck, it can n ugh it mus units. In ad veapons w nally, this g in cover	n the nove t end its dition, ithout model		
FACTION KEYWORDS	IMPE	RIUM,	QUES	TOR	IMPERI.	ALIS,	<hous< td=""><td>SEHOI</td><td>.D></td><td></td><td></td><td></td><td></td></hous<>	SEHOI	.D>					
KEYWORDS			-	_	IGHT C								-	



Knights Gallant tear their foes apart with earth-shattering blows from their reaper chainswords and thunderstrike gauntlets.

¥ 27		KN	IIG	НΊ	C CR	US	AD	ER		DAMAGE Some of this model's o it suffers damage, as s			nge a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Knight Crusader	*	*	*	8	8	24	4	9	3+	13-24+	12"	3+	3+
A Knight Crusader is a sing heavy stubber, a heavy flam				n aven	ger gatlin	g canno	on, a the	rmal car	inon, a	7-12 1-6	9" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Avenger gatling cannon	36"	Hea	vy 12		6	-2	2	-					
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its tar	get.		29
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Meltagun	12"	Ass	ault 1		8	-4	D6	two o		s within half range of thi n inflicting damage with			
Rapid-fire battle cannon	72"	Hea	vy 2D6		8	-2	D3	-					13
Thermal cannon	36"	Неа	wy D3		9	-4	D6	this v half i	veapon's ange of	ing units with 5 or more Type to Heavy D6. If the this weapon, roll two dic it and discard the lowest	e target is ce when in	within	
Titanic feet	Melee	Mel	ee		User	-2	D3		e 3 hit ro ad of 1.	olls for each attack made	with this	weapon,	
WARGEAR OPTIONS	This nThis n	nodel m nodel m	ay repla ay repla	ce its t ce one	heavy stu	innon v ibber w	vith a raj ith a me	pid-fire		nnon and a heavy stubbe	er.		
ABILITIES					5+ invuln	erable s	ave	Move	ment pl		or charge i	n the	No.
	against shooting attacks. 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. Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy INFANTRY models, though it must end move more than 1" from any enemy units. In addition this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this mode only gains a bonus to its save for being in cover if at le half of the model is obscured from the firer.												
FACTION KEYWORDS	IMPE	RIUM,	QUEST	OR I	IMPERI	ALIS,	<hous< td=""><td>SEHOI</td><td>.D></td><td></td><td>and the second</td><td></td><td></td></hous<>	SEHOI	.D>		and the second		
KEYWORDS					IGHT C						-		- 22



ADEPTUS MINISTORUM

United by the fires of a single faith, the Emperor's forces find their conviction stoked to a blazing roar in the presence of the bombastic preachers of the Adeptus Ministorum, who inspire their flock with chanted war-hymns and smite the blasphemer wherever he lurks.

The Adeptus Ministorum is a galaxy-spanning organisation that leads Mankind in the worship of the God-Emperor. Through its preachers, confessors, missionaries and cardinals, the Ministorum – also known as the Ecclesiarchy – controls the veneration of the masses and gives their devotion to the Emperor an organised focus. The Imperial Creed practised by the Ecclesiarchy and its trillions of adherents is the only official religion of the Imperium, and it is violent and merciless in the prosecution of its beliefs. Although the interpretation of the Ecclesiarchy's rites and dogma can vary, any deviance from its strictures is considered heresy and is usually punishable by death. With its myriad of faithful warriors, Adepta Sororitas allies and arcane machineries of war, it smashes the unbeliever and the heretic into the dust.

The Ecclesiarchy has guided the servants of the Emperor for nearly ten thousand years. Following the Master of Mankind's ultimate sacrifice at the end of the Horus Heresy and his interment into the Golden Throne, the Imperium was swept by a general upsurge in adoration and worship for their saviour. Visionaries and prophets rose to prominence on every world, and cults soon sprang up around these divinely inspired individuals. There was no central organisation, however – no system of control to unite those who worshipped the Emperor as a sun god with those who saw him as an avenging angel of death or a revered ancestor. Even on the same planet there could be hundreds of different denominations, each performing their worship in a different manner, every one of them interpreting the Emperor's will in a slightly different way.

Only when the Temple of the Saviour Emperor rose upon Holy Terra to unite them was a semblance of unity imposed upon the disparate cults. With the backing of the Adeptus Terra, that holy body had integrated and merged so many cults that by the start of the 31st Millennium, almost two-thirds of the Imperium was united in the worship of the Emperor. The Temple was recognised as the official religion of the Imperium and renamed the Adeptus Ministorum. Scant centuries later, the head of the Ministorum, the Ecclesiarch Veneris II, became a High Lord of Terra. Three hundred years after that the Ecclesiarch's seat on the council of the High Lords was made permanent. It is still a position of great influence to this day.

The reach of the Adeptus Ministorum can be felt on every civilised world, and in the vast majority of the Imperium's military forces. Many regiments of the Astra Militarum have Ministorum Priests assigned to them, and with good reason. The soldiery of the Imperial Guard, superstitious even before their induction into the hidebound culture of the Astra Militarum, have their faith reinforced by the presence of these holy figures. Against the manifold perils of a hostile galaxy, faith alone can carry a soldier through no man's land to fight hellish monsters and alien creatures with nothing but a lasgun and a bayonet.

Ministorum Priests are fearsome combatants in their own right, so strong in their faith they are able to perform miracles of battle when the light of the Emperor shines through them. Those truly steeped in the favour of the Lord of Mankind, such as the fiery demagogue Uriah Jacobus, manifest otherworldly powers in order to smite the heretic and the fiend.

These holy men are far from the only assets the Ministorum can call upon in times of war, however. The Crusaders are veteran warriors that stand guard over the holy prosecutors of the Ministorum's will; armed with power swords and mighty shields, they hack down those who oppose their masters and give their lives willingly should the cause be threatened. Alongside less puritanical masters are found the Death Cults, those macabre offshoots of the Imperial Creed that venerate the Emperor as a morbid grave-god. More sinister still are the Arco-flagellants, base criminals who are punished by being cybernetically refashioned into whip-limbed killers driven from enforced passivity to crazed berserker rages by a simple code word. Such holy assassins are one with death, and gladly inflict it in the Master of Mankind's name. Storming past the Emperor's flock come the Penitent Engines, buzzsaw-wielding walkers piloted by hooded wrongdoers that are thrust into the heat of battle as punishment for their sins. For the militarised carnivalia of the Ecclesiarchy, to kill is to worship, and to die in the Emperor's name is the truest reward of all.



ADEPTUS MINISTORUM ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Adeptus Ministorum miniatures. 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 Adeptus Ministorum 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 **<ORDER>**. This is shorthand for a keyword of your own choosing, as described below.

<ORDER>

All members of the Adepta Sororitas belong to an Order and have the **<ORDER>** keyword. When you include such a unit in your army, you must nominate which Order that unit is from. You then simply replace the **<ORDER>** keyword in every instance on that unit's datasheet with the name of your chosen Order. You can use any of the Orders that you have read about, or make up your own.

For example, if you were to include a Canoness in your army, and you decided she was from the Order of Our Martyred Lady, her <**ORDER**> Faction keyword is changed to **ORDER OF OUR MARTYRED LADY**, and her Lead the Righteous ability would then say 'You can re-roll all hit rolls of 1 for friendly **ORDER OF OUR MARTYRED LADY** units within 6" of this model.'

ABILITIES

The following abilities are common to several Adeptus Ministorum units:

ACTS OF FAITH

Roll a D6 at the start of each of your turns. On a roll of 2+, one unit from your army with the Acts of Faith ability can perform an Act of Faith chosen from the following list. Some abilities may allow you to use more than one Act of Faith in the same turn; when this is the case, a different unit must be chosen to perform each Act of Faith.

Hand of the Emperor: The unit can immediately move as if it were the Movement phase.

Divine Guidance: The unit can immediately shoot as if it were the Shooting phase.

The Passion: The unit can, if it is within 1" of an enemy unit, immediately pile in and attack as if it were the Fight phase.

Spirit of the Martyr: One model in the unit recovers D3 lost wounds, or you can return a single slain model to the unit with 1 wound remaining.

SHIELD OF FAITH

Models with the Shield of Faith ability have a 6+ invulnerable save. In addition, units with the Shield of Faith ability can attempt to deny one psychic power in each enemy Psychic phase in the same manner as a **PSYKER**. However, if they do so, instead of rolling 2D6, only roll a single D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.

ZEALOT

You can re-roll failed hit rolls for a unit with this ability in a turn in which it charged, made a heroic intervention, or was charged by an enemy unit.

WARGEAR

Many of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Ranged Weapons). When this is the case, the unit may take any item from the appropriate list below. The profiles for the weapons in these lists can be found in the appendix (pg 157-158).

RANGED WEAPONS

- Boltgun
- Combi-flamer
- Combi-melta
- Combi-plasma
- Condemnor boltgun
- Storm bolter

SPECIAL WEAPONS

- Storm bolter
- Flamer
- Meltagun

PISTOLS

- Bolt pistol
- Plasma pistol
- Inferno pistol

MELEE WEAPONS

- Chainsword
- Power axe
- Power maul
- Power sword

HEAVY WEAPONS

- Heavy bolter
- Heavy flamer
- Multi-melta

WS 3+ ed with th TYPE Pisto Assa Mele	3+ 3 he Redeeme	S T 3 3 er, a bolt pist S 4 4	W 5 col, a ch AP 0 -1	A 4 ainsword D 1 1	ABILITII - Any at	tacks with a wound roll of 6+ for this weapon
ed with th TYPE Pisto Assa	he Redeeme	er, a bolt pist S 4	tol, a ch AP 0	ainsword D 1	l, frag gre ABILITII - Any at	enades and krak grenades. Only one of this model
TYPE Pisto Assa	ol 1	S 4	AP O	D 1	ABILITII - Any at	ES tacks with a wound roll of 6+ for this weapon
Pisto Assa	ol 1	4	0	1	- Any at	tacks with a wound roll of 6+ for this weapon
Assa			Ū	-		
11000	ult 2	4	-1	1		
M.1.					have a	Damage characteristic of 2 instead of 1.
Mele	ee	User	0	1		ime the bearer fights, it can make 1 additional with this weapon.
Gren	nade D6	3	0	1	-	
Gren	nade 1	6	-1	D3	-	
r of Sanct TORUM ithin 6" o	and ASTR of Uriah Jac	lly ADEPTU A MILITAI	RUM		of all fi and As within	Iymns: You can add 1 to the Attacks characteristi riendly ADEPTUS MINISTORUM INFANTRY STRA MILITARUM INFANTRY units that are 6" of any friendly MINISTORUM PRIEST.
-		0.101107	ODUD			ius: Uriah Jacobus has a 4+ invulnerable save.
	TORUM rithin 6" o ship char RIUM,	TORUM and ASTR ithin 6" of Uriah Jac ship characteristic. RIUM, ADEPTU	TORUM and ASTRA MILITAI ithin 6" of Uriah Jacobus add 1 t ship characteristic. RIUM, ADEPTUS MINIST	RIUM, ADEPTUS MINISTORUM	TORUM and ASTRA MILITARUM ithin 6" of Uriah Jacobus add 1 to their ship characteristic.	r of Sanctity: Friendly ADEPTUS and A TORUM and ASTRA MILITARUM within rithin 6" of Uriah Jacobus add 1 to their ship characteristic. Rosar RIUM, ADEPTUS MINISTORUM, ASTRA MILI

NAME	М	WS	BS	S	T	W	A	Ld	Sv						
Ministorum Priest	6"	4+	4+	3	3	4	3	7	6+						
A Ministorum Priest is a	a single mode	el armec	with a	laspisto	ol, frag g	renades	and kral	k grenad	les.						
WEAPON	RANGE	TYP			S	AP	D	ABILIT	TIES						
Autogun	24"	Rap	id Fire I	L	3	0	1	-							
Laspistol	12"	Pist	ol 1		3	0	1	-							
Plasma gun	When a	ttacking	, with th	nis weaj	pon, cho	ose one	of the p	rofiles be	elow.						
- Standard	24"	Rap	id Fire I	l	7	-3	1	-							
- Supercharge	24"	Rap	id Fire I	l	8	-3	2		hit roll of 1, the bearer is slain after all of this on's shots have been resolved.						
Shotgun	12"	Ass	ult 2		3	0	1		e target is within half range, add 1 to this oon's Strength.						
Eviscerator	Melee	Mel	ee		x2	-4	D3		n attacking with this weapon, you must subtract 1 the hit roll.						
Frag grenade	6"	Gre	nade De	5	3	0	1	-							
Krak grenade	6"	Gre	nade 1		6	-1	D3	-							
WARGEAR OPTIONS	• This n		· 1		1				<i>stols</i> list. otgun or an item from the <i>Melee Weapons</i> or <i>Ranged</i>						
ABILITIES	Zealot Rosariu	10	model h	uas a 4+	invulne	rable sav	ve.	of all INFA INFA	Hymns: You can add 1 to the Attacks characteristic l models in ADEPTUS MINISTORUM ANTRY and ASTRA MILITARUM ANTRY units that are within 6" of any friendly NISTORUM PRIESTS.						
FACTION KEYWORDS	IMPE	MINISTORUM PRIESTS. IMPERIUM, ADEPTUS MINISTORUM, ASTRA MILITARUM													

			C	RUSA	DEI	RS		A Carlot and the second
NAME	М	WS	BS	S T	W	A	Ld	Sv
Crusader	6"	3+	4+	3 3	1	2	7	4+
								1), up to 4 additional Crusaders (Power Rating
+2), up to 6 additional (power sword.			ting +3)					Rating +4). Each Crusader is armed with a
+ 2), up to 6 additional (power sword. WEAPDN	Crusaders (Po	ower Ra	nting +3) E	or up to 8 add	litional C AP	Crusader	s (Power	Rating +4). Each Crusader is armed with a
+2), up to 6 additional 6 power sword. WEAPUN Power sword	Crusaders (Po RANGE Melee Acts of	ower Ra TYP Mel Faith, S	tting +3) E lee Shield of	or up to 8 add S User Faith, Zealot	AP -3 (pg 90)	Crusader D 1	s (Power ABILIT	Rating +4). Each Crusader is armed with a
	Crusaders (Po RANGE Melee Acts of Storm S	ower Ra TYP Mel Faith, S Shield: 7	ting +3) E lee Shield of This mod	or up to 8 add S User	litional C AP -3 (pg 90) vulnerab	D 1 le save.	s (Power ABILIT	Rating +4). Each Crusader is armed with a

				_		_	_	_	
	D	EA	ГН	CU	LT .	ASS	SAS	SIN	S
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Death Cult Assassin	7"	3+	4+	4	3	1	4	7	5+
									sins (Power Rating +1), up to 4 additional D
Cult Assassins (Power Ratin (Power Rating +4). Each De	ng +2), uj	p to 6 ac	lditional n is arm	Death	Cult Ass	assins (Power I	Rating +	8) or up to 8 additional Death Cult Assassins
Cult Assassins (Power Ratin (Power Rating +4). Each De WEAPON	ng +2), uj eath Cult	p to 6 ac Assassi	lditional n is arm E	Death	Cult Ass Death C	assins (Cult pov	Power I	Rating + es.	8) or up to 8 additional Death Cult Assassins
Cult Assassins (Power Ratin (Power Rating +4). Each De WEAPON	ng +2), uj eath Cult RANGE	p to 6 ac Assassi TYP Mel	lditional n is arm E	Death	Cult Ass Death C S	assins (Cult pov AP	Power I	Rating + es. ABILI	8) or up to 8 additional Death Cult Assassins
Cult Assassins (Power Ratin (Power Rating +4). Each Do WEAPUN Death Cult power blades	ng +2), uj eath Cult RANGE Melee Zealot	p to 6 ac Assassi TYP Mel (pg 90)	lditional n is arm E ee	l Death (Cult Ass Death C S	assins (Cult pov <u>AP</u> -2	Power I ver blade D 1	Rating + es. ABILI -	B) or up to 8 additional Death Cult Assassins
Cult Assassins (Power Ratin (Power Rating +4). Each Do WEAPUN Death Cult power blades	ng +2), uj eath Cult RANGE Melee Zealot Uncant	p to 6 ac Assassi TYP Mel (pg 90) ny Refle	lditional n is arm E ee xes: Moo	l Death ed with dels in t	Cult Ass Death C S User	assins (Cult pov AP -2 have a 5	Power I ver blade 0 1 :+ invul	Rating + es. ABILI -	B) or up to 8 additional Death Cult Assassins



Fanatically devoted to the Imperial Creed, Death Cult Assassins fall upon their foes in a whirling frenzy of flesh-tearing blades.

		10 Suitest	1800.4	1151143	2253	1	21/2			
2 Power		ARC	C O -	FLA	16	ELI		N'I	٢S	
NAME	М	WS	BS	S	T	W	A	L	d	Sv
Arco-flagellant	7"	3+	6+	4	3	2	2	:	7	7+
This unit contains 3 Arco (Power Rating +4). Each						nal Arco-	flagella	ants (1	Pow	rer Rating +2) or up to 6 additional Arco-flagellants
WEAPON	RANGE	TYPE			S	AP	D	A	BILI	TIES
Arco-flails	Melee	Mele	ee		+1	0	1			n you make an attack with this weapon, roll D3 instead of 1.
ABILITIES	Zealot	(pg 90)	1		-					
	Berserl	Killing	Machin	es: Mode	els in	this unit	have a	a 5+ ir	nvul	nerable save.
FACTION KEYWORDS	IMPE	RIUM, J	ADEPT	US MI	NIST	FORUM				
KEYWORDS	INFAN	NTRY, A	ARCO-I	FLAGE	LLA	NTS				

Powet		PE	NIT	EN	TI	ENC	jΙΝ	ES	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Penitent Engine	7"	3+	5+	5	6	7	4	8	4+
Rating +12). Each Penite WEAPON	nt Engine is RANGE	equippe TYPE		enitent t	ouzz-bl S	lades and AP	l two he n	eavy flan ABILI	
Heavy flamer	8"		vy D6		5	-1	1		weapon automatically hits its target.
Penitent buzz-blades	Melee	Mel	ee		x2	-3	3	-	
	Zealot	(pg 90)							
ABILITIES		ate for F	ledempt	ion: Rol	l a D6	after cor	opleting	the firs	t set of attacks for a unit of Penitent Engines in
ABILITIES	Desper		-					, ,	t set of attacks for a unit of Penitent Engines in n and attack for a second time.
ABILITIES Faction Keywords	Desper each Fig	ght phas	-	l of 4+, t	the uni	t can im	mediate	, ,	0



A Penitent Engine is piloted by a repentant sinner who can only earn absolution by spilling the blood of heretics and traitors.



ADEPTA SORORITAS

Stalwart, determined, iron-sure in their faith, the Sisters of Battle are the military incarnation of the Emperor's creed. They are the fiery torch that burns away heresy, the shining blade that cuts the corruption of lesser souls from the greater body of the Imperium. With the holy weaponry of their orders they bring death to the enemies of Mankind.

The orders of the Adepta Sororitas are vast and sprawling organisations unto themselves. They can trace their origins to a time of great upheaval in the history of the Imperium. In M36 the Ecclesiarchy had been led astray by a succession of dubiously qualified leaders, but when the corrupt High Lord Goge Vandire extended his control from the Administratum to the Adeptus Ministorum, the organisation plumbed new depths in the name of faith.

Goge Vandire was insane, a demagogue whose merciless desire for supremacy saw him secure a position at the pinnacle of the Ecclesiarchy's hierarchy after a bloody coup. The Age of Apostasy, as the time of his ascendancy was known, affected the entire Imperium, and the Reign of Blood that followed was a time of crushing tyranny when Vandire held supreme power.

A small cult of holy women that the Adeptus Ministorum had located on the agri world of San Leor, known as the Daughters of the Emperor, came to Vandire's notice. They practised the clearing of the mind from worldly concerns, and the perfection of the arts of battle. He arranged to meet this cult in person and, through the forging of a miracle, tricked them into becoming his retinue. Renamed the Brides of the Emperor, they were trained by veterans of the Imperial Guard to become his constant guardians and silent executioners. When the Holy Synod arranged to have Vandire assassinated out of fear, the Brides of the Emperor successfully defended their master and took his rivals' heads instead.

It was the true faith of Sebastian Thor that brought the darkness of Vandire's rule to an end. The ascendant preacher had dared to challenge the Reign of Blood, and with the Imperium's citizenry pushed too far, he had no shortage of followers to aid him – his allies numbered even the legions of the Adeptus Mechanicus and several Chapters of Space Marines. Yet even they could not overcome the Brides of the Emperor, who by this time numbered ten thousand and more. It was a member of the Adeptus Custodes who, by laying down his arms and delivering an impassioned treaty, led five of the Brides to the throne room of the Emperor himself. There, amongst the golden light of the Sanctum Imperialis, they were granted a vision that saw the folly of their allegiance to Vandire revealed. Reborn in truth, they returned to the man they once called lord, and beheaded him where he stood.

With the Ecclesiarchy's dominance proving so disastrous, the organisation was reforged as an organ of religious rather than governmental power. The Decree Passive forbade the Adeptus Ministorum from raising men under arms, intending to rob it of military power. Yet those who had once been the Daughters of the Emperor did not technically fall under this prohibition. With the Imperium all but bereft of law and guidance after Vandire's reign, none questioned the newly formed Ecclesiarchy's exploitation of this semantic glitch too loudly. So it was that the Sisters of Battle were recruited by the million, their orders rising from the flames of a cataclysm that saw the Imperium all but devour itself.

To this day, the Sisters of Battle are the most ardent of faith in the Imperium's manifold armies. Guided by the information harvesters of the Orders Dialogus and bolstered by the medics of the Orders Hospitaller, the warriors of the Adepta Sororitas form a terrifyingly effective force – they wear revered suits of battle plate and fight with the sacred weapons of bolter, flamer and melta much like their brothers in the Adeptus Astartes, but in numerical strength the Chapter Masters can only dream of. Together they bring the vengeance of the Emperor to the unbeliever, the heretic and the abomination, ridding the realm of Mankind of that which would harm it from without or from within.

'Heretics crave the cleansing fire of absolution. They need not fear, for we shall deliver it to them.'

- Canoness Josmane, Order of the Sacred Rose



Nowet			C	EI	EST	'IN	E		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Celestine	12"	2+	2+	3	3	7	6	9	2+
Geminae Superia	12"	3+	3+	3	3	2	3	9	2+
									ae Superia (Power Rating +3) or 2 Geminae Super
(Power Rating +6), each ar WEAPON	RANGE	a bolt j TYP		wer sv	vord, frag S	grenad AP	es and kr	ak grei ABILI	
The Ardent			_		_		_		
Blade (shooting)	8"	Ass	ault D6		5	-1	1	This	weapon automatically hits its target.
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
The Ardent Blade (melee)	Melee	Me	ee		+4	-3	2	-	
Power sword	Melee	Me	ee		User	-3	1	-	
Frag grenades	6"	Gre	nade D6		3	0	1	-	
Krak grenades	6"	Gre	nade 1		6	-1	D3	-	
	units wi Faith in MINIST are with The Arri invulnes in her u her divi Saintly can pick 6" of Ce This is i	thin 6" vulnera FORUN in 6" of nour o rable sa nit also ne prot Blessin c a frien lestine n additi	of Celess ble saves f and AS Celestir f Saint K ve. Furth have a 4 ection. gs: At th dly ADH and perf on to th	ine ad All fi STRA e gain atheri ermon + invu e start SPTA s orm an e Act o	ADEPTA d 1 to the riendly Al MILITAF a 6+ invu ine: Celes re, any Ge ilnerable s of any of SORORIT n Act of F of Faith yo	ir Shiel DEPTU RUM ur Inerabl tine has minae S save tha save tha your tu TAS uni aith wit	d of (S hits that e save. a 4+ Superia nks to rns, you t within h it.	with more Mira loses not r woun Gem for e: can i that i roll c rema her b	ses, you can set up a single slain Geminae Superia all her wounds restored within 2" of Celestine and e than 1" away from any enemy models. aculous Intervention: Once per game, if Celestine is her last wound, roll a D6. On a roll of 2+ she is removed, but is instead resurrected with all her nds restored; set up Celestine's model within 2" of a hinae Superia. If it is impossible to do so – because, example, no Geminae Superia remain in play – you instead place Celestine anywhere on the battlefield is more than 9" from any enemy models. On a of 1 Celestine is needed elsewhere; remove any aining Geminae Superia, and count Celestine and bodyguard as having been slain for the purposes of mission rules or victory conditions.
FACTION KEYWORDS	allowed IMPE	-			MINIST	ORUM	I, ADEP	TA SC	ORORITAS
KEYWORDS					Y, JUM				

			C	AN	ON	IES	S		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Canoness	6"	2+	2+	3	3	5	4	9	3+
A Canoness is a single r				l, chains		00		U	
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	IES
Bolt pistol	12"	Pisto	ol 1		4	0	1	-	
Boltgun	24"	Rapi	d Fire 1		4	0	1	-	
Chainsword	Melee	Mele	ee		User	0	1		time the bearer fights, it can make 1 additional x with this weapon.
Eviscerator	Melee	Mele	ee		x2	-4	D3		n attacking with this weapon, you must subtract 1 the hit roll.
Frag grenade	6"	Grer	nade D6		3	0	1	-	
Krak grenade	6"	Grer	nade 1		6	-1	D3	-	
WARGEAR OPTIONS		nodel ma nodel ma	ay replac	ce its cha	ainswor	d with a	an evisce	rator or	a weapon from the <i>Melee Weapons</i> list. with a weapon from the <i>Ranged Weapons</i> or
ABILITIES	Acts of					ablesa	IP.		the Righteous: You can re-roll all hit rolls of 1 for all or CRDER> units within 6" of this model.
FACTION KEYWORDS								PTA SO	DRORITAS, <order></order>
	INII, EL	ciult,	ADEF	103 11	111010	SRUN.	, ADE	1430	



Saint Celestine is a living miracle, an avenging angel sent forth to stir the hearts of the faithful and bring judgment to the damned.

	IMAGIFIER													
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Imagifier	6"	3+	3+	3	3	4	3	8	3+					
An Imagifier is a single	model equip	oed witl	h a bolt p	istol, t	oltgun, f	rag grer	nades an	d krak g	grenades.					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Bolt pistol	12"	Pist	tol 1		4	0	1	-						
Boltgun	24"	Rap	oid Fire 1		4	0	1	-						
Frag grenade	6"	Gre	enade D6		3	0	1	-						
Krak grenade	6"	Gre	enade 1		6	-1	D3	-						
ABILITIES	Simula unit wit	c rum I n hin 6" o	-	s: Roll odel ar	a D6 at t nd perfor				turns; on a 4+ you can pick a friendly < ORDER > t. This is in addition to the Act of Faith you are					
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS N	AINIST	ORUM	I, ADE	PTA SC	ORORITAS, <order></order>					
KEYWORDS	S IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <order> CHARACTER, INFANTRY, IMAGIFIER</order>													

			HC	DSP	PITA	LL	ER		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Hospitaller	6"	4+	3+	3	3	4	2	8	3+
A Hospitaller is a single	model arme	d with a	a chirurg	eon's to	ols.	19.20	125		
WEAPON	RANGE	TYF	PE		S	AP	D	ABILI	ITIES
Chirurgeon's tools	Melee	Me	elee		User	-1	1	-	
ABILITIES	Healer a frience one mo of its m	: At the lly ADI odel in t	EPTA SC he unit r ave been	our Mo DRORIT recovers a slain d	vement j FAS INF D3 lost uring the	ANTRY wounds e battle,	unit wi ; if the c then a s	ithin 3" o hosen u ingle sla	attempt to heal or revive a single model. Select of the Hospitaller and roll a D6. On a roll of 4+, unit contains no wounded models but one or more ain model is returned to the unit with 1 wound once in each turn.
FACTION KEYWORDS	IMPE	RIUM	, ADEP	TUS N	INIST	ORUM	I, ADE	PTA SO	ORORITAS
KEYWORDS	CHAR	RACTI	ER, INF	ANTR	Y, HOS	PITAL	LER		

1 Aures			Ι	DIA	LO	GU	S		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Dialogus	6"	4+	3+	3	3	4	2	8	6+
A Dialogus is a single n	nodel armed v	vith a D	ialogus	staff.		1.3.4	5. S.		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Dialogus staff	Melee	Me	ee		+1	0	1		n attacking with this weapon, you must subtract 1 the hit roll.
ABILITIES	Acts of	Faith, S	hield of	f Faith	(pg 90)				
	Laud H	ailer: F	riendly .	ADEPT	A SORC	ORITAS	units w	ithin 6"	of this model can re-roll failed Morale tests.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS N	INIST	ORUM	I, ADE	PTA SC	DRORITAS
KEYWORDS	CHAR	ACTE	R, INF.	ANTR	Y, DIA	LOGUS	s		

P 4 Powet	B.	AT]	ГLE	SI	STE	ERS	SQ	UA	D
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Battle Sister	6"	4+	3+	3	3	1	1	7	3+
Sister Superior	6"	4+	3+	3	3	1	2	8	3+
Battle Sisters (Power Ra WEAPON			l is arme						-
Bolt pistol	12"	Pisto	ol 1		4	0	1	-	
Boltgun	24"	Rapi	id Fire 1		4	0	1	-	
Eno a anon e de	6"	Grei	nade D6)	3	0	1	-	
rrag grenade		0	nade 1			-			
00	6"	Grei	nade I		6	-1	D3	-	
00	• One F • One F • The Si	Battle Sist Battle Sist ister Sup	ter may ter may perior m	replace ay repla	her bol her bol ice her b	tgun wit tgun wit ooltgun v	th a weap th a weap with a w	pon froi eapon fi	n the Special Weapons list. n the Special Weapons or Heavy Weapons list. rom the Melee Weapons or Ranged Weapons list. 1 from the Pistols list.
Krak grenade WARGEAR OPTIONS	• One F • One F • The Si • The Si	Battle Sist Battle Sist ister Sup	ter may ter may perior m perior m	replace ay repla ay repla	her bol her bol ice her b ice her b	tgun wit tgun wit ooltgun v	th a weap th a weap with a w	pon froi eapon fi	n the <i>Special Weapons</i> or <i>Heavy Weapons</i> list. rom the <i>Melee Weapons</i> or <i>Ranged Weapons</i> list.
Frag grenade Krak grenade WARGEAR OPTIONS ABILITIES FACTION KEYWORDS	• One E • One F • The Si • The Si Acts of	Battle Sist Battle Sist ister Sup ister Sup Faith, Sl	ter may ter may perior ma perior ma hield of	replace ay repla ay repla Faith (her bol her bol ice her b ice her b pg 90)	tgun wit tgun wit ooltgun v oolt pistc	th a weag th a weag with a w ol with a	pon froi eapon fi weapon	n the <i>Special Weapons</i> or <i>Heavy Weapons</i> list. rom the <i>Melee Weapons</i> or <i>Ranged Weapons</i> list.

4 4		SI	ERA	PE	IIM	SQ	UA	D	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Seraphim	12"	3+	3+	3	3	1	1	7	3+
Seraphim Superior	12"	3+	3+	3	3	1	2	8	3+
This unit contains 1 Serap with two bolt pistols, frag			1		an inclu	de up to	5 additi	onal Se	raphim (Power Rating +4). Each model is armed
WEAPON	RANGE	TYP	Ĕ		S	AP	0	ABILI	TIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Hand flamer	6"	Pist	ol D6		3	0	1	This	weapon automatically hits its target.
Inferno pistol	6"	Pist	ol 1		8	-4	D6	two	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the est result.
Frag grenade	6"	Gre	nade De	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• The Se	raphin	n Superio	or may	replace of	one of he	er bolt p	istols wi	two hand flamers or two inferno pistols. ith a chainsword or power sword. n a plasma pistol.
ABILITIES	Acts of Angelic invulner	Visage	: Re-rol	l failed :	Shield of	Faith		Sera batt the any	Strike: During deployment, you can set up a unit of aphim high in the sky instead of placing them on the lefield. At the end of any of your Movement phases Seraphim can descend from the sky – set them up where on the battlefield that is more than 9" away n any enemy models.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS N	IINIST	ORUM	I, ADE	PTA S	ORORITAS, <order></order>
KEYWORDS	INFAN	TRY,	JUMP	PACK,	FLY, S	ERAPH	HIM		

		C	ELE	ST]	IAN	I SC	QUA	D	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Celestian	6"	3+	3+	3	3	1	2	8	3+
Celestian Superior	6"	3+	3+	3	3	1	3	9	3+
with a bolt pistol, boltgu	n, frag grena	des and	krak gr						elestians (Power Rating +5). Each model is armed
WEAPON	RANGE	TYP	_		S	AP	D	ABILI	TIES
Bolt pistol	12"		ol 1		4	0	1	-	
Boltgun	24"	-	oid Fire 1		4	0	1	-	
Frag grenade	6"	Gre	nade Dé	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• One o • The C	other Ce Celestian	lestian n Superio	nay rep or may 1	lace her eplace h	boltgun Ier boltg	with a w un with	veapon : a weapo	the Special Weapons list. from the Special Weapons or Heavy Weapons list. on from the Melee Weapons or Ranged Weapons lis upon from the Pistols list.
ABILITIES	Bodyg this uni	1ard: Ro it; on a 2		each tin lel from	ne a friei				ACTER loses a wound whilst they are within 3" of - the character does not lose a wound but this unit
FACTION KEYWORDS	IMPE	RIUM.	ADEP'	TUS N	1INIST	ORUN	I, ADEI	PTA SO	ORORITAS, <order></order>

	Μ	IST	ſ'n	SS	OF	RE	PEN	NT A	ANCE
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Mistress of Repentance	6"	3+	3+	3	3	4	3	8	3+
A Mistress of Repentance i	s a single 1	nodel a	rmed wi	th neu	ral whips	, frag gi	renades	and kra	k grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Neural whips	Melee	Me	lee		User	-2	1	this	1 to the wound rolls for attacks made with weapon if the target unit's highest Leadership acteristic is less than 8 (other than VEHICLES).
Frag grenade	6"	Gre	nade De	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
ABILITIES	Angelic	Visage	Shield of Re-roll ves for th	l failed	Shield of	Faith		rolls fo	n Onwards: You can re-roll Advance, charge and hi or friendly <order> REPENTIA</order> units that are 6" of this model.
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS	MINIST	ORUM	I, ADE	PTA S	ORORITAS, <order></order>
KEYWORDS	CHAR	ACTE	R, INF	ANTF	RY, MIST	TRESS	OF RE	PENT	ANCE

	Martin Co	(E) Ballon	GREEK	1.151	13.26.25	2 Street		1223	
Ball 3		R	EPI	ENT	ΓІА	SQ	UA	D	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Sister Repentia	6"	3+	3+	3	3	1	2	8	7+
This unit contains 3 Siste	rs Repentia.	It may	contain	up to 3	addition	al Sister	s Repen	tia (Pow	ver Rating +3) or up to 6 additional Sisters Repentia
(Power Rating +6). Each	model is ar	med wi	th a pen	itent ev	iscerator				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Penitent eviscerator	Melee	Mel	ee		x2	-2	2		n attacking with this weapon, you must subtract 1 the hit roll.
ABILITIES	Acts of	Faith, S	Shield o	f Faith	(pg 90)			100	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS N	INIST	ORUM	, ADE	PTA SC	ORORITAS, <order></order>
KEYWORDS	INFAN	NTRY,	REPEN	ITIA					

6 Lower		RE]	ſRII	BUT	'O]	R S	QU.	AD	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Retributor	6"	4+	3+	3	3	1	1	7	3+
Retributor Superior	6"	4+	3+	3	3	1	2	7	3+
This unit contains 1 Retri armed with a bolt pistol, a	1					ntain uj	p to 5 ad	ditional	Retributors (Power Rating +4). Each model is
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	TES
Bolt pistol	12"	Pisto	ol 1		4	0	1	-	
Boltgun	24"	Rap	id Fire 1		4	0	1	-	
Frag grenade	6"	Grei	nade D6		3	0	1	-	
	6"	Gree	nade 1		6	-1	D3	-	
Krak grenade									
Krak grenade WARGEAR OPTIONS	• The R Weap	etributo <i>ons</i> list.	r Superio	r may rep	olace h	er bolt	gun with	a weap	on from the <i>Heavy Weapons</i> list. on from the <i>Melee Weapons</i> or <i>Ranged</i> reapon from the <i>Pistols</i> list.
WARGEAR OPTIONS	• The R Weap • The R	etributo <i>ons</i> list. etributo	r Superio	r may rep r may rep	olace h olace tl	er bolt	gun with	a weap	on from the Melee Weapons or Ranged
0	• The R Weap • The R Acts of	etributo <i>ons</i> list. etributo Faith, S	r Superio r Superio hield of H	r may rep r may rep F aith (pg	place h place th 90)	er bolt heir bo	gun with lt pistol v	a weap	on from the Melee Weapons or Ranged



Hearts ablaze with devotion to the God-Emperor, the Sisters of Battle purge the faithless and corrupt with bolter and flame.

5		D	OM	IN	ION	I SC) UA	AD	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Dominion	6"	4+	3+	3	3	1	1	7	3+
Dominion Superior	6"	4+	3+	3	3	1	2	8	3+
This unit contains 1 Dom armed with a bolt pistol, 1 WEAPON	-		des and l			clude up	to 5 ad	ditional 1 ABILII	Dominions (Power Rating +4). Each model is
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Boltgun	24"	Rap	oid Fire 1		4	0	1	-	
Frag grenade	6"	Gre	nade D6	i	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• The D Weap • The D	ominic <i>ons</i> list. Oominic	n Superi n Superi	or may or may	replace replace	her bolt	gun wit	h a weap	oon from the <i>Special Weapons</i> list. oon from the <i>Ranged Weapons</i> or <i>Melee</i> apon from the <i>Pistols</i> list.
ABILITIES	Vangua their M their ur	ovemer nits first	t phase.	ides are If both the mo	e deploye players l	have un	its that c	can do th	ayer takes their turn, this unit can move as if it were his, the player who is taking the first turn moves hicle have this ability, then the transport vehicle
							-		
FACTION KEYWORDS	IMPE	RIUM.	ADEP'	TUS M	IINIST	ORUM	I, ADE	PTA SC	DRORITAS, <order></order>

		SC	ORC) RI	TAS	S R]	HIN	10		DAMAGE Some of this model's it suffers damage, as s			nge as
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Sororitas Rhino	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
A Sororitas Rhino is a sing	ele model e	equippe	d with a	storm b	oolter.					3-5	6"	4+	D3
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES	1-2	3"	5+	1
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6		hunter- attle.	killer missile can only b	e fired onc	2	
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
WARGEAR OPTIONS					er-killer i ditional s		olter.				1		
ABILITIES	Self-re	pair: Ro		at the st	art of ea lost wou		ur turns;	any its s you	weapons moke lau r oppone	nchers: Once per game, s in the Shooting phase, unchers; until your next ent must subtract 1 from yons that target this vehi	this model Shooting p all hit roll	can use hase	
	D6 befo any em	ore remo barked :	oving it i models o	from th disemba	nced to 0 e battlef ark. On a D3 mon	ield and a 6 it exp	before blodes,	·					
TRANSPORT							STORU n a differ			models. It cannot transp	ort JUMP	PACK	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS N	AINIST	ORUM	I, ADEI	PTA SO	ORORI	TAS, <order></order>			3
KEYWORDS	WEIH	CLET	DANCI	ODT	RHIN	0 600	ODITA	CDII	NO				-

			IM	[M	OLA	T	DR			DAMAGE Some of this model's o it suffers damage, as s			nge a			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A			
Immolator	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3			
An Immolator is a single	model equi	pped wi	th a imn	nolatior	n flamer.					3-5	6"	4+	D3			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	IES	1-2	3"	5+	1			
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each per b		killer missile can only be	e fired onc	e				
Immolation flamer	12"	Ass	ault 2D6		5	-1	1	This	weapon	automatically hits its tar	get.					
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					8			
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-								
Twin multi-melta	24"	Hea	vy 2		8	-4	D6	two c		s within half range of thi en inflicting damage with						
WARGEAR OPTIONS	• This	nodel m	ay take a	a storm			er with a	twin he	avy bolt	er or twin multi-melta.						
ABILITIES	Explod D6 befo any em	ore remo barked i	is model oving it f nodels d	rom the isemba	ced to 0 e battlefie urk. On a D3 mort	eld and 6 it exp	before olodes,	any its si your	weapon moke la coppon	nchers: Once per game, s in the Shooting phase, unchers; until your next ent must subtract 1 from pons that target this vehi	this mode Shooting j all hit rol	l can use phase				
TRANSPORT					рертия ГАS mod					nodels. It cannot transpo	ort JUMP I	PACK				
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS M	INIST	ORUM	I, ADE	PTA SC	ORORI	TAS, <order></order>						
KEYWORDS		01 P			IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <order> VEHICLE, TRANSPORT, IMMOLATOR</order>											

We B			F	EXC	ORC	CIST	Г			DAMAGE Some of this model's it suffers damage, as s			nge a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Exorcist	*	6+	*	7	8	12	*	7	3+	7-12+	12"	3+	3
An Exorcist is a single mod	el equipp	ed with	an Exor	cist mis	sile laun	cher.		N. Confe	200.00	4-6	6"	4+	D
WEAPON	RANGE	TYP			S	AP	D	ABILIT	TIES	1-3	4"	5+	1
Exorcist missile launcher	48"	Hea	avy D6		8	-4	D3	-					-8
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	Each per b		-killer missile can only b	e fired onc	e	
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-					
WARGEAR OPTIONS			nay take a nay take a			nissile.							
ABILITIES	Explod a D6 be	es: If th fore rer plodes,	(pg 90) is model noving it and each	from t	he battle	field. O	n	any its si your	weapor noke la oppon	nchers: Once per game, is in the Shooting phase, nunchers; until your next ient must subtract 1 from pons that target this vehi	this mode Shooting all hit rol	l can use phase	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS M	INIST	ORUM	I, ADE	PTA SC	ROR	ITAS, <order></order>			
KEYWORDS			XORCI										

ADEPTUS ASTRA TELEPATHICA

The Imperium is host to untold numbers of psychically active individuals. Left unchecked and unministered, psykers can be extremely dangerous, their talent connecting them to the warp and the terrible creatures that lurk there. As such, the High Lords of Terra seek to recruit, categorise and train them, the better to guide them towards the Emperor's light.

Over the long course of its history, Humanity has evolved from a race confined to a single world to a galaxy-spanning empire of souls, and its psychic potential has blossomed with its expansion. Although a relatively small minority of humans develop such powers, these numbers are ever on the increase. Over the course of the Time of Ending, reports of psychic phenomena have grown at an exponential rate – where incidents of confirmed psyker activity were once one in a billion, they are now hundreds of times more frequent. Some of these souls are gifted, their destinies lying in the service of the Immortal Emperor of Mankind. Others are cursed beyond measure – their fates only to become the playthings of twisted monsters from the warp.

Many psykers are capable of becoming vital assets to the Imperium, but regardless of their potential, each one poses a significant threat because of their abilities. The denizens of the warp prey upon those with weak wills, and all psykers offer these creatures a conduit via which they can enter reality. The work of the Adeptus Astra Telepathica is therefore vital to the continued survival of the human race. This ancient institution was founded in secrecy, but has become a framework that extends throughout the galaxy, an organisation tasked with the acquisition, grading and training of psykers from every human world.

BLACK SHIPS

0 010

The League of Black Ships is a great armada, second only to the fleets of the Imperial Navy in size. Its captains and landing parties scour the worlds of the Imperium for those who show any signs of psychic aptitude. These individuals are rounded up and stowed in thrice-blessed brigs protected by powerful null auras that can contain all but the most powerful psykers. The constant psychic occlusion and discordant noise broadcast throughout the Black Ships keep those incarcerated in a state of anguish – and hence docility – on the long haul back to Terra.

SCHOLASTICA PSYKANA

The source of the Imperium's sanctioned psykers, the Scholastica Psykana is an organisation steeped in arcane lore. Upon reaching Terra, prospective psykers are handed to the Scholastica Psykana for assessment. Any determined to be tainted are immediately destroyed – assuming they do not escape detection. Those who show promise in the empyric arts may become Astropaths or Wyrdvane Psykers, whereas those graded as Primary are given five years of harsh and rigorous training. These are the individuals that may become Primaris Psykers, Inquisitors, Librarians and even Grey Knights should they prove truly indomitable.

The vast majority of those brought to Terra by the Black Ships are judged to lack the willpower needed to serve the Emperor, but even then, the Imperium has use for them. These unfortunate acolytes are used to feed the Golden Throne's eldritch machineries, or to line the walls of the Chamber of the Astronomican. There they are slowly devoured by the immense psychic might of the Emperor.

Astropaths are psykers who - through the strange psalms and chorister rituals of their order - can swiftly transmit visionary messages across the interstellar distances that divide one system from another. Without these telepathic links binding the Imperium, the cohesion of Mankind's realm would soon crumble away, leaving only anarchy and disorder behind. Some Astra Militarum regiments in vital war zones have Astropaths assigned to them, the better to coordinate their campaigns with the wider Imperial war machine. These militarised psykers are trained in far more deadly arts than telepathic communication and the reading of the Emperor's Tarot, and are rightly held in fear by the common soldiery as a result. As part of their training, Astropaths undergo the Soul Binding ritual. If they are judged worthy, they will witness the Emperor's glory first hand, and inherit a tiny portion of his power - though this inevitably costs them their sight, which is seared away by the blinding magnificence of the Master of Mankind.

Primaris Psykers possess abilities far beyond those of lesser initiates, and are trusted to operate independently on the battlefield. Though not as powerful as a Space Marine Librarian, their knowledge of their craft is considerable and their extensive military experience makes them a significant asset to Astra Militarum leaders. Wyrdvane Psykers are less adept at controlling their abilities without aid, but rather act in concert to both amplify and guide their energies, drawing on each other's strength to harness the power of the warp.

ADEPTUS ASTRA TELEPATHICA ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Adeptus Astra Telepathica miniatures. 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 Astra Telepathica units – these are described below and referenced on the datasheets.

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PSYKANA DISCIPLINE

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Psykana 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.

PSYKANA DISCIPLINE

03 PSYCHIC POWER

Terrifying Visions

Terrifying Visions has a warp charge value of 7. If
 manifested, choose an enemy unit within 18" of the psyker. That unit subtracts 2 from its Leadership until the start of your next turn.

Gaze of the Emperor

Gaze of the Emperor has a warp charge value of 6. If manifested, draw a straight line 2D6" long directly away from the psyker. Roll a dice for each model the centre of

the line passes over. On a 4+ that model's unit suffers a mortal wound.

Psychic Barrier

2

Psychic Barrier has a warp charge value of 6. If
manifested, select a friendly ASTRA MILITARUM unit within 12" of the psyker. Until the start of your next Psychic phase, add 1 to that unit's saving throws.



		P]	RIM	IA	RIS	PSY	YKE	ER	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Primaris Psyker	6"	3+	3+	3	3	4	3	8	5+
A Primaris Psyker is a si	ngle model a	armed w	vith a las	pistol a	nd force	stave.	(1835) (1835)		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Laspistol	12"	Pist	ol 1		3	0	1	-	
Force stave	Melee	Me	lee		+2	-1	D3	-	
ABILITIES	COMM	IISSAR	, they ar	e execut	ed befor	e anyth	ing unto	ward ca	erils of the Warp whilst within 6" of a friendly an happen – the power they were attempting still nds as normal.
PSYKER		power	in each e						n friendly Psychic phase, and attempt to deny one te power and two psychic powers from the Psykana
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, AS'	TRA TI	ELEPA	THICA, SCHOLASTICA PSYKANA
KEYWORDS	CHAR	ACTE	R, INF.	ANTR	Y. PSYI	KER. P	RIMA	RIS PS	VKED



Imperial Guardsmen may fear and distrust sanctioned psykers, but they cannot deny the lethal might of a psychic choir in action.

WYRDVANE PSYKERS										
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Wyrdvane Psyker	6"	5+	4+	3	3	1	1	7	6+	
This unit contains 3 Wyrd Psykers (Power Rating +									(Power Rating +1) or up to 6 additional Wyrdvane	
WEAPON	RANGE	TYP	E		S	AP	0	ABILII	lies	
Laspistol	12"	Pist	ol 1		3	0	1	-		
Wyrdvane stave	Melee	Me	lee		+1	0	1	-		
ABILITIES	2D6. Ye	Choir of Minds: Each time you take a Psychic test or Deny the Witch test for this unit, roll 1D6 instead of 2D6. You can add 1 to Psychic tests you make for this unit if it has 3 or more models, or 2 to tests if it has 6 or more models.								
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 <i>Smite</i> psychic power and one psychic power from the Psykana discipline (pg 105).									
	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 core rules, 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	IMPE	IMPERIUM, ASTRA MILITARUM, ASTRA TELEPATHICA, SCHOLASTICA PSYKANA								
KEYWORDS	INFANTRY, PSYKER, WYRDVANE PSYKERS									

		ASTROPATH											
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Astropath	6"	5+	6+	3	3	3	1	6	6+				
An Astropath is a single	model arme	d with a	a telepat	hica sta	ve.								
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Laspistol	12"	Pis	tol 1		3	0	1	-					
Telepathica stave	Melee	Me	lee		+1	0	D3	-					
WARGEAR OPTIONS	• This r	nodel n	nay repla	ace its te	lepathic	a stave v	with a la	spistol.					
ABILITIES	pick an duratio bonus t it is targ	Astral Divination: At the start of your Shooting phase, pick an enemy unit within 18" of this model. For the duration of the phase, the unit you picked gains no bonus to their saving throws for being in cover when it is targeted by attacks made by friendly ASTRA MILITARUM units within 6" of this model.											
PSYKER	one psy	This model 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 <i>Smite</i> power and one power from the Psykana discipline (pg 105).											
FACTION KEYWORDS	IMPE	IMPERIUM, ASTRA MILITARUM, ASTRA TELEPATHICA, SCHOLASTICA PSYKANA											
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, PSY	KER, A	STROI	PATH					


SISTERS OF SILENCE

Clad in power armour and armed with bolter and blade, the Sisters of Silence make for vicious combatants, but it is their aura of nullification that gives them their legendary status. To a normal human, these witch-hunters are unsettling; to a psyker, even standing near a Sister of Silence is an unbearable ordeal.

Much like the Adeptus Custodes, the Sisters of Silence are the personal elite of the Master of Mankind. Together, the two organisations are often called the Talons of the Emperor, for it is they that rip the dark heart of tyranny from the body of the Imperium. It is the Sisters of Silence who form the foremost defence against the darkness that haunts Mankind's evolution – in many ways they are the truest and most effective weapon ever created in the quest to defy the Dark Gods.

The Pariah gene occurs in perhaps one in a trillion humans. It is well named indeed, for those in whom it germinates are excluded and persecuted by the vast majority of the Imperium's citizenry. Where a normal mortal man or woman has a spiritual core, an ethereal animus that some call a soul, those with the Pariah gene have a sucking void so powerful it casts a shroud over the spirits of those nearby. This manifests as a feeling of unease, disquiet and fear in those who stay in a Pariah's proximity, and causes most to shun their company. Only those who appreciate the very real danger of psychic apocalypse realise that these Pariahs are in fact natural-born weapons that have immeasurable value in the long war against Chaos. The most visionary of these far-sighted scholars was the Emperor.

Even before the dawn of the Imperium, the Emperor was gathering these 'blanks' to his Imperial Palace upon Terra. Much in the same vein as psykers, they were tested, categorised, and given a new life as assets of the Imperium. The most promising male Pariahs would be sent to the Officio Assassinorum, there to be remade as the anti-psychic horrors known as Culexus Assassins. The best of the females were instead given stringent mental and physical testing, reconditioning, and autohypnotic training that shaped them into living weapons against the supernatural enemies of Mankind. It was these warriors, true of heart, strong of mind and absent of soul, that became the first Sisters of Silence. Upon full induction into their order, the Sisters of Silence swear a vow to speak only with actions instead of words - the forked tongues of the demagogue and the Daemon have led men astray for millennia, so they forsake such tools of deception completely. This vow of fealty is sacred to the Emperor, and there are no records of it having been broken even under the most extreme duress. The Sisters instead communicate via Thoughtmark, a complex system of hand gestures that can be simplified in the heat of battle or translated through interlocutors of lesser rank so the order might better fight alongside the armies of the Imperium. None relish such an alliance; even a hardened veteran of the Astra Militarum will find his skin crawling and his mind aching when he is near these Null-Maidens. In the heat of battle, the Sisters of Silence magnify their disruptive aura through a great effort of will, projecting their unsettling otherness in rippling waves that make it difficult even to look upon them. The psykers they hunt find the raging powers they once wielded with a twitch of their fingertips guttering out, etheric energies draining from their bodies and mental shields stripped away. To become little more than a simple mortal - often clad in no more protective apparel than robes and jewellery - is a horrifying experience for such would-be conquerors. This lesson in humility is swiftly followed by an agonising death as the Sisters of Silence attack. Prosecutor squads unleash storms of bolt rounds as Witchseekers lay down burning promethium infernos, the combined assault enough to break even a frenzied horde of enemies. Those that survive are cut down by the powered greatswords of the Vigilator squads - even the mightiest psykers are unceremoniously beheaded as a lesson to all who would defy the Emperor's rule.



SISTERS OF SILENCE ARMY LIST

The following section contains all of the datasheets that you will need in order to fight battles with your Sisters of Silence miniatures. 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 Sisters of Silence units – these are described below and referenced on the datasheets.

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ABILITIES

The following abilities are common to many Sisters of Silence units:

WITCH HUNTERS

You can re-roll failed wound rolls for this unit when it attacks **PSYKERS** in the Fight phase.

PSYCHIC ABOMINATION

This unit can never be targeted or affected by psychic powers in any way. In addition, enemy **PSYKERS** must subtract 1 from any Psychic tests and Deny the Witch tests they take for each unit with this ability that is within 18" of them (to a maximum of -4). Note, however, that this ability has no effect whilst the unit is embarked upon a **TRANSPORT**.

			PR	OSI	ECU	JTC	ORS				
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Prosecutor	7"	3+	3+	3	3	1	2	8	3+		
Sister Superior	7"	3+	3+	3	3	1	3	9	3+		
This unit contains 1 Sist with a boltgun and psyl WEAPON	1			s. It can	n include S	e up to 5	additio	nal Pros	secutors (Power Rating +3). Each model is armed		
Boltgun	24"	Raj	- pid Fire 1		4	0	1	-			
Psyk-out grenade	6"	Gre	enade D3		2	0	1	targe	n time you roll a hit roll of 6+ for this weapon when eting a PSYKER or DAEMON , the target suffers a tal wound instead of the normal damage.		
ABILITIES	Psychic	Abom	ination,	Witch	Hunters	s (pg 109))				
			rotocols: enemy u		s in this	unit car	n target	enemy (CHARACTERS that are PSYKERS, even if they are		
FACTION KEYWORDS	IMPEI	RIUM,	ASTR	A TEL	EPATH	IICA, S	ISTER	S OF S	SILENCE		
		INFANTRY, PROSECUTORS									

			V]	[GI	LA	[0]	RS					
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Vigilator	7"	3+	3+	3	3	1	2	8	3+			
Sister Superior	7"	3+	3+	3	3	1	3	9	3+			
This unit contains 1 Sister an executioner greatblade	1		0	It can i	nclude u	p to 5 a	dditional	l Vigilat	tors (Power Rating +4). Each model is armed with			
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES			
Executioner greatblade	Melee	Me	lee		+1	-3	D3	-				
Psyk-out grenade	6"	Each time you roll a hit roll of 6+ for this weapon wh										
ABILITIES	Psychic	Abom	ination,	Witch	Hunters	(pg 109))					
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A TEL	EPATH	ICA, S	ISTER	S OF S	SILENCE			
KEYWORDS	INFANTRY, VIGILATORS											

5 		1	WIT	CF	ISE	EK	ER	5	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Witchseeker	7"	3+	3+	3	3	1	2	8	3+
Sister Superior	7"	3+	3+	3	3	1	3	9	3+
This unit contains 1 Siste	er Superior a	nd 4 Wi	tchseeker	rs. It ca	n includ	e up to 5	5 additio	onal Wit	chseekers (Power Rating +5). Each model is armed
with a flamer and psyk-o	1			rs. It ca	n includ S	e up to 5	5 additio	onal Wit	chseekers (Power Rating +5). Each model is armee
with a flamer and psyk-o WEAPDN	out grenades.	TYP		rs. It ca		•		ABILI	
with a flamer and psyk-o WEAPON Flamer	out grenades. RANGE	TYP Ass	E		S	AP	D	ABILI This Each targe	TIES
with a flamer and psyk-o WEAPUN Flamer Psyk-out grenade	out grenades. RANGE 8" 6"	TYP Ass Gre	E ault D6		S 4 2	АР 0 0	D 1 1	ABILI This Each targe	TIES weapon automatically hits its target. time you roll a hit roll of 6+ for this weapon when ting a PSYKER or DAEMON, the target suffers a
This unit contains 1 Siste with a flamer and psyk-o WEAPON Flamer Psyk-out grenade ABILITIES FACTION KEYWORDS	eut grenades. RANGE 8" 6" Psychio	TYP Ass Gre c Abom	E ault D6 enade D3 ination, T	Witch	S 4 2 Hunters	AP 0 0 6 (pg 109	D 1 1	ABILI This Each targe mort	TIES weapon automatically hits its target. time you roll a hit roll of 6+ for this weapon when ting a PSYKER or DAEMON, the target suffers a

4 (4)	1	JUI	LL-I	MA	IDI	EN	RH	INC)	DAMAGE Some of this model's it suffers damage, as s			nge a			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A			
Null-Maiden Rhino	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3			
A Null-Maiden Rhino is a	single mod	el equir	nned wit	h a stor	m bolter					3-5	6"	4+	D3			
WEAPON	RANGE	түр Түр	•	11 a 3to1	S	AP	D	ABILI	ries	1-2	3"	5+	1			
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	Each per b		-killer missile can only b	e fired onc	e				
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					125			
WARGEAR OPTIONS	• This r	nodel n	nay take	a hunte	r-killer 1	nissile.			1.5.1				120			
ABILITIES	D6 befc any em	 This model may take a hunter-killer missile. 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; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. 														
		-	oll a D6 : iodel reg				our turn:	8								
TRANSPORT	This mo	odel car	transpo	rt 10 SI	ISTERS	OF SIL	ENCE I	NFANT	RY mod	dels.		1	12			
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A TEL	ЕРАТН	ICA, S	ISTER	S OF S	ILENC	CE	1000		1			
KEYWORDS	VEHI	CLE, T	RANSE	PORT,	RHIN), NUI	LL-MA	IDEN I	RHING	0)			

OFFICIO ASSASSINORUM

The Imperium's armies are vast, but there are times when one well-timed strike can do more to alter the course of a battle than even the largest force. When such services are required, the Imperium turns to the shadowy Officio Assassinorum, calling upon them to unleash their highly trained killers. The assassins are the knife in the dark, the blade that can pierce where other weapons cannot.

The Officio Assassinorum is a clandestine organisation. It is so cloaked in secrecy that many of the highest ranking officials in service to the Imperium have heard nothing of such practices, save perhaps only rumours. Its assassins are a precious resource, their deployment reserved for the direst of targets. Heretic prophets that lead entire star systems into rebellion, xenos leaders that command armies capable of laying waste to whole swathes of Imperial space – these are quarry worthy of assassination. Vast armies are a currency the Imperium is willing to spend, but to assemble and deploy such resources can take years, even decades, and there are times when a foe's momentum must be halted immediately.

There are many different temples within the Officio Assassinorum, each teaching their own unique brand of murder. The most frequently deployed assassins come from the largest temples – Vindicare, Callidus, Eversor and Culexus. Typically, agents of the Assassinorum work unsupported in the field, using whatever means are necessary to complete their mission. There are occasions when a threat is deemed so significant that an Execution Force of assassins from different temples is composed. Ideally, Imperial assassins stay under cover, completing their assignment without ever revealing themselves. However, circumstances are not always optimal. Should an assassin's best route toward completing their mission involve hacking their way through a battlefield or causing catastrophic collateral damage, they will not hesitate to do so.

CALLIDUS ASSASSIN

Infiltration and deception are the specialties of those agents from the Callidus temple. Using the shape-shifting powers of polymorphine, a Callidus Assassin can assume the identity of anyone, working close to their target before delivering the killing blow. Trained to use their bodies as living weapons, a Callidus also wields a variety of close combat weapons, notably the living metal blade of a phase sword and the formidable neural shredder pistol.

VINDICARE ASSASSIN

The Vindicare Assassin is a master marksman, a sniper extraordinaire who rains death from afar. Their spymask feeds information directly into their brains, aiding wind calculations, trajectories and dozens of variables, as well as allowing the Assassin to see through smoke, fog or driving snow. Equipped with a powerful exitus rifle, a Vindicare Assassin possesses almost insectile patience, and will spend weeks or months locating the perfect position before triggering their kill-shot with split-second timing. For close-ranged encounters the Vindicare fells their foes with an exitus pistol, gunning them down before making good their escape.

EVERSOR ASSASSIN

Granted superhuman speed and strength by extensive augmentations and stimms, Eversor Assassins inflict maximum damage with their shock attacks. Armed with toxin-laced weapons, the Eversor is unleashed in a frenetic spree of wanton destruction. Their executioner pistol fires bolts and toxic darts, whilst their melta bombs can blast apart armour, and their power sword and neuro-gauntlet can be used in a berserker fury to rake down even heavily armoured foes. Should they fall, an Eversor remains deadly, their death triggering the overcharged stimulants in their blood to react with the explosive force of a high yield grenade.

CULEXUS ASSASSIN

Even when concealed by their reality-phasing synskin, the Culexus Assassin fills those nearby with an ancient and nameless fear. Those from the Culexus temple bear the Pariah gene, meaning they are soulless, registering no presence in the warp. They wear a uniquely designed battle-helm – the animus speculum – that can muffle or focus their unique powers to confound or scramble the minds of any nearby. The negative presence of the Culexus Assassin is death personified to psykers, however, and saps away their very life force.



OFFICIO ASSASSINORUM ARMY LIST

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

ABILITIES

The following abilities are common to many Officio Assassinorum units:

INDEPENDENT OPERATIVE

This model can never have a Warlord Trait. During deployment, you can set this model up in concealment instead of placing it on the battlefield. At the end of any of your Movement phases, this model can reveal its position – set it up anywhere on the battlefield that is more than 9" from any enemy model.

LIGHTNING REFLEXES

This model has a 4+ invulnerable save.

5 Power	٦	/IN	DI	CAI	RE	ASS	SAS	SIN	1
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Vindicare Assassin	7"	2+	2+	4	4	5	5	9	6+
A Vindicare Assassin is	a single mod	el armec	l with an	exitus	pistol, a	an exitus	rifle, and	l blind	grenades.
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES
Exitus pistol	12"	Pisto	ol 1		4	-3	D3	inflic	lnerable saves cannot be taken against a wound cted by this weapon. This weapon wounds ANTRY units on a 2+.
Exitus rifle	72"	Hear	vy 1		5	-3	D3	inflic	lnerable saves cannot be taken against a wound cted by this weapon. This weapon wounds ANTRY units on a 2+.
Blind grenade	12"	Grei	nade D6		×	*	*	Inste oppo	weapon does not inflict any damage on the target. ead, if a unit is hit by any blind grenades, your onent must subtract 1 from all hit rolls made for that until the end of the turn.
ABILITIES	Indeper	ndent O	perative	, Lightı	ning Re	eflexes (pg 113)		mask: Enemy models targeted by this model in Shooting phase do not gain a bonus to their saving
			model ca osest ene				' ER even each		ws for being in cover.
			vound ro						Ith Suit: Your opponent must subtract 1 from hit
	Shootin than D3		the Dan	hage for	that at	tack is L	06 rather		that target this model in the Shooting phase. If this lel is in cover, they must subtract 2 instead.
FACTION KEYWORDS			OFFIC	IO ASS	SASSI	NORU	M	mou	in the state, and must bublicate 2 molead.
KEYWORDS							RE ASSA	SSIN	

5		CA	LLI	DL	JS A	SS.	ASS	SIN				
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Callidus Assassin	7"	2+	2+	4	4	5	5	9	6+			
A Callidus Assassin is a WEAPON	single model RANGE	armed TYP		eural sh	nredder, a S	a phase AP	sword a	nd pois ABILI				
Neural shredder	9"	Ass	ault 1		*	*	*	to or	3D6 if a unit is hit by this weapon; if the roll is equal r greater than the target unit's highest Leadership acteristic, then it suffers D3 mortal wounds.			
Phase sword	Melee	Mel	ee		User	-3	1		llnerable saves cannot be taken against a wound cted by this weapon.			
Poison blades	Melee	Mel	ee		*	-1	1	attac 3+, u	n time the bearer fights, it can make 1 additional ck with this weapon. This weapon wounds on a unless it is targeting a VEHICLE , in which case it nds on a 6+.			
ABILITIES	Indeper				Ū		10 /		Hit and Run: This model can Fall Back and still shoot and charge in the same turn.			
	Polymo up this r the battl phases t anywher away fro a 4, the r than 7" f	nodel in efield. A his moo re on th om any model o	n disguis At the en lel can r e battlef enemy n can be se	se instead ad of an evert to ield tha nodels. t up an	ad of pla y of your its true t is more For exan ywhere t	cing it o r Mover form – e than D nple, if	in yo roll a Poin must has r	gn of Confusion: If you have any Callidus Assassing bur army, then during the first battle round you must a dice each time your opponent spends Command tts (CPs) to use a Stratagem. On a 4+, your opponent t spend one extra CP to use that Stratagem, or else it no effect (the CPs spent so far are lost). This ability not effect Stratagems used 'before the battle begins'.				
FACTION KEYWORDS	IMPER	RIUM,	OFFIC	IO AS	SASSIN	NORU	М					
KEYWORDS	INFAN	TRY,	CHAR	ACTE	R, CAL	LIDUS	S ASSA	SSIN				

6 (.4.)		EV	ED	so	DΛ	SS /	ASSI	INT					
NAME	D.A.								Pu				
NAME	М	WS	BS	S	l	W	A	Ld	Sv				
Eversor Assassin	7"	2+	2+	4	4	6	6	9	6+				
An Eversor Assassin is a s	ingle model	l armed	with an	execut	ioner pis	tol, a ne	euro-gaui	ntlet, a	power sword, and melta bombs.				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Executioner pistol	12"	Pist	ol 4		4	-1	1		can re-roll failed wound rolls for this weapon if the t is an INFANTRY model.				
Neuro-gauntlet	Melee	Me	lee		+1	-1	1	You	can re-roll failed wound rolls for this weapon.				
Power sword	Melee	Me	lee		User	-3	1	-					
Melta bomb	4"	Gre	nade 1		8	-4	D6		can re-roll failed wound rolls for this weapon if the t is a VEHICLE .				
ABILITIES	Indeper	ndent ()perativ	e, Ligh	tning Re	flexes (pg 113)		zon: When making a charge roll for this model, roll rather than 2D6. In addition, add 2 to this model's				
	Bio-me	ltdown	: If this 1	nodel i	s reduced	to 0 W	Jounds,		ks characteristic if they charged in the preceding				
					hat is wit			Charge phase.					
			0				On a roll	Santi	inel Array: You can re-roll failed hit rolls for this				
	01 4+ th	e enem	y unit st	mers D	3 mortal	wound	5.		el when it fires Overwatch.				
FACTION KEYWORDS	IMPEF	RIUM,	OFFIC	CIO AS	SASSIN	NORU	М						
KEYWORDS	INFAN	INFANTRY, CHARACTER, EVERSOR ASSASSIN											

		CU										
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Culexus Assassin	7"	2+	2+	4	4	5	4	9	6+			
A Culexus Assassin is a WEAPON	single model RANGE	armed TYP		animus	speculu S	m and p AP	0	renades. ABILITIES				
Animus speculum	18"	Ass	ault D3		5	-4	1		nge this weapon's Type to Assault D6 if there are any ny PSYKERS within 18" of the bearer.			
Psyk-out grenade	e 6" Grenade D3 2 0 1								Each time you roll a hit roll of 6+ for this weapon when targeting a PSYKER or DAEMON , the target suffers a mortal wound instead of the normal damage.			
ABILITIES	Abomi	nation:)perativ This mo	odel cai	n never	be targe	mod	rium: Each time an enemy model attacks this el, the attacks are resolved as if the attacker had a pon Skill and Ballistic Skill characteristic of 6+.				
	PSYKE	RS that btract 2	psychic are with from Ps	in 18" o	of any C	ilexus A	Psychic Assassin: This model can target a CHARACTER that is a PSYKER , even if it is not the closest enemy unit. In addition, this model can make an attack with a psyk-out grenade in the same Shooting					
			mour say made by			1	e that it uses its animus speculum.					
FACTION KEYWORDS:	IMPE	RIUM,	OFFIC	IO AS	SASSI	NORUI	М	1				
KEYWORDS:	INFAN	TRY,	CHAR	ACTE	R, CUL	EXUS .	ASSAS	SIN				

THE INQUISITION

A highly secretive organisation, the Inquisition is bound by no authority save its own. They are empowered to investigate any potential threat to the Imperium and to take whatever measures they consider appropriate to neutralize the danger. Its agents, the Inquisitors, are the ever-vigilant protectors of the Emperor and, perhaps, Mankind itself.

The Inquisition is shrouded in mystery, from tales of its founding to its organisational structure, to any true limits of its powers or jurisdictions. The Inquisition's purpose, however, is clear: to root out and identify the myriad dangers that threaten the Imperium and to destroy them. For most, this means by any means necessary. No one, save only the Emperor himself, is beyond the scrutiny and judgement of the Inquisition.

The Inquisition is sometimes referred to as the Holy Ordos of the Inquisition. This is because it is not one unified faction, but is instead composed of many different Ordos, each specializing in a particular kind of threat ranging from alien invaders to internal corruption. There are many dozens of different branches, some so small that their existence has been all but forgotten, or else purposefully hidden from even their own brethren, but at present there are three Ordo Majoris; the Ordo Malleus, the Ordo Hereticus and the Ordo Xenos.

It is not unusual for these different Ordos to work together for the same purpose. It is even more common for the Inquisition to enlist the aid of any number of military branches of the Imperium, such as the Astra Militarum or the Adeptus Astartes. Many Ordos are strongly connected to certain branches, but the galaxy is vast and warp travel is haphazard, so often an Inquisitor will be forced to muster whatever forces can be reached in time. In some circumstances an Inquisitor will temporarily assume command over an army, while in other situations he will merely be attached to other Imperial forces while conducting their own investigations.

Inquisitors are as varied in appearance, manner - and even method - as the worlds of the Imperium that they strive to protect. Inquisitors range from youthful zealots propelled by the righteousness of their cause, to hoary veterans who methodically question even their own motives. Some Inquisitors cover themselves in a shroud of secrecy, never revealing their true purpose so as to better observe all those around them. Other Inquisitors are ostentatious, announcing their presence with fanfare and bearing glaring symbols of their Inquisitorial affiliations upon banner poles. Although they prefer to direct others, Inquisitors are no strangers to battle. Prepared for any situation, Inquisitors can carry a staggeringly wide range of weapons and wargear, from master-crafted artefacts wrought in the foundries of Mars, to mystic items of unknown origin. Many Inquisitors prefer to surround themselves with a retinue. These can range from warrior bodyguards and Death Cult Assassins to xenos techno-savants and even Daemonhosts - warp spirits bound by rite and ceremony within a mortal body.

Across all Ordos there runs a schism. Those of radical beliefs use outlandish weaponry taken from defeated foes, such as Daemonpossessed armaments. To their minds, the only way to defeat the enemy is to use their own weapons against them. Victory by any means is still victory. Conversely, those Inquisitors of more puritanical minds consider such acts as heretical, and prefer to use equipment fabricated exclusively by the Adeptus Mechanicus. At times such debates have escalated into outright conflict, but with the threat levels in the Imperium the highest they have been since the Horus Heresy, the Inquisition have their hands too full to allow much time to continue the age-old debate.

ORDO HERETICUS

Founded after the corruptions of the Age of Apostasy, the Ordo Hereticus hunts down heretics, mutants and rogue psykers. It is their responsibility to police the Adeptus Ministorum. Their most common ally is the Order Militant of the Ecclesiarchy, the Sisters of Battle.

ORDO XENOS

The Ordo Xenos is the arm of the Inquisition tasked with defeating the alien in all its loathsome forms. They study their foe, always probing for more information about the weaknesses of the galaxy's myriad denizens. It is their duty to investigate xenos influence over the million settled planets of the Imperium. Their operations see them often working alongside the Space Marines of the Deathwatch.

ORDO MALLEUS

The Enemy Without, the Order of the Hammer, the Daemonhunters: the Ordo Malleus were established to fight against Mankind's greatest menace – the corrupting powers of Chaos. The Chamber Militant of the Ordo Malleus are the Grey Knights, and often campaign together under a dual command structure.



INQUISITION ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Inquisition miniatures. 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 Inquisition 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 **<ORDO>**. This is shorthand for a keyword of your own choosing, as described below.

<ORDO>

All members of the Inquisition belong to an Ordo, each of which specialises in combating a particular threat to mankind. Some datasheets specify what Ordo the unit is drawn from (e.g. Inquisitor Coteaz has the **ORDO MALLEUS** keyword). Other Inquisition datasheets will have the **<ORDO>** keyword. When you include such a unit in your army, you must nominate which Ordo that unit is from. You then simply replace the **<ORDO>** keyword in every instance on that unit's datasheet with the name of your chosen Ordo.

ABILITIES

The following abilities are common to many Inquisition units:

QUARRY

A unit with this ability gains a bonus when attacking a certain type of enemy. If the unit belongs to the **ORDO MALLEUS**, the **ORDO HERETICUS** or the **ORDO XENOS**, it gains the relevant trait from the table below.

If the unit does not belong to one of these three main Ordos, it belongs to one of the rarer and more specialised Ordos. These Ordos are assumed to be focused upon hunting down specific individuals that pose a threat to the Imperium, and so gain the Specialist trait from the table below.

ORDOS TRAITS

ORDO	QUARRY
	You can re-roll hit rolls and wound rolls for
Malleus	ORDO MALLEUS units if the target has the
	CHAOS or DAEMON keyword.
	You can re-roll hit rolls and wound rolls for
Hereticus	ORDO HERETICUS units if the target has
	the CHAOS or PSYKER keyword.
	You can re-roll hit rolls and wound rolls of 1
Xenos	for ORDO XENOS units against targets that
Aenos	do not have the CHAOS, IMPERIUM or
	UNALIGNED FACTION keywords.
Constallat	You can re-roll hit rolls of 1 for Specialist units
Specialist	if the target has the CHARACTERkeyword.

AUTHORITY OF THE INQUISITION

Units with this ability can embark onto any **IMPERIUM TRANSPORT**, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally, and **INQUISITOR TERMINATOR** models can only embark upon **TRANSPORTS** that specifically allow Terminator models to do so.

TELETHESIA DISCIPLINE

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Telethesia 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.

TELETHESIA DISCIPLINE

D3 PSYCHIC POWER

Terrify

Terrify has a warp charge value of 6. If manifested, select a

 visible enemy unit within 18" of the psyker. Until the start of your next psychic phase, that unit must subtract 1 from its Leadership characteristic and it cannot fire Overwatch.

Mental Fortitude

- Mental Fortitude has a warp charge value of 4. If manifested,select a visible IMPERIUM unit within 18" of the psyker.
- Until the start of your next psychic phase, that unit automatically passes Morale tests.

Dominate

Dominate has a warp charge value of 7. If manifested, select an enemy **CHARACTER** within 18" of the psyker. You can force

3 the model to immediately shoot a single weapon or make a single close combat attack at an enemy unit of your choice as if it were part of your army. Models cannot attack themselves, but they can attack other members of their own unit.

WARGEAR

INQUISITION MELEE WEAPONS

- Nemesis Daemon hammer
- Null rod ¹
- Power sword
- Power maul
- Power fist
- Thunder hammer

INQUISITION RANGED WEAPONS

- Boltgun
- Combi-flamer
- Combi-melta
- Combi-plasma
- Condemnor boltgun
- Flamer
- Hot-shot lasgun

- Incinerator
 Meltagun
- Plasma gun
- Storm bolter

INQUISITION PISTOL WEAPONS

- Bolt pistol
- Inferno pistol¹
- Needle pistol
- Plasma pistol

INQUISITION FORCE WEAPONS

- Force axe
- Force sword
- Force stave
- ¹Inquisitor only.

A D A D A D A D A D A D A D A D A D A D	I	NQ	UIS	IT	OR	GR	EY	FAZ	X
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Inquisitor Greyfax	6"	3+	3+	3	3	5	4	10	3+
									ster-crafted power sword, frag grenades, krak
grenades and psyk-out gr WEAPON	RANGE	TYP		oder ca	n be men S			ABILI	TIES
Master-crafted condemnor boltgun	24"	Rap	id Fire 1		4	-1	1		e target is a PSYKER , increase the Damage of an k with this weapon from 1 to 3.
Master-crafted power sword	Melee	Mel	ee		User	-3	2	-	
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
Psyk-out grenade	6"	Gre	nade D3		2	0	1	targe	time you roll a hit roll of 6+ for this weapon when tring a PSYKER or DAEMON , the target suffers a tal wound instead of the normal damage.
ABILITIES	Author	ity of th	e Inquis	sition,	Quarry (pg 117)		mitable: Add 1 to the result of the roll for any Den Vitch tests made for Inquisitor Greyfax.
	CHARA	ACTER	s that ha	ve the	ax can tai PSYKER he closest	or DA	EMON	Unq ı withi	uestionable Wisdom: All friendly IMPERIUM uni in 6" of Inquisitor Greyfax can use her Leadership acteristic instead of their own.
PSYKER	two psy	chic po		ach en					in each friendly Psychic phase, and attempt to den he <i>Smite</i> power and one psychic power from the
FACTION KEYWORDS	IMPE	RIUM,	INQUI	SITI	ON, OR	DO H	ERETI	CUS	

							20104		
Nowet	IN	QU	[SI]	[O]	R KA	AR/	AMA	AZ(OV
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Inquisitor Karamazov	5"	3+	3+	5	5	8	4	10	4+
Inquisitor Karamazov is a si a master-crafted multi-melta									op the Throne of Judgement, which is equipped with be included in your army
WEAPON	RANGE	TYP		inping i	S	AP	D	ABILIT	· ·
Master-crafted multi-melta	30"	Ass	ault 1		8	-4	D6	two d	target is within half range of this weapon, roll ice when inflicting damage with it and discard the t result.
Master-crafted power sword	Melee	Mel	ee		User	-3	2	-	
Throne of Judgement's stomping feet	Melee	Mel	ee		User	0	2		time the bearer fights, it can make 2 additional as with this weapon.
ABILITIES	Dread I Inquisit any Psys 12" of Ir	Reputat or Kara chic test nquisito	ion: Ene mazov r s, and e r Karam	emy PS nust sul nemy II nazov in	Quarry (j YKERS w btract 1 fr NFANTR the Mora ip charac	vithin 1 rom the Y units ale pha	.2" of e result of s within se must	Karan result the po (thou	Will: If an enemy psychic power targets Inquisitor mazov, roll 2D6. If the result equals or beats the of the Psychic test for the psychic power, then ower has no effect upon Inquisitor Karamazov gh any other models that were targeted will be ed normally).
	Throne invulne			Inquisi	tor Karan	nazov h	as a 4+	within	testionable Wisdom: All friendly IMPERIUM units n 6" of Inquisitor Karamazov can use his Leadership cteristic instead of their own.
FACTION KEYWORDS				100 100 10			ERETIC		
KEYWORDS	VEHIC	CLE, C	HARA	CTER	, INQUI	SITO	R, KARA	AMAZ	OV

Nowst		NÇ	UI	511	'OR				
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Inquisitor Coteaz	6"	3+	3+	3	3	5	4	10	2+
Inquisitor Coteaz is a singl model can be included in y			th a bol	t pistol,	a maste	r-crafted	l Nemes	sis Daer	non hammer and a psyber-eagle. Only one of this
WEAPON	RANGE	TYP			S	AP	D	ABIL	ITIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Psyber-eagle	24"	Ass	ault D6		4	0	1	-	
Master-crafted Nemesis Daemon hammer	Melee	Mel	ee		x2	-3	3	-	
ABILITIES	Author Unques units wi Leaders	tionabl thin 6"	e Wisdo of Inqui	om: All sitor Co	friendly oteaz car	IMPER use his	IUM	after MA imm	Network: If an enemy unit is set up on the battlefield the game has begun, you can select a friendly ORD LLEUS unit within 6" of Inquisitor Coteaz and hediately use it to fire Overwatch on the enemy unit has just been set up.
PSYKER		chic pov	ver in ea	ich ener					in each friendly Psychic phase, and attempt to deny e <i>Smite</i> power and one psychic power from the
FACTION KEYWORDS	IMPE	RIUM,	INOU	ISITIC	N, OR	DO M.	ALLEU	JS	



Scenting the foul reek of heresy, Inquisitor Coteaz leads a strike force of Blood Angels in a pre-emptive purge.

Powret 1			IN	Q	UISI	TC	R						
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Inquisitor	6"	3+	3+	3	3	5	4	9	4+				
An Inquisitor is a single	e model armed	d with a	bolt pis	tol, a c	chainsword	l, frag g	grenade	s and kr	ak grenades.				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Bolt pistol	12"	Pist	ol 1		4	0	1	-					
Chainsword	Melee	Me	ee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.				
Frag grenade	6"	Gre	nade De	5	3	0	1	-					
Krak grenade	6"	Gre	nade 1		6	-1	D3	-					
	. This n	andal	· 1		1				Inquisition Pistol Weapons list.				
	Weapo • This n	 This model may replace its chainsword with one item from the <i>Inquisition Melee Weapons</i> or <i>Inquisition Ra</i>. Weapons lists. This model may be a psyker. If it is, it gains the PSYKER keyword and may replace its chainsword with an i from the <i>Inquisition Force Weapons</i> list. If it is not, it has the Iron Will ability (see below). Authority of the Inquisition, Quarry (pg 117) Authority of the Inquisition, Quarry (pg 117) Iron Will: If an enemy psychic power targets an INQUISITOR who is not a PSYKER, roll 2D6. If the result equals or beats the result of the Psychic test for psychic power, then the power has no effect upon the psychic power for the psychic psychic power for the psychic power for the psychic psychic											
ABILITIES	Weapo • This n from t Author Unques	ons lists nodel m the Inqu ity of th stionabl ithin 6"	nay repla	ce its o psyker Force V sition om: Al	chainsword : If it is, it Veapons lis , Quarry (Il friendly can use its	d with gains tl t. If it i pg 117 IMPEF	one iten ne PSYI s not, it) RIUM	the from the	he Inquisition Melee Weapons or Inquisition Ranged word and may replace its chainsword with an item Iron Will ability (see below). Will: If an enemy psychic power targets an UISITOR who is not a PSYKER, roll 2D6. If the				
	Weapu • This n from t Author Unques units wi character If this n attempt	ons lists nodel m the Inqu ity of th stionabl ithin 6" eristic in nodel is to deny	ay repla iay be a j isition I ne Inqui e Wisdo of this n istead of a PSYK 7 one psy	ce its of psyker Force V sition om: Al nodel of f their ER, it ychic p	. If it is, it Veapons lis Quarry (Il friendly can use its own. can attem	d with o gains th t. If it i pg 117 IMPEF Leader pt to m ach ene	one iten ne PSYI s not, it) RIUM rship anifest (n from t ER key has the Iron INQ resul psyct mod be af one psyce	he Inquisition Melee Weapons or Inquisition Ranged word and may replace its chainsword with an item Iron Will ability (see below). Will: If an enemy psychic power targets an UISITOR who is not a PSYKER, roll 2D6. If the it equals or beats the result of the Psychic test for the hic power, then the power has no effect upon that el (though any other models that were targeted will				
ABILITIES Psyker Faction keywords	Weapu • This n from t Author Unques units wi characte If this n attempt power f	ons lists nodel m the Inqu ity of th stionabl ithin 6" eristic in nodel is to deny rom the	ay replation of the second sec	ce its o psyker Force V sition om: Al nodel o f their ER, it ychic p sia dis	chainswor . If it is, it <i>Veapons</i> lis , Quarry (Il friendly can use its own. can attem power in ea	d with o gains the t. If it i pg 117 IMPEF Leader pt to m ach ene g 117).	one item ne PSYI s not, it) RIUM rship anifest o my Psy	n from t ER key has the Iron INQ resul psyct mod be af one psyce	he Inquisition Melee Weapons or Inquisition Ranged word and may replace its chainsword with an item Iron Will ability (see below). Will: If an enemy psychic power targets an UISITOR who is not a PSYKER , roll 2D6. If the It equals or beats the result of the Psychic test for the hic power, then the power has no effect upon that el (though any other models that were targeted will fected normally). chic power in each friendly Psychic phase, and				



The mandate of an Inquisitor is limitless. Even the notoriously secretive Adeptus Mechanicus must comply.

		wa	_				RAR						
	М	WS	BS	S	T	W	A	Ld	Sv				
Ordo Malleus Inquisitor in Terminator Armour	6"	3+	3+	3	3	6	5	9	2+				
An Ordo Malleus Inquisitor psyk-out grenades.	r in Term	inator Arn	nour i	s a sing	le mode	l armed	with a s	torm bo	olter, a Nemesis Daemon hammer and				
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				
Combi-flamer		ttacking w for this w			on, cho	ose one	or both	of the p	rofiles below. If you choose both, subtract 1 from a				
- Boltgun	24"	Rapid			4	0	1	-					
- Flamer	8"	Assau	t D6		4	0	1	This	weapon automatically hits its target.				
Combi-melta		ttacking w for this w		-	on, cho	ose one	or both	of the p	rofiles below. If you choose both, subtract 1 from a				
- Boltgun	24"	Rapid	Fire 1		4	0	1	-					
- Meltagun	12"	Assaul	t 1		8	-4	D6	two o	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the est result.				
Combi-plasma		ttacking w for this w			on, cho	ose one	or both		rofiles below. If you choose both, subtract 1 from a				
- Boltgun	24"	Rapid	Fire 1		4	0	1	-					
- Plasma gun	24"	Rapid	Fire 1		7	-3	1	firing of the firing	weapon can be supercharged by the bearer before g. If they do so, increase the Strength and Damage e weapon by 1 this turn. On any hit rolls of 1 when g supercharge, the bearer is slain after all of the pon's shots have been resolved.				
Psycannon	24"	Heavy	4		7	-1	1	-					
Storm bolter	24"	Rapid	Fire 2		4	0	1	-					
Nemesis Daemon hammer	Melee	Melee			x2	-3	3		en attacking with this weapon, you must subtract 1 a the hit roll.				
Psyk-out grenade	6"	Grena	de D3		2	0	1	targe	a time you roll a hit roll of 6+ for this weapon when eting a PSYKER or DAEMON , the target suffers a tal wound instead of the normal damage.				
WARGEAR OPTIONS	• This n	nodel may	be a p	syker.	If it is, it	gains th	e PSYK	ER keyv	word and may replace its Nemesis Daemon hamme				
ABILITIES	Iron W INQUIS result ee the psyc that mo	 This model may replace its storm bolter with a combi-flamer, combi-melta, combi-plasma or psycannon. This model may be a psyker. If it is, it gains the PSYKER keyword and may replace its Nemesis Daemon har with an item from the <i>Inquisition Force Weapons</i> list. If it is not, it has the Iron Will ability (see below). Authority of the Inquisition, Quarry (pg 117) Authority of the Inquisition, Quarry (pg 117) Iron Will: If an enemy psychic power targets an INQUISITOR who is not a PSYKER, roll 2D6. If the result equals or beats the result of the Psychic test for the psychic power, then the power has no effect upon that model (though any other models that were targeted will be affected normally). Teleport Strike: During deployment, you can set up model in a teleportarium chamber instead of placin on the battlefield. At the end of any of your Movem phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" awa from any enemy models. Unquestionable Wisdom: All friendly IMPERIUM units within 6" of this model can use its Leadership 											
DOWNER	Termin	ator Armo	ur hay	re a 5+	invulne	rable sav	re.		racteristic instead of their own.				
PSYKER	attempt		ne psy	chic po	ower in e	each ene			hic power in each friendly Psychic phase, and se. It also knows the <i>Smite</i> power and one psychic				
FACTION KEYWORDS		RIUM, IN			-		ATTEL						
I AUTION NET WUNDU		MUM. II		51110	<u>, , , , , , , , , , , , , , , , , , , </u>	DUM	ALLEU	3					

			A	.CC	DLY	ГЕ	5		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Acolyte	6"	4+	4+	3	3	3	2	7	5+
This unit contains 1 Acc and a chainsword.	olyte. It can ind	clude up	to 5 add	litiona	Acolytes	(Powe	r Ratin	g + 1 p	per Acolyte). Each Acolyte is armed with a laspistol
WEAPON	RANGE	TYP	E		S	AP	D	ABI	ILITIES
Laspistol	12"	Pist	ol 1		3	0	1	-	
Chainsword	Melee	Me	lee		User	0	1		ch time the bearer fights, it can make 1 additional tack with this weapon.
WARGEAR OPTIONS	• Any m								Inquisition Pistol Weapons list. he Inquisition Melee Weapons or Inquisition Ranged
ABILITIES	Authori	ty of the	e Inquis	tion, (Quarry (p	g 117)	12.10	12.353	
		nit; on a	2+ a mo	odel fro	m this ur			-	QUISITOR loses a wound whilst they are within 3" t hit – the character does not lose a wound but the
FACTION KEYWORDS	IMPER	IUM,	INQUI	SITIO	N, <or< td=""><td>D0></td><td>18</td><td></td><td></td></or<>	D0>	18		
KEYWORDS	INFAN	TRY.	COLY	ГЕ		1.3.17			

			DA	EN	10N	HC	DST		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Daemonhost	6"	4+	4+	4	4	3	2	7	7+
A Daemonhost is a singl	e model. It a	ttacks	with its u	nholy	gaze and	warp gi	rasp.		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Unholy gaze	12"	Ass	sault 1		8	-1	1		time you make a wound roll of 6+ for this weapon, hit is resolved with a Damage of 3 instead of 1.
Warp grasp	Melee	Me	lee		User	-3	1	-	
ABILITIES	the follo D6 H 1-2 H 3-4 H 5-6 H s	wing t Result Daemon Re-knit Energy uffers I	able. nic Spee Host Fo Torrent D3 mort	d: The orm: Ra : Roll a al wour	e model ha emove an 1 D6 for ea	s a Mo y woun ach ene	ve of 12" ads suffer my unit	and can red by th	ovement phase, and look up the result of the roll on FLY for the rest of the Movement phase. his model earlier in the battle. " of this model; on a roll of 2+ the enemy unit
FACTION KEYWORDS	IMPE	RIUM,	INQU	ISITI	ON				
KEYWORDS	INFAN	TRY,	DAEM	ON, I	DAEMO	NHOS	бТ		

+owet	JO	KA]	ERC) W	EA	PO	NS	MIT	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Jokaero Weaponsmith	6"	6+	4+	2	3	3	2	7	7+
A Jokaero Weaponsmith i	s a single m	odel arr	ned with	digital	weapon	s.	1.28	11/2.34	All solar in the second se
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES
Digital weapons	When at	tacking	with this	s weapo	n, choos	se one o	f the pro	files belo	w.
- Focused strike	24"	He	avy 1		7	-3	D3	-	
- Scatter shot	12"	Ass	ault 5		4	-1	1	-	
ABILITIES	within 3 D6 R 1-2 A 3-4 A	ivable C " of this Result Augmen	Customis model, a ted Targ ted Pene	ation: A and app eting: T tration	At the sta ly the re The unit : The un	art of th sult from can re-n iit can r	e Shooti n the fol coll failed e-roll fai	U 1	nd rolls.
	5-6 T	ne wor	KS. THE	une cun	ie ion i				
FACTION KEYWORDS	5-6 T IMPER					TION	, <ord< td=""><td>00></td><td></td></ord<>	00>	



Some Inquisitors will make use of xenos and bound Daemons in the fight to save the Imperium, even if it costs them their souls.

ADEPTUS CUSTODES

The shining golden warriors known as the Adeptus Custodes are the elite bodyguard of the Emperor himself. Their word is law and their might in battle unsurpassed, even amongst the ranks of the Space Marines. Striding resplendent and fearless through the fog of war, they bring hope to the embattled civilisations of Mankind and swift death to their enemies.

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It is said that as the Space Marines are forged from the gene-seed of the Primarchs, the Custodian Guard are fashioned from that of the Emperor. His greatness runs in their veins, gives them stature and strength far beyond human limits. A portion of his inviolable willpower is bequeathed to them, steeling their minds against the corruption of Chaos. So trusted and respected are these warriors that those who fell during the Great Crusade had their names inscribed on the interior surfaces of the Emperor's armour. These are warriors entrusted with more authority than any other Imperial agent – save perhaps the High Lords and the most senior of Inquisitors – for they speak on behalf of the Imperial Palace. Small wonder these are figures of legend and awe in the armies of the Imperium, and that even Space Marines kneel in their presence.

Each of the Custodian Guard is a champion possessed of incredible martial skill and garbed in the finest personal wargear the Imperium can provide. He fights as an army of one, more than capable of cutting down a squad of Heretic Astartes or a charging mob of Orks over the course of a few blood-soaked minutes. The guardian spears and sentinel blades used by these golden warriors incorporate not only powerful disruption fields that can cleave adamantium, but also inbuilt bolters that can shatter a battle line at range. Their baroque armour can turn aside powered blades and vorpal talons alike, for each represents the pinnacle of the techartificer's art. On the rare occasions one of these warriors is laid low, he may then be interred in a mighty Contemptor Dreadnought, a walking effigy of destruction that can rip open the war machines of the enemy with powered fist and blazing cannon. The Custodian Guard typically deploy straight into battle via the most blessed of teleportarium arrays, appearing in a blaze of pure white light to strike with the force of a lighting storm, but when they need to redeploy at speed, they use ancient Land Raiders that have served the Imperium faithfully for millennia. A single Custodian Guard can rip through an enemy fortification on a killing rampage; a whole army can collapse an entire battlefront. Heroes all, they engage the champions and sorcerers of the most heinous foes without a flicker of doubt, for they know that righteousness, strength and indomitable will can overcome even the direst threat.

For all their magnificence, there is a hereditary blight on the otherwise glorious history of the Adeptus Custodes, a scar of disgrace that can never truly heal. At the end of the Horus Heresy, the Warmaster Horus all but slew the Master of Mankind as he was slain in his turn – the Custodian Guard, though they fought with every iota of their strength and bravery, failed in their duty. They took to wearing cloaks of black cloth in order to mark that mournful day, and for thousands of years bore the stain of defeat without as well as within. However, since the return of the Primarch Guilliman, the remit of the Adeptus Custodes has changed. Although they will ever be the Emperor's guardians, now their duty lies at his gates and beyond. Many of the Adeptus Custodes have sallied forth into the galaxy once more, reforging their legend by smiting those who would bring harm to Holy Terra before they have even taken to their ships.

THE TOWER OF HEROES

There is a jutting and mountainous spire in the Emperor's Palace called the Tower of Heroes. At its summit hangs the Bell of Lost Souls. It is an ancient thing, massive as a building and adorned with dark runes, its peal like the scream of an anguished god. It is tolled but once when a great hero of the Imperium dies. Its wailing moan of grief lasts long and reaches the ears of millions, and its tones penetrate the unifying aether of Humanity, turning the thoughts of countless billions towards Mankind's loss.





		CU	ST	OD	DIAN	I G	UA	RD	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Custodian	6"	2+	3+	5	5	3	3	8	2+
Shield-Captain	6"	2+	2+	5	5	3	4	9	2+
This unit contains 1 Shield-O with a guardian spear.	Captain a	nd 4 Cu	ıstodian	s. It ca	n include	up to 5	additio	nal Cust	odians (Power Rating +13). Each model is armed
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Guardian spear (shooting)	24"	Rap	id Fire I		4	-1	2	-	
Sentinel blade (shooting)	12"	Pist	ol 2		4	0	1	-	
Guardian spear (melee)	Melee	Mel	ee		+1	-3	D3	-	
Power knife	Melee	Mel	ee		User	-2	1		odel equipped with a sentinel blade and power knife nake 1 additional attack each time it fights.
Sentinel blade (melee)	Melee	Mel	ee		User	-3	D3	-	
WARGEAR OPTIONS	One C only c Any C	Custodia one Cust Custodia	in in the codian C n not ar	unit r Juard u med v	unit per D vith a guar	e its gu etachm dian sp	ardian s ent can ear may	pear wit take a C take a s	de. h a Custodes vexilla and a power knife. Note that Custodes vexilla. storm shield. rm shield or a power knife.
ABILITIES	invulne	erable sa Shield: A	ave. A model	equip	els in this			for f equi can	todes Vexilla: You can re-roll failed Morale tests friendly IMPERIUM units within 6" of a model ipped with a Custodes vexilla. In addition, you make 1 additional attack in the Fight phase for all dels in this unit whilst it has a Custodes vexilla.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS	CUSTOI	DES			
KEYWORDS	INFAN		-						

	ENE				ON OU			ΓΟ	R	DAMAGE Some of this model's it suffers damage, as s			.nge
										REMAINING W	М	WS	B
NAME	М	WS	BS	S		W	A	Ld	Sv	6-10+	9"	2+	2+
Venerable Contemptor Dreadnought	*	*	*	7	7	10	4	8	3+	3-5	6" 4"	3+ 4+	3
A Venerable Contemptor I combat weapon, a multi-m				odel eq	uipped v	vith a D	readnou	ght					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Combi-bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
Kheres pattern assault cannon	24"	He	avy 6		7	-1	1	-					
Multi-melta	24"	He	avy 1		8	-4	D6	two c		s within half range of this n inflicting damage with			
Dreadnought combat weapon	Melee	Me	lee		x2	-3	3	-					
WARGEAR OPTIONS	• This n	nodel n	nay repla	ace its m	ulti-me	lta with	a Kheres	s pattern	assault	cannon.			
ABILITIES	Aegis o invulne		-	This m	odel ha	s a 5+		a De	5 before	this model is reduced to removing it from the batt es, and each unit within 6	tlefield. Or	1	
		wound;	on a 6 tl		5 each tii age is igr			mor	tal wour	nds.			
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS C	USTO	DES							
													-

19 V	ENE	RA	BLI	E L.	AN]	D R	AII	DEF	{	DAMAGE Some of this model's it suffers damage, as s			inge a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Venerable Land Raider	*	6+	*	8	8	16	*	9	2+	9-16+	10"	2+	6
A Venerable Land Raider is twin lascannons.	s a single n	nodel ec	luipped	with tw	vin heavy	v bolters	and two		199	5-8 1-4	5" 3"	3+ 4+	D 1
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES				1
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6		odel can per batt	only fire each of its hun tle.	ter-killer n	nissiles	
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-					
Twin heavy bolter	36"	Hea	avy 6		5	-1	1	-					1
Twin lascannon	48"	Hea	ivy 2		9	-3	D6	-					
WARGEAR OPTIONS			nay take a nay take a		er-killer i 1 bolter.	nissile.							
ABILITIES	invulne Power	erable s	ave. Iachine	Spirit:	nodel ha This mo or movin	del does		D6 be any ei	efore rer mbarke	this model is reduced to noving it from the battle d models disembark. On t within 6" suffers D6 mo	field and b a 6 it expl	oefore odes,	and the second se
	Heavy v	-	'	10113 10	n movin	g and m	ing			chers: Once per game, in in the Shooting phase, th			
		wound;	on a 6 th		6 each ti age is igi			your	opponer	nchers; until your next S nt must subtract 1 from a ons that target this vehic	all hit rolls		
TRANSPORT	A Vene	rable La	nd Raid	er can	transpor	t 5 ADE	EPTUS (CUSTO	DES IN	VFANTRY models.			
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	rus c	CUSTO	DES							
KEYWORDS				_	R, VEN		IFLAT	NDRA	IDFR				-12



The ancient machine spirits of Venerable Land Raiders are fierce and proud, and delight in the obliteration of the Imperium's foes.

FORTIFICATIONS

As darkness deepens across the galaxy, every world of the Imperium finds itself besieged. At such a dire time, the importance of solid walls and tireless guns is greater than ever. The fortresses and strongholds of the Imperium are nigh-impregnable and bristling with defensive weaponry. The tides of heretic and xenos armies break against them like surf on the shore.

Upon the ornate cartologues of the Adeptus Terra, the Emperor's realm appears as a unified fastness, fancifully illuminated with gothic flourishes and proud aquilas. Commanders and savants casting their gaze over these miles-wide star maps would be forgiven for envisioning Mankind stood shoulder-to-shoulder across the stars, a resolute wall of faith against which the most tireless of their numerous foes must surely dash themselves to ruin.

Sadly for Humanity, the reality is rather different.

The Imperium is immense, but it is also scattered. Many Imperial star systems are virtually isolated by distance and the turbulent channels of the warp. Rather than a unified whole, the Imperium is more akin to thousands of vassal nations, linked only by their faith and surrounded on all sides by the dangerous darkness of the void.

Conscious of the terrors that may fall upon them at any moment, all but the most neglectful of Imperial governors raise fortifications and planetary defence garrisons. So have the Emperor's worlds ever looked to their own defence in the face of piratical raids, xenos invasions or the nefarious and sinister attentions of heretics.

With the coming of the Great Rift, such defences have become more crucial than ever before. The deranged servants of Chaos spill from the warp in endless waves, battering at the Imperial defences in an endless, frenzied assault. Xenos incursions become ever more common as alien races prey upon weakened worlds, or else flee en masse from the coming of yet worse things at their backs. Madness, heresy and despair run rife, leading world after world down the dark road to insurrection and civil war.

Faced with such threats, the warriors of the Imperium gather behind their defences, fighting to repel wave after wave of pitiless attackers even as their engineers and castellans shore up the barricades and raise monolithic new fortresses to hold back the foe. For many Imperial strongholds it has become an endless, grinding siege in which victory is simple survival, and defences must be raised as swiftly as they are brought crashing down. Fortunately for the myriad worlds of the Imperium, the standard template defensive structures raised for their protection are mighty indeed.

Built from plasteel and reinforced ferrocrete, wreathed in crackling force fields and clouds of blessed incense, the fortifications of the Imperium stand obstinate and inviolate against any who would see their inhabitants slaughtered. Many boast emplaced heavy weaponry, murderous guns fed from armoured hoppers and directed either by the warriors sheltering within the fortification, or else by servitor-brain components and auto-targeting machine spirits wired directly into the weapons themselves. To advance upon such towering bastions is to face a wall of overlapping firepower that makes a mockery of cover. Victims are channelled into carefully calculated killing grounds, where tanks are reduced to smouldering wreckage and soldiers to bullet-riddled corpses. Simplest of these defences are the prefabricated barricades of the Aegis Defence Lines, and the corpse-shored trench networks of the Wall of Martyrs. In both cases, such obstructions give shelter to infantrymen, artillery teams and the like that hunker behind them, their reinforced structures durable enough to shrug off all but the most ferocious enemy fire. Imperial engineers or Adeptus Mechanicus servitors can raise such defences with swift efficiency. On many Imperial war fronts these barricades and trench lines can stretch for mile upon mile, deployed in ablative layers that reach back from the front, spreading out from larger fortifications like fractal webs.

Bunkers and bastions are also common sights on many Imperial worlds, their stark silhouettes rising over lurking minefields and rusting nests of razor wire. Whether they be lone fortifications, raised to guard outlying highways and passes, or networks of towers and bunkers constructed by the dozen around crucial strategic assets, these slab-sided fastnesses offer protection to Imperial soldiery and death to their foes. Fire support elements such as Space Marine Devastators and Astra Militarum Heavy Weapon Squads often favour Imperial Bastions, making the most of their improved protection and commanding sight-lines, while officers and command sections regularly quarter themselves in Imperial Bunkers, where they can spread out maps and charts, and endure the worst bombardments that the foe can hurl their way.

The armies of the Imperium also deploy larger and rarer fortifications, many being air-dropped into war zones in prefabricated sections to allow for swift assembly and autosanctification. Firestorm Redoubts and Vengeance Weapon Batteries provide heavy fire support as well as armoured durability. Their guns blast enemy aircraft from the skies, and mow down the infantry and armour of the foe with an array of servitor-guided guns. Vast weapons emplacements such as the Plasma Obliterator and the Macro-cannon Aquila Strongpoint dominate battlefields, unleashing firepower of a magnitude that hurls Titans from their feet, or punching shots up through the atmosphere to tear the guts from enemy spacecraft. Most terrifying of all is the Vortex Missile Aquila Strongpoint, whose intercontinental empyric destabilisation warheads are fired only as a last resort to unleash the unbound fury of the warp upon the foe.

Finally, there are those structures that provide exceptional support to defending armies. Void Shield Generators use arcane and ineffable technologies to project thrumming force fields that ward away incoming firepower and render nearby friendly warriors inviolate to harm. Meanwhile, Skyshield Landing Pads provide forward staging posts for squadrons of Imperial aircraft, allowing them to land, repair, refuel and re-arm without needing to return to the Imperial rear lines or orbiting spacecraft. This extends the range of such aerial assets enormously, while in extremis the armoured barricades that ring the landing pad can be raised, providing protection to craft and defenders alike should the enemy forces break through and attack.

4		AE	GIS	DE	FE	NC	EL	INE		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Gun Emplacement	-	-	5+	-	7	3	-	-	4+	
sections of an Aegis Defen	ce Line m up within (ust be se	t up so t	hat they	are in e The gun	end-to-e emplac	end con cement	tact with	lso include one gun emplacement. Al at least one other shield section, whil ed with an Icarus lascannon.	
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	ES	
Icarus lascannon	96"	Hea	vy 1		9	-3	D6	that c	to hit rolls made for this weapon aga an FLY . Subtract 1 from hit rolls made on against all other targets.	
Quad-gun	48"	Hea	vy 8		7	-1	1	that c	to hit rolls made for this weapon aga an FLY . Subtract 1 from hit rolls made on against all other targets.	
WARGEAR OPTIONS	• The g	un empl	acement	t may re	place its	Icarus	lascann	on with a	a quad-gun.	
ABILITIES	Defence is treate reason, and car or abilit	e Line (e ed as a te is not tr mot be t ties.	Networl excluding errain fea eated as argeted	g its gun ature. It a friend or affect	emplac cannot ly or en ed by ar	ement, move fo emy mo ny attac	if any) or any odel, ks	mode target equall Defer Defen	nated Weapons: Unless a friendly IN l is within 1" of a gun emplacement, it the nearest visible enemy unit. If two y close, you may chose which is targe ce Line: INFANTRY units within 1" ce Line, and behind it from the point	can only units are ted. of an Aegis
	nor can automa not mal if there	it fight tically h ke hit ro are ener in still ta	s model o in the Fi it this m lls. How ny mode rget ene	ght phas odel in t ever, thi els withi	se. Ener the Figh s mode n 1" of i	ny mod It phase I can sti t, and f	els – do ll shoot riendly	When Defen can m betwe Line,	ing unit, receive the benefit of cover. charging a unit on the opposite side of ce Line, the charge is successful if the ove within 2" of that unit. When resol en units on opposite sides of an Aegis units can be chosen to fight and make enemy is within 2" instead of the norm	charging un ving fights Defence their attack
FACTION KEYWORDS	UNAL	IGNEI)							
KEYWORDS (DEFENCE LINE)	AEGIS	S DEFE	NCE L	INE						
KEYWORDS (GUN EMPLACEMENT)	VEHI	CLE, G	UN EM	IPLAC	EMEN	Т				



An Imperial regiment prepares to fend off a planetary invasion, presenting a bristling wall of lasguns and artillery to the foe.

Powst		IM	PE	RIA	LB	BAS	TIC	DN	
IAME	М	WS	BS	S	T	W	A	Ld	Sv
mperial Bastion	-	-	5+	-	9	20	-	-	3+
An Imperial Bastion is a	a single mode	l equipp	ed with	four hea	vy bolt	ers.			
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	ES
Heavy bolter	36"	Hea	vy 3		5	-1	1	-	
Icarus lascannon	96"	Hea	vy 1		9	-3	D6	that ca	to hit rolls made for this weapon against targets an FLY . Subtract 1 from hit rolls made for this on against all other targets.
Quad-gun	48"	Hea	vy 8		7	-1	1	that ca	to hit rolls made for this weapon against targets an FLY. Subtract 1 from hit rolls made for this on against all other targets.
WARGEAR OPTIONS	• This n	nodel m	ay take a	an Icarus	lascan	non or	a quad-g	gun.	
	automa are ener Automa	tically hi my mod ated We	it this m els withi apons: l	in 1" of it Unless a f	he Figh , and fr friendly	nt phase riendly y unit is	units cai embark	n still tar æd inside	
	automa are ener Automa the near Fire Po line of s Magazi before a	tically hi my mode ated We rest visib ints: 10 sight from ne Explo	it this m els withi apons: I ble enem models o n any po osion: If arked m	odel in th in 1" of it Unless a f wy. If two embarke oint on th f this mo	he Figh , and fr friendly units a d in thi his moo del is ro	nt phase riendly y unit is re equa is mode del. The educed	units car embark lly close cl can sho cy can do to 0 wou	n still tar ced inside , you ma oot in the o this eve unds, roll	it rolls. However, this model can still shoot if the get enemy units that are within 1" of this model. e this model, each of its weapons can only target y choose which is targeted. eir Shooting phase, measuring range and drawin n if enemy models are within 1" of this model.
	automa are ener Automa the near Fire Po line of s Magazi before a mortal Designo <i>example</i>	tically h my mod ated We rest visil ints: 10 sight from ne Explany emba wounds. er's Note e, it is ght	it this m els withi apons: I ble enem models o n any po osion: If arked m e: If you ued to th	odel in tl in 1" of it Unless a f y. If two embarkee oint on tl f this mo odels dis cannot p we surface.	he Figh , and fr friendly units a d in thi his moo del is ra- cembarl hysicall) then 1	nt phase riendly y unit is re equa is mode del. The educed k. On a <i>ly remov</i> <i>regardle</i> .	units can embark lly close el can sho ey can do to 0 wou 6 its ma ve this m ss of whe	n still tar and inside you ma oot in the o this eve unds, roll gazine es nodel from ether its r	it rolls. However, this model can still shoot if the get enemy units that are within 1" of this model. e this model, each of its weapons can only target y choose which is targeted. eir Shooting phase, measuring range and drawin n if enemy models are within 1" of this model. I a D6 before removing it from the battlefield and
TRANSPORT	automa are ener Automa the near Fire Po line of s Magazi before a mortal Designe <i>example</i> <i>point or</i> This mo	tically h my mod ated We rest visib ints: 10 sight from ne Expl uny emb: wounds. er's Note e, it is ght 1, models	it this m els withi apons: I ole enem models o n any po osion: It arked m e: If you ued to th s can no transpo	odel in tl in 1" of it Unless a f y. If two embarkee oint on tl f this mo odels dis cannot p te surface longer en rt any nu	he Figh friendly units a d in thi his moo del is ro embarl hysicall) then r nbark i	nt phase riendly y unit is re equa is mode del. The educed k. On a <i>ly remor</i> <i>regardle</i> . <i>nside it</i> ,	units can e embark lly close el can she ey can de to 0 wou 6 its ma 6 its ma we this m ss of whe it can n	n still tar act inside , you ma oot in the o this eve unds, roll gazine es nodel from ether its n o longer	it rolls. However, this model can still shoot if the get enemy units that are within 1" of this model. e this model, each of its weapons can only target y choose which is targeted. eir Shooting phase, measuring range and drawin, n if enemy models are within 1" of this model. I a D6 before removing it from the battlefield and cplodes, and each unit within 2D6" suffers D3 in your battlefield when it is destroyed (because, for nagazine explodes or not, it is wrecked – from tha
TRANSPORT	automa are ener Automa the near Fire Po line of s Magazi before a mortal Designe example point or This mo maximu	tically h my mod ated We rest visih ints: 10 sight from ne Expl wounds. er's Note e, it is gh <u>a, model</u> : odel can um of 20 er's Note	it this m els withi apons: I ole enem models o n any po osion: If arked m e: If you ued to th s can no transpo models e: When	odel in tl in 1" of it Unless a f y. If two embarkee oint on tl f this mo odels dis <i>cannot p</i> <i>te surface</i> <i>longer en</i> rt any nu s. <i>you emb</i>	he Figh friendly units a d in thi his moo del is ro eembarl hysicali) then r nbark i umber c	nt phase riendly y unit is rre equa is mode del. The educed k. On a ly remov regardle. inside it, of INFA	units can e embark lly close el can she y can dc to 0 wou 6 its ma so of whe it can n NTRY (to an Im	n still tar ced inside , you ma oot in tho o this eve unds, roli gazine es nodel from ether its n o longer CHARA	it rolls. However, this model can still shoot if the get enemy units that are within 1" of this model. e this model, each of its weapons can only target y choose which is targeted. eir Shooting phase, measuring range and drawin, n if enemy models are within 1" of this model. I a D6 before removing it from the battlefield and cplodes, and each unit within 2D6" suffers D3 in your battlefield when it is destroyed (because, for magazine explodes or not, it is wrecked – from that shoot etc. CTERS and one other INFANTRY unit, up to a stion, you may find it useful to place some of then
TRANSPORT FACTION KEYWORDS	automa are ener Automa the near Fire Po line of s Magazi before a mortal Designe <i>example</i> <i>point or</i> This mo maximu Designe <i>on the b</i>	tically h my mod ated We rest visih ints: 10 sight from ne Expl wounds. er's Note e, it is gh <u>a, model</u> : odel can um of 20 er's Note	it this m els withi apons: I ole enem models o n any po osion: It arked m e: If you ued to th s can no transpo models models when ts to ren	odel in tl in 1" of it Unless a f y. If two embarkee oint on tl f this mo odels dis <i>cannot p</i> <i>te surface</i> <i>longer en</i> rt any nu s. <i>you emb</i>	he Figh friendly units a d in thi his moo del is ro eembarl hysicali) then r nbark i umber c	nt phase riendly y unit is rre equa is mode del. The educed k. On a ly remov regardle. inside it, of INFA	units can e embark lly close el can she y can dc to 0 wou 6 its ma so of whe it can n NTRY (to an Im	n still tar ced inside , you ma oot in tho o this eve unds, roli gazine es nodel from ether its n o longer CHARA	it rolls. However, this model can still shoot if the get enemy units that are within 1" of this model. e this model, each of its weapons can only target y choose which is targeted. eir Shooting phase, measuring range and drawin, n if enemy models are within 1" of this model. I a D6 before removing it from the battlefield and cplodes, and each unit within 2D6" suffers D3 in your battlefield when it is destroyed (because, for magazine explodes or not, it is wrecked – from that shoot etc. CTERS and one other INFANTRY unit, up to a

	IMPERIAL DEFEN	CE LINE
	ne consists of 2 trench sections and up to 4 end sections, or 3 ust be set up so that they are in end-to-end contact with at leas	
ABILITIES	Static Defence Network: After it is set up, an Imperial Defence Line is treated as a terrain feature. It cannot move for any reason, is not treated as a friendly or enemy model, and cannot be targeted or affected by any	Defence Line: INFANTRY units within an Imperial Defence Line, and behind it from the point of view of the firing unit, receive the benefit of cover.
	attacks or abilities. Stalwart Defence: IMPERIUM INFANTRY units add	When charging a unit within an Imperial Defence Line, the charge is successful if the charging unit can move within 2" of that unit. When resolving fights between
	1 to their Leadership whilst they are within an Imperial Defence Line.	units on opposite sides of an Imperial Defence Line, units can be chosen to fight and make their attacks if the enemy is within 2" instead of the normal 1".
FACTION KEYWORDS	UNALIGNED	
KEYWORDS	WALL OF MARTYRS, IMPERIAL DEFENCE LI	NE

Powet		IM	IPE	RIA		BUI	NKI	ER	
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv
Imperial Bunker	-		5+	-	8	12	-	-	3+
An Imperial Bunker is a WEAPDN	a single mode RANGE	1. Type			S	AP	0	ABILI	TIES
Icarus lascannon	96"	Hea	vy 1		9	-3	D6	that o	1 to hit rolls made for this weapon against targets can FLY . Subtract 1 from hit rolls made for this pon against all other targets.
Quad-gun	48"	Hea	vy 8		7	-1	1	that o	1 to hit rolls made for this weapon against targets can FLY . Subtract 1 from hit rolls made for this pon against all other targets.
WARGEAR OPTIONS	• This n	nodel m	ay take	an Icaru	ıs lascar	nnon or	a quad-g	gun.	
ABILITIES	nor can automa not mal if there	ile: This it fight i tically hi tically hi t	n the Fi it this m lls. How ny mod	ight pha Iodel in Vever, th els with	se. Ene the Figl is mode in 1" of	my mod ht phase el can sti it, and f	els – do ll shoot riendly	in the line o this e	Points: 5 models embarked in this model can shoo eir Shooting phase, measuring range and drawing of sight from any point on this model. They can do even if enemy models are within 1" of this model. Indes: If this model is reduced to 0 wounds, roll a
	this mo Designe this mod	del. e r's Not e del from	e: If you your ba	cannot ttlefield	physica when it	lly remo	ve oyed	D6 b any e and e	before removing it from the battlefield and before embarked models disembark. On a 6 it explodes, each unit within D6" suffers D3 mortal wounds.
	regardle from the	e, for exa ss of whe at point o no long	ether it e on, mod	explodes lels can i	or not,	it is wre	cked –	emba only	Domated Weapons: Unless a friendly unit is arked inside this model, each of its weapons can target the nearest visible enemy. If two units are lly close, you may choose which is targeted.
		odel can	and or	ne other				Imp then	signer's Note: When you embark models onto an verial Bunker, you may find it useful to place some of n on the battlements to remind you which unit(s) ar
TRANSPORT	a maxin	num of 1	l0 mode	.13.				insic	de the fortification.
TRANSPORT Faction keywords	a maxin	num of I						111510	de the fortification.

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		J	Bow	s)
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VENGEANCE WEAPON BATTERIES

NAME	Μ	WS	BS	S	T	W	A	Ld	Sv			
Vengeance Weapon Battery	-	-	5+	-	8	10	-	-	3+			
A Vengeance Weapon Batt (Power Rating +6).	ery is a sin	igle mo	del equip	oped wi	th a pur	nisher ga	tling ca	nnon. It	can include 1 additional Vengeance Weapon Batter			
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES			
Battle cannon	72"	Hea	wy D6		8	-2	D3	-				
Punisher gatling cannon	24"	Hea	avy 20		5	0	1	-				
Quad Icarus lascannon	96" Heavy 4 9 -3 1				-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.					
WARGEAR OPTIONS	• This n	nodel m	ay repla	ce its pı	unisher	gatling c	cannon v		attle cannon or a quad Icarus 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								Magazine Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 its magazine explodes, and each unit within 2D6" suffers D3 mortal wounds. Designer's Note: If you cannot physically remove this			
	this mo Fully A can only	del. utomat y target	ed Wear the near instead	oons: Tl est visil	his modole enem	el's weap 1y. Quad	oons I Icarus	mode for ex wheth that f	el from your battlefield when it is destroyed (because, cample, it is glued to the surface) then regardless of her its magazine explodes or not, it is wrecked – from point on, models can no longer target it, it can no r shoot etc.			
	visible e are equa	enemy the ally close	hat can I e, you m	LY . In	either c	ase, if tw	vo units		- 5000 ctc.			
FACTION KEYWORDS	UNAL	IGNEI	0					2				
KEYWORDS	DITT	INC	VEHIC	TE TAT	ALLO	EMAD	TVDC	VENC	EANCE WEAPON BATTERIES			

LI5	F	IR	EST	OR	M	REI	DOL	JBJ			
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Firestorm Redoubt	-	-	5+	-	8	20	-	-	3+		
A Firestorm Redoubt is a s	ingle mod	el equip	ped wit	h two qu	uad Icai	us lasca	nnons.				
WEAPON	RANGE	TYP			S	AP	D	ABILIT	IES		
Battle cannon	72"		vy D6		8	-2	D3	-			
Punisher gatling cannon	24"	Hea	vy 20		5	0	1	-			
Quad Icarus lascannon	96" Heavy 4 9 -3 D6						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.			
WARGEAR OPTIONS	• This n	nodel m	ay repla	ce each	quad Ic	arus las	cannon w	ith a ba	ttle cannon or a punisher gatling cannon.		
	embark can only lascann visible e are equ: Magazi 0 woun battlefie On a 6 i 2D6" su Fire Po shoot ir drawing They ca this mo	y target ons can enemy th ally close ne Expl ds, roll a eld and h its maga fifers D3 ints: 10 n their S g line of n do thi del.	the near instead hat can l e, you m osion: I n D6 bef before ar zine exp mortal models hooting sight fro s even if	an it fight in the Fight phase. Enemy models natically hit this model in the Fight phase – do nake hit rolls. However, this model can still shoot re are enemy models within 1" of it, and friendly can still target enemy units that are within 1" of nodel. mer's Note: If you cannot physically remove this I from your battlefield when it is destroyed (because ample, it is glued to the surface) then regardless of ther its magazine explodes or not, it is wrecked – from oint on, models can no longer embark inside it, it o longer shoot etc.							
TRANSPORT	maximu Designe	This model can transport any number of INFANTRY CHARACTERS and one other INFANTRY unit, up to maximum of 20 models. Designer's Note: When you embark models onto a Firestorm Redoubt, you may find it useful to place some of the point the battlements to remind you which unit(s) are inside the fortification.									
FACTION KEYWORDS	UNAL	IGNEI)								



A Firestorm Redoubt's lascannons spit a hail of superheated death into the sky, blasting enemy aircraft to lumps of blackened metal.

NAME	M	WS	BS	S	T	W	A	Ld	Sv			
Plasma Obliterator	-	-	5+	-	9	20	-	-	3+			
A Plasma Obliterator is a	single mod	el equip	ped with	n a plasi	ma oblit	erator.	19					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Plasma obliterator	72"	Hea	wy 2D6		8	-3	2	this r	time you roll a hit roll of 1 when firing this weapon model suffers a mortal wound after all of its shots been resolved.			
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.								 Fire Points: 10 models embarked in this model can show in their Shooting phase, measuring range and drawing line of sight from any point on this model. They can do this even if enemy models are within 1" of this model. Plasma 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 4+ its 			
	embark only tar	ed insid get the i	eapons: U e this ma nearest w ou may c	odel, ea risible e	ich of its nemy. If	weapor two uni	ts are	1	plasma core explodes, and each unit within D6" suffers D6 mortal wounds.			
TRANSPORT			transpo) models		number	of INFA	NTRY	CHARA	ACTERS and one other INFANTRY unit, up to a			
FACTION KEYWORDS	TINTAT	IGNEI					35.00					

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	Power
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MACRO-CANNON AQUILA STRONGPOINT

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Macro-cannon Aquila Strongpoint	-	-	5+	-	10	30	-	-	3+
A Macro-cannon Aquila S	trongpoin	t is a sin	gle mod	el equip	ped wit	h an Ac	quila macr	o-canno	on.
WEAPON	RANGE	TYP	E		S	AP	D	ABILITI	ES
Aquila macro-cannon	When a	uttacking	g with th	is weapo	on, cho	ose one	of the pro	files bel	ow.
- Macro shell	72"	Hea	avy D6		14	-3	D6	Treat a as 3 in	any Damage rolls of 1 or 2 made for this weapon stead.
- Quake shell	180"	Hea	avy 2D6		9	-2	D3	-	
Heavy bolter	36" Heavy 3 5 -1 1							-	
WARGEAR OPTIONS	• This r	nodel m	ay take	up to for	ır heavy	bolter:	s.		
ABILITIES	nor can automa not mal if there units ca this mo Design <i>model fi</i> <i>for exar</i> <i>of wheti</i> <i>from the</i> <i>it, it car</i>	it fight tically h ke hit rc are ener on still ta del. er's Not rom you nple, it i her its m at point 1 no long	s glued to agazine on, mod ger shoot	ight pha odel in rever, thi els withi emy unit cannot p ield when o the sun explodes els can n etc.	se. Ener the Figh s mode n 1" of i s that a bhysical n it is de face) th s or not, so longe	ny mod at phase l can sti it, and f re withi <i>ly remo</i> <i>estroyed</i> <i>en rega</i> <i>it is wr</i> <i>r embar</i>	lels e – do ill shoot riendly n 1" of ve this (because, rdless ecked – rk inside	in thei line of this ev Magaz wound and be magaz morta Autom inside neares may cl	oints: 15 models embarked in this model can shoot r Shooting phase, measuring range and drawing 'sight from any point on this model. They can do en if enemy models are within 1" of this model. tine Explosion: If this model is reduced to 0 ds, roll a D6 before removing it from the battlefield fore any embarked models disembark. On a 6 its ine explodes, and each unit within 2D6" suffers D6 l wounds. mated Weapons: Unless a friendly unit is embarked this model, each of its weapons can only target the t visible enemy. If two units are equally close, you noose which is targeted.
TRANSPORT	maximu Designe	um of 30 er's Not) models	s. you em	bark me	odels on	to a Macro	o-cannoi	TERS and one other INFANTRY unit, up to a <i>n</i> Aquila Strongpoint, you may find it useful to) are inside the fortification.
FACTION KEYWORDS	UNAL	IGNEI	0						
KEYWORDS			VEHIC NNON		ANSP	ORT,	WALL O	FMAR	RTYRS, AQUILA STRONGPOINT,



An Aquila Strongpoint is designed to obliterate enemy super-heavy armour with its fearsome macro-cannon.

NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Vortex Missile Aquila Strongpoint	-	-	5+	-	10	30	-	-	3+	
A Vortex Missile Aquila S	trongpoint	is a sing	gle mode	el equip	ped with	n a vorte	x missile	battery.	;	
WEAPON	RANGE TYPE S AP D		ABILIT	IES						
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-		
Vortex missile battery	180" Heavy D6					-	This weapon may target units that are not visible to the bearer, even when firing in accordance with the Automated Weapons ability. Each time you hit the target with this weapon it suffers D6 mortal wounds. If a model is wounded but not slain by the attack, roll another dice; on a 6, the model suffers a further D6 mortal wounds.			
WARGEAR OPTIONS	This model may take up to four heavy bolters.									
ABILITIES	wounds before a missiles mortal o in this r model i Designe <i>model</i> for exam <i>- from t</i> <i>it, it cam</i> Automa embark only tar equally	, before ny emb explod wounds nanner, s sucked er's Not com you aple, it i hat poin no long ated Wo ed insid get the close, y		ng it fro odels di unit with del is w ther dice e swirlin cannot field whe o the sur- odels can etc. Unless a odel, ea risible er choose v	m the basembark hin 2D6 ounded e; on a r ng vorte: <i>physicalin</i> <i>n it is der</i> <i>face) th</i> <i>n n long</i> friendly ch of its hemy. If vhich is	attlefield k, its von " suffers but not oll of a of x and ska ly remove estroyed en it is v ger embo y unit is weapon two unit targeted	if there are enemy models within 1" of it, and friendly			
TRANSPORT	 equally close, you may choose which is targeted. This model can transport any number of INFANTRY CHARACTERS and one other INFANTRY unit, up to maximum of 30 models. Designer's Note: When you embark models onto a Vortex Missile Aquila Strongpoint, you may find it useful to some of them on the battlements to remind you which unit(s) are inside the fortification. 									
FACTION KEYWORDS	UNAL									
KEYWORDS	BUILI	DING,	VEHIC	LE, TH	RANSP	ORT, V	VALL O	FMA	RTYRS, AQUILA STRONGPOINT,	

9 V	OID	SH	(11E)	LD	GEI	NEI	RAJ	ſOŖ	ł		e void shield changes as nage, as shown below:
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	INVULNERABLE SAVE
Void Shield Generator	-	-	-	-	8	18	-	-	4+	10-18+	4+
					21.20		1000		The Law A	5-9	5+
A Void Shield Generator	is a single 1	nodel.								1-4	6+
ABILITIES											n invulnerable save ting phase (unless n 12" of the Void
FACTION KEYWORDS	UNAI	IGNEI)		199						
KEYWORDS	BUILI	DING,	VEHIC	CLE, V	OID SH	HELD	GENE	RATO	2		

- C Powet	SKYSHIELD LANDING PAD										
NAME	М	WS	BS	S S	T	W	A	Ld	Sv		
Skyshield Landing Pad	-	-	-	-	8	20	-	-	4+		
A Skyshield Landing Pad is	s a single	model.	240								
ABILITIES	Landin the foll • Shiel 5+ in Skysl	ng Pad, a lowing: ded: All	friendly models ble save a bding Pa	model (friend) against a	within (or foe) any atta	1" of it ca that are cks made	on chan on top o e in the	ge the Sl of the Sk Shootin	e are no enemy models within 1" of the Skyshield kyshield Landing Pad's configuration to one of cyshield Landing Pad in this configuration receive a lig phase (unless the firing model is also on top of the anding Pad itself does not receive an invulnerable		
FACTION KEYWORDS	• Unfu Land auto- Immo automa that are	ling Pad -repair sy bile: Thi	in this constants, stems. s model it this m 1" of thi	onfigura cannot iodel in	ation reg move fo the Figl	gains D3 or any rea	lost wo	ounds at or can it	hat spends its entire turn on top of a Skyshield the end of the turn as a result of the landing pad's fight in the Fight phase. Enemy models hit rolls. Friendly units can still target enemy units		



Tempestus warriors disembark onto a Skyshield Landing Pad, ready to unleash their weapons into the oncoming enemy.

BATTLE-FORGED ARMIES

When picking a Battle-forged army for matched play, you will need to record the details of your army on a piece of paper (your Army Roster). Here we show one example of how you can do this; using several Detachment Rosters, at least one for each Detachment in your army, and the summarising main Army Roster itself. Over the page are blank rosters you can screen capture and print.

DETACHMENT ROSTERS

Each Detachment Roster details all the units it includes. Each unit has a small entry of its own where you can write down the name and type of unit, its Battlefield Role, the number of models it contains, and the weapons each model in the unit is equipped with. Details of how many models make up each unit and what weapons, options and upgrades each can take can be found on that unit's datasheet.

The points value of each unit's models and each individual weapon is then noted down by referencing the points lists in the appendix (pg 142-167), and added together to give a points cost for the unit. The points cost of the entire Detachment is simply then the sum of the points costs of its units. This can be noted down alongside other useful information, such as the number of Command Points (if any) the Detachment gives you (see the *Warhammer 40,000* rulebook for more on Command Points).

Unit Champions

Many units are led by a champion of some kind such as a Sergeant. Unit champions often have better characteristics and weapon options than the models they command. All the champions in this book have the same points cost as the other models in their unit.

Under-strength Units

Sometimes you may find that you do not have enough models to field a minimum-sized unit; if this is the case, you can still include one unit of that type in your army with as many models as you have available. In matched play games, you only pay the points for the models you actually have in an under-strength unit (and any weapons they are equipped with). An under-strength unit still takes up the appropriate slot in a Detachment.

ARMY ROSTER

Once you have filled in all of your Detachment Rosters, you can then fill out the main Army Roster. The name and points value of each Detachment is noted down here for reference. The total points cost of your army is the sum of all the Detachment points costs in your army plus any reinforcement points you have chosen to put aside (see below). The points cost of your army should not exceed the points limit you are using for the battle.

There are lots of other useful things to write down on your main Army Roster, such as who the army's Warlord is (this should be done at the start of the battle) and the number of Command Points available to your army. Remember that all Battle-forged armies start with 3 Command Points, but certain Detachments, and occasionally certain models, can change this total.

Reinforcement Points

Sometimes an ability will allow you to add units to your army, or replace units that have been destroyed. You must set aside some of your points in order to use these units. The points you set aside are called your reinforcement points, and need to be recorded on your army roster. Each time a unit is added to an army during battle, subtract the number of points the unit would cost from your pool of reinforcement points.

	А	RMY	ROSTER		
PLAYER NAME:	Alex Smith		ARMY FACTION:	Astra Milit	arum
ARMY NAME:	Battle Group Iron	n Fist	WARLORD:	Colonel Lo	urgant
DETACHMENT NAME		TYPE		GPS	POINTS
Kappic Eagles R	lecon Team	Pat	rol	0	382
Cadian 243rd An	rmoured	Spe	earhead	1	1116
Shadowsword 'Tit	can's Bane'	Su	per-heavy Auxiliary	0	502
		2323	PRANK PRANK	A designed	
WARLORD TRAIT			Total Command Points	8:	4
FILL IN AT SET-UP:			Reinforcement Points	5:	0
			TOTAL POINTS	2	000

The second s	Recon Team	TYPE: Pat	trol	
UNIT UNIT TITLE: Tempestor Prime		BATTLEFIELD ROLE: HQ	No. of Models: 1	Points (Models):
Wargear: Plasma pistol (5), frag and k	rak grenades (0)		_	Points (Wargear):
				5
		Tor	tal Points (Unit):	45
114117	1. Martinense		in a Mallier	
UNIT UNIT TITLE: Militarum Tempestus Co	ommand Squad	BATTLEFIELD ROLE: Elites	No. of Models: 4	Points (Models): 36
WARGEAR: 2 x hot-shot laspistol (2), ho				Points (Wargear):
standard (5), medi-pack (10)), vox-caster (5), 4	4 x frag and krak gren	ades (0)	28
		Tor	tal Points (Unit):	64
			19 mm 19 19 12	The Care of the
UNIT				
Militarum Tempestu:	s Scions	BATTLEFIELD ROLE: Troops	No. of Models: 10	POINTS (MODELS): 90
WARGEAR: Chainsword (0), 2 x hot-shot				Points (Wargear):
plasma gun (7), 2 x flamers (10 x frag and krak grenades		lasguns (4), vox-cast	er (5)	41
		Tor	tal Points (Unit):	131
UNIT				
UNIT TITLE: Taurox Prime		BATTLEFIELD ROLE: Dedicated Transport	No. of Models: 1	Points (Models): 60
Wargear: Taurox missile launcher (50)	, 2 x autocannons	(30), storm bolter (2)	Points (Wargear):
				82
				1

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	ARMY ROSTER	
PLAYER NAME:	ARMY FACT	ION:
ARMY NAME:	WARLORD:	
DETACHMENT NAME	TYPE	GPS POINTS

WARLORD TRAIT

Total Command Points:

FILL IN AT SET-UP:

Reinforcement Points:

TOTAL POINTS:

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AME:	TYPE:		
	D	N M	D (11)
UNIT TITLE:	BATTLEFIELD ROLE:	No. of Models:	POINTS (MODELS)
Wargear:	I	I	Points (Wargear):
	То	tal Points (Unit):	
- UNIT	1 manual and the second second	and the second	No. M. C. Maria
UNIT TITLE:	BATTLEFIELD ROLE:	No. of Models:	POINTS (MODELS)
Wargear:	I		Points (Wargear):
	То	tal Points (Unit):	
UNIT		a start for the	Contraction of
UNIT TITLE:	BATTLEFIELD ROLE:	No. of Models:	POINTS (MODELS)
Wargear:			Points (Wargear):
	То	tal Points (Unit):	
Te-all and a setting of			
UNIT		i .	1
UNIT TITLE:	BATTLEFIELD ROLE:	NO. OF MODELS:	POINTS (MODELS)
Wargear:	I	1	Points (Wargear):
	То	tal Points (Unit):	
otal Points (Detachment):	Command Point	ts:	
OTES:			

ASTRA MILITARUM POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

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UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Armoured Sentinels	1-3	40
Baneblade	1	430
Banehammer	1	410
Banesword	1	390
Basilisks	1-3	100
Bullgryns	3-9	35
Chimera	1	75
Command Squad	4	6
Commissar	1	30
Company Commander	1	30
Conscripts	20-50	3
Deathstrike	1	155
Doomhammer	1	420
Heavy Weapons Squad	3	4
Hellhammer	1	450
Hellhounds	1-3	73
Hydras	1-3	115
Infantry Squad	10	4
Knight Commander Pask	1	177
Leman Russ Battle Tanks	1-3	132
Leman Russ Demolishers	1-3	132
Lord Commissar	1	50
Manticore	1	125
Master of Ordnance	1	38
Militarum Tempestus Command Squad	4	9
Militarum Tempestus Scions	5-10	9
Officer of the Fleet	1	25
Ogryns	3-9	30
Platoon Commander	1	20
Ratlings	5-10	5
Rough Riders	5-10	8
Scout Sentinels	1-3	35
Shadowsword	1	430
Special Weapons Squad	6	4
Stormlord	1	430
Stormsword	1	390
Tank Commander	1	167
Taurox	1	55
Taurox Prime	1	60
Tempestor Prime	1	40
Valkyries	1-3	130
Veterans	10	6
Wyverns	1-3	85

	1.110 6.20	
UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Colonel 'Iron Hand' Straken	1	90
Colour Sergeant Kell	1	50
Commissar Yarrick	1	130
Lord Castellan Creed	1	70
Nork Deddog	1	80
Sergeant Harker	1	50
RANGED WEAPONS		
WEAPON		POINTS PER WEAPON
Artillery barrage		0
Autocannon		15
Baneblade cannon		0
Battle cannon		22
Bolt pistol		1
Boltgun		1
Chem cannon		15
Deathstrike missile		0
Demolisher cannon		40
Demolition charge		5
Earthshaker cannon		0
Eradicator nova cannon		25
Executioner plasma cannon		20
Exterminator autocannon		25
Flamer		7
Frag bomb		0
Frag grenade		0
Grenade launcher		5
Grenadier gauntlet		10
Heavy bolter		8
Heavy flamer		17
Heavy stubber		4
Hellhammer cannon		0
Hellstrike missiles		20
Hot-shot lasgun		1
Hot-shot laspistol		1
Hot-shot volley gun		9
Hunter-killer missile		6
Hydra quad autocannon		0
Inferno cannon		20
Krak grenade		0
Lascannon		20
Lasgun		0
Lasgun array		0
Laspistol	6 77 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0

RANGED WEAPONS		
WEAPON	POINTS PER WEAPON	
Magma cannon	0	
Melta cannon	35	
Meltagun	12	
Missile launcher	20	
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	
Quake cannon	0	
Ripper gun	0	
Shotgun	0	
Sniper rifle	2	
Storm bolter	2	
Storm eagle rockets	0	
Stormsword siege cannon	0	
Taurox battle cannon	28	
Taurox gatling cannon	18	
Taurox missile launcher	50	
Tremor cannon	0	
Twin heavy bolter	14	
Twin heavy flamer	30	
Vanquisher battle cannon	25	
Volcano cannon	0	
Vulcan mega-bolter	0	
Wyvern quad stormshard mortar	0	

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Adamantium tracks	0
Bullgryn maul	7
Chainsword	0
Hunting lance	2
Power axe	5
Power fist	10
Power lance	4
Power maul	4
Power sword	4
Sentinel chainsaw	2
Trampling hooves	0

OTHER WARGEAR		
WARGEAR	POINTS PER ITEM	
Brute shield	0	
Medi-pack	10	
Platoon standard	5	
Regimental standard	5	
Slabshield	0	
Tempestus command rod	0	
Vox-caster	5	


ASTRA MILITARUM WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Artillery barrage	100"	Heavy D6	8	-2	D3	This weapon can only be fired once per battle, and cannot be used if the bearer moves. This weapon can target units that are not visible to the bearer (when doing so, subtract 1 from the hit rolls). You may only use one artillery barrage per turn, regardless of how many Masters of Ordnance you have in your army.
Autocannon	48"	Heavy 2	7	-1	2	-
Bale Eye	6"	Pistol 1	3	-2	1	-
Baneblade cannon	72"	Heavy 2D6	9	-3	3	-
Battle cannon	72"	Heavy D6	8	-2	D3	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Chem cannon	8"	Heavy D6	*	-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+.
Deathstrike missile	200"	Heavy 3D6	*	*	*	This weapon can only be fired once per battle. This weapon can target units that are not visible to the bearer. Each time you hit the target with this weapon it suffers a mortal wound. After resolving all damage on the unit, roll a D6 for every other unit within 6" of the target unit – on a 4+ that unit also suffers D3 mortal wounds.
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 10 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.
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.
Eradicator nova cannon	36"	Heavy D6	6	-2	D3	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Executioner plasma cannon	When a	attacking with this v	veapon, cl	100se o	ne of th	ne 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 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 bomb	6"	Grenade D6	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Grenade launcher	When a	attacking with this v	veapon, cl	noose o	ne of th	ne profiles below.
- Frag grenade	24"	Assault D6	3	0	1	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Grenadier gauntlet	12"	Assault D6	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	-
Hellhammer cannon	36"	Heavy 2D6	10	-4	3	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Hellstrike missiles	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Hot-shot lasgun	18"	Rapid Fire 1	3	-2	1	-
Hot-shot laspistol	6"	Pistol 1	3	-2	1	-
Hot-shot volley gun	24"	Heavy 4	4	-2	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
	50"	II	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
Hydra quad autocannon	72"	Heavy 8	7	-1	2	against all other targets.

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WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Krak grenade	6"	Grenade 1	6	-1	 D3	-
Lascannon	48"	Heavy 1	9	-3	D6	-
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	
Magma cannon	60"	Heavy D6	10	-5	D6	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. In addition, if the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Melta cannon	24"	Heavy D3	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.
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 a	ttacking with this	weapon, cl	100se o	ne of th	ne 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
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	36"	Heavy D6	5	-1	1	-
Payback	36"	Assault 3	5	-2	1	-
Plasma cannon	When a	ttacking with this	weapon, cl	noose o	ne of th	ne 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 a	ttacking with this	weapon, cl	noose o	ne of th	ne 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 a	ttacking with this	weapon, cl	100se o	ne of th	ne 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	-
Quake cannon	140"	Heavy D6	14	-4	D6	When rolling for this weapon's damage, treat any rolls of 1 or 2 as 3 instead.
Ripper gun	12"	Assault 3	5	0	1	-
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 6+ for this weapon, it inflicts a morta wound in addition to its normal damage.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Storm eagle rockets	120"	Heavy 2D6	10	-2	D3	This weapon can target units that are not visible to the bearer A model can only fire a single storm eagle rocket per turn. Each storm eagle rocket can only be fired once per battle.
Stormsword siege cannon	36"	Heavy D6	10	-4	D6	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Units attacked by this weapon do not gain any bonus to their saving throws for bein in cover. Re-roll damage rolls of 1 for this weapon.
Taurox battle cannon	48"	Heavy D6	7	-1	D3	-
Faurox gatling cannon	24"	Heavy 20	4	0	1	-
Taurox missile launcher	When a	ttacking with this	weapon, cl	100se o	ne of th	ne profiles below.
· Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-
Tremor cannon	60"	Heavy 2D6	8	-2	3	If a unit is hit by this weapon, in their following Movement phase they must halve their Move characteristic and cannot Advance.

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Vanquisher battle cannon	72"	Heavy 1	8	-3	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Volcano cannon	120"	Heavy D6	16	-5	2D6	You can re-roll failed wound rolls when targeting TITANIC units with this weapon.
Vulcan mega-bolter	60"	Heavy 20	6	-2	2	-
Wyvern quad stormshard mortar	48"	Heavy 4D6	4	0	1	This weapon can target units that are not visible to the bearer. You can re-roll failed wound rolls for this weapon.

MELEE WEAPONS						
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Bionic arm with devil's claw	Melee	Melee	User	-1	2	-
Bullgryn maul	Melee	Melee	+2	-1	2	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Huge knife	Melee	Melee	User	-1	2	-
Hunting lance	Melee	Melee	+2	-2	D3	A model may only attack with this weapon on a turn in which it has charged.
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 klaw	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Sentinel chainsaw	Melee	Melee	User	-1	1	-
Thunderous headbutt	Melee	Melee	+3	-2	D3	Nork can only make a single thunderous headbutt attack each time he fights.
Trampling hooves	Melee	Melee	User	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 1 additional attack, using this weapon profile.





ADEPTUS MECHANICUS POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

UNITS

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UNIT	MODELS Per unit	POINTS PER MODEL (Does not include wargear)
Corpuscarii Electro-Priests	5-20	14
Cybernetica Datasmith	1	22
Fulgurite Electro-Priests	5-20	16
Ironstrider Ballistarii	1-6	50
Kastelan Robots	2-6	65
Kataphron Breachers	3-12	35
Kataphron Destroyers	3-12	35
Onager Dunecrawler	1	90
Servitors	4	2
Sicarian Infiltrators	5-10	18
Sicarian Ruststalkers	5-10	15
Skitarii Rangers	5-10	10
Skitarii Vanguard	5-10	10
Sydonian Dragoons	1-6	59
Tech-Priest Dominus	1	125
Tech-Priest Enginseer	1	40

BELISARIUS GAWL

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Belisarius Cawl	1	250

MELEE WEAPONS

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WEAPON	POINTS PER WEAPON
Arc claw	4
Arc maul	5
Chordclaw	3
Electroleech stave	0
Electrostatic gauntlets	0
Hydraulic claw	8
Kastelan fists	35
Omnissian axe	0
Power fist	20
Power sword	4
Servo-arm	12
Taser goad	6
Taser lance	9
Transonic blades	7
Transonic razor	2

RANGED WEAPONS Weapon	POINTS PER WEAPON
Arc pistol	3
Arc rifle	4
Cognis flamer	11
Cognis heavy stubber	8
Eradication beamer	30
Eradication ray	14
Flechette blaster	2
Galvanic rifle	0
Gamma pistol	10
Heavy arc rifle	18
Heavy bolter	10
Heavy grav-cannon	30
Heavy phosphor blaster	15
Icarus array	40
Incendine combustor	21
Laspistol	0
Macrostubber	2
Multi-melta	27
Neutron laser	45
Phosphor blast pistol	4
Phosphor blaster	8
Phosphor serpenta	6
Plasma caliver	14
Plasma cannon	21
Plasma culverin	27
Radium carbine	0
Radium jezzail	4
Radium pistol	1
Stubcarbine	2
Torsion cannon	22
Transuranic arquebus	25
Twin cognis autocannon	25
Twin cognis lascannon	45
Twin heavy phosphor blaster	30
Volkite blaster	8

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Broad spectrum data-tether	0
Enhanced data-tether	9
Omnispex	7
Smoke launchers	0

ADEPTUS MECHANICUS WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arc pistol	12"	Pistol 1	6	-1	1	When attacking a VEHICLE, this weapon has a Damage of D3
Arc rifle	24"	Rapid Fire 1	6	-1	1	When attacking a VEHICLE, this weapon has a Damage of D3.
Cognis flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target. In addition, when firing Overwatch with this weapon, roll two dice when determining how many attacks it makes and discard the lowest result.
Cognis heavy stubber	36"	Heavy 3	4	0	1	You may fire this weapon even if the firing model Advanced but you must subtract 2 from any hit rolls if you do so.
Electrostatic gauntlets (shooting)	12"	Assault 3	5	0	1	Each hit roll of 6+ with this weapon causes 3 hits rather than 2
Eradication beamer	36"	Heavy D6	8	-2	D3	When attacking units within 12", change this weapon's Type to Heavy D3, but resolve the shots with an AP of -4 and a Damage of D6.
Eradication ray	24"	Heavy D3	6	-2	1	Attacks from this weapon that target enemies at 8" or less are resolved with an AP of -4 and a Damage of D3.
Flechette blaster	12"	Pistol 5	3	0	1	-
Galvanic rifle	30"	Rapid Fire 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -1.
Gamma pistol	12"	Pistol 1	6	-3	2	You can re-roll failed wound rolls for this weapon when attacking a VEHICLE.
Heavy arc rifle	36"	Heavy 2	6	-2	D3	When attacking a VEHICLE, this weapon has a Damage of D6.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy grav-cannon	30"	Heavy 5	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Heavy phosphor blaster	36"	Heavy 3	6	-2	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Icarus array	When a	ttacking with this v	veapon, y	ou can i	fire all t	three of the profiles below.
- Daedalus missile launcher	48"	Heavy 1	7	-3	D6	Add 1 to all hit rolls made for this weapon against targets that
- Gatling rocket launcher	48"	Heavy 5	6	-2	1	can FLY. Subtract 1 from hit rolls against all other targets.
- Twin Icarus autocannon	48"	Heavy 4	7	-1	2	
Incendine combustor	12"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Laspistol	12"	Pistol 1	3	0	1	
Macrostubber Multi-melta	12" 24"	Pistol 5 Heavy 1	4 8	0 -4	1 D6	- If the target is within half range of this weapon, roll two dice
Neutron laser	48"	Heavy D3	10	-4	D6	when inflicting damage with it and discard the lowest result. Treat damage rolls of 1 or 2 made by this weapon as 3 instead.
Phosphor blast pistol	12"	Pistol 1	5	-4	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Phosphor blaster	24"	Rapid Fire 1	5	-1	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Phosphor serpenta	18"	Assault 1	5	-1	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Plasma caliver	When a	ttacking with this v	veapon, cl	hoose o	ne of th	•
- Standard	18"	Assault 2	7	-3	1	
- Supercharge	18"	Assault 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma cannon	When a	ttacking with this v	veapon, cl	hoose o	ne of th	he profiles below.
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma culverin	When a	ttacking with this v	veapon, cl	hoose o	ne of tl	he profiles below.
- Standard	36"	Heavy D6	7	-3	1	12 C
- Supercharge	36"	Heavy D6	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Radium carbine	18"	Assault 3	3	0	1	Each time you make a wound roll of 6+ for this weapon, that hit inflicts 2 damage instead of 1.
Radium jezzail	30"	Heavy 2	5	0	1	This weapon may target a CHARACTER even if it is not the closest enemy unit. Each time you make a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Radium pistol	12"	Pistol 1	3	0	1	Each time you make a wound roll of 6+ for this weapon, that hit inflicts 2 damage instead of 1.
Solar atomiser	12"	Assault D3	10	-4	D3	If the target is within half range of this weapon, it has a Damage of D6.
Stubcarbine	18"	Pistol 3	4	0	1	·····
Torsion cannon	24"	Heavy 1	8	-4	D6	(+)
Transuranic arquebus	60"	Heavy 1	7	-2	D3	This weapon cannot be fired if the firing model moved during the Movement phase. This weapon may target a CHARACTE even if it is not the closest enemy unit. Each time you make a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Twin cognis autocannon	48"	Heavy 4	7	-1	2	You may fire this weapon even if the firing model Advanced but you must subtract 2 from any hit rolls if you do so.
Twin cognis lascannon	48"	Heavy 2	9	-3	D6	You may fire this weapon even if the firing model Advanced but you must subtract 2 from any hit rolls if you do so.
Twin heavy phosphor blaster	36"	Heavy 6	6	-2	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Volkite blaster	24"	Heavy 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arc claw	Melee	Melee	+1	-1	1	When attacking a VEHICLE, this weapon has a Damage of D3.
Arc maul	Melee	Melee	+2	-1	1	When attacking a VEHICLE, this weapon has a Damage of D3.
Arc scourge	Melee	Melee	x2	-1	1	When attacking a VEHICLE, this weapon has a Damage of D3.
Chordclaw	Melee	Melee	User	0	D3	A chordclaw can only be used to make one attack each time this model fights. Each time you make a wound roll of 6+ with this weapon, the target suffers D3 mortal wounds instead of the normal damage.
Electroleech stave	Melee	Melee	+2	-2	D3	Each time you make a wound roll of 6+ with this weapon, the target suffers D3 mortal wounds instead of the normal damage.
Electrostatic gauntlets (melee)	Melee	Melee	5	0	1	Each hit roll of 6+ with this weapon causes 3 hits rather than 1.
Hydraulic claw	Melee	Melee	x2	-1	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Kastelan fists	Melee	Melee	+4	-3	3	-
Mechadendrite hive	Melee	Melee	User	0	1	Each time Belisarius Cawl fights, he can make 2D6 additional attacks with this weapon.
Omnissian axe	Melee	Melee	+1	-2	2	-
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	2
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.
Taser goad	Melee	Melee	+2	0	1	Each hit roll of 6+ with this weapon causes 3 hits rather than 1.
Taser lance	Melee	Melee	+3	0	2	Each hit roll of 6+ with this weapon causes 3 hits rather than 1.
Transonic blades	Melee	Melee	+1	0	1	Each time you make a wound roll of 6+ with this weapon, the target suffers a mortal wound instead of the normal damage.
Transonic razor	Melee	Melee	User	0	1	Each time you make a wound roll of 6+ with this weapon, the target suffers a mortal wound instead of the normal damage.

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QUESTOR IMPERIALIS POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models, as well as the wargear they are equipped with, to determine your army's total points value.



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WEAPON	POINTS PER WEAPON
Reaper chainsword	30
Thunderstrike gauntlet	35
Titanic feet	0

WEAPON	POINTS PER WEAPON		
Avenger gatling cannon	95		
Heavy flamer	17		
Heavy stubber	4		
Ironstorm missile pod	16		
Meltagun	17		
Rapid-fire battle cannon	100		
Stormspear rocket pod	45		
Thermal cannon	76		
Twin Icarus autocannon	30		

UNITS		
UNIT	MODELS Per unit	POINTS PER MODEL (Does not include wargear)
Knight Crusader	1	320
Knight Errant	1	320
Knight Gallant	1	320
Knight Paladin	1	320
Knight Warden	1	320

QUESTOR IMPERIALIS WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Avenger gatling cannon	36"	Heavy 12	6	-2	2	1.5.
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	
Ironstorm missile pod	72"	Heavy D6	5	-1	2	This weapon can target units that are not visible to the bearer.
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.
Rapid-fire battle cannon	72"	Heavy 2D6	8	-2	D3	-
Stormspear rocket pod	48"	Heavy 3	8	-2	D6	-
Thermal cannon	36"	Heavy D3	9	-4	D6	When targeting units with 5 or more models, change this weapon's Type to Heavy D6. If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin Icarus autocannon	48"	Heavy 4	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.

MELEE WEAPONS					
WEAPON	TYPE	S	AP	0	ABILITIES
Reaper chainsword	Melee	+4	-3	6	8
Thunderstrike gauntlet	Melee	x2	-4	6	When attacking with this weapon, you must subtract 1 from the hit roll. If a VEHICLE or MONSTER is slain by this weapon, pick an enemy unit within 9" of the bearer and roll a D6. On a 4+ that unit suffers D3 mortal wounds.
Titanic feet	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.





ADEPTUS MINISTORUM POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

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UNITS

UNIT	MODELS Per unit	POINTS PER MODEL (Does not include wargear)
Arco-flagellants	3-9	15
Battle Sisters Squad	5-15	9
Canoness	1	45
Celestian Squad	5-10	11
Crusaders	2-10	11
Death Cult Assassins	2-10	17
Dialogus	1	15
Dominion Squad	5-10	10
Exorcist	1	160
Hospitaller	1	30
Imagifier	1	40
Immolator	1	68
Ministorum Priest	1	35
Mistress of Repentance	1	35
Penitent Engines	1-3	55
Repentia Squad	3-9	17
Retributor Squad	5-10	9
Seraphim Squad	5-10	11
Sororitas Rhino	1	73

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Celestine	1	150
- Geminae Superia	0-2	50
Uriah Jacobus	1	100

MELEE WEAPONS						
WEAPON	POINTS PER WEAPON					
Arco-flails	0					
Chainsword	0					
Chirurgeon's tools	0					
Death Cult power blades	0					
Dialogus staff	0					
Eviscerator	22					
Neural whips	3					
Penitent buzz-blades	40					
Penitent eviscerator	0					
Power axe	5					
Power maul	4					
Power sword	4					

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RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Autogun	0
Bolt pistol	0
Boltgun	0
Combi-flamer	11
Combi-melta	19
Combi-plasma	15
Condemnor boltgun	1
Exorcist missile launcher	0
Flamer	9
Frag grenade	0
Hand flamer	6
Heavy bolter	10
Heavy flamer	17
Hunter-killer missile	6
Immolation flamer	35
Inferno pistol	12
Krak grenade	0
Laspistol	0
Meltagun	17
Multi-melta	27
Plasma gun	13
Plasma pistol	7
Shotgun	0
Storm bolter	4
Twin heavy bolter	17
Twin multi-melta	54

OTHER WARGEAR	
WEAPON	POINTS PER WEAPON
Storm shield	0



ADEPTUS MINISTORUM WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Ardent Blade (shooting)	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Autogun	24"	Rapid Fire 1	3	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Combi-flamer		ttacking with this v for this weapon.	veapon, c	hoose o	ne or b	oth of the profiles below. If you choose both, subtract 1 from all
- Boltgun	24"	Rapid Fire 1	4	0	1	14 A A A A A A A A A A A A A A A A A A A
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-melta		ttacking with this v for this weapon.	veapon, c	hoose o	ne or b	oth of the profiles below. If you choose both, subtract 1 from all
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma		ttacking with this v for this weapon.	veapon, c	hoose o	ne or b	oth of the profiles below. If you choose both, subtract 1 from all
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	See plasma gun
Condemnor boltgun	24"	Rapid Fire 1	4	0	1	When attacking a PSYKER, this weapon has a Damage of D3.
Exorcist missile launcher	48"	Heavy D6	8	-4	D3	120
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-)
Hand flamer	6"	Pistol D6	3	0	1	This weapon automatically hits its target.
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.
Immolation flamer	12"	Assault 2D6	5	-1	1	This weapon automatically hits its target.
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Krak grenade	6"	Grenade 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.
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 gun	When a	ttacking with this v	veapon, c	hoose o	ne of th	ne 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 a	ttacking with this v	veapon, c	hoose o	ne of th	ne 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.
The Redeemer	24"	Assault 2	4	-1	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Storm bolter	24"	Rapid Fire 2	4	0	1	
			-	1	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-

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MELEE WEAPONS WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Arco-flails	Melee	Melee	+1	0	1	When you make an attack with this weapon, roll D3 dice instead of 1.
The Ardent Blade (melee)	Melee	Melee	+4	-3	2	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Chirurgeon's tools	Melee	Melee	User	-1	1	-
Death Cult power blades	Melee	Melee	User	-2	1	-
Dialogus staff	Melee	Melee	+1	0	1	When attacking with this weapon, you must subtract 1 from the hit roll.
Eviscerator	Melee	Melee	x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Neural whips	Melee	Melee	User	-2	1	Add 1 to the wound rolls for attacks made with this weapon if the target unit's highest Leadership characteristic is less than 8 (other than VEHICLES).
Penitent buzz-blades	Melee	Melee	x2	-3	3	-
Penitent eviscerator	Melee	Melee	x2	-2	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Power axe	Melee	Melee	+1	-2	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-

ASTRA TELEPATHICA POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

UNITS		
UNIT	MODELS Per Unit	POINTS PER MODEL (Does not include wargear)
Astropath	1	15
Primaris Psyker	1	28
Wyrdvane Psykers	3-9	8

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RANGED WEAPONSWEAPONPOINTS PER WEAPONLaspistol0

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Force stave	12
Telepathica stave	6
Wyrdvane stave	0

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ASTRA TELEPATHICA WARGEAR

NAMULU AMU MILLL	NANULU AND MILLE WEAFUND							
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES		
Force stave	Melee	Melee	+2	-1	D3	-		
Laspistol	12"	Pistol 1	3	0	1	-		
Telepathica stave	Melee	Melee	+1	0	D3	-		
Wyrdvane stave	Melee	Melee	+1	0	1	_		

SISTERS OF SILENCE POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

UNITS

UNIT	MODELS Per Unit	POINTS PER MODEL (Does not include wargear)
Null-Maiden Rhino	1	70
Prosecutors	5-10	12
Vigilators	5-10	11
Witchseekers	5-10	11

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Boltgun	0
Flamer	9
Hunter-killer missile	6
Psyk-out grenades	0
Storm bolter	2

MELEE WEAPONSWEAPONPOINTS PER WEAPONExecutioner greatblade8



SISTERS OF SILENCE WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	ТҮРЕ	S	AP	0	ABILITIES
Boltgun	24"	Rapid Fire 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Psyk-out grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a PSYKER or DAEMON , the target suffers a mortal wound instead of the normal damage.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

MELEE WEAPONS	5						
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES	
Executioner greatblade	Melee	Melee	+	1 -3	D3	20	

OFFICIO ASSASSINORUM POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Includes wargear)
Callidus Assassin	1	80
Culexus Assassin	1	85
Eversor Assassin	1	70
Vindicare Assassin	1	90

OFFICIO ASSASSINORUM WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Animus speculum	18"	Assault D3	5	-4	1	Change this weapon's Type to Assault D6 if there are any enemy PSYKERS within 18" of the bearer.
Blind grenade	12"	Grenade D6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any blind grenades, your opponent must subtract 1 from all hit rolls made for that unit until the end of the turn.
Executioner pistol	12"	Pistol 4	4	-1	1	You can re-roll failed wound rolls for this weapon if the target is an INFANTRY model.
Exitus pistol	12"	Pistol 1	4	-3	D3	Invulnerable saves cannot be taken against a wound inflicted by this weapon. This weapon wounds INFANTRY units on a 2+.
Exitus rifle	72"	Heavy 1	5	-3	D3	Invulnerable saves cannot be taken against a wound inflicted by this weapon. This weapon wounds INFANTRY units on a 2+.
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE.
Neural shredder	9"	Assault 1	*	*	*	Roll 3D6 if a unit is hit by this weapon; if the roll is equal to or greater than the target unit's highest Leadership characteristic, then it suffers D3 mortal wounds.
Psyk-out grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a PSYKER or DAEMON , the target suffers a mortal wound instead of the normal damage.

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Neuro-gauntlet	Melee	Melee	+1	-1	1	You can re-roll failed wound rolls for this weapon.
Phase sword	Melee	Melee	User	-3	1	Invulnerable saves cannot be taken against a wound inflicted by this weapon.
Poison blades	Melee	Melee	*	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon. This weapon wounds on a 3+, unless it is targeting a VEHICLE, in which case it wounds on a 6+.
Power sword	Melee	Melee	User	-3	1	-

INQUISITION POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

UNITS

UNIT	MODELS Per unit	POINTS PER MODEL (Does not include wargear)		
Acolytes	1-6	8		
Daemonhost	1	25		
Inquisitor	1	55		
Jokaero Weaponsmith	1	18		
Ordo Malleus Inquisitor in Terminator Armour	1	91		
Inquisitor Coteaz	1	100		
Inquisitor Greyfax	1	85		
Inquisitor Karamazov	1	150		



RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Bolt pistol	0
Boltgun	0
Combi-flamer	11
Combi-melta	19
Combi-plasma	15
Condemnor boltgun	1
Digital weapons	20
Flamer	9
Frag grenade	0
Hot-shot lasgun	4
Incinerator	20
Inferno pistol	12
Laspistol	0
Krak grenade	0
Master-crafted condemnor boltgun	0
Master-crafted multi-melta	0
Meltagun	17
Needle pistol	2
Plasma gun	13
Plasma pistol	7
Psyber eagle	0
Psycannon	20
Psyk-out grenade	0
Storm bolter	2
Unholy gaze	0

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Chainsword	0
Force axe	16
Force stave	14
Force sword	12
Master-crafted Nemesis Daemon hammer	0
Master-crafted power sword	0
Nemesis Daemon hammer	25
Null rod	4
Power fist	20
Power maul	4
Power sword	4
Throne of Judgement's stomping feet	0
Thunder hammer	25
Warp grasp	0





INQUISITION WARGEAR

RANGED WEAPONS										
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES				
Bolt pistol	12"	Pistol 1	4	0	1	-				
Boltgun	24"	Rapid Fire 1	4	0	1	¥				
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from a hit rolls for this weapon.									
- Boltgun	24"	Rapid Fire 1	4	0	1	-				
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.				
Combi-melta		ttacking with this w for this weapon.	eapon, c	hoose o	ne or b	oth of the profiles below. If you choose both, subtract 1 from all				
- Boltgun	24"	Rapid Fire 1	4	0	1					
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.				
Combi-plasma		ttacking with this w for this weapon.	eapon, c	hoose o	ne or b	oth of the profiles below. If you choose both, subtract 1 from all				
- Boltgun	24"	Rapid Fire 1	4	0	1	-				
- Plasma gun	24"	Rapid Fire 1	7	-3	1	See plasma gun				
Condemnor boltgun	24"	Rapid Fire 1	4	0	1	If the target is a PSYKER , increase the Damage of an attack with a condemnor boltgun from 1 to D3.				
Digital weapons	When a	ttacking with this w	eapon, c	hoose o	ne of th	ne profiles below.				
- Focused strike	24"	Heavy 1	7	-3	D3					
- Scatter shot	12"	Assault 5	4	-1	1	-				
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.				
Frag grenade	6"	Grenade D6	3	0	1	-				
Hot-shot lasgun	18"	Rapid Fire 1	3	-2	1	-				
Incinerator	8"	Assault D6	6	-1	1	This weapon automatically hits its target.				
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.				
Laspistol	12"	Pistol 1	3	0	1	-				
Krak grenade	6"	Grenade 1	6	-1	D3	-				
Master-crafted condemnor boltgun	24"	Rapid Fire 1	4	-1	1	If the target is a PSYKER , increase the Damage of an attack with this weapon from 1 to 3.				
Master-crafted multi-melta	30"	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.				
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.				
Needle pistol	12"	Pistol 1	1	0	1	A needle pistol always wounds on a 2+ unless the target model is a VEHICLE.				
Plasma gun	When a	ttacking with this w	eapon, c	hoose o	ne of th	ne 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 a	ttacking with this w	eapon, c	hoose o	ne of th	ne 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.				
Psyber-eagle	24"	Assault D6	4	0	1	-				
Psycannon	24"	Heavy 4	7	-1	1	-				
Psyk-out grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a PSYKER or DAEMON , the target suffers a mortal wound instead of the normal damage.				
Storm bolter	24"	Rapid Fire 2	4	0	1					
Linholy caze	12"	Assault 1	8	1	1	Each time you make a wound roll of 6+ for this weapon, that				
Unholy gaze	12	Assault 1	0	-1	1	hit is resolved with a Damage of 3 instead of 1.				

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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.
Force axe	Melee	Melee	+1	-2	D3	12 (C)
Force stave	Melee	Melee	+2	-1	D3	
Force sword	Melee	Melee	User	-3	D3	12 (I)
Master-crafted Nemesis Daemon hammer	Melee	Melee	x2	-3	3	-
Master-crafted power sword	Melee	Melee	User	-3	2	
Nemesis Daemon hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Null rod	Melee	Melee	User	-2	1	If the target is a PSYKER , increase the Damage of an attack with this weapon from 1 to D3.
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	
Throne of Judgement's stomping feet	Melee	Melee	User	0	2	Each time the bearer fights, it can make 2 additional attacks with this weapon.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Warp grasp	Melee	Melee	User	-3	1	

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ADEPTUS CUSTODES POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

UNITS		
UNIT	MODELS Per unit	POINTS PER MODEL (Does not include wargear)
Custodian Guard	5-10	40
Venerable Contemptor Dreadnought	1	100
Venerable Land Raider	1	241

RANGED WEAPONS						
WEAPON	POINTS PER WEAPON					
Combi-bolter	2					
Hunter-killer missile	6					
Kheres pattern assault cannon	25					
Multi-melta	27					
Storm bolter	2					
Twin heavy bolter	23					
Twin lascannon	50					

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Dreadnought combat weapon	40
Guardian spear	12
Power knife	5
Sentinel blade	9

OTHER WARGEAR	
WEAPON	POINTS PER WEAPON
Custodes vexilla	25
Storm shield	5

ADEPTUS CUSTODES WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Guardian spear (shooting)	24"	Rapid Fire 1	4	-1	2	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Kheres pattern assault cannon	24"	Heavy 6	7	-1	1	-
Multi-melta	24"	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.
Sentinel blade (shooting)	12"	Pistol 2	4	0	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	
Twin heavy bolter	36"	Heavy 6	5	-1	1	2
Twin lascannon	48"	Heavy 2	9	-3	D6	-

MELEE WEADONS						
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-
Guardian spear (melee)	Melee	Melee	+1	-3	D3	-
Power knife	Melee	Melee	User	-2	1	A model equipped with a sentinel blade and power knife can make 1 additional attack each time it fights.
Sentinel blade (melee)	Melee	Melee	User	-3	D3	-

FORTIFICATIONS POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

UNITS

UNIT	MODELS Per unit	POINTS PER MODEL (Does not include wargear)
Aegis Defence Line	1	75
Firestorm Redoubt	1	160
Imperial Bastion	1	160
Imperial Bunker	1	100
Imperial Defence Line	1	85
Macro-cannon Aquila Strongpoint	1	330
Plasma Obliterator	1	150
Skyshield Landing Pad	1	110
Vengeance Weapon Batteries	1-2	80
Void Shield Generator	1	190
Vortex Missile Aquila Strongpoint	1	330

RANGED WEAPONS					
UNIT	POINTS PER WEAPON				
Aquila macro-cannon	80				
Battle cannon	30				
Heavy bolter	8				
Icarus lascannon	25				
Plasma obliterator	40				
Punisher gatling cannon	20				
Quad-gun	30				
Quad Icarus lascannon	70				
Vortex missile battery	100				

FORTIFICATIONS WARGEAR

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RANGED WEAPONS	BAUGE	7105			P	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aquila macro-cannon	When a	ttacking with th	is weapon, ch	noose c	one of th	ne profiles below.
- Macro shell	72"	Heavy D6	14	-3	D6	Treat any Damage rolls of 1 or 2 made for this weapon as 3 instead.
- Quake shell	180"	Heavy 2D6	9	-2	D3	
Battle cannon	72"	Heavy D6	8	-2	D3	
Heavy bolter	36"	Heavy 3	5	-1	1	
Icarus lascannon	96"	Heavy 1	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.
Plasma obliterator	72"	Heavy 2D6	8	-3	2	Each time you roll a hit roll of 1 when firing this weapon, this model suffers a mortal wound after all of its shots have been resolved.
Punisher gatling cannon	24"	Heavy 20	5	0	1	-
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.
Quad Icarus lascannon	96"	Heavy 4	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Vortex missile battery	180"	Heavy D6	-	-	-	This weapon may target units that are not visible to the bearer, even when firing in accordance with the Automated Weapons ability. Each time you hit the target with this weapon it suffers D6 mortal wounds. If a model is wounded but not slain by the attack, roll another dice; on a 6, the model suffers a further D6 mortal wounds.



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