# IMPERIAL! ARMOUR!

# INDEX: FORCES OF THE ADEPTUS ASTARTES





## INDEX: FORCES OF THE ADEPTUS ASTARTES

Forge World



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

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ISBN: 978-1-78826-115-9

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

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

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## INTRODUCTION

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

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

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

#### **ADDITIONAL RULES**

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

#### **MACRO WEAPONS**

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

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

#### **RELIC**

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

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

#### 2CP

#### RELIC OF ANCIENT GLORY

Stratagem

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

### DATASHEETS

#### 1. Battlefield Role

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

#### 2. Power Rating

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

#### 3. Unit Name

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

#### 4. Profiles

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

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

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

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

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

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

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

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

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

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

10	DE				ERN DES				ÓR	DAMAGE Some of a Deimos V change as it suffers shown below:			
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	М	BS	
Deimos Vindicator	*	6+	*	6	8	12	*	8	3+	7-12+	10"	3+	_
A Deimos Vindicator Las	ser Destroye	er is a sir	ngle mo	del. It is	equippe	d with a	laser w	olley car	non	3-6	5"	4+	1
and a storm bolter.			36.58							1-2	3"	5+	
WEAPON	RANGE	TYP			S	AP	0	ABILI	TES				_
Laser volley cannon		firing thi	is weapo	on, cho	ose one o	f the fol	lowing	profiles:					- 1
- Volley fire	36"		ıvy 2		9	-3	3	-					
- Overcharge fire	36"	Hea	ivy 2		10	-5	6		results	s made for this weapo of a '1', the firing vehic			
Storm bolter	24"	Rap	id Fire	2	4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	may only be fired onc	e per game	в.	П
WARGEAR OPTIONS	• AD	eimos V	indicato	r may a	lso be ed	uipped	with a h	unter-k	iller mis	sile.	1,000	July (1996)	П
ABILITIES	Smoke smoke from al	th unit w Launch launcher I hit roll Capacit	ers: On ers: Until s for Sh or: On :	suffers ce per g the cor coting :	D3 mor game, ins ntrolling attacks m	tal wour tead of a player's nade aga h the D	nds. shooting next Sh- inst this eimos V	g any we ooting p unit.	apons ir hase, an or does n	ing it from the battlefi the Shooting phase, t y enemy units targetin ot move in the Moven	this model ng this unit	can use its	1
													-
FACTION KEYWORDS	IMPE	RIUM.	ADEP	TUS A	START	ES. <0	HAPT	ER>					

#### 5. Unit Composition & Wargear

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

#### 6. Weapons

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

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

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

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

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

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

#### 7. Wargear Options

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

#### 8. Abilities

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

#### 9. Keywords

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

#### 10. Damage

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



# ADEPTUS STARTES BALL ARMOUR

11 (11)		RE		PRE	DA	TO	R		DAMAGE Some of a Deimos I change as it suffers shown below:			
NAME	M	WS BS	i S	T	W	A	Ld	Sv	REMAINING W	M	BS	ı
Deimos Predator	*	6+ *	6	7	12	*	8	3+	7-12+	12"	3+	- 3
A Deimos Predator is a sin	ngle model.	It is equippe	ed with a p	olasma d	estroyer.				3-6	6"	4+	D
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES	1-2	3"	5+	
Storm bolter	24"	Rapid Fi	re 2	4	0	1	-					- 10
Hunter-killer missile	48"	Heavy 1		8	-2	D6	This	weapon	can only be fired once	per game.		
Infernus cannon	8"	Heavy 2	D6	5	-1	2	This	weapon	hits its target automati	ically.		-
Magna-melta cannon	24"	Heavy D	)3	10	-4	D6	range	e, roll an	of an attack by this wean additional dice when the lowest result.			
C-beam cannon	72"	Heavy 1		6	-3	D3	mode between by +2 from weap at Str	el carryi een the 2 and the play as oon, ther ength 6	may not be fired on ar ng it has moved. In ad bearer and the target, i e Damage by +D3. If a a casualty due to wour the target unit suffers , AP 0, causing 1 Dama rigger further hits then	dition, for ncrease th model is r nds caused s 2D6 addi age. These	each 24" e Strength emoved by this tional hits	1
Plasma destroyer	36"	Heavy 2	D3	7	-3	2	-					
Twin lascannon	48"	Heavy 2		9	-3	D6	-					П
Predator autocannon	48"	Heavy 2	D3	7	-1	3	-					
Lascannon	48"	Heavy 1		9	-3	D6	-					П
Heavy bolter	36"	Heavy 3		5	-1	1	-					
Heavy flamer	8"	Heavy D	6	5	-1	1	This	weapon	hits its target automati	ically.		П
WARGEAR OPTIONS	- Ma - C-b - Info - Pre - Twi • A De • A De	gna-melta ca peam cannor ernus cannor edator autoca in lascannon	annon  n n n n n n n n n n n n n or may als or may als	o be equ o be equ	ipped w ipped w	rith eithe	r two herm bolte	eavy boli	f the following weapon ters, two lascannon or		flamers.	
ABILITIES	Explode and each	es: If this months that the second se	odel is redu n 6" suffers Once per g ntil the cor	aced to 0 D3 mor game, ins	wounds tal wous stead of player's	s, roll a I nds. shooting next Sho	O6 beforg any we ooting p	e remov	ring it from the battlefing the Shooting phase, to be enemy units targeting	his model	can use its	s
FACTION KEYWORDS		RIUM, AD										
KEYWORDS		CLE, RELIG						Contract Con				

10	DEI				ERN DES				ľOR	change as it suffers			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	shown below:  REMAINING W	M	BS	A
<b>Deimos Vindicator</b>	*	6+	*	6	8	12	*	8	3+	7-12+	10"	3+	3
A Deimos Vindicator Las and a storm bolter.	ser Destroye	r is a sir	ngle mod	lel. It is	s equippe	ed with	a laser v	olley ca	nnon	3-6 1-2	5" 3"	4+ 5+	D3
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	ITIES	1-2		3+ 	1
Laser volley cannon	When f	iring thi	is weapo	n, cho	ose one o	of the fo	llowing	profiles	:				
- Volley fire	36"	Hea	vy 2		9	-3	3	_					
- Overcharge fire	36"	Hea	avy 2		10	-5	6	mor		lls made for this weapo s of a '1', the firing vehic			
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-					92
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	s weapor	n may only be fired onc	e per gam	e.	
WARGEAR OPTIONS	• A De	eimos Vi	indicato	r may a	also be ec	quipped	with a l	nunter-l	killer mi	ssile.		100	
ABILITIES	and eac Smoke smoke l	h unit w <b>Launch</b> aunchei	vithin 6" ers: One rs. Until	suffers ce per g the cor	D3 mor game, ins	tal wou stead of player's	nds. shootin next Sh	g any w	eapons i	ving it from the battlef n the Shooting phase, ny enemy units targetin	this model	can use i	ts
	twice w	ith its la	ser volle	y cann	on, but r	nay onl	y use vo	lley fire		not move in the Mover es so.	nent phase	e, it may f	ire
FACTION KEYWORDS					ASTART				2		1.4		33
KEYWORDS	VEHIC	CLE, R	ELIC, Y	VIND	ICATO	R, DEI	MOS I	PATTE	RN VI	NDICATOR LASEI	R DESTR	OYER	)

(5) (5)		INI	FER RA	NU AZ(	M DRI	PAT BAC	TE CK			DAMAGE Some of an Infernui characteristics chan battle, as shown belo	ge as it su		
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv	REMAINING W	M	BS	
Infernum Razorback	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	
An Infernum Pattern Razo	orback is a s	single n	nodel. It	is equip	ped wit	h a mul	ti-melta.	Colle		3-5	6"	4+	Γ
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES	1-2	3"	5+	
Storm bolter	24"	Rap	id Fire 2		4	0	1	_					$\neg$
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapoi	n can only be fired once	per game	•	
Multi-melta	24"	Hea	ivy 1		8	-4	D6	two c		is within half range of the inflicting damage wit.			e
WARGEAR OPTIONS								iller miss d with a		bolter.			1
TRANSPORT			transpo CENTU			R> INF	ANTRY	models	. It can	not transport JUMP PA	CK, TER	MINATO	R,
ABILITIES	Smoke I	ed mod <b>Launch</b> auncher	els disen ers: Onc	nbark; on the con	on a 6 it ame, ins trolling	explode stead of player's	es and ea shooting next Sh	ch unit v g any wes	within apons	oving it from the battlefi 6" suffers D3 mortal wo in the Shooting phase, the iny enemy units targetin	unds. his model	can use it	
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	ΓUS A	START	ES, <0	CHAPT	ER>			V. 1.	14/19	
KEYWORDS	VEIII	TE T	DANICE	ODT	D 4 70	DDAC	Z INIE	CDAILIA	4 DAT	TERN RAZORBAC	TZ	V.D. 167 - 1 D	

- Cower		R	RI AII	ELI DEF	C L R PI	AN ROI	D ΓEU	JS		DAMAGE Some of a Relic Lan characteristics chan	ige as it su		age in
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	battle, as shown bel		nn.	
Land Raider Proteus	*	6+	*	8	8	16	*	9	2+	REMAINING W	M 10"	BS	<b>A</b>
A Relic Land Raider Prote	eus is a sino	le mode	l It is ea	minned	l with tw	vo twin	lascanno	n		9-16+ 5-8	5"	3+ 4+	De
WEAPON	RANGE	ТҮРІ		laippea	S	AP		ABILI	TIFS	1-4	3"	5+	1
Twin lascannon	48"		.vy 2		9	-3	D6		IILU				_
Twin heavy bolter	36"		vy 6		5	-1	1	_					1
Twin heavy flamer	8"		vy 2D6		5	-1	1	This	weapon	hits its target automati	ically.		8
, Multi-melta	24"	Hea	•		8	-4	D6	If the	e target i	s within half range of t n inflicting damage wi	this weapo	on, roll discard the	
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					8
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	can only be fired once	per game		- 0
	• A Re - Hea - Mu - Tw	lic Land avy bolt llti-melt in heavy	Raider er a bolter				r of mod of the foll			eus may transport is re	educed to	6.	
TRANSPORT	• A Re - Hei - Mu - Tw - Tw • A Re • A Re	lic Land avy bolte lti-melte in heavy in heavy lic Land lic Land	Raider er a bolter flamer Raider Raider transpo	Proteus Proteus Proteus rt 10 <	s may ta s may als s may als CHAPT	ke one o so be eq so be eq ER> IN	of the following	lowing of with a his with a st	options: unter-kil orm bolt ls. Each	ler missile. er. <b>TERMINATOR</b> or <b>JU</b>	МР РАСК	C model	
TRANSPORT	• A Re - Hea - Mu - Tw - Tw • A Re • A Re This mo takes up	lic Land avy bolto liti-melto in heavy in heavy lic Land lic Land odel can the spa	Raider er a bolter flamer Raider Raider transpo	Proteus Proteus Proteus rt 10 < 0	s may ta s may als chapt models	ke one o so be eq so be eq ER> IN	of the following	lowing of with a his with a st	options: unter-kil orm bolt ls. Each	ler missile. er.	МР РАСК	C model	
ABILITIES	• A Re - He: - Mu - Tw - Tw • A Re • A Re This mo takes up	lic Land avy bolt ilti-melt in heavy in heavy lic Land lic Land odel can the spa transpor	Raider er a bolter transpo ace of tw rt PRIM	Proteus Proteus Proteus rt 10 < Coordinates ro other (ARIS r	s may ta s may als s may als CHAPT models models.	so be eq so be eq ER> IN	uipped v uipped v FANTRY ch CEN	with a hi with a st Y mode TURIO	unter-kil orm bolt ls. Each N mode	ler missile. er. <b>TERMINATOR</b> or <b>JU</b>	MP PACK	C model	
ABILITIES	• A Re - Hei - Mu - Tw - Tw • A Re • A Re • A Re This motakes upcannot Power of Heavy w	lic Land avy bolt liti-melti in heavy in heavy lic Land lic Land odel can o the spa transpor of the M weapons	Raider er a bolter flamer Raider transpo ace of tw rt PRIM (achine s	Proteus Proteus Proteus rt 10 < 0 o other ARIS r Spirit: '	s may also may also may also may also may also cHAPT models models. This mo	so be eq so be eq ER> IN s, and ea del does	uipped vuipped vor FANTRY ch CEN's not suff	with a hi with a st Y mode TURIO fer the p	options: unter-kil orm bold ls. Each N mode	ler missile. er. <b>TERMINATOR</b> or <b>JU</b> I takes up the space of	MP PACK three mod and firing	C model lels. It	
	• A Re - Hea - Mu - Tw - Tw - A Re • A Re • A Re This mottakes up cannot  Power of Heavy v  Explod embark  Smoke smoke l	lic Land avy bolti-melta in heavy in heavy lic Land lic Land odel can o the spatranspor of the M weapons es: If this ed mode Launch	Raider er a bolter by flamer Raider transponce of tweet rt PRIM lachine states is modelels disen ers: Onces. Until	Proteus Proteus Proteus Proteus rt 10 < 0 o other (ARIS r Spirit: ' sis redunbark; one per g the con	s may also may also may also may also may also cHAPT models. This models. This models are distributed to 0 on a 6 it ame, instrolling	so be eq so be eq ER> IN s, and ea del does wound explode stead of player's	uipped vuipped voipped voipped voipped voipped voipped voipped voipped sonot suffice and early shooting	with a hi with a st Y mode TURIO  fer the p  O6 befor ch unit g any we ooting p	unter-kil orm bold ls. Each N mode enalty to re remove within 6	ler missile. er. TERMINATOR or JU takes up the space of hit rolls for moving a	TMP PACK three mod and firing tield and be bunds. his model	C model dels. It efore any can use its	3
ABILITIES	• A Re - Hea - Mu - Tw - Tw • A Re • A Re This mottakes up cannot  Power of Heavy v  Explod embark  Smoke smoke l from all  Exploradeploy of	lic Land avy bolt liti-melta in heavy in heavy lic Land lic Land odel can o the spa transpor of the M weapons es: If thi ed model Launch auncher hit rolls ator Augoutside	Raider er a bolter by flamer Raider transponce of tweet PRIM Tachine states and the states and the ers: Once states and the st	Proteus Proteus Proteus Proteus rt 10 <0 o other (ARIS r Spirit: ' is redu nbark; o ce per g the con poting a b: Ener	s may also may also may also may also may also chapt models. This models. This models are a fit in a f	so be eq so be eq ER> IN s, and ea del does wound explode stead of player's nade agas s opting nt zone	uipped vuipped voipped voipped voipped voipped voipped voipped voipped sonot suffice and suffice and eashooting next Shooting to deplo	with a hi with a st Y mode TURIO fer the p D6 befor ch unit g any we ooting p s unit.	unter-kil orm bold ls. Each N mode enalty to re remove within 6 rapons ir chase, an	ler missile. er. TERMINATOR or JU takes up the space of hit rolls for moving a ing it from the battlefi "suffers D6 mortal wo	three model and becomes. The sum of the sum	C model lels. It efore any can use its t subtract 1	
ABILITIES	• A Re - Hei - Mu - Tw - Tw - A Re • A Re • A Re • This motakes upcannot  Power of Heavy w  Explod embark  Smoke smoke l from all  Explora deploy of within 1	lic Land avy bolt liti-melti in heavy in heavy lic Land lic Land odel can o the spa transpor of the M weapons es: If thi ed model Launcher litit rolls auncher litit rolls autor Aug outside (12" of a 12")	Raider er a bolter flamer Raider transpo ace of tw rt PRIM achine sis model els disen ers: Onc s. Until s for Sho gury We their Lai	Proteus Proteu	s may also may also may also may also models. This models models. This models mane, instrolling attacks in my units apploymentary process.	so be eq so be eq ER> IN s, and ea del does wound explode stead of player's nade aga s opting nt zone eus.	uipped vuipped voipped voipped voipped voipped voipped voipped voipped sonot suffice and suffice and eashooting next Shooting to deplo	with a hi with a st Y mode TURIO  fer the p D6 befor ch unit g any we ooting p unit. y using via telep	unter-kil orm bold ls. Each N mode enalty to re remove within 6 rapons ir chase, an	ler missile. er. TERMINATOR or JU takes up the space of hit rolls for moving a ing it from the battlefi " suffers D6 mortal wo the Shooting phase, t y enemy units targetin during the battle whic	three model and becomes. The sum of the sum	C model lels. It efore any can use its t subtract 1	3

20	I	AN	ID I	RA	IDE	ER I	HEI	IO	S	DAMAGE Some of a Land Rai change as it suffers shown below:			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
Land Raider Helios	*	6+	*	8	8	16	*	9	2+	8-16+	10"	3+	
A Land Raider Helios is a	a single mod	lel. It is e	equipped	l with a	a helios l	launcher	and		19 NY	4-7	5"	4+	I
two twin lascannon.										1-3	3"	5+	
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				
Helios launcher	72"	Hea	vy 2D6		7	-1	1		weapon earer.	can target units that a	re not visi	ble to	
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-					
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	can only be fired once	per game	•	
WARGEAR OPTIONS			er Helios er Helios							ssile.			
TRANSPORT	takes uj	the spa		o other	models					<b>TERMINATOR</b> or <b>JUN</b> up the space of three of			
ABILITIES	smoke l	auncher		the con	trolling	player's	next Sh	ooting p		n the Shooting phase, t ny enemy units targetin			
		of the M		Spirit: '	This mo	del does	not suf	er the p	enalty t	o hit rolls for moving a	nd firing		
										ving it from the battlefi 5" suffers D6 mortal wo		efore any	
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	ΓUS A	START	ΓES, <0	CHAPT	ER>	125		Y SY	Fact 1	
KEYWORDS	VEHIC	CLE, T	RANSP	ORT,	LAND	RAID	ER, LA	ND RA	AIDER	HELIOS	9878.7	77	

20					RA IET		ER US			DAMAGE Some of a Land Rai characteristics chan battle, as shown bel	ige as it su		age
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	
<b>Land Raider Prometheus</b>	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	
A Land Raider Prometheus	is a single	e model	. It is eq	uipped	with two	quad h	neavy bo	lters.	1 40	5-8	5"	4+	]
WEAPON	RANGE	TYPI	E		S	AP	D	ABILIT	TIES	1-4	3"	5+	
Quad heavy bolter	36"	Hea	vy 12		5	-1	1	-					
Storm bolter	24"	Rap	id Fire	2	4	0	1	-					
Multi-melta	24"	Hea	ivy 1		8	-4	D6	two c		s within half range of the inflicting damage w			2
Hunter-killer missile	48"	Hea	ıvy 1		8	-2	D6	This	weapon	can only be fired once	e per game	2.	
TRANSPORT	A La  This mo takes up	nd Raid odel can	er Prom transpo ace of tw	ort 10 < 0	may be CHAPT models	equippe ER> IN		multi-m Y model	nelta. Is (each	TERMINATOR, or JU I takes up the space of			
ABILITIES	smoke l from al	launchei l hit roll	rs. Until s for Sh	the con	trolling ttacks n	player's nade aga	next Sho	ooting p unit.	hase, an	the Shooting phase, ty enemy units targeting that the base of the shoot of the shoo	ng this uni		
		weapons		орин.	111101110	acr doc	, not sun	er the p	criary to	o introductor moving a	ina ming		
										ring it from the battleft " suffers D6 mortal wo		efore any	
		Auspex: y a unit				ceive the	benefit	to their	saving t	hrows for being in cov	er against	attacks	
										model, one Stratagem a minimum of 1).	played in	a turn by	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, <0	CHAPT	ER>					1
KEYWORDS	VEHIC	CLE, T	RANSI	PORT,	LAND	RAID	ER, LA	ND RA	AIDER	PROMETHEUS			

# LAND RAIDER ACHILLES NAME M WS BS S T W A Ld SV Land Raider Achilles \* 6+ \* 8 8 19 \* 9 2+

DAMAGE
Some of a Land Raider Achilles'
characteristics change as it suffers damage in
battle, as shown below:

REMAINING W	M	BS	A
10-19+	10"	3+	6
5-9	5"	4+	D6
1-4	3"	5+	1

A Land Raider Achilles is a single model. It is equipped with one quad launcher and	
two twin multi-meltas.	

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Quad launcher	When fir	ring this weapon, sel	ect one of	the two	profiles	below:
- Shatter shells	24"	Heavy 4	8	-2	3	-
- Thunderfire shells	60"	Heavy 4D3	5	0	1	This weapon can target units not visible to the firing model.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per game.
WARGEAR OPTIONS	A Lan	d Raider Achilles ma	ay also be	equippe	ed with a	hunter-killer missile and/or a storm bolter.
TRANSPORT	takes up		er models	and ea		models (each TERMINATOR and JUMP PACK model TURION takes up the space of three other models). This
ABILITIES		e Armour: This mod			erable sa	ave.
ABILITIES	Inviolate Smoke I smoke la from all	e Armour: This mod aunchers: Once per unchers. Until the co hit rolls for Shooting f the Machine Spirit	game, insontrolling	invulntead of player's ade aga	shooting next Sho inst this	g any weapons in the Shooting phase, this model can use its potting phase, any enemy units targeting this unit subtract 1
ABILITIES	Smoke I smoke la from all Power o Heavy w	e Armour: This mode aunchers: Once per nunchers. Until the con- hit rolls for Shooting f the Machine Spirit eapons. s: If this model is recon-	game, insontrolling attacks not this mo	tead of player's lade aga del does	shooting next Sho inst this not suff	g any weapons in the Shooting phase, this model can use its potting phase, any enemy units targeting this unit subtract 1 unit.
ABILITIES  FACTION KEYWORDS	Smoke I smoke la from all Power of Heavy w Explode embarke	e Armour: This mode aunchers: Once per nunchers. Until the con- hit rolls for Shooting f the Machine Spirit eapons. s: If this model is recon-	game, insontrolling attacks not this moduced to 0; on a 6 it	tead of player's ade aga del does wounds	shooting next Sho inst this not suff s, roll a I s and ea	g any weapons in the Shooting phase, this model can use its poting phase, any enemy units targeting this unit subtract 1 unit.  For the penalty to hit rolls for moving and firing  D6 before removing it from the battlefield and before any ch unit within 6" suffers D6 mortal wounds.

14			BA	TT	SIC LE	TA				DAMAGE Some of a Relic Sica change as it suffers shown below:			-
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	М	BS	ı
Relic Sicaran	*	6+	*	6	7	14	*	8	3+	7-14+	14"	3+	4
A Relic Sicaran Battle Tar and a heavy bolter.	nk is a single	model.	It is equ	iipped	with twi	n accele	rator aut	tocannon		3-6 1-2	10" 8"	4+ 5+	3
WEAPON	RANGE	TYPE			S	AP	D	ABILITI	ES	1-2		3+ 	
Twin accelerator autocannon	48"	Assa	ault 8		7	-1	2	to its h keywo	nit roll rd. In nis wea	e with this weapon suft when targeting units vaddition, every wound apon increases the AP	with the <b>FI</b> I roll of 6+	X made	
Lascannon	48"	Hea	vy 1		9	-3	D6	-					9
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-					1000
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This w	eapon	can only be fired once	e per game	•	
WARGEAR OPTIONS	• A Re	lic Sicar	an may	also be	equippe	d with a		killer mis		or two lascannon.			-
ABILITIES							s, roll a I ortal wou		remov	ving it from the battlef	ield; on a 6	5 it	
	smoke l	auncher	s. Until	the cor	ntrolling	player's	shooting next Sho inst this	ooting ph	oons ii ase, ar	n the Shooting phase, ny enemy units targetin	this model ng this uni	can use its t subtract	s 1
FACTION KEYWORDS	IMPEI	RIUM.	ADEP	TUS A	START	TES. <0	CHAPT	ER>	dil si		- 13	143/17/19/8	

VEHICLE, RELIC, RELIC SICARAN BATTLE TANK

15	RE	LIC T	SI	CA K D	RA DES	N V ΓR(	EN DYF	ATC ER	OR	DAMAGE Some of a Relic Sica characteristics char battle, as shown bel	nge as it su		age i
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	M	BS	
Relic Sicaran Venator	*	6+	*	6	7	14	*	8	3+	7-14+	14"	3+	
A Relic Sicaran Venator B and a heavy bolter,	attle Tank i	s a singl	le mode	l. It is e	quipped	with a r	neutron	laser can	<del>inon</del>	3-6 1-2	10" 8"	4+ 5+	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2		Эт	
Neutron pulse cannon	48"	Hea	ıvy 3		12	-4	D6	but is	s not sla ting pha	LE which suffers wour in must subtract 1 from the ase until the end of its	m its hit ro	lls in the	ı
Lascannon	48"	Hea	ıvy 1		9	-3	D6	-					
Heavy bolter	36"	Hea	ıvy 3		5	-1	1	-					
Storm bolter	24"	Rap	oid Fire	2	4	0	1	-					
Hunter-killer missile	48"	Hea	ıvy 1		8	-2	D6	This	weapon	can only be fired once	e per game		
WARGEAR OPTIONS	• A Re	lic Sicar	an Vena	tor ma	y also be	equipp	ed with	either tw a hunter a storm	-killer n	v bolters or two lascani nissile.	non.		1
ABILITIES	Smoke smoke l	h unit w <b>Launch</b> launcher	vithin 6' n <b>ers:</b> On rs. Until	suffers ce per g the cor	D6 mor	tal wou stead of player's	nds. shooting next Sh	g any we ooting p	apons ir	ving it from the battlef in the Shooting phase, t ny enemy units targetir	his model	can use its	,
	Heavy v	weapons	S				4		alty to l	hit rolls for moving and	d firing		
FACTION KEYWORDS					START						700		_
KEYWORDS	VEHIC	CLE, R	ELIC,	RELIC	SICAF	RANV	ENATO	OR TAN	K DE	STROYER			1

[14]	PU	NIS	REI SHI	ER.	SIC ASS	CAF AU	RAN LT	TA	NK	DAMAGE Some of a Relic Sica characteristics chan battle, as shown bel	ige as it su		age
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M M	BS	
Relic Sicaran Punisher	*	6+	*	6	7	14	*	8	3+	7-14+	14"	3+	
A Relic Sicaran Punisher is	s a single n	nodel. It	is equip	ped wi	th a pun	isher ro	tary can	non and	d	3-6	10"	4+	í
a heavy bolter.										1-2	8"	5+	
WEAPON	RANGE	TYP	<u> </u>		S	AP	D	ABILI	ITIES				
Punisher rotary cannon	36"	Hea	vy 18		5	-1	1	-					
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Lascannon	48"	Hea	vy 1		9	-3	D6	_					
Storm bolter	24"	Rap	id Fire	2	4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	may only be fired onc	e per gam	e.	
WARGEAR OPTIONS										yy bolters or two lascar missile and/or a storm			N
ABILITIES	explode Rolling	es and ea Thund	ach unit er: If th	within e Sicara	6" suffer in Punisl	s D6 mo ner does	ortal wo	unds. ve or Ac	dvance i	ving it from the battlef n the Movement phase ase of that turn.			
	smoke l from al	launcher l hit roll	rs. Until s for Sh	the cor	ntrolling attacks m	player's nade aga	next Shainst this	ooting p unit.		n the Shooting phase, t ny enemy units targetin			
FACTION KEYWORDS					START	-			40.47		g 1.550)	1.0.1	12
KEYWORDS	VEHIC	CLE, R	ELIC,	RELIC	SICAF	RAN P	UNISH	ER AS	SAULT	TANK			



23			REI ASS						
NARAE	RA	WC	DC	e	т	W	Λ	14	

DAMAGE Some of a Relic Spartan's characteristics change as it suffers damage in battle, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Relic Spartan	*	5+	*	8	8	20	*	9	2+

REMAINING W	M	BS	A
12-20+	10"	3+	8
6-11	5"	4+	D6
1-5	3"	5+	D3

A Relic Spartan is a single model. It is equipped with a twin heavy bolter, two quad lascannon and crushing tracks.

weapon	RANGE	TYPE	S	AP	D	ABILITIES
Crushing tracks	Melee	Melee	User	-2		-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Quad lascannon	48"	Heavy 4	9	-3	D6	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its target automatically.
Heavy bolter	36"	Heavy 3	5	-1	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.
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6.
	- Hea - Mul - Stor	vy bolter vy flamer ti-melta m bolter				
TRANSPORT	takes up		ner models,			Y models (each TERMINATOR and JUMP PACK model TURION takes up the space of three other models). It
ABILITIES		es: If this model is re n unit within 2D6" so				O6 before removing it from the battlefield; on a 6 it explodes
	Power o Heavy w		t: This mod	del does	not suff	Fer the penalty to hit rolls for moving and firing
	Smolro I	aunchers: Once pe	r game, inst	tead of		any weapons in the Shooting phase, this model can use its
	smoke la		ontrolling	player's		poting phase, any enemy units targeting this unit subtract 1
	smoke la from all Steel Be controlli	unchers. Until the chit rolls for Shooting hemoth: This modeng player's turn. It no	controlling j g attacks m l may Fall F nay fire its v	player's ade aga Back in weapon	inst this the Move s if enem	poting phase, any enemy units targeting this unit subtract 1
FACTION KEYWORDS	smoke la from all <b>Steel Be</b> controlli gains a b	unchers. Until the chit rolls for Shooting hemoth: This modeng player's turn. It no	ontrolling of attacks may Fall Fall Fall Fall Fall Fall Fall Fa	player's ade aga Back in weapon ast half	inst this the Move s if enem of the m	potting phase, any enemy units targeting this unit subtract 1 unit.  ement phase and still shoot and/or charge during the any units are within 1" of it, In addition, this model only nodel is obscured from the bearer.

27 (27)		HI	REI EAV	IC Y	CTY SIEC	PH GE	ON TAN	I NK		DAMAGE Some of a Relic Typl as it suffers damage			
NAME	М	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	M	BS	
Relic Typhon	*	5+	*	8	9	22	*	9	2+	17-22+	10"	3+	8
A Relic Typhon is a single and crushing tracks.	le model. It is	s equipp	ed with	a drea	dhamme	r siege o	annon	BYDY.		6-16 1-5	5" 3"	4+ 5+	Г
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				П
Crushing tracks	Melee	Mel	lee		User	-2	D3	_					$\neg$
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-					
Lascannon	48"	Hea	ıvy 1		9	-3	D6	-					
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	hits its target automati	cally.		
Multi-melta	24"	Hea	ıvy 1		8	-4	D6	two o		is within half range of t en inflicting damage wi			:
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-					
Dreadhammer siege cannon	24"	Hea	wy 2D6		10	-5	3	phas	e, then t	Typhon does not move the range of this weapo ion of the current turn	n is increa		
WARGEAR OPTIONS	• A Rel - Hea - Hea - Mu		non may er ner a		ither two e equippe					litional weapons:			
ABILITIES	and eacl	h unit v	vithin 2D	6" suf	fers D6 m	nortal w	ounds.			ving it from the battlefi o hit rolls for moving a		it explode	es

**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

controlling player's turn. It may fire its weapons if enemy units are within 1" of it (except for its dreadhammer cannon which must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Steel Behemoth: This model may Fall Back in the Movement phase and still shoot and/or Charge during the

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

TITANIC, VEHICLE, RELIC, RELIC TYPHON HEAVY SIEGE TANK

Heavy weapons.

**FACTION KEYWORDS** 

<b>26</b>	RI	ELIC O	CER K I	RBEF DEST	RUS FRO	S HE OYE	EAV R	Y	DAMAGE Some of a Relic Cerl change as it suffers of			
NAME	M	WS BS	S	ī	W	A	Ld	Sv	shown below:  REMAINING W	M	BS	
Relic Cerberus	*	5+ *	8	9	22	*	9	2+	17-22+	10"	3+	
A Relic Cerberus is a single crushing tracks.	model. It	is equipped v	with a <del>he</del>	eavy neutro	on lase	<del>r array</del> an	d		6-16 1-5	5" 3"	4+ 5+	Ι
WEAPON	RANGE	TYPE		S	AP	D	ABILITI	ES				_
Crushing tracks	Melee	Melee		User	-2	D3	-					
Heavy bolter	36"	Heavy 3		5	-1	1	-					
Lascannon	48"	Heavy 1		9	-3	D6	-					
Heavy flamer	8"	Heavy De	5	5	-1	1	This w	veapon	hits its target automati	ically.		
Multi-melta	24"	Heavy 1		8	-4	D6	two d		is within half range of t en inflicting damage wi 			;
Storm bolter	24"	Rapid Fir	e 2	4	0	1	_					
Heavy neutron pulse array	72"	Heavy 3	4 . 1	14	-4	3+D6	weapo hit rol Shoot	on but ls unti ing ph		from its Sl	nooting	
WARGEAR OPTIONS  ABILITIES	• A Re - Hea - Hea - Mu - Sto	avy bolter avy flamer lti-melta rm bolter	may also	be equipp	oed wit	h one of the	he follov	ving ac	rs.  Idditional weapons:  ore removing it from th	e battlefiel	d: on a 5+	
ADILITICO		des and each							he removing it from th	e battleffer	u, on a 5+	
	Power o								o hit rolls for moving a	nd firing		
	controll <del>laser arı</del>	ing player's to	ırn. <del>It m</del> <del>st target</del>	ay fire its other uni	<del>weapor ts),</del> In a	ns if enem	y units a	re witl	nd still shoot and/or Ch hin 1" of it (except for i y gains a bonus to its sa	ts heavy n	eutron	
	smoke l		til the co	ontrolling	player's	next Sho	oting ph		n the Shooting phase, t ny enemy units targetin			
FACTION KEYWORDS	smoke l from all	aunchers. Un	til the co Shooting	ontrolling attacks m	player's ade ag	next Sho ainst this	oting ph unit.					

## RELIC FELLBLADE UPER-HEAVY TANK

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Relic Fellblade	*	5+	*	9	9	26	*	9	2+

DAMAGE
Some of a Relic Fellblade's characteristics change as it suffers damage in battle, as shown below:

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing tracks	Melee	Melee	User	-2	D3	_
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its target automatically.
Heavy bolter	36"	Heavy 3	5	-1	1	_
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Quad lascannon	48"	Heavy 4	9	-3	D6	-
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6.
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Fellblade accelerator cannon	When f	iring this weapon, se	lect one of	the two	profiles	s below:
- HE shells	100"	Heavy 2D6	8	-3	2	When attacking units with 5 or more models, the did rolled to decide the number of shots fired may be re-rolled.
- AE shells	100"	Heavy 2	14	-4	6	_
WARGEAR OPTIONS  ABILITIES	<ul> <li>A Reli</li> <li>A Reli</li> <li>Hea</li> <li>Hea</li> <li>Mul</li> <li>Stor</li> </ul>	ic Fellblade may also vy bolter vy flamer ti-melta m bolter	ace its twir be equipp	n heavy ed with	bolter w one of t	vith a twin heavy flamer.
AUICITEO	Power of Heavy w	unit within 2D6" su  f the Machine Spirit eapons.	ffers D6 m	ortal w lel does	ounds. not suff	fer the penalty to hit rolls for moving and firing g any weapons in the Shooting phase, this model can use
	smoke la	unchers. Until the co	ontrolling p	olayer's	next Sho	ooting phase, any enemy units targeting this unit subtra
	Steel Bel	colling player's turn.	may Fall F <del>It may fire</del>	<del>its wea</del> j	oons if e	ement phase and still shoot and/or Charge during enemy units are within 1" of it (except for its Fellblade
	Steel Bel the contr	hemoth: This model colling player's turn. or cannon and demo	may Fall F It may fire blisher can	its wea <sub>l</sub> non wh	oons if en ich must	ement phase and still shoot and/or Charge during
FACTION KEYWORDS	Steel Bel the contraccelerat bonus to	hemoth: This model colling player's turn. or cannon and demo	may Fall E It may fire Disher can I least half	its weap non wh of the n	oons if en ich must nodel is	ement phase and still shoot and/or Charge during enemy units are within 1" of it (except for its Fellblade t target other units). In addition, this model only gains obscured from the bearer.

|--|

NAME Sv Ld **Relic Falchion** 

A Relic Falchion is a single model. It is equipped with a twin heavy bolter, two quad lascannon,

DAMAGE
Some of a Relic Falchion's characteristics change as it suffers damage in battle, as shown below:

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

a twin volcano cannon ar	nd crushing t	racks.				1-6 4"	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	<i>3</i> i
Crushing tracks	Melee	Melee	User	-2	D3	_	
Twin heavy bolter	36"	Heavy 6	5	-1	1	-	
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its target automatically.	
Heavy bolter	36"	Heavy 3	5	-1	1	-	
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.	
Quad lascannon	48"	Heavy 4	9	-3	D6	-	
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, additional D6. On a result of a '3-5', the weapon's Damage is increased to 2D6. On a result of weapon's Damage is increased to 3D6.	apon's
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this wear two dice when inflicting damage with it and lowest result.	
Storm bolter	24"	Rapid Fire 2	4	0	1	_	
Twin volcano cannon	120"	Heavy 2D6	16	-5	2D6	You can re-roll failed wound rolls when tar <b>TITANIC</b> units with this weapon.	geting
	• A Rel - Hea - Hea - Mul	ic Falchion may also vy bolter vy flamer ti-melta m bolter				rith a twin heavy flamer. he following:	
ABILITIES	and each	unit within 2D6" si	uffers D6 m	nortal w	ounds.	O6 before removing it from the battlefield; on a	
	Power of Heavy w		t: This mod	del does	s not suff	fer the penalty to hit rolls for moving and firing	g
	smoke la		controlling	player's	next Sho	g any weapons in the Shooting phase, this mod coting phase, any enemy units targeting this us unit.	
	controlli cannon	ng player's turn. <del>It n</del>	nay fire its t ther units).	weapon In add	s if enem	ement phase and still shoot and/or Charge durnly units are within 1" of it (except for its twin s s model only gains a bonus to its save in cover	<del>volcano</del>
FACTION KEYWORDS	IMPER	IUM, ADEPTUS	ASTART	ES, <0	CHAPT	ER>	
KEYWORDS	TITAN	IC, VEHICLE, R	ELIC, RE	LIC FA	ALCHIO	ON SUPER-HEAVY TANK DESTROYE	R

## RELIC MASTODON SUPER-HEAVY SIEGE TRANSPORT

WS BS S Sv NAME Ld Relic Mastodon 9 9 30 9 5+ 2+

DAMAGE Some of a Relic Mastodon's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A	VOID SHIELD
16-30+	10"	3+	8	5+
8-15	7"	4+	6	6+
1-7	4"	5+	D6	7+

A Relic Mastodon is a sone skyreaper battery, a				mers, t	wo lasca	nnon,	8-15	7"	4+	6		
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	1-7	4"	5+	D6		
Crushing tracks	Melee	Melee	User	-2	D3	_						
Lascannon	48"	Heavy 1	9	-3	D6	-						
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon	hits its target auto	omatically	<i>7</i> .			
Skyreaper battery	48"	Heavy 8	7	-1	5	targets that	hit rolls made for can FLY. Subtract pon against all oth	1 from th	e hit ro			
Siege melta array	12"	Heavy 4D3	9	-4	D6		is within half rang en inflicting dama t.					
WARGEAR OPTIONS	• None	and the last the		(2. V.)		25 7 7 4	State of the state					
TRANSPORT  ABILITIES	takes up also trar CONTEM	del can transport 40 the space of two of asport up to two DR MPTOR DREADNOU es: If this model is re	her models, EADNOUGH IGHTS, each	and ea	ch CENT ONCLAD up the s	TURION takes un DEFEADNOUG pace of ten mo	p the space of thre HTS, VENERABLE dels. It cannot tran	ee other m DREADN nsport PR	odels). OUGH IMARIS	It may TS or MODE		
ABILITIES	-	wounds, the model i			17.7							
	Power of Heavy w	of the Machine Spir reapons.	it: This mod	lel does	not suff	er the penalty t	o hit rolls for mov	ring and fi	ring			
	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.											
	force pro attacks a shown is	ields: A Relic Masto ojected out at a dista and missiles against in the Damage box a rable save against an	ance from it them. In ga bove, which y form of at	s hull in me terrent the contact tack ex	n layers, ns, void s ntrolling cept fron	designed to def shields are repr player can opt n weapons with	elect and absorb the esented by a unique to use instead of the the Melee type. I	e impact ue kind of heir norn	of high saving nal save nerable	energy throw or		
	negate n	eld saves are unaffect nortal wounds. In the with the mortal wou	nis case how	ever, ro	oll one di	ce for each mor	rtal wound that ha	s been in	flicted	ed to		
	negate n model, v <b>Steel Be</b> controlli <del>lascanno</del>	nortal wounds. In th	nis case how and being ig el may Fall E may fire its v hat are with	ever, ron nored i Back in weapon in 1" of	oll one di f the save the Move s if enen it its o	ce for each more roll indicated ement phase are units are with their guns must	rtal wound that ha in the Damage bo nd still shoot and/o hin 1" of it (but on target other units	is been in x is passe or Charge ly its hear hadi	flicted of d. during vy flam	ed to on the the ers and		
FACTION KEYWORDS	negate n model, v <b>Steel Be</b> controlli <del>lascanne</del> only gai	nortal wounds. In the with the mortal wou hemoth: This mode ing player's turn. It i on can target units t	nis case how and being ig el may Fall F may fire its what are with e in cover if	ever, ronored in Back in weapon in 1" of at least	oll one di f the save the Move s if enement it its o t half of t	ce for each more roll indicated ement phase are with their guns must the model is ob-	rtal wound that ha in the Damage bo nd still shoot and/o hin 1" of it (but on target other units	is been in x is passe or Charge ly its hear hadi	flicted of d. during vy flam	ed to on the the ers and		

# ADEPTUS ASTARTES THE ADMINISTRATES



M (8)		M	OR'I	ΓIS	DR	EA	DN	OU	GHT	
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	
Mortis Dreadnought	6"	3+	3+	6	7	8	4	8	3+	
A Mortis Dreadnought is	a single mo	del. It is	equipp	ed with	two twi	n heavy	bolters.	P III		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-		
Twin autocannon	48"	Hea	vy 4		7	-1	2	-		
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-		
Missile launcher When attacking with this weapon, choose one of the profiles below:										
- Frag missile	48"	Hea	vy D6		4	0	1	-		
- Krak missile	48"	Hea	vy 1		8	-2	D6	-		
Assault cannon	24"	Hea	vy 6		6	-1	1	-		
Multi-melta	24"	Hea	vy 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 st result.	
Heavy plasma cannon	When a	ttacking	g with th	is weap	on, cho	ose one	of the pr	ofiles b	elow:	
- Standard	36"	Hea	vy D3	•	7	-3	1	-		
- Supercharge	36"	Hea	vy D3		8	-3	2		each hit roll of 1, the bearer suffers 1 mortal wound all of this weapon's slots have been resolved.	
WARGEAR OPTIONS	follov - Twi - Twi - Mis - Ass - Mu	wing: in autoc in lasca ssile lau ault car lti-melt	cannon nnon ncher nnon		exchang	ge both	of its twi	n heavy	bolters for two identical weapons from the	
ABILITIES	Smoke smoke l	s and each	ach unit ers: Ond rs. Until	within are per gother the con	3" suffer ame, ins trolling	s D3 mo tead of player's	ortal wou shooting	inds.  any we  ooting p	re removing it from the battlefield; on a 6 it apons in the Shooting phase, this model can use its shase, any enemy units targeting this unit subtract 1	
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	START	ES, <0	CHAPT	ER>		
KEYWORDS	VEHIC	CLE, D	READI	NOUG	нт, м	ORTIS	DREA	DNOI	JGHT	

SIEGE DREADNOUGHT											
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Siege Dreadnought	6"	3+	3+	6	8	8	4	8	3+		
A Siege Dreadnought is	a single mod	el. It is e	quipped	l with a	seismic	hamme	er, a melt	agun an	nd a Dreadnought inferno cannon.		
WEAPON	RANGE	TYPI			S	AP	D	ABILI	TIES		
Dreadnought inferno cannon	8"	Hea	vy D6		6	-1	2	This	weapon hits its target automatically.		
Seismic hammer	Melee	Mel	ee		x2	-4	5		n attacking with this weapon, you must subtract 1 the hit roll.		
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon hits its target automatically.		
Meltagun	12"	Assa	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.		
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.		
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-			
Twin autocannon	48"	Hea	vy 4		7	-1	2	-			
WARGEAR OPTIONS  ABILITIES	twin • A Sie cann	autocan ege Drea on. es: If thi	non. dnough s model	t may r	eplace it	s seismi wound	c hamme	er and n	re removing it from the battlefield; on a 6 it		
	use its s	moke la	unchers	. Until	the cont	rolling p		ext Sho	eapons in the Shooting phase, this model can oting phase, any enemy units targeting this unit his unit.		
									model with a Movement characteristic of 0" during y re-roll all wound rolls of 1 with this model.		
	Fragsto unit suf					nishes a	charge n	nove wit	thin 1" of an enemy unit, roll a D6. On a 4+, that		
FACTION KEYWORDS	IMPEI	RIUM,	ADEP'	TUS A	START	ES, <0	CHAPT	ER>			
KEYWORDS	VEHIC	CLE, D	READ	NOUG	HT, SI	EGE D	READ	NOUG	HT		

tower			PRF	AI	)N(	)U(	GH			Some of a Contemp change as it suffers shown below:			
NAME	M	WS	BS	S	ı	W	A	Ld	Sv	REMAINING W	M	WS	В
Contemptor Mortis	*	*	*	7	7	10	4	8	3+	6-10+	9"	2+	2
A Contemptor Mortis Dr	eadnought i	is a single	e mode	l. It is e	quipped	with tw	o twin h	eavy bo	lters.	3-5	6"	3+	3
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	1-2	3"	4+	4
Twin heavy bolter	36"	Heav	vy 6		5	-1	1	-					$\neg$
Multi-melta	24"	Heav	vy 1		8	-4	D6	dice		s within half range of t flicting damage with it			,
Twin autocannon	48"	Heav	vy 4		7	-1	2	-					
Heavy plasma cannon	When a	ittacking	with th	is weap	on, cho	ose one	of the pr	ofiles be	elow:				
- Standard	36"	Heav	vy D3		7	-3	1	-					
- Supercharge	36"	Heav	vy D3		8	-3	2			roll of 1, the bearer suf is weapon's slots have b			
Twin lascannon	48"	Heav	vy 2		9	-3	D6	-					
Kheres assault cannon	24"	Heav	vy 6		7	-1	1	-					
WARGEAR OPTIONS	the fo - Mu - Tw - Tw - He	ontempto ollowing: ulti-melta in lascan in autoca avy plasr eres assa	: inon annon ma canr	non	dnought	may rep	place bot	th of its	twin hea	avy bolters with two id	entical we	apons fron	n
ABILITIES	Explod	es: If this	s model	is redu	iced to 0	wounds	s, roll a l	06 befor	re remov	ring it from the battlefi	eld; on a 6	it	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, <0	CHAPT	ER>	11/2 /	410%	77.77		
										READNOUGHT			

			DREA	ND.	INC			
NAME	M	WS BS	S	T	W	A	Ld	Sv
Chaplain Dreadnought	6"	2+ 2+	6	7	9	4	10	3+
A Chaplain Venerable Dre	adnought i	is a single mod	el. It is equi	pped v	with tw	o storm	bolters a	nd two Dreadnought combat weapons.
WEAPON	RANGE	TYPE		S	AP	D	ABILITI	ES
Dreadnought combat weapon	Melee	Melee		x2	-3	3	-	
Dreadnought inferno cannon	8"	Heavy D6		6	-1	2	This v	veapon hits its target automatically.
Assault cannon	24"	Heavy 6		6	-1	1	-	
Multi-melta	24"	Heavy 1		8	-4	D6	two di	target is within half range of this weapon, roll ice when inflicting damage with it and discard the result.
Twin lascannon	48"	Heavy 2		9	-3	D6	-	
Storm bolter	24"	Rapid Fire	2	4	0	1	-	
Heavy flamer	8"	Heavy D6		5	-1	1	This w	veapon hits its target automatically.
	- Mu	eadnought infe llti-melta sault cannon						
ARILITIES	- Twi	in lascannon	el has a 5+	invulr	nerable	save.		
ABILITIES	- Twi Reliqua Unstop	in lascannon					s model i	f it is equipped with two Dreadnought
ABILITIES	- Twi Reliqua Unstop combat Icon of	in lascannon  rius: This mod  pable Fury: Yo  weapons.  Hate: All frien	u can re-rol	ll hit r	olls of	l for this	R> keywo	f it is equipped with two Dreadnought ord in combat with the same unit as a model with on of the Fight phase.
ABILITIES	- Twi Reliqua Unstop combat Icon of this abil	in lascannon  rius: This mod  pable Fury: Yo  weapons.  Hate: All frien  lity add +1 to th  ling Ancient: H	u can re-rol dly models neir Strengt	ll hit r with t h char	olls of the <b><ci< b=""> cacteris</ci<></b>	I for this  HAPTEI  tic for th	R> keywo	ord in combat with the same unit as a model with on of the Fight phase.
ABILITIES	- Twi Reliqua Unstop combat Icon of this abil Unyield is not lo Explode	in lascannon  rius: This mod  pable Fury: Yo  weapons.  Hate: All frien  lity add +1 to tl  ling Ancient: Host.	u can re-rol dly models neir Strengt Roll a D6 ea	with the character of t	he <ci racteris</ci 	APTEI HAPTEI tic for the model lo	R> keywo ne duratio nses a wou D6 before	ord in combat with the same unit as a model with on of the Fight phase.
ABILITIES	- Twi Reliqua Unstop combat Icon of this abil Unyield is not lo Explode explode Smoke	in lascannon  pable Fury: Yo weapons.  Hate: All frien lity add +1 to tl  ling Ancient: H ost.  es: If this mode es and each univ	dly models neir Strengt Roll a D6 ea el is reduced within 6" s ace per gam I the contro	with the character of to 0 we suffers e, installing p	he <ch racterisme this mounds D3 mounds ead of solayer's</ch 	HAPTEH tic for the model lo s, roll a I portal woo shooting next Sho	R> keywone duration sees a would before unds. It is any wear tooting ph	ord in combat with the same unit as a model with on of the Fight phase.  and; on a 6 the damage is ignored and that wound removing it from the battlefield; on a 6 it pons in the Shooting phase, this model can use its
ABILITIES  FACTION KEYWORDS	- Twi Reliqua Unstopp combat Icon of this abil Unyield is not lo Explode explode Smoke is smoke l from all	in lascannon  rius: This mod  pable Fury: Yo  weapons.  Hate: All frien  lity add +1 to the  ling Ancient: Host.  es: If this mode  and each unit  Launchers: Or  aunchers. Unti	dly models neir Strengt Roll a D6 ea el is reduced within 6" s nce per gam the contro	with the charter of t	he <ci racterisme this newounds D3 moread of solayer's ade aga</ci 	HAPTEI tic for the model lo s, roll a I ortal wou shooting next Sho inst this	R> keywone duration duration duration deses a would before unds.  If any weak pooting phunit.	ord in combat with the same unit as a model with on of the Fight phase.  und; on a 6 the damage is ignored and that wound

### RELIC CONTEMPTOR DREADNOUGHT

 NAME
 M
 WS
 BS
 S
 T
 W
 A
 Ld
 SV

 Relic Contemptor
 9"
 \*
 \*
 7
 7
 12
 \*
 8
 2+

A Relic Contemptor Dreadnought is a single model. It is equipped with two Dreadnought combat weapons and two storm bolters.

#### DAMAGE

Some of a Relic Contemptor Dreadnought's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	WS	BS	A
7-12+	2+	2+	4
3-6	3+	3+	3
1-2	4+	4+	D3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dreadnought combat Weapon	Melee	Melee	x2	-3	3	-
Dreadnought chainfist	Melee	Melee	x2	-4	4	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Plasma blastgun	When at	tacking with this we	eapon, choo	se one	of the pr	rofiles below:
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	For each hit roll of 1, the bearer suffers a single mortal wound.
Graviton blaster	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, the weapon increases its Damage to D3.
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the firing model and the target, increase the Strength by +2 and the Damage by +D3. If a mode is removed from play as a casualty due to wounds caused by this weapon, then the target unit suffers 2D additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves.
Twin heavy bolter	36"	Heavy 6	5	-1	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 lower result.
Twin autocannon	48"	Heavy 4	7	-1	2	-
Heavy plasma cannon	When at	tacking with this we	eapon, choo	se one	of the pr	rofiles below:
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal woun after all of this weapon's slots have been resolved.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Kheres assault cannon	24"	Heavy 6	7	-1	1	_



- A Relic Contemptor may choose to take up to two heavy weapons from the following list, replacing one Dreadnought combat weapon and one storm bolter for each weapon chosen:
  - Twin heavy bolter
  - Multi-melta
  - Twin lascannon
  - Twin autocannon
  - Heavy plasma cannonKheres assault cannon
  - C-Beam cannon
- One or both storm bolters may be exchanged for one of the following:
  - Heavy flamer
  - Plasma blastgun
- Graviton blaster

#### **ABILITIES**

**Atomantic Shielding:** This model has a 5+ invulnerable save.

Unstoppable Fury: You can re-roll hit rolls of 1 for this model if it is equipped with two melee weapons.

**Relic of Ancient Glory:** Roll a D6 each time this model loses a wound; on the roll of a '6' that damage is ignored and that wound is not lost.

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

**FACTION KEYWORDS** 

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, DREADNOUGHT, RELIC, RELIC CONTEMPTOR DREADNOUGHT

attacks, and a 4+ invulnerable save against Melee attacks in the Fight phase.  Atomantic Pavaise: If equipped with an atomantic pavaise, all friendly <chapter> units within 6" of the Rel</chapter>													
NAME	M	WS BS	S	Ī	W	A	Ld	Sv		М	WS		
Relic Deredeo	*	* *	7	7	14	2	8	3+					
	ght is a si	ngle model. It	is equip	ed with	an anvi	llus autoc	cannon	battery					
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES					
	36"	Heavy 8		8	-1	2	-						
Hellfire plasma carronade	24"	Heavy 5		8	-3	3						i	
	48"	Heavy 2		10	-4	D6	roll v '6' th	vhen de en a mo	termining Damage infli ortal wound is inflicted	icted is a 1	natural		
Aiolos missile launcher	60"	Heavy 2D	)3	6	-1	1	-						
Twin heavy bolter	36"	Heavy 6		5	-1	1	-						
Twin heavy flamer	8"	Heavy 2D	06	5	-1	1	This	weapon	hits its target automatic	cally.			
ADULTIFO	• A Re - He - Ara	lic Deredeo n llfire plasma c achnus heavy	nay replac arronade lascanno	e n battery	7					ing or O	romuna tab		
ABILITIES	<b>Layered Atomantic Barriers:</b> A unit with this ability has a 5+ invulnerable save against Shooting or Overwatch attacks, and a 4+ invulnerable save against Melee attacks in the Fight phase.												
	Atomantic Pavaise: If equipped with an atomantic pavaise, all friendly <chapter> units within 6" of the Relic Deredeo Dreadnought gain a 5+ invulnerable save. This invulnerable save does not stack with or improve existing</chapter>												
	array is	active. While	it is activ	e, the Re									
	<b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 5 or 6 it												
	smoke l	launchers. Un	til the co	ntrolling	player's	next Sho	ooting p	apons ii hase, ar	n the Shooting phase, th ny enemy units targeting	nis model g this unit	can use it subtract	s 1	
FACTION KEYWORDS	IMPE	RIUM, ADI	PTUS A	ASTAR	ΓES, <0	CHAPT	ER>			4 340			

VEHICLE, DREADNOUGHT, RELIC, RELIC DEREDEO DREADNOUGHT

16 Owe		RELIC LEVIATHAN DREADNOUGHT  M WS BS S T W A Ld SV  * * * 8 8 14 4 8 2+  tght is a single model. It is equipped with two siege claws, ry flamers.  RANGE TYPE S AP D ABILITIES  Melee Melee x2 -3 3 Re-roll failed wound rolls against INFANTRY.  Melee Melee x2 -4 4 -  8" Heavy D6 5 -1 1 This weapon hits its target automatically.  If the target model is a MONSTER, VEHICLE or TITANIC then the amount of Damage suffered from successful attacks becomes 5 per hit. For every five models in the target unit, add D3 to the number of attacks made by this weapon.  24" Heavy 10 7 -2 2 -  12" Assault 1 8 -4 D6 two dice when inflicting damage with it and discard the lowest result.  18" Heavy 2D3 9 -4 D6 two dice when inflicting damage with it and discard the lowest result.  • A Relic Leviathan may replace one or both Leviathan siege claws with Leviathan siege drills.  • A Relic Leviathan may replace one or both Leviathan siege claws and meltaguns with one of the following (both a Leviathan siege claw and meltagun must be exchanged for a single option). For each Leviathan siege claw exchanged in this fashion, subtract 1 from the Relic Leviathan's Attacks characteristic:  - Storm cannon array - Cyclonic melta lance - Grav-flux bombard  Reinforced Atomantic Barriers: This model has a 4+ invulnerable save.  Atomantic Conflagration: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 5 or 6 it explodes and each unit within 9" suffers D3 mortal wounds.  Smoke Launchers: Once per game, instead of shooting phase, any enemy units targeting this unit subtract 1 substract 1 s												
NAME	M	WS	BS	S	T	W	A	Ld	S	Sv		M	WS	B
Relic Leviathan	*	*	*	8	8	14	4	8	2	2+				
A Relic Leviathan Dread two meltaguns and two h			odel. It is	s equip	ped with	ı two sie	ege claw	s,						
WEAPON	RANGE	TYPI	E		S	AP	D	ABIL	ITIES			-		_
Leviathan siege claw	Melee	Mel	ee		x2	-3	3	Re-r	roll fa	ailed	wound rolls against <b>IN</b>	IFANTRY	•	
Leviathan siege drill	Melee	Mel	ee		x2	-4	4	-						1
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	s weaj	pon l	nits its target automation	cally.		9
Grav-flux bombard	18"	Hea	vy D3		9	-5	2	TIT. succ	ANIC essfu dels in	C the ıl atta n the	n the amount of Dama acks becomes 5 per hit target unit, add D3 to	age suffere . For every	ed from y five	
Storm cannon array	24"	Hea	vy 10		7	-2	2	-						9
Meltagun	12"	Assa	ault 1		8	-4	D6	two	dice	wher				
Cyclonic melta lance	18"	Hea	vy 2D3		9	-4	D6	two	dice	wher				1
WARGEAR OPTIONS	• A Rel a Levi excha - Stor - Cyc - Gra	ic Levia than s nged ir m canr lonic m v-flux b	athan ma siege clav a this fasl non array aelta lanc oombard	y replay w and r hion, s	nce one o meltagun ubtract 1	or both I must b from th	Leviatha e exchar ne Relic	n siege nged for Leviath	claws r a sir an's A	s and ngle o Attac	meltaguns with one o option). For each Levia ks characteristic:	f the follo		000 000 000 000 000 000 000 000 000 00
ABILITIES	Reinford	ced Ato	mantic	Barrie	rs: This	model h	as a 4+	invulne	rable	save				
												from the l	pattlefield;	
		unchei	s. Until	the cor	ntrolling	player's	next Sh	ooting p						100000
												-		

VEHICLE, DREADNOUGHT, RELIC, RELIC LEVIATHAN DREADNOUGHT

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

FACTION KEYWORDS

# ALEPIUS ASTAITES STATES



<b>8</b>		LA	.ND	SP	EE	DE	RТ	EM	PEST
NAME	М	WS	BS	S	T	W	A	Ld	Sv
<b>Land Speeder Tempest</b>	15"	3+	3+	4	6	6	2	8	3+
									empest ( <b>Power Rating +8</b> ) or two additional in assault cannon and two Tempest salvo launchers.
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Assault cannon	24"	Hea	vy 6		6	-1	1	-	
Tempest salvo launcher	36"	Hea	vy D3		6	-3	2	-	
WARGEAR OPTIONS	• None	e.		SAY.A		7/4/1	10-30		
ABILITIES	Explod embark Ramjet the unit the nex	es: If the ed mod Thrust has use t Shooti	s model els disen ers: Who ed its ran	is redunbark; on a uninjet three, and the	ced to 0 on a 6 it with the usters the unit control of the control	wounds explode his abilit nen the e can only	s, roll a les and early y Advar	D6 befor ch unit v nces, all i layer mu	ex: Imperium 1. The removing it from the battlefield and before any within 6" suffers 1 mortal wound.  The models in the unit must move between 20"-35". If sust subtract -1 from hit rolls made against them in larged by units that can FLY during the Fight phase
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	START	ES, <c< td=""><td>СНАРТ</td><td>ER&gt;</td><td></td></c<>	СНАРТ	ER>	
KEYWORDS	VEHIC	CLE, F	LY, LAI	ND SP	EEDEF	R, LAN	D SPE	EDER 7	ГЕМРЕЅТ

Relic Javelin Attack Speeder is a single model. It is equipped with a heavy bolter and a typhoon launcher.  WEAPON RANGE TYPE S AP D ABILITIES  Heavy bolter 36" Heavy 3 5 -1 1 -  Multi-melta 24" Heavy 1 8 -4 D6 If the target is within half range dice when inflicting damage wit lowest result.  Typhoon launcher When attacking with this weapon, choose one of the profiles below:  Frag missiles 48" Heavy 2 8 -2 D6 -  Twin lascannon 48" Heavy 2 9 -3 D6 -  WARGEAR OPTIONS A Relic Javelin may replace its heavy bolter with a multi-melta.  • A Relic Javelin may replace its twin typhoon launcher with a twin lascannon.  ABILITIES And They Shall Know No Fear: See Warhammer 40,000 - Index: Imperium 1.  Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the batt embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal warms and the suffers 1	
Heavy bolter  36" Heavy 3 5 -1 1 -  Multi-melta  24" Heavy 1 8 -4 D6 If the target is within half range dice when inflicting damage with lowest result.  Typhoon launcher  Frag missiles  48" Heavy 2D6 4 0 1 -  Krak missiles  48" Heavy 2 8 -2 D6 -  Twin lascannon  48" Heavy 2 9 -3 D6 -  WARGEAR OPTIONS  • A Relic Javelin may replace its heavy bolter with a multi-melta.  • A Relic Javelin may replace its twin typhoon launcher with a twin lascannon.  And They Shall Know No Fear: See Warhammer 40,000 - Index: Imperium 1.  Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the batt embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal w	
Heavy bolter  36" Heavy 3 5 -1 1 -  If the target is within half range Multi-melta  24" Heavy 1 8 -4 D6 dice when inflicting damage wit lowest result.  Typhoon launcher  Frag missiles  48" Heavy 2D6 4 0 1 -  Krak missiles  48" Heavy 2 8 -2 D6 -  Twin lascannon  48" Heavy 2 9 -3 D6 -  WARGEAR OPTIONS  • A Relic Javelin may replace its heavy bolter with a multi-melta.  • A Relic Javelin may replace its twin typhoon launcher with a twin lascannon.  ABILITIES  And They Shall Know No Fear: See Warhammer 40,000 - Index: Imperium 1.  Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the batt embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal w	
Multi-melta  24" Heavy 1  8 -4  D6  dice when inflicting damage wit lowest result.  Typhoon launcher  Frag missiles  48" Heavy 2D6  4 0 1  Krak missiles  48" Heavy 2  8 -2  D6  Twin lascannon  48" Heavy 2  9 -3  D6  A Relic Javelin may replace its heavy bolter with a multi-melta.  A Relic Javelin may replace its twin typhoon launcher with a twin lascannon.  ABILITIES  And They Shall Know No Fear: See Warhammer 40,000 – Index: Imperium 1.  Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the batt embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal w	
Multi-melta  24" Heavy 1  8 -4 D6 dice when inflicting damage wit lowest result.  Typhoon launcher  Frag missiles  48" Heavy 2D6  40  1  Krak missiles  48" Heavy 2  8 -2  D6  Twin lascannon  48" Heavy 2  9 -3  D6  A Relic Javelin may replace its heavy bolter with a multi-melta.  A Relic Javelin may replace its twin typhoon launcher with a twin lascannon.  ABILITIES  And They Shall Know No Fear: See Warhammer 40,000 – Index: Imperium 1.  Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the batt embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal weighted.	
- Frag missiles  48" Heavy 2D6 4 0 1 -  Krak missiles  48" Heavy 2 8 -2 D6 -  Twin lascannon  48" Heavy 2 9 -3 D6 -  WARGEAR OPTIONS  • A Relic Javelin may replace its heavy bolter with a multi-melta.  • A Relic Javelin may replace its twin typhoon launcher with a twin lascannon.  ABILITIES  And They Shall Know No Fear: See Warhammer 40,000 - Index: Imperium 1.  Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the batt embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal was a constant.	
- Krak missiles  48" Heavy 2  8 -2  D6 -  Twin lascannon  48" Heavy 2  9 -3  D6 -  WARGEAR OPTIONS  • A Relic Javelin may replace its heavy bolter with a multi-melta. • A Relic Javelin may replace its twin typhoon launcher with a twin lascannon.  ABILITIES  And They Shall Know No Fear: See Warhammer 40,000 - Index: Imperium 1.  Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the batt embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal was a constant.	
Twin lascannon  48" Heavy 2  9  -3  D6  A Relic Javelin may replace its heavy bolter with a multi-melta.  A Relic Javelin may replace its twin typhoon launcher with a twin lascannon.  ABILITIES  And They Shall Know No Fear: See Warhammer 40,000 – Index: Imperium 1.  Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the batt embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal w	
• A Relic Javelin may replace its heavy bolter with a multi-melta. • A Relic Javelin may replace its twin typhoon launcher with a twin lascannon.  ABILITIES  And They Shall Know No Fear: See Warhammer 40,000 – Index: Imperium 1.  Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the batt embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal warms.	
• A Relic Javelin may replace its twin typhoon launcher with a twin lascannon.  ABILITIES  And They Shall Know No Fear: See Warhammer 40,000 – Index: Imperium 1.  Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the batt embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal w	
<b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the batt embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal w	
embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal w	
	ound.
Gravitic Augur Haze: Your opponent subtract 1 from all hit rolls made for models that tast than 8".	get at ranges greater
FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>	

11 (11)	X	IPF	HO	N II	DAMAGE Some of a Xiphon Interceptor's characteri change as it suffers damage in battle, as								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	shown below:  REMAINING W	BS		
<b>Xiphon Interceptor</b>	*	6+	*	6	7	11	2	8	3+	8-11+	M 20"-50"	3+	
A Xiphon Interceptor is a a Xiphon missile battery.	single mod	lel. It is e	equippe	d with t	wo twin	lascann	on and			4-7 1-3	20"-30" 20"	4+ 5+	
WEAPONS	RANGE	TYPI	E		S	AP	D	ABILI	TIES	13	20	J1	
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-					
Xiphon missile battery	60"	Hea	vy 3		6	-2	3	-					
WARGEAR OPTIONS	• None	e.	7	21 34	3.38			Me II	Me !			142473	
	attacked in the Fight phase by units that can <b>FLY</b> . <b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shootin <b>Supersonic:</b> Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to ho the model moves) and then move the model straight forwards. Note that it cannot pivot again after the init pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do n a dice.									how far nitial			
	<b>Crash and Burn:</b> If this model is reduced to 0 wounds roll a D6 before removing the model from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes and each unit within 6" suffers D3 mortal wounds.												
	<b>Terminal Targeting:</b> This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.												
	Skyborn Predator: When targeting units that can FLY, add 1 to your hit rolls for this model.												
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	ΓES, <0	СНАРТ	ER>					
KEYWORDS	VEHIC	CLE, FI	LY, XII	PHON	INTE	CEPT	OR						

18 owe		ST ASSA	ORN ULT				IP		DAMAGE Some of a Storm E characteristics cha	nge as it suf		
NAME	М	WS BS	S	T	W	A	Ld	Sv	battle, as shown be		nn	
Storm Eagle Gunship	*	6+ *	8	7	16	*	9	3+	REMAINING W	M 20" 45"	<b>BS</b> 3+	
A Storm Eagle Assault Gun				ed with	n a twin	heavy bo	olter,		8-16+ 4-7	20"-45" 20"-30"	3+ 4+	D
a vengeance launcher and to <b>WEAPON</b>	wo twin h	elistrike launci	ners.	S	AP	D	ABILIT	IIFS	1-3	20"	5+	
Twin heavy bolter	36"	Heavy 6		5	-1	1	-	ILU				$\neg$
Vengeance launcher	48"	Heavy 2D6	5	5	-1	1	_					
Twin hellstrike launcher	72"	Heavy 2		8	-3	3	_					7
Twin lascannon	48"	Heavy 2		9	-3	D6	_					
Twin multi-melta	24"	Heavy 2		8	-4	D6	two d		s within half range of n inflicting damage v			
Typhoon missile launcher	When a	ttacking with t	his weapo	n, cho	ose one	of the pi	ofiles be	elow:				-1
- Frag missile	48"	Heavy 2D6	5	4	0	1	-					-1
- Krak missile	48"	Heavy 2		8	-2	D6	_					
TRANSPORT	model t	akes up the spa	ace of two dels. It car	other i	INFAN' ansport	FRY mo	dels and	each Cl	Each JUMP PACK or ENTURION takes up	the space o	fthree	
ABILITIES	attacked	l in the Fight p	hase by ur	nits tha			ged by u	nits that	can FLY, and can on	lly attack or l	e	
	the mod	onic: Each time del moves) and	e this mod then mov	el mov	ves, first nodel st	pivot it o	on the sp rwards.	oot up to Note the	nat target this model o 90° (this does not co at it cannot pivot agai 0" until the end of th	ontribute to l in after the in	now far nitial	e.
	the mod pivot. W a dice.	onic: Each time del moves) and When this mode and Burn: If the ore any embarl	e this mod then mov el Advance is model is	el moves, incress reduces	ves, first model st rease its	pivot it of raight for Move ch wounds,	on the sprwards.  aracteris	Note the stic by 2	o 90° (this does not co at it cannot pivot agai	ontribute to lin after the in e phase – do	now far nitial not roll	2.
	the mod pivot. Wa dice.  Crash a and before mortal was the come.	onic: Each time del moves) and When this mode and Burn: If the ore any embark wounds.	e this mod then mov el Advance is model is ked model model mo end of the	el move e the r es, incr s reduc s diser eves in phase	ves, first model st rease its ced to 0 mbark; o your Mo	pivot it or raight for Move che wounds, on a 6 it co	on the sprwards.  aracteris  roll a D  crashes a  phase, y	oot up to Note the stic by 2 6 before nd explo	o 90° (this does not co at it cannot pivot agai 0" until the end of th removing the model	ontribute to lin after the in e phase – do from the ba ithin 6" suffe	now far nitial not roll ttlefield rs D3	
	the mod pivot. Wa dice.  Crash a and before mortal was become beginning power of the control of	onic: Each time del moves) and when this mode and Burn: If the ore any embarl wounds. Tet: Before this is 20" until the ing of your nex	e this mod then mov el Advance is model is ked model model mo end of the t Movemen	el move te the r es, incr s reduc s diser oves in phase int pha	ves, first model st rease its ced to 0 mbark; o your Mo , and it 1 se.	pivot it or raight for Move che wounds, on a 6 it co	on the sprwards. laracteristroll a D crashes a phase, y Airborn	oot up to Note the stic by 2 6 before and explosion	o 90° (this does not cont it cannot pivot again 0" until the end of the removing the model odes and each unit we declare it will hover.	ontribute to lin after the in e phase – do from the ba ithin 6" suffe	now far nitial not roll ttlefield rs D3	
FACTION KEYWORDS	the mod pivot. W a dice. Crash a and before mortal w Hover J become beginni Power of Heavy w	onic: Each time del moves) and when this mode and Burn: If the ore any embark wounds. Get: Before this as 20" until the ang of your nex of the Machine	e this mod then mov el Advance is model is ked model model mo end of the t Movement	el move e the res, incress reduces s reduces diserrences in phase int phase int phase	ves, first model st rease its ced to 0 mbark; o your Mo , and it l se. del does	pivot it or raight for Move che wounds, on a 6 it of covernment coses the	on the sprwards.  aracteristic roll a D  rashes a  phase, y  Airborn  er the pe	oot up to Note the stic by 2 6 before and explosion	o 90° (this does not co at it cannot pivot agai 0" until the end of the removing the model odes and each unit we declare it will hover. It to Hit and Supersoni	ontribute to lin after the in e phase – do from the ba ithin 6" suffe	now far nitial not roll ttlefield rs D3	

NAME	AND THE RES	INS		P	RO				RN ev	Some of a Storm F ROC Pattern's cha suffers damage in	racteristics	change a	s it			
NAME	M	WS	BS	S	ı	W	A	Ld	Sv	REMAINING W	M	BS				
Storm Eagle Gunship – ROC Pattern	*	6+	*	8	7	16	*	9	3+	8-16+	20"-45"	3+				
A Storm Eagle Gunship – F	ROC patter	rn is a sir	ngle mo	del. It is	equipp	ed with	a twin l	heavy bo	olter,	4-7	20"-30"	4+				
a ROC missile launcher and								14.4		1-3	20"	5+				
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES							
Twin heavy bolter	36"	Heav	y 6		5	-1	1	-								
ROC missile launcher	48"	Heav	y 8		8	-2	2	-								
Twin lascannon	48"	Heav	y 2		9	-3	D6	-								
Twin multi-melta	24"	Heav	ry 2		8	-4	D6	two		t is within half range of this weapon, roll hen inflicting damage with it and discard the lt.						
Typhoon missile launcher	When a	ttacking	with thi	is weapo	on, cho	ose one	of the pi	rofiles b	elow:							
- Frag missile	48"	Heav	y 2D6		4	0	1	-								
- Krak missile	48"	Heav	y 2		8	-2	D6	-								
WARGEAR OPTIONS	• This	model m	ay repla	ice its tw	vin hear	vy bolte	r with ei	ther a to	win mul	ti-melta or a typhoon	missile laur	icher.				
TRANSPORT	model t	akes up t	he spac dels. It o	e of two	other l	INFANT	FRY mo	dels and nodels.	d each C	Each JUMP PACK of ENTURION takes u	p the space of	of 3 other				
ABILITIES	INFANTRY models. It cannot transport PRIMARIS models.  Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.															
	<b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.															
	Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.															
	and befo									e removing the mode lodes and each unit w						
										declare it will hover. I to Hit and Superson			ic			

**Power of the Machine Spirit:** This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

VEHICLE, TRANSPORT, FLY, STORM EAGLE ASSAULT GUNSHIP – ROC PATTERN

beginning of your next Movement phase.

IMPERIUM, ADEPTUS ASTARTES, MINOTAURS

FACTION KEYWORDS

19 (19)			SSA	UĽ	RΑ ΓG		OR SH	ΙP		DAMAGE Some of a Fire Rap characteristics cha battle, as shown be	nge as it suf		
NAME	M *	WS	BS *	S	I	W	A	Ld	Sv	REMAINING W	M	BS	A
Fire Raptor Gunship		6+		8	7	16	*	9	3+	8-16+	20"-45"	3+	3
A Fire Raptor Gunship is a two quad heavy bolters and					a twin a	evenger	bolt can	non,		4-7 1-3	20"-30" 20"	4+ 5+	D 1
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	1-3	20	5+	1
Twin avenger bolt cannon	36"	Hea	vy 10		6	-2	2	_					
Quad heavy bolter	36"	Hear	vy 12		5	-1	1	-					3
Twin hellstrike launcher	72"	Hear	vy 2		8	-3	3	_					
Twin lascannon	48"	Hear	vy 2		9	-3	D6	-					
	the mod	onic: Eac lel move	ch time es) and t	hen mo	ove the r	nodel st	raight fo	orwards.	Note th	o 90° (this does not co at it cannot pivot aga 20" until the end of th	in after the i	nitial	01
		ore any e	embarke							e removing the mode odes and each unit w			
		eristic be	ecomes	20" unt	il the en	d of the	phase, a	and it los		declare it will hover. Airborne, Hard to Hit		onic	
	Power of Heavy w			Spirit:	This mo	del does	not suf	fer the p	enalty to	o hit rolls for moving	and firing		
FACTION KEYWORDS	IMPER	RIUM,	ADEP'	TUS A	START	TES, <c< td=""><td>CHAPT</td><td>TER&gt;</td><td>Part Pro</td><td></td><td>ALL IN IX</td><td>I to the last</td><td></td></c<>	CHAPT	TER>	Part Pro		ALL IN IX	I to the last	
INDITION ILLI WORLD										THE PARTY OF THE P	PLAN DA D. A.		

 NAME
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 Ld
 Sv

 Caestus Assault Ram
 \*
 5+
 \*
 8
 7
 14
 \*
 9
 2+

A Caestus Assault Ram is a single model. It is equipped with a Caestus ram, a twin magna-melta and two firefury missile batteries.

#### DAMAGE

Some of a Caestus Assault Ram's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
8-14+	20"-50"	3+	4
4-7	20"-30"	4+	2
1-3	20"	5+	1

and two metally missile o	atteries.					1-3 20" 5+
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Caestus ram	Melee	Melee	User	-3	D6	Add 3 to all hit rolls made with this weapon when targeting <b>BUILDINGS</b> if the Caestus Assault Ram charged this turn.
Firefury missile battery	72"	Heavy 4	6	-1	1	-
Twin magna-melta	24"	Heavy 2D3	10	-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	None.			1516		
TRANSPORT	transpor		nodels whic			ransport 10 <b>CHAPTER</b> INFANTRY models. It may one space per model. It cannot transport <b>JUMP PACK</b> ,
ABILITIES		e Ram: This model ck or be attacked in				n the Charge phase against units that can FLY, and may nat can FLY.
	Hard to	Hit: Your opponen	t must subti	act 1 fr	om hit r	rolls for attacks that target this model in the Shooting phase
	the mod	el moves) and then	move the n	nodel st	raight fo	on the spot up to 90° (this does not contribute to how far orwards. Note that it cannot pivot again after the initial naracteristic by 20" until the end of the phase – do not roll
		re any embarked m				roll a D6 before removing the model from the battlefield crashes and explodes and each unit within 6" suffers D3
	becomes		f the phase,	and it l		phase, you can declare it will hover. Its Move characteristic Airborne Ram, Hard to Hit and Supersonic abilities until
	Power of Heavy w		it: This mod	lel does	not suff	fer the penalty to hit rolls for moving and firing
FACTION KEYWORDS	IMPER	IUM, ADEPTUS	SASTART	ES, <0	CHAPT	ER>
KEYWORDS	VEHIC	LE, TRANSPOR	T. FLY. C.	AESTI	IS ASS	AITT DAM

42 owe		ASS	TICL	DER T G	UN	Wk SH	IP_		DAMAGE Some of a Thunder characteristics cha battle, as shown be	nge as it suf	
NAME	M	WS E	is s	T	W	A	Ld	Sv	REMAINING W	M	BS
Thunderhawk Gunship	*	6+	* 10	9	30	*	9	3+	24-30+	20"-50"	2+
A Thunderhawk Gunship i			equipped w	ith a Thu	ınderha	wk heavy	cannon	,	15-23	20"-40"	3+
four twin heavy bolters and					40		ABUIT	ro	8-14	20"-30"	4+
WEAPONS 1 1 14	RANGE	TYPE		<u>S</u>	AP		ABILITI	ts	1-7	20"	5+
Twin heavy bolter	36"	Heavy		5	-1	1	-				
Hellstrike battery Lascannon	72" 48"	Heavy		8	-3 -3	3 D6	-				
Lascannon Thunderhawk	48	Heavy	1	9	-3	D6	_				
heavy cannon	48"	Heavy	2D6	8	-2	D6	-				
, Turbo-laser destructor	96"	Heavy	D3	16	-4	2D6		aticall	roll of a 6 made with a roll of a 6 made with a roll of a 6 made with a roll of a roll		wounds
WARGEAR OPTIONS	• The	model may		rike mis	sile batt	ery. If thi			o-laser destructor. sen then the Thunder	hawk Assaul	t Gunshi <sub>l</sub>
ABILITIES	space of three IN PRIMA	f three othe NFANTRY ARIS model ne: This mo	r <b>Infantry</b> models each s are being t	models. It cannot ransporte charge, c	It may a ot transp ed, it can an only	oort PRIM n transpo be charg	port <b><ch< b=""> <b>MARIS</b> reaction to 1</ch<></b>	HAPTI nodels 15 <b><c< b="">H</c<></b>	dels and each CENTUER> BIKER models we if it carries any other HAPTER> PRIMARIE t can FLY, and can or	ho take up the type of mode S INFANTR	ne space of els. If only Y models
	model's has the against to hit th	hull where <b>FLY</b> keywo	it would be ord, add 12" erhawk Gun	at tablet to the m ship. No	op level easured te that t	, even if i distance his mean	it is on a to deter s many s	flying mine t hort-r	ychic powers, always base. In addition, unl he range when makin anged shooting weapo attacks that target th	ess the attack g shooting a ons will not	king unit ttacks be able
	the mo	del moves)	and then me	ove the n	nodel st	raight for	rwards. 1	Note th	o 90° (this does not co at it cannot pivot aga 20" until the end of th	in after the i	nitial
	Void-h	ardened H	ull: The Thu	ınderhaw	k Assau	ılt Gunsh	ip has a	5+ inv	ulnerable save.		
	Crash a	and Burn: l	f this model	l is reduc	ed to 0	wounds,	roll a D6	before	e removing the mode odes and each unit w		
									1. 1		
	become	es 20" until		ne phase,	and it l				ssal Flyer and Supers	Its Move cha onic abilities	
	become beginni Power	es 20" until ing of your	the end of tl next Moven	ne phase, nent pha	and it l	oses the	Airborne	e, Colo		onic abilities	
	Power of Heavy of Thunder of Thunder of Gunshi for even	es 20" until ing of your of the Macl weapons. erhawk Clu inst a singl p has move ry other mo	the end of the next Movement Movement Spirit:  ster Bombs e enemy unid, pick an en	ne phase, nent phase This modes: Once p t it has n nemy un maximu	and it less.  del does  eer battle  noved o  it that it  m of 12	oses the sonot sufference of t	Airborne er the pe derhawk ig one of r. Roll 31 each roll	e, Colo nalty to Gunsl its Mo D6 for of a 5+	ssal Flyer and Supers	and firing an make a bothe Thunde	until the ombing rhawk or a D6
FACTION KEYWOROS	Power of Heavy of Thunder un aga Gunshi for even consisti	es 20" until ing of your of the Macl weapons. erhawk Clu inst a singl p has move ry other mo	the end of the next Movement Movement Movement Spirit:  aster Bombs e enemy unid, pick an endel, up to a	ne phase, nent phase This modes: Once p t it has n nemy un maximu ERS may	and it less.  del does  eer battle  noved o  it that it  m of 12  y not be	oses the sonot suffer a Thun ver during the flew ove D6. For e targeted	Airborne er the pe derhawk g one of r. Roll 31 each roll by this a	e, Colo nalty to Gunsl its Mo D6 for of a 5+	ssal Flyer and Superson bit rolls for moving thip with this ability convernent phases. After every VEHICLE or M	and firing an make a bothe Thunde	until the ombing rhawk or a D6

<b>27</b>		Т		JNI AN	DAMAGE Some of a Thunde characteristics cha battle, as shown be	inge as it suf		ıgı					
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	
Thunderhawk Transporter	*	6+	*	10	9	26	*	9	3+	20-26+	20"-50"	2+	
A Thunderhawk Transporte	r is a sing	gle mod	el. It is e	quipped	d with fo	our twin	heavy b	olters a	nd a	14-19	20"-40"	3+	
battery of hellstrike missiles				V. S						6-13	20"-30"	4+	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES	1-5	20"	5+	
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					_
Hellstrike battery	72"	Hea	vy 4		8	-3	3						
WARGEAR OPTIONS	• None	e.			35 /10								
	• One • Up to PREI	model wood two of <b>DATOR DICATO</b>	with the the following the fol	LAND owing: I LWIND STROYI	RAIDE RHINO D, WHI ER, WH	, RAZO	ord or the RBACK ON HYPE ND SCO	I, INFEI ERIOS, I ORPIUS	RNUM I HUNTE S.	SSAULT TANK keyw RAZORBACK, PREI R, STALKER, DAMC	DATOR, DE		ι,
ABILITIES	Colossa hull wh	d in the  al Flyer: ere it wo yword, a	Fight pl : When ould be add 12"	nase by u targeting at tablet to the m	units the g this us op level neasured	at can <b>FI</b> nit with S l, even if l distance	Y. Shootin it is on e to dete	g attacks a flying ermine t	s and ps base. In the rang	t can FLY, and can or ychic powers, always addition, unless the a e when making shoot nooting weapons will	measure to t attacking uni ting attacks a	the model's that the against the	
	Superso the mod	onic: Ea	ch time es) and	this mo	del mo	ves, first model sti	pivot it raight fo	on the s orwards.	pot up t Note th	nat target this model i o 90° (this does not c nat it cannot pivot aga 20" until the end of th	ontribute to ain after the i	how far nitial	
	Void-h	ardened	Hull: 7	The Thu	nderhav	wk Trans	porter l	nas a 5+	invulne	rable save.			
	and bef		embark							e removing the mode lodes and each unit w			
	become	es 20" ur	ntil the e		e phase	e, and it le				declare it will hover. ossal Flyer and Supers			
		of the M		Spirit:	This mo	del does	not suf	fer the p	enalty t	o hit rolls for moving	and firing		
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	ΓES, <c< td=""><td>СНАРТ</td><td>TER&gt;</td><td>N Par</td><td></td><td>Seed Sheet</td><td></td><td></td></c<>	СНАРТ	TER>	N Par		Seed Sheet		
KEYWORDS	TITAN	VIC, V	EHICL	E, TRA	NSPC	ORT, FL	Y, THU	UNDE	RHAW	K TRANSPORTE	R		

\$ 50 ***		S	OK S'	AR ΓΟΙ	RMI	TT BIR	ERN D			DAMAGE Some of a Soka characteristics battle, as show	change as			mage in
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A	VOID SHIE
Sokar Pattern Stormbird	*	6+	*	10	9	40	*	9	3+	30-40+	20"-50"	2+	6	4+
A Sokar Pattern Stormbird	is a single	e model.	It is equ	uipped v	vith four	twin la	scannon,	Led	M.	20-29	20"-40"	3+	4	5+
three twin heavy bolters and										10-19	20"-30"	4+	3	6+
WEAPON	RANGE	TYP			S	AP		ABIL	TIES	1-9	20"	5+	2	7+
Twin heavy bolter	36"		vy 6		5	-1	1	-						0.000
Twin lascannon	48"		vy 2		9	-3	D6	-						13.5
Hellstrike battery	72"		vy 4		8	-3	3	_						200
WARGEAR OPTIONS TRANSPORT	• Non					1714				RY models. Each		<u>NI</u>	3.4	- 99
ADULTIFO	three II includi only ex	NFANT ng its ov it via the	RY mod vn trans e rear of	dels each sported i f the Sok	n. The So models, car Patte	okar Patt occupyi rn Storn	ern Stori ng 25 mo nbird.	nbird 1 dels' w	may also vorth of s	EIKER models who transport a single space. When disen	<chapt< th=""><th>ER&gt; R he Rh</th><th>tino m</th><th></th></chapt<>	ER> R he Rh	tino m	
ABILITIES	attacke Coloss	d in the	Fight pl When	hase by targeting	units tha g this ur	nt can <b>FI</b> nit with S	<b>Y</b> . Shooting	attack	s and psy	ychic powers, alwa	ys measure	e to th	e	
	has the against able to	FLY key	yword, a ar Patte model. '	add 12" t rn Storn	to the m nbird. N	easured ote that	distance this mea	to detens	ermine tl ny short-:	base. In addition, the range when ma ranged shooting was for attacks that t	king shoot veapons wi	ing att ll not l	tacks be	
	the mo	del mov	es) and	then mo	ove the n	nodel str	raight for	wards	Note th	o 90° (this does no at it cannot pivot a 20" until the end o	again after	the in	itial	/ 1999
	Void-h	ardened	Hull:	Γhe Soka	ar Patter	n Storm	bird has	a 5+ in	vulnerab	ole save.				1 66
	and bef		embark							e removing the mo odes and each uni				
	become	es 20" ur	ntil the e	end of th		and it l				declare it will hov ssal Flyer and Sup				
		of the M		Spirit:	This mo	del does	not suffe	er the p	enalty to	hit rolls for movi	ng and firi	ng		
	game to can opt with th invulne mortal Void sh	erms, the to use it e Melee erable sa wound in itelds mi	ese void nstead of type. Li ves, the that has ust be co	shields of their r ke invul y may al been in ontinuou	are repr normal s nerable so be us flicted o asly re-e	esented save or in saves, voted to ne on the uniquesecond	by a union vulneral oid shield gate mon it, with the land ren	que kin ole save l saves tal wo he mo ewed i	d of savi e against are unaf unds. In rtal wou n comba	pecialised void shi ng throw which the any form of attack fected by the AP of this case however, and being ignored if t operations and solble for the Sokar I	ne controllick except from a strack, roll one differ the save of the united strack.	ing pla om we , but u ice for coll is p it is da	apons apons anlike each passec amage	
	describ is proje	ed previ	ously) a void sh	and does aields be	s not mo yond its	ve at all hull at t	during the	ne turn of the N	ı, you ma Movemer	g player has chosen by declare that the nt phase. If this is to Pattern Stormbird	Sokar Patte the case, th	ern Sto e void	ormbi shield	

TITANIC, VEHICLE, TRANSPORT, FLY, SOKAR PATTERN STORMBIRD

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

FACTION KEYWORDS KEYWORDS



ADEFUS ASTAFFS
BATTLE BATT

(2) (7)			DM.	MA	IOC ND	RI	S HIN	10		DAMAGE Some of a Damocle characteristics char battle, as shown bel	nge as it su		-
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Damocles	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
A Damocles Command R may be included in any D							Comm	and Rhi	ino	3-5 1-2	6" 3"	4+ 5+	D3
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	_					133
Hunter-killer missile	48"	Hea	ıvy 1		8	-2	D6	This	weapon	can only be fired once	e per game	<b>.</b>	
WARGEAR OPTIONS	• A Da	mocles	Comma	ınd Rhi	no may al	so be e	equipped	l with a	hunter-	killer missile.			
TRANSPORT					HAPTER MP PACK					e CHARACTER keywo	ord. It may	not not	
ABILITIES	Explode embarke Smoke smoke l	es: If thi ed mod Launch auncher	is model els diser e <b>rs:</b> One rs. Until	l is redunbark; one per get the con	aced to 0 von a 6 it ex	vounds xplode ead of s layer's	s, roll a l s and ea shooting next Sh	O6 before ch unit gany we coting p	re remov within 6	del regains one lost wo ving it from the battlef o" suffers D3 mortal wo in the Shooting phase, my enemy units targeting	ield and be ounds. this model	can use i	
	Strike at	ttack. To at point.	o do so, Subtrac	nomina	ite a point n the resu	anywl	nere on	he battl	lefield aı	rolling player may mal nd roll a D6. Roll a D6 a <b>CHARACTER</b> . On a	for every	unit withi	n
		es Com	mand R							f your Warlord is emba d's Leadership charact			
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	STARTI	ES, <0	CHAPT	ER>	1/4/5		5		
KEYWORDS	VEHIC	CLE, T	RANSI	PORT,	RHINO	, DAN	MOCLI	ES CO	MMAN	ID RHINO			

(6)	WHIRLWIND HYPERIOS  DAMAGE Some of a Whirlwind Hyperios' che change as it suffers damage in batt shown below:													
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv	REMAINING W	M	BS	A	
Whirlwind Hyperios	*	6+	*	6	7	11	*	8	3+	6-11+	12"	3+	3	
A Whirlwind Hyperios is	a single mo	del. It i	s equipp	ed with	a Whirl	wind h	yperios l	auncher.		3-5	6"	4+	D3	
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILIT	TIES	1-2	3"	5+	1	
Hyperios launcher	72"	Неа	avy 2D3		8	-2	D3	targe for th	ts that c is weap	hit rolls made for this van <b>FLY</b> . Subtract 1 fro on against all other tanits not visible to the fi	m the hit rgets. This	rolls made sweapon	e	
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	This	weapon	can only be fired once	e per battle	e.	100	
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-					13	
WARGEAR OPTIONS			d Hyperi d Hyperi						olter.					
ABILITIES										ving it from the battlef 5" suffers D3 mortal wo		efore any		
	smoke l	aunche		the cor	ntrolling	player's	next Sh	ooting p		n the Shooting phase, t ny enemy units targetir				
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	START	ES, <0	СНАРТ	ER>	W. P. C					
KEYWORDS	VEHIC	CLE, V	VHIRL	VIND	, WHII	RLWIN	ID HY	PERIO	S			21.45		

12		RE	LIC SC	WHI CORF	RLV PIU	WIN S	ND		DAMAGE Some of a Relic Wh characteristics chan battle, as shown bel	ige as it su		ıage i
NAME	M	WS	BS	S T	W	A	Ld	Sv	REMAINING W	M	BS	A
Relic Whirlwind Scorpius	*	6+	*	6 7	11	*	8	3+	7-11+	12"	3+	3
A Relic Whirlwind Scorpius	is a singl	e model	. It is equip	pped with a	Scorpius	s multi-la	uncher.		3-6	6"	4+	D
WEAPON	RANGE	ТҮРЕ		S	AP	0	ABILITI	ES	1-2	3"	5+	1
Scorpius multi-launcher	48"	Heav	лу 3D3	6	-2	2	This w		can target units not v	isible to th	e firing	
Hunter-killer missile	48"	Heav	<i>т</i> у 1	8	-2	D6	This w	veapon	can only be fired once	e per battle	<b>e.</b>	971
Storm bolter	24"	Rapi	d Fire 2	4	0	1	_					
WARGEAR OPTIONS				nay take a h nay also be				lter.				
ABILITIES	Scorpius Explode	s multi-l es: If this	auncher tw s model is:	vice in the for reduced to (	ollowing ) wound	s Shootin s, roll a I	g phase. D6 before	remov	ring the Movement ph ring it from the battlef " suffers D3 mortal wo	ield and b		
	smoke l	aunchers hit rolls	s. Until the for Shooti	controlling	player's nade aga	next Sho	ooting ph unit.		n the Shooting phase, by enemy units targeting			
FACTION KEYWORDS				S ASTAR				11/1	The state of the same		CT. THE	
KEYWORDS	VEHIC	CLE, RI	ELIC, WI	HIRLWINI	D, REL	IC WH	IRLWI	ND SC	CORPIUS			1

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rapier Carrier	3"	6+	3+	3	5	4	1	7	3+
Space Marine Gunners	6"	3+	3+	4	4	1	1	7	3+
This unit contains one Rapi The Rapier Carrier is equ The Space Marine Gunn	ipped wit	h a qua	d heavy	bolter.			krak gr	enades.	
WEAPON	RANGE	TYPI			S	AP	D	ABILI	TIES
Quad heavy bolter	36"	Hea	vy 12		5	-1	1	-	
Laser destroyer	36"	Hea	vy 1		12	-4	D6	addit dama	s weapon successfully inflicts damage, roll an cional D6. On a result of a '3-5', the weapon's age is increased to 2D6. On a result of a '6', the on's damage is increased to 3D6.
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Frag grenades	6"	Gre	nade D6		3	0	1	-	
Krak grenades	6"	Gre	nade 1		6	-1	D3	_	
WARGEAR OPTIONS	• A Ra	<del>pier Ca</del> i	rier ma	excha	nge its q	uad hea	vy bolte:	<del>r for a la</del>	ser destroyer,
ABILITIES	Space M within 3	Iarine ( " of eac y be che	Gunners h other,	: A Rap and mu	oier Carr ist remai	ier and n withi	its Space n this di	Marine Stance tl	ex: Imperium 1.  Gunners must be deployed as a single group hroughout the battle. The Space Marine Gunners the closest visible model to the model that
		vithin 3	". If both	of the	Space M				t one of the Space Marine Gunners it was deployed ier Carrier was deployed with are slain, the Rapier
FACTION KEYWORDS	IMPE	TITM	A DED	TIIC A	CTA DT	FS /C	CHAPT	ED-	

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tarantula Sentry Gun	0"	-	4+	4	5	4	-	10	3+
This unit contains one Tar Tarantula Sentry Guns ( <b>Po</b>									Gun ( <b>Power Rating +3</b> ) or two additional n heavy bolter.
WEAPON	RANGE	TYP	E		S	AP	0	ABILIT	TES
Twin heavy bolter	36"	Hea	ıvy 6		5	-1	1	-	
Twin lascannon	48"	Hea	ivy 2		9	-3	D6	-	
Multi-melta	24"	Неа	wy 1		8	-4	D6	two d	target is within half range of this weapon, roll lice when inflicting damage with it and discard the tresult.
Twin assault cannon	24"	Hea	vy 12		6	-1	1	-	
WARGEAR OPTIONS	- Tw - Mu	in lasca ılti-melt	nnon		replace	e its twir	n heavy l	oolter wi	th any one of the following weapons:
ABILITIES	automa	tically h	it this m	odel in	the Figh	nt phase	- do no	t make h	right in the Fight phase. Enemy models nit rolls. However, this model can still shoot if ther get enemy units that are within 1" of this model.
	shoot at types of	TRY ur t the nea f unit in	it in the arest nor range th	Shooting Sho	ng phase NTRY n closest u	e within nodel in init of a	range. In the Shoon kind in	f this mo oting ph	will automatically shoot at the nearest enemy odel has a twin lascannon, it will automatically hase within range. If there are none of the specific targeted, however in all cases this model may only type.
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	START	ES, <0	CHAPT	ER>	

1 3 T	TARA	NI	'UL	A A	AIR	DF	(FE)	NC	E BATTERY
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Tarantula Air Defence Battery	0"	-	4+	4	5	4	-	10	3+
									a Air Defence Battery ( <b>Power Rating +3</b> ) or two Battery is equipped with air defence missiles.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Air defence missiles	48"	Нег	avy D3		8	-2	D3	targe	1 to all hit rolls made for this weapon against ets that can <b>FLY</b> . Subtract 1 from the hit rolls made his weapon against all other targets.
WARGEAR OPTIONS	• None	е.	R.C.	11 4 7		377		2/4161	
ABILITIES	automa are ene Fully A	tically h my mod utomat	it this me lels withi ed Weap	odel in n 1" of <b>ons:</b> T	the Figh it, and fr his mode	t phase iendly I's wear	– do no units cai oons mu	t make l n still tar st target	fight in the Fight phase. Enemy models hit rolls. However, this model can still shoot if there reget enemy units that are within 1" of this model. the nearest visible enemy unit that can FLY. If no est non-FLYING enemy unit.
FACTION KEYWORDS					START				A BOTH BOTH BOTH BOTH BOTH BOTH BOTH BOTH
KEYWORDS				-		-			IR DEFENCE BATTERY

6		DRI	L	UC: )N(	IUS	S PA GH'	TT) T D	ERN RO	N P POD
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Lucius Drop Pod	0"	-	_	6	7	8	0	8	3+
A Lucius Pattern Dreadr	nought Drop	Pod is a	single 1	nodel.		47.2	(BEER	47183	
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES
None	_	-			-	_	_	-	
Wargear Options	• None	e							
Transport	• This	model o	an trans	port a s	ingle <	CHAPT	ER> VE	HICLE	model with the <b>DREADNOUGHT</b> keyword.
ABILITIES	Drop P orbit in a drop p model of models.	od Assa stead of pod assa embarke . Any m	placing placing ault – set ed inside odel tha	ring dep it on th it up ar must in t canno	oloymen e battlef nywhere nmedia t be set	t, you ca field. At on the tely dise up becan	an set up the end battlefiel mbark, l use there	o this mo of any o ld that is but they e is not e	ex: Imperium 1.  odel, along with any unit embarked within it, in f your Movement phases, this model can perform s more than 9" away from any enemy models. Any must be set up more than 9" away from any enemy enough room is slain.  t cannot move, run or charge,
FACTION KEYWORDS							CHAPT		
KEYWORDS									TERN DREADNOUGHT DROP POD

<b>1</b> (8)		DE	AT]	HS'	ГОІ	RM	DF	ROP	POD
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Deathstorm Pod	0"	-	4+	6	6	8	0	8	3+
A Deathstorm Drop Pod	is a single	model	. It is eq	uipped	with a	Deaths	torm m	issile arra	ay.
WEAPON	RANGE	TYP	E		S	AP	D	ABILITI	IES
Deathstorm missile array	18"	Hea	vy 2		8	-2	D3	attack CHAI CHAI enemy	a fired, this weapon makes one full Shooting against each enemy unit within range, except RACTERS. A unit consisting entirely of RACTERS may only be attacked if it is the closest y unit to the Deathstorm Drop Pod when the is declared.
Deathstorm cannon array	12"	Неа	vy 6		6	-1	1	attack CHAI CHAI	a fired, this weapon makes one full Shooting against each enemy unit within range, except RACTERS. A unit consisting entirely of RACTERS may only be attacked if it is the closest y unit to the Deathstorm Drop Pod when the is declared.
WARGEAR OPTIONS	• A De	athstori	n Drop	Pod ma	y replac	e its De	athstorr	n missile	launcher array with a Deathstorm cannon array.
ABILITIES	At the e	end of an lefield t	ny of you hat is mo	ar Move ore than	ement ph n 9" away	nases, the	nis mode nny enen	el can per ny models	
	embark			iodel ha	s been s	et up oi	1 the bat	<del>tiefield, it</del>	t cannot move, run or charge, and no units can
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	START	ES, <	CHAPT	TER>	
KEYWORDS	VEHI	CLE, D	ROP P	OD, D	EATHS	STOR	M DRC	P POD	

#### 40

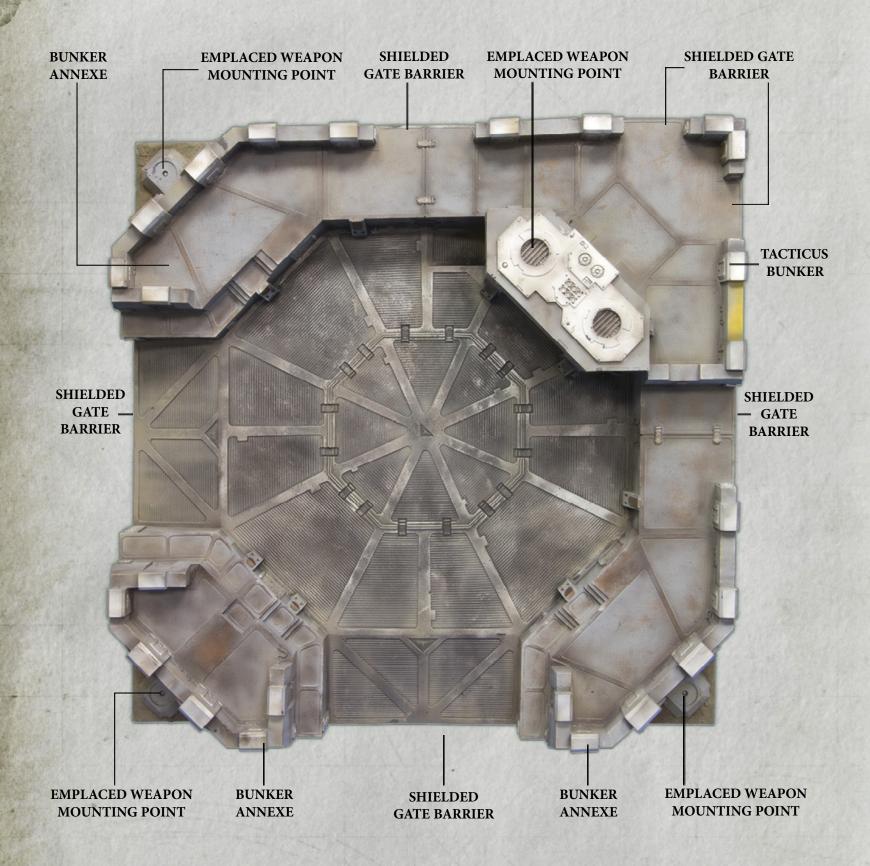
#### CASTELLUM STRONGHOLD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tacticus Bunker	0	-	*	0	9	20	-	9	3+
Bunker Annex	0	-	*	0	9	12	-	9	3+

The Castellum Stronghold is a single Realm of Battle tile which is composed of four linked **BUILDINGS** that are treated separately during the game. These comprise a single large Tacticus Bunker and three Bunker Annexes bordering an open deck area.

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

TRANSPORT	<b>Tacticus Bunker:</b> This model can transport any number of <b><chapter></chapter> INFANTRY CHARACTERS</b> and one other <b><chapter></chapter> INFANTRY</b> unit, up to a maximum of 30 models (each <b>TERMINATOR</b> and <b>JUMP PACK</b>
	model takes up the space of two other models, and each CENTURION takes up the space of three other models).
	<b>Bunker Annex:</b> This model can transport any number of <b><chapter> INFANTRY CHARACTERS</chapter></b> and one other <b><chapter> INFANTRY</chapter></b> unit, up to a maximum of 12 models (each <b>TERMINATOR</b> and <b>JUMP PACK</b> model takes up the space of two other models, and each <b>CENTURION</b> takes up the space of three other models).
	<b>Designer's Note:</b> When you embark models, you may find it useful to note which units are being transported aboard rather than place them on top, as the Castellum Stronghold battlements may be used by other models.
ABILITIES	<b>Immobile (Tacticus Bunker &amp; Bunker Annexes):</b> 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.
	<b>Automated Weapons (Tacticus Bunker &amp; Bunker Annexes):</b> Unless a friendly unit is embarked inside this model, each of its weapons can only target the nearest visible enemy. If two units are equally close, you choose which is targeted.
	<b>Magazine Explosion (Tacticus Bunker &amp; Bunker Annexes):</b> If this model is reduced to 0 wounds, roll a D6 before any embarked models disembark; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.
	<b>Firing Ports:</b> Up to 15 models embarked in the Tacticus Bunker can shoot in the Shooting phase, measuring and drawing line of sight from any part of the Tacticus Bunker. Up to 10 models embarked in each Bunker Annex can shoot in the Shooting phase, measuring and drawing line of sight from any part of the Bunker Annex in which they are embarked. In both cases, embarked models may shoot even if enemy models are within 1" of their Bunker.
	<b>Battlements: INFANTRY</b> models on the Castellum Stronghold tile receive the benefit of cover against attacks from units not on the same tile.
	<b>Shield Gate Barriers:</b> Unless the Tacticus Bunker has been destroyed, all <b>INFANTRY</b> , <b>DREADNOUGHT</b> or <b>BIKE</b> units on the Castellum Stronghold tile have a 4+ invulnerable save against Shooting attacks.
	<b>Command Relay:</b> While your army's Warlord is embarked within this model, one Stratagem played in a turn by the controlling player costs one fewer Command point than normal (to a minimum of 1).
	<b>Designer's Note:</b> The models comprising the Castellum Stronghold are physically part of a Realm of Battle tile and cannot easily be removed. As a result, regardless of whether one of the Bunkers explodes or not, it is wrecked. From that point on, models can no longer embark inside it, stand on its battlements, and it can no longer shoot, etc.
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>
KEYWORDS	BUILDING, VEHICLE, TRANSPORT, CASTELLUM STRONGHOLD



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5	GREY PAT	KI TF	NIG ERN	HT R	rs v Az(	OR OR I	RTI BAC	ME CK	R	DAMAGE Some of a Grey Kni Razorback's charact damage in battle, as	eristics cl	nange as it	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Vortimer Razorback	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
A Vortimer Pattern Razo	rback is a sir	igle mo	del. It is	equipp	ed with	a twin p	sycanno	on.		3-5	6"	4+	D3
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2	3"	5+	1
Twin psycannon	24"	Hea	avy 8		7	-1	1	-					3.99
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6		odel can per bat	only fire each of its hutle.	nter-killer	missiles	
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-					
WARGEAR OPTIONS			may take may take			missile.							
TRANSPORT	This mo			rt 6 <b>GR</b>	EY KN	GHT II	NFANT	RY mod	lels (it m	nay not transport TERM	MINATOF	R or	
ABILITIES			is model vithin 6"					D6 befor	e remov	ving it from the battlefi	eld; on a 6	it explode	es
	smoke la	aunche		the con	trolling	player's	next Sh	ooting p		n the Shooting phase, the ny enemy units targetin			
FACTION KEYWORDS	IMPER	RIUM,	ADEP'	TUS A	START	ES, GI	REY K	NIGHT	'S		17.7	A. 7. 1	1 180
KEYWORDS	VEHIC	CLE, T	RANSP	ORT,	RAZOI	RBACK	, GRE	Y KNIC	GHTS V	VORTIMER PATTE	RN RAZ	ORBACI	

MARKE									GLAIVE UGHT
NAME	M	WS	BS	S	ı	W	A	Ld	Sv
Doomglaive Dreadnought	6"	2+	2+	6	7	8	4	8	3+
A Doomglaive Pattern Drea	dnought	is a sing	le mode	el. It is e	quipped	with a l	neavy ps	ycannor	n, a nemesis doomglaive and a storm bolter.
WEAPON	RANGE	TYPI			S	AP	D	ABILIT	TIES
Heavy psycannon	24"	Hea	vy 6		7	-1	2	-	
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-	
Incinerator	8"	Assa	ault D6		6	-1	1	This	weapon hits its target automatically.
Nemesis doomglaive	Melee	Mel	ee		+3	-3	D6	-	
WARGEAR OPTIONS	• This	model n	nay excl	ange its	s storm b	olter fo	r an inci	nerator.	
ABILITIES	Index Ir	nperium ling An	1.						nnishment: See Warhammer 40,000 – ound; on a 6 the damage is ignored and the wound
					ced to 0 6" suffer				re removing it from the battlefield; on a 6 it
		T	ers. On	ce per g					apons in the Shooting phase, this model can use its
	smoke l	auncher	s. Until	the con	trolling ttacks m	ade aga	inst this	unit.	mase, any enemy units targeting this unit subtract
PSYKER	smoke l from all This mo psychic	auncher hit rolls odel can power i	s for Sho attempt n each e	the con poting a to man enemy F	ttacks m lifest one sychic p	ade aga e psychic hase. It	inst this c power knows t	unit. in each he <i>Smite</i>	friendly Psychic phase, and attempt to deny one e psychic power and one psychic power from the :: Imperium 1).
PSYKER FACTION KEYWORDS	smoke l from all This mo psychic	auncher hit rolls odel can power i Discipli	rs. Until s for Sho attempt n each e ne (see	the con poting a to man enemy P page 18	ttacks m lifest one sychic p 1 of War	ade aga e psychio hase. It hammer	power knows to 40,000	unit. in each he Smite – Index:	e psychic power and one psychic power from the : Imperium 1).

(18) GREY KNIGH	TOMODTIMED
18 GREY KNIGH	15 VORTIMER
DATEDNI I AND D	AIDED DEDERIGED
PALIEKN LAND K	AIDER REDEEMER

S T W Sv NAME M WS BS Ld 8 8 16 9 Vortimer Redeemer 6+ 2+

A Vortimer Pattern Land Raider Redeemer is a single model. It is equipped with two flamesto

DAMAGE
Some of a Vortimer Pattern Land Raider
Redeemer's characteristics change as it suffers
damage in battle, as shown below:

REMAINING W	М	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

cannon and a twin psyca		TVDF		AD	n	1-4	3"	5+				
WEAPON	RANGE	TYPE	S	AP		ABILITIES						
Twin psycannon	24"	Heavy 8	7	-1	1	-						
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon hits its target auton	natically.					
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its once per battle.	hunter-kille	missiles				
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range two dice when inflicting damage lowest result.						
Storm bolter	24"	Rapid Fire 2	4	0	1	_						
Transport	<ul> <li>This model may take a storm bolter.</li> <li>This model may take a multi-melta.</li> <li>This model can transport 12 GREY KNIGHTS INFANTRY models, each TERMINATOR model takes the space of two other INFANTRY models.</li> </ul>											
ABILITIES	of two other INFANTRY models.  Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds.  Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.  Psyk-out Assault Launchers: Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers 1 mortal wound, increasing to D3 mortal wounds if that unit is a PSYKER.  Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1											
	smoke la		ontrolling	player's	next Sho	oting phase, any enemy units targe						
FACTION KEYWORDS	smoke la from all	unchers. Until the c	ontrolling g attacks m	player's nade aga	next Sho	oting phase, any enemy units targe unit.						
FACTION KEYWORDS KEYWORDS	smoke la from all IMPER	unchers. Until the c hit rolls for Shooting	ontrolling g attacks m ASTART	player's nade aga TES, GI	next Sho inst this REY KN	oting phase, any enemy units targe unit.						

* Yower	REY	ASS	SAU	LT		NSI	HP			DAMAGE Some of a Grey Kn Gunship's characte damage in battle, a	ristics chan	ge as it s	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	
Grey Knights Thunderhawk Gunship	*	6+	*	10	9	30	*	9	3+	24-30+	20"-50"	2+	8
A Grey Knights Thunder	hawk Gunsh	nin is a s	ingle mo	odel. It i	is equip	ed with	a Thun	derhawl	c heavy	15-23	20"-40"	3+	4
cannon, four twin heavy				ouci. it i	o equipi	ou with	ı u Tildii	acmann	circuty	8-14	20"-30"	4+	
WEAPON	RANGE	TYPI	E		S	AP	D	ABILIT	TIES	1-7	20"	5+	2
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-		_			П
Twin psycannon	24"	Hea	vy 8		7	-1	1	-					
Hellstrike battery	72"	Hea	vy 4		8	-3	3	-					
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Thunderhawk heavy cannon	48"	Hea	vy 2D6		8	-2	D6	-					
Turbo-laser destructor	96"	Hea	vy D3		16	-4	2D6	autor		roll of a 6 made with t y inflicts an additiona		wounds	
TRANSPORT	This loses     The Green	model not the Thuey Knigh	nay take inderhav its Thun	a Hells wk Clus derhaw	trike mi ter Bom k Gunsh	ssile bat bs abilit nip can t	y. cranspor	t 30 <b>GR</b>	on is cho	osen then the Grey Kr IGHTS and/or INQU			
ABILITIES										ANTRY models. t can FLY, and can on	ly attack on	ha	-
	Colossa model's has the against to hit th Shootin	al Flyer: hull wh FLY key the Thu his mode ng phase onic: Ea	ere it wo word, a nderhav el. Your o ch time	argeting ould be dd 12" to wk Guns opponer	g this ur at tablet to the m ship. No nt must	op level easured te that the also sub	Shooting, even if distance his mear tract 1 f	it is on a to dete as many rom hit	a flying rmine the short-ra rolls for	ychic powers, always of base. In addition, unle he range when makin anged shooting weapon attacks that target the o 90° (this does not co	ess the attack g shooting a ons will not l is model in t ontribute to	king unit ttacks be able he how far	
										nat it cannot pivot aga 20" until the end of th			
	Void-ha	ardened	Hull: T	he Grey	Knight	s Thunc	lerhawk	Assault	Gunshi	p has a 5+ invulnerab	le save.		
	and bef		embarke							e removing the mode odes and each unit w			
	charact	eristic b	ecomes	20" unti	l the en	d of the		nd it los		declare it will hover. Lirborne, Colossal Fly		rsonic	
		of the M		Spirit: 7	Γhis mo	del does	not suff	er the p	enalty to	o hit rolls for moving	and firing		
	Thunde its Move every V	erhawk c ement p EHICL	luster bo hases. A E or <b>MO</b>	ombs can fter the ' NSTER	n make a Thunder I, or a De	a bombi rhawk G 6 for eve	ng run a lunship l ery other	gainst a nas move model,	single en ed, pick up to a n	erhawk Assault Gunsh nemy unit it has move an enemy unit that it i maximum of 12D6. Fo ay not be targeted by	d over during flew over. Ro or each roll o	g one of ll 3D6 fo	

TITANIC, VEHICLE, TRANSPORT, FLY, GREY KNIGHTS THUNDERHAWK ASSAULT GUNSHIP

IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

FACTION KEYWORDS

KEYWORDS

20 two	R						LAI TH	ND EUS	S	DAMAGE Some of an Inquisit Prometheus' charac suffers damage in b	teristics c	hange as i	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
<b>Inquisition Prometheus</b>	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	6
An Inquisition Land Raide two quad heavy bolters.	r Prometh	eus is a	single m	odel. It	is equip	ped wit	h			5-8 1-4	5" 3"	4+ 5+	D 1
WEAPON	RANGE	TYPE			S	AP	0	ABILIT	TES	1-4		JT	1
Storm bolter	24"	Rap	id Fire 2		4	0	1	_					
Multi-melta	24"	Hea	vy 1		8	-4	D6	two d		is within half range of en inflicting damage w			e
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	may only be fired onc	e per gam	e.	
Quad heavy bolter	36"	Hea	vy 12		5	-1	1	-					
TRANSPORT	• An Ir	nquisitio del can	n Land transpor	Raider 1	Prometl	heus ma	y be equ	ipped w	rith a mu	orm bolter. ulti-melta. RMINATOR model tal	kes up the	space of	
ABILITIES	Power of Heavy v	of the M veapons es: If thi	s model	Spirit: T	Γhis mo	del does	s not suff s, roll a I	D6 before	e remov	o hit rolls for moving a	ield and b	efore any	
	Smoke smoke l	Launcher auncher hit rolls	ers: Onc s. Until	ce per gathe the control of the cont	ame, ins trolling ttacks m	stead of player's nade aga	shooting next Sho inst this	g any wea ooting pl unit.	apons ir hase, an	" suffers D6 mortal won the Shooting phase, to enemy units targeting	this modelng this uni	t subtract	
	made by	y a unit	with this	s ability.						hrows for being in cov			
	the cont	trolling	olayer co	osts one	fewer (	Commai	nd point			model, one Stratagem a minimum of 1).	played in	a turn by	
FACTION KEYWORDS	IMPE	RIUM,	INQUI	SITIO	N, <0	RDO>			18. 7			8.27	
KEYWORDS	VEHIC	TE TI	ANICD	OPT	LAND	DAID	ED IN	OTHETT	CION I	LAND RAIDER PR	OMETT	*****	

\$ 5,000°	S	ORC	DRI	ΊΤΑ	AS R	EP	RES	SO	R	DAMAGE Some of a Sororitas change as it suffers shown below:			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	ı
Repressor	*	5+	*	6	7	12	*	8	3+	6-12+	12"	3+	3
A Sororitas Repressor is	a single mod	lel. It is e	quippe	d with	a storm b	olter, a	heavy fl	amer an	d	3-5	6"	4+	D
a dozer ram. WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	1-2	3"	5+	]
Dozer ram	Melee	Mele	ee		User	-1	1	attac	k rathe	FANTRY units make the r than one if the Sorori completed a charge the	tas Repres		ı
Storm bolter	24"	Rapi	id Fire 2	2	4	0	1	-					
Heavy flamer	8"	Heav	vy D6		5	-1	1	This	weapoi	n hits its target automat	ically.		
Hunter-killer missile	48"	A model can only fire each of its hunter killer missiles											
WARGEAR OPTIONS					nter-killer ditional st			eavy fla	mer.				
TRANSPORT	This mo	odel can	transpo	rt 10 ·	ORDER:	> INFA	NTRY n	nodels.	It canno	ot transport JUMP PAC	CK models	3.	-
ABILITIES	Firing l measur having	Ports: Uj ing and o moved if	p to six drawing they o	mode g line or the S	of sight fro ororitas R	ansport om any epresso	ted by a ( point on or moved	Sororita the veh in the p	icle. Ui precedi	essor can shoot in their nits that shoot in this m ng Movement phase	nanner cou	int as	
					luced to 0			06 befoi	re remo	oving it from the battlef	ield; on a (	6 it explod	les
	smoke l	auncher	s. Until	the co		player's	next Sh	ooting p		in the Shooting phase, in the Shooting phase, in the shooting phase, in			
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS	MINIST	ORUM	I, ADE	PTA SO	OROR	ITAS, <order></order>	4.7	500	1
KEYWORDS	VEHIC	CLE, TI	RANSI	PORT	, SOROI	RITAS	REPRI	ESSOR					

# 

					Marie Constitution			Section 25					
									CARAB CULLN				
	MAS	TEK	OF I	HEK	ED S	CORE	MONS	(BA	DAB WAR ERA)				
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv				
Lord High Commander Carab Culln	5"	2+	2+	4	4	7	4	9	2+				
Lord High Commander Ca one of this model and only									Scorpion and the storm bolter 'Judgement'. Only				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Judgement	24"	Rap	oid Fire 2	2	4	-2	2	-					
Blade of the Scorpion	Melee	This weapon has Strength v2 when targeting a											
WARGEAR OPTIONS	• None	2.	The sale	494				12					
ABILITIES	And Th	ey Shal	l Know	No Fea	r: See W	arhamn	ier 40,00	0 – Inde	ex Imperium 1.				
			er: You carab Cul		ll failed	hit rolls	for frien	ıdly <b>RE</b>	ED SCORPIONS units within 6" of Lord High				
	Iron Ha	lo: Lor	d High (	Comma	nder Ca	rab Cull	n has a 4	+ invul	lnerable save.				
									ne a friendly <b>RED SCORPIONS</b> model within 6" of the Damage is ignored and that wound is not lost.				
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	ES, RI	ED SCO	RPIO	NS				
KEYWORDS							MASTI CULLN	7 / 1 / 1	ERMINATOR,				

[] [11]				LUG the t					
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lugft Huron	5"	2+	2+	4	4	7	4	9	2+
Lugft Huron is a single r in your army.	nodel. He is e	equippe	d with th	ne Ghost	Razor	s and an	artifice	r flamer.	Only one of this model may be included
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Ghost Razors	Melee	Mel	ee		+1	-5	D3		essful invulnerable saves made against this weapon be re-rolled.
Artificer flamer	8"	Ass	ault D6		5	-1	D3	This	weapon hits its target automatically.
WARGEAR OPTIONS	• None								
ABILITIES	Chapte Iron Ha	r Maste	r: You ca	an re-roll has a 4+	failed invul	hit rolls	s for friends	ndly <b>AS</b>	TRAL CLAWS units within 6" of Lugft Huron.  ou may unleash a special bombardment attack
	instead	of shoo	ting as n	ormal wi	th this	s model.	To do so	o, nomir	nate a target enemy unit ( <b>CHARACTERS</b> may not l of 2+, that unit suffers D6 mortal wounds.
	Living I your Wa		: If your	army is B	attle-i	forged, y	ou recei	ve an ad	lditional 1 Command point if Lugft Huron is
		hase as	close as 1						D6. On a result of a 5+, set him up again at the end ore than l" from any enemies. He now has a single
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS AS	TAR'	TES, AS	STRAL	CLAW	'S
KEYWORDS	CHAR	ACTE	R, INFA	ANTRY,	CHA	PTER	MAST	ER, TE	ERMINATOR, LUGFT HURON

2 ( 7 )		A	RM	EN	NE	US	VA	LTH	HEX
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Armenneus Valthex	6"	3+	2+	4	4	5	3	9	2+
Armenneus Valthex is a sing krak grenades. Only one of							rray, a pl	hased co	onversion beamer, a bolt pistol, frag grenades and
WEAPON	RANGE	TYPI	E		S	AP	D	ABILIT	ries
Indynabula array	Melee	Mel	lee		User	-1	1	Arme Fight	least three enemy models are within 1" of enneus Valthex when it is his turn to fight in the t phase, he makes an additional D3 attacks with weapon.
Phased conversion beamer	42"	Ass	ault 2		6	0	1	enem	cks from the phased conversion beamer that target nies at over half its range are resolved at Strength 8, 1 and Damage 2.
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Frag grenade	6"	Gre	enade D6		3	0	1	-	
Krak grenade	6"	Gre	enade 1		6	-1	D3	_	
WARGEAR OPTIONS	• None.		A 1	(4) 7/4-		1		777	
ABILITIES	And Th	ey Shal	l Know N	No Fear	: See Wa	ırhamn	ier 40,00	)0 – Inde	ex Imperium 1.
									se, this model can repair a single ASTRAL CLAWS odel can only be repaired once per turn.
									and storm bolters fired by friendly <b>ASTRAL</b> 1 to a maximum of 5.
FACTION KEYWORDS	IMPER	JUM,	ADEPT	rus as	START	ES, AS	STRAL	CLAW	'S

CHARACTER, INFANTRY, TECHMARINE, ARMENNEUS VALTHEX

KEYWORDS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Corien Sumatris	6"	2+	2+	4	4	6	4	9	3+
Captain Corien Sumatris krak grenades. Only one							tern bol	ter, Gold	denfang, a storm shield, frag grenades and
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TES
Goldenfang	Melee	Mel	ee		User	-3	2		en Sumatris can make an additional D3 attacks this weapon if he charged this turn.
Spectre pattern bolter	12"	Pist	ol 2		4	0	1	-	
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None	2.							
ABILITIES	Rites of Captain The Tyrenemy C Designetheir ren Chapter	Shield 8  Battle: Corien  CHARA  Per's Note  mants  s, but no	You can in Sumatris hampion: CTERS.	lo: Capt re-roll h Add 1 Corien rbed into the sam	to Cap  Sumation the Ase e time.	rien Su of a 1 fo tain Co ris was o stral Cla	matris hor friend orien Sur once a maws. As s	as a 3+ i Ily <b>ASTF</b> matris' St member of uch, you	ex Imperium 1.  Invulnerable save.  RAL CLAWS/TIGER CLAWS units within 6" of trength characteristic if he is within 1" of any  If the shunned Tiger Claws Chapter before he and a can field this character as being either one of those och ASTRAL CLAWS or TIGER CLAWS keyword
FACTION KEYWORDS						ES, AS	TRAL	CLAW	S/TIGER CLAWS
INDITOR ILLIANDIDO									

	V-350	100		CI	T 0				X-1-200 (1971) (1971)
5 tower			AR	CH	H-C	EN	TUI	RIQ	)N NIC
			JAK	CINA	1C		VIIV	IOL	DŪS
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Carnac Commodus	6"	2+	3+	4	4	5	3	8	3+
Arch-Centurion Carnac C Only one of this model m					equippe	ed with I	Blood Bii	ter and a	a bolt pistol, frag grenades and krak grenades.
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES
Blood Biter	Melee	Mel	ee		+1	-1	2	INFA	each wound roll of 6+, if the target unit is ANTRY, this weapon inflicts a mortal wound in tion to any other damage.
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None		144						
ABILITIES	And Th	ey Shal	l Know	No Fea	r: See W	Tarhamm	ier 40,00	00 – Inde	ex Imperium 1.
	Void Ha	rdened	l Armou	ır: Arcl	n-Centu	rion Car	nac Cor	nmodus	s has a 5+ invulnerable save.
	Cut The					nd rolls	of a 1 m	ade for	friendly <b>ASTRAL CLAWS</b> units within 6" of
FACTION KEYWORDS	IMPER	RIUM,	ADEP'	TUS A	START	ES, AS	STRAL	CLAW	VS .
KEYWORDS	CHAR	ACTE	R, INFA	ANTR	Y, ARC	H-CEN	TURI	ON CA	ARNAC COMMODUS

10 bwe		LC	RE	A	STE	RIC	ON	MC	DLOC
NAME	M	WS	BS	S	T	W	A	Ld	Sv
<b>Lord Asterion Moloc</b>	5"	2+	2+	4	4	6	4	9	2+
Lord Asterion Moloc is a in your army.	single mode	el. He is	equippe	ed with	the Black	k Spear	and a sto	orm shie	eld. Only one of this model may be included
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	ITIES
Black Spear	Melee	Me	lee		+2	-3	3		e target is a CHARACTER, you may make an tional attack with this weapon.
Black Spear lasbeam	12"	Ass	ault 1		8	-2	D3	-	
WARGEAR OPTIONS	• None	e.							
ABILITIES	And Th	ney Shal	ll Know	No Fea	r: See W	arhamn	ner 40,00	00 – Inde	lex Imperium 1.
	Chapte	r Maste	er: You c	an re-ro	oll failed	hit rolls	for frien	dly MIN	NOTAURS units within 6" of Lord Asterion Moloc.
	Iron Ha	alo & St	orm Sh	i <b>eld:</b> Lo	ord Aster	ion Mol	loc has a	3+ invu	ulnerable save.
					on Moloc eing rem		n in the F	ight pha	ase before he has fought, he immediately piles in
			notaurs on Moloc		an re-roll	failed o	charge ro	olls for fi	friendly MINOTAURS INFANTRY units within 6"
	instead	of placi port on	ng him to the ba	on the b	battlefield	d. At the	e end of	any of yo	erion Moloc in the teleportarium of his warship your Movement phases, Lord Asterion Moloc battlefield that is more than 9" away from
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	ES, M	INOTA	URS	
KEYWORDS	CHAR	ACTE	R, INF	ANTR	<b>Y,</b> СНА	PTER	MAST	ER, TE	ERMINATOR, LORD ASTERION MOLOC

	. 100000000	Total S		- 1921		3.27	71.7		
6	C	CHA	APL	AII	VI N	VAN	NUS	EN	IKOMI
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Ivanus Enkomi	6"	2+	3+	4	4	5	4	9	3+
Chaplain Ivanus Enkom model may be included			le is equi	ipped w	ith the (	Crozius	Arkarno	s, a pow	ver fist and a grenade discharger. Only one of this
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ries
Crozius Arkanos	Melee	Mel	ee		+1	-1	2	-	
Power fist	Melee	Mel	ee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.
Grenade discharger	When a	ttacking	g with th	is weap	on, cho	ose one	of the pi	ofiles be	elow:
- Frag grenade	12"	Gre	nade D6	ó	3	0	1	-	
- Krak grenade	12"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None	. 5							
ABILITIES	And Th	ey Shal	l Know	No Fear	:: See W	arhamn	ier 40,00	00 – Inde	ex Imperium 1.
	Rosariu	ıs: Char	olain Ivai	nus Enk	omi has	a 4+ in	vulneral	ole save.	
		s of Hat							ase for friendly <b>MINOTAURS</b> units within 6" of
	<b>Spiritua</b> instead			riendly <b>N</b>	MINOTA	AURS u	ınits witl	nin 6" of	this model can use the Chaplain's Leadership
FACTION KEYWORDS	IMPEI	RIUM,	ADEP'	TUS A	START	ES, M	INOTA	URS	
KEYWORDS	CHAR	ACTE	R, INFA	ANTRY	, CHA	PLAI	N, CHA	PLAIN	I IVANUS ENKOMI

A TOWN OF SHARE SH		OTTILL		TOTAL	.1111	/1 11			ORPIONS
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sevrin Loth	6"	2+	3+	4	4	6	3	9	2+
Magister Sevrin Loth is this model may be inclu			equippe	ed with	the Mag	ister's a	xe and a	bolt pist	tol, frag grenades and krak grenades. Only one of
WEAPON	RANGE	TYPI			S	AP	D	ABILIT	TIES
Magister's axe	Melee	Mel	ee		+2	-2	D3	This	weapon has a Damage of 3 if its target is a PSYKER
Bolt pistol	12"	Pist	ol 1		4	0	1	_	
Frag grenade	6"	Gre	nade D6	5	3	0	1	_	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None	e.	-1,7						
ABILITIES	And Th	ey Shal	Know	No Fea	r: See W	arhamn	ier 40,00	00 – Inde	ex Imperium 1.
	The Ar	mour of	Selket:	Magist	er Sevrii	Loth h	as a 4+ i	invulner	rable save.
	Psychic within		You can	add 1	to any D	eny the	Witch te	ests you	take for this model against enemy PSYKERS
					y RED S st PSYK		ONS IN	FANTR	RY units within 6" of Magister Sevrin Loth can
PSYKER	psychic	powers	in each	enemy	Psychic	phase. I	He know	s the Sm	n friendly Psychic phase, and attempt to deny thre nite psychic power and two psychic powers from ndex: Imperium 1).
FACTION KEYWORDS	IMPEI	RIUM,	ADEP'	TUS A	START	ES, RI	ED SCC	RPIO	NS
	CHAR								

(10)		TY	BE	RO	ST	HE	RE	D V	VAKE
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tyberos	5"	2+	3+	4	4	6	5	9	2+
Tyberos the Red Wake is	a single mod	del. He	is equipp	oed witl	n Hunger	& Slak	e. Only	one of th	is model may be included in your army.
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILIT	TIES
Hunger	Melee	Mel	lee		x2	-4	3		n attacking with this weapon, you must subtract 1 the hit roll.
Slake	Melee	Mel	lee		User	-3	2	You c	can re-roll failed wound rolls for this weapon.
WARGEAR OPTIONS	• None				1,47				
ABILITIES	Lord Re Tyberos Ancient Savager Telepor Nicor in	the Re t Armo ry beyon t Strike stead o	f the Void Wake.  ur: Tybe  nd Rease  : During  f placing  ort onto	eros the  on: All  g deploy  him on	Red Wak friendly ( yment, yo n the batt	te has a  CARCH  ou can s  lefield.	4+ invue the theorem of the theorem	s for frie ulnerable ONS wi yberos the	ex Imperium 1.  Indly CARCHARODONS units within 6" of e save.  Ithin 6" of Tyberos the Red Wake have +1 Strength.  The Red Wake in the teleportarium of his warship y of your Movement phases, Tyberos the Red In the battlefield that is more than 9" away from
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, CA	RCH	ARODO	ONS
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, CHA	PTER	MAST	ER, TE	RMINATOR, TYBEROS THE RED WAKE

2 (12)	E NEW Y	9,999				N. C.	255		Mary C. No. 1 April 1
tower.	CHA	PL	AIN	1 D	RE	AD]	NO	UG	HT TITUS
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Titus	6"	2+	2+	6	7	9	4	10	3+
Chaplain Dreadnought one of this model may				quippe	d with ar	ı assault	cannon	ı, a heav	y flamer and a Dreadnought combat weapon. Only
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Dreadnought combat weapon	Melee	Me	lee		x2	-3	3	_	
Assault cannon	24"	Hea	avy 6		6	-1	1	-	
Heavy flamer	8"	Hea	avy D6		5	-1	1	This	weapon hits its target automatically.
WARGEAR OPTIONS	• None							17.27	
ABILITIES	Reliqua	rius: T	his mod	el has a	5+ invul	lnerable	save.		
									<b>FONS</b> keyword in combat with the same unit as a for the duration of the Fight phase.
	Undyin wound			oll a D6	each tin	ne this n	nodel lo	ses a wo	ound; on a 5+ the damage is ignored and that
					aced to 0 6" suffer				re removing it from the battlefield; on a 6 it
	smoke l	aunche	rs. Until	the cor		player's	next Sh	ooting p	rapons in the Shooting phase, this model can use its phase, any enemy units targeting this unit subtract 1
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, HO	OWLIN	NG GR	IFFONS
KEYWORDS	VEHIC	CLE, C	HARA	CTER	, DREA	DNOU	JGHT,	CHAP	LAIN DREADNOUGHT TITUS

		E-10-10-10-10-10-10-10-10-10-10-10-10-10-			1000	10/2/1/23		9 13 15 15 E							
(A)	I	IEU	JTE AN	NAN VTOI	T C N N	ON ARV	IM VAF	AN Z	IDER						
NAME	M	WS	BS	S T	W	A	Ld	S	V						
Anton Narvaez	6"	2+	2+	4 4	5	4	9	3	+						
	Lieutenant Commander Anton Narvaez is a single model. He is equipped with Thundershock, the voidshard power blade, a bolt pistol, frag														
WEAPON	RANGE	TYP	E	S	AP	D	AB	ILITIES							
Voidshard power blade	Melee	Mel	ee	Use	r -3	1			nd rolls of 6+ made for this weapon cause a ortal wound instead of the normal damage.						
Thundershock	24"	Ass	ault D3	7	-2	1	-								
Bolt pistol	12"	Pist	ol 1	4	0	1	-								
Frag grenade	6"	Gre	nade D6	3	0	1	-								
Krak grenade	6"	Gre	nade 1	6	-1	D3	_								
WARGEAR OPTIONS	• None		I YEL			100									
ABILITIES	And Th	ey Shal	l Know N	o Fear: See	Warham	mer 40,	000 – I1	ıdex In	iperium 1.						
	And They Shall Know No Fear: See Warhammer 40,000 – Index Imperium 1.  Actinic Halo: Lieutenant Commander Anton Narvaez has a 2+ invulnerable save. If he fails an invulnerable save in any phase, his invulnerable save for the rest of the game is now to 6+.  Rites of Battle: You can re-roll hit rolls of 1 for friendly MARINES ERRANT units within 6" of Lieutenant Commander Anton Narvaez.														
FACTION KEYWORDS	IMPER	RIUM.	ADEPT	US ASTAI	RTES, M	IARIN	ES ER	RAN'	Г						
KEYWORDS									OMMANDER ANTON NARVAEZ						

E 6		C	AP	ΤA	IN	TAl	RNI	US '	VALE	
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	
Tarnus Vale	6"	2+	2+	4	4	5	4	8	3+	
Captain Tarnus Vale is model may be included		. He is e	quippe	d with	the Ange	l's Teeth,	, a plasm	ia charge	; frag grenades and krak grenades. Only o	ne of thi
WEAPON	RANGE	TYPI			S	AP	D	ABILI	ES	
Angel's Teeth	Melee	Mel	ee		+1	-2	2	_		
Plasma charger	When at	tacking	with th	is weap	on, cho	ose one	of the pr	rofiles be	low:	
- Standard	8"	Pist	ol 3		6	-3	1	-		
- Supercharge	8"	Pist	ol 3		7	-3	2	For e	ich hit roll of 1, the bearer takes a single med.	ortal
Frag grenade	6"	Gre	nade De	5	3	0	1	-		
Krak grenade	6"	Gre	nade 1		6	-1	D3	-		
WARGEAR OPTIONS	• None		Tire.					No.		777
ABILITIES	And Th	ey Shal	Know	No Fea	ır: See W	arhamn	ier 40,00	00 – Inde	x Imperium 1.	
	Iron Ha	lo: Cap	tain Tar	nus Va	le has a 4	+ invul	nerable :	save.		
									NGELS units within 6" of Captain Tarnus	Vale.
	<b>Mechan</b> invulner			All frie	endly FII	RE ANG	ELS VE	HICLES	within 6" of Captain Tarnus Vale gain a 6+	T
FACTION KEYWORDS	IMPER	IUM,	ADEP	TUS A	START	ES, FI	RE AN	GELS		
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, CAP	TAIN,	CAPT	AIN TA	RNUS VALE	647

				LIA	SIS	SSC	)D(	ON							
NAME	М	WS	BS	S	T	W	A	Ld	Sv						
Lias Issodon	7"	2+	2+	4	4	6	4	9	2+						
Lias Issodon is a single r may be included in your		quippe	d with M	Ialice, R	aptorcla	w, a bo	lt pistol,	frag gre	nades and krak grenades. Only one of this model						
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES						
Malice	30"	Ass	ault 3		5	-4	D3	Units do not gain the saving throw bonus for being ir cover against attacks with this weapon.							
Raptorclaw	Melee	Mel	ee		User	-3	2	-							
Bolt pistol	12"	Pist	ol 1		4	0	1	-							
Frag grenade	6"	Gre	nade D6		3	0	1	-							
Krak grenade	6"														
WARGEAR OPTIONS	• None		5.67 2				4								
ABILITIES	And Th	ey Shal	l Know N	No Fear	: See Wa	arhamn	ner 40,00	00 – Inde	ex Imperium 1.						
	Chapter	r Maste	r: You ca	ın re-rol	ll failed l	hit rolls	for frie	ndly RA	PTORS units within 6" of Lias Issodon.						
	Stealth benefits			our: You	may ad	d 2 to s	saving th	rows ma	ade for Lias Issodon instead of 1 when he has the						
									ding Advance, Charge and Fall back moves made by during the Movement phase and Charge phase.						
	Grim H	unter:	After fall	ing bac	k, Lias Is	ssodon	may still	shoot o	or Advance in the same turn, but may not charge.						
	instead accomp	<b>FRY</b> un of placi anying	its (not ing them	ncludin on the l reveal	g <b>TERM</b> pattlefiel themsel	IINAT d. At the ves on t	ORS, CE	any of y	ssodon and up to three friendly <b>RAPTORS IONS</b> or <b>PRIMARIS</b> units) in the shadows your Movement phases, Lias Issodon and any set them up anywhere on the battlefield that is						
FACTION KEYWORDS	IMPER	RIUM,	ADEPT	TUS AS	START	ES, R	APTOR	S							
KEYWORDS	CHAR	ACTE	R, INFA	NTRY	, CHA	PTER	MAST	ER, LLA	AS ISSODON						

NAME	M	WS	BS	S	T	W	A	Ld	Sv			
Malakim Phoros	6"	2+	2+	4	4	6	5	9	2+			
Malakim Phoros is a singl this model may be include			ipped w	ith the	Glaive of	Lamen	tation, tl	he Cateo	chist, frag grenades and krak grenades. Only one o			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Glaive of Lamentation	Melee	Me	lee		+3	-4	D3		n attacking with this weapon, you must subtract 1 the hit roll.			
Catechist	12"	Pist	Pistol 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 st result.			
Frag grenade	6"	Gre	nade De	5	3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
WARGEAR OPTIONS	• None	e.				PACE!						
ABILITIES	And Th	ey Shal	l Know	No Fea	r: See W	arhamn	1er 40,00	00 – Inde	ex Imperium 1.			
	BIKER	units w	rithin 6"	of Mal	failed wo akim Pho as a 4+ ir	oros.			AMENTERS INFANTRY, DREADNOUGHT or			
	Rage un	nto Dea	th: Mala	akim P	horos ma	y charg	e even if	he Fell	Back in the preceding Movement phase.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, LAMENTERS											

2 (7)	CA	PT	AIN	J M	OR	DA	CI	BL	AYLOCK	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Mordaci Blaylock	5"	2+	2+	4	4	6	4	9	2+	
Captain Mordaci Blaylo your army.	ck is a single	model.	He is eq	uipped	with a re	elic stor	m bolter	and Fo	e Ripper. Only one of this model may be incl	uded
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	
Foe Ripper	Melee	Me	lee		x2	-4	3		en attacking with this weapon, you must subtrathe hit roll.	ract 1
Relic storm bolter	24"	Rap	oid Fire 2	2	5	-2	1	-		
WARGEAR OPTIONS	• None	e.	143027	1			居門			e de la companya de l
ABILITIES	And Th	ney Shal	l Know	No Fea	r: See W	arhamn	1er 40,00	00 – Inde	ex Imperium 1.	134
	Captain	Morda	ci Blaylo	ck.					MARINES units within 6" of	
	Hard as	s Stone:		ne any	friendly	NOVA	MARIN	ES INFA	ANTRY within 6" of Captain Mordaci Blayloored and that wound is not lost.	ck
	warship	instead k can te	l of placi leport or	ng him	on the b	oattlefie	ld. At th	e end of	Mordaci Blaylock in the teleportarium of his fany of your Movement phases, Captain Morre on the battlefield that is more than 9" away	
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	START	ES, N	OVAM	ARINE	es ·	12
KEYWORDS	CHAR	ACTE	R, INFA	ANTR	Y, CAP	TAIN,	TERM	INATO	OR, CAPTAIN MORDACI BLAYLOCI	K

NAME	M	WS	BS	S T	W	A	Ld	Sv
Pellas Mir'san	6"	2+	2+	4 4	6	4	9	2+
Captain Pellas Mir'san is Only one of this model				l with <i>Cinde</i>	r Edge &	Steelsliv	er, a com	nbi-flamer, frag grenades and krak grenades.
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	ries
Cinder Edge	Melee	Mel	ee	User	-3	D3	-	
Steelsliver	Melee	Mel	ee	User	0	1	attacl	this model makes their normal close combat ks, make an additional single attack with this on against each enemy model within 1".
Combi-flamer				weapon, cho ct 1 from al				rofiles below.
- Boltgun	24"	Rap	id Fire 1	4	0	1	-	
- Flamer	8"	Assa	ult D6	4	0	1	This	weapon hits its target automatically.
Frag grenade	6"		nade D6	3	0	1	_	
Krak grenade	6"		nade 1	6	-1	D3		
WARGEAR OPTIONS	• None		5.17		THE !	MARKA	453.3	
ABILITIES	And Th	ey Shall	Know No	Fear: See V	Varhamn	ner 40,00	00 – Inde	ex Imperium 1.
	Iron Ha	lo: Cap	tain Pellas	Mir'san has	a 4+ inv	ulnerabl	e save.	
	Rites of Captain			e-roll hit rol	s of 1 for	r friendly	SALAN	MANDERS units within 6" of
			t: Add 2 to	Captain Pe	llas Mir's	an's Atta	cks char	racteristics if he is within 1" of any
FACTION KEYWORDS	IMPEI	RIUM,	ADEPTU	JS ASTAR	TES, SA	ALAMA	NDER	S
KEYWORDS	CHAD	ACTE	DINIEAN	TTDV CA	DTAIN	CADT	A INT DE	ELLAS MIR'SAN

		3 3 DY		ends Cities		7.3.25.60	Sail Se	1000.11036	All the second and the second	
(20)		RE	AV	' <b>Δ R</b> Ί	ľΉ	Γ <b>Δ</b> •	SHI	M A 1	NTLE	
								VIII		<b>为"林县"上,并</b> 对
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Bray'arth Ashmantle	6"	2+	2+	8	9	8	4	9	2+	
Bray'arth Ashmantle is a si burning wrath on those ab									with a Dreadfire h	eavy flamer. He may also unleas
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
Dreadfire claw	Melee	Mel	ee		x2	-4	D6	_		
Dreadfire heavy flamer	8"	Hea	vy D6		6	-2	3	This	weapon hits its tar	get automatically.
Burning Wrath	2"	Pist	ol 2D6		4	0	1	This	weapon hits its tar	rget automatically.
WARGEAR OPTIONS	• None	e.	12.02		His		4.56	TEN.		
ABILITIES	loses a	wound;	on a 4+	the damag	ge is i	gnored a	and that	wound	is not lost.	n, roll a D6 each time this mode tle may only be your Warlord if
			are pres			1, 10 Ducc	ic lorge	a, then i	oral artir riominant	ie may omy be your waroru n
				l is reduce suffers De				D6 befor	re removing it from	n the battlefield; on a 6 it explo
	smoke l	aunche	rs. Until		olling	player's	next Sh	ooting p		ting phase, this model can use in the subtraction i
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS AS	ΓAR	ΓES, SA	LAM	ANDEF	RS	
KEYWORDS	VEHIC	CLE, C	HARA	CTER, D	REA	ADNOU	JGHT,	BRAY'	ARTH ASHMA	NTLE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Harath Shen	6"	3+	3+	4	4	4	3	9	ሗ
Harath Shen is a single included in your army.	model. He is e	equipped	l with a	power	r sabre, Bl	oodfire	, frag gre	enades a	and krak grenades. Only one of this model may be
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	TIES
Power sabre	Melee	Mele	ee		User	-3	2	_	
Bloodfire	When a	ttacking	with th	nis wea	pon, choo	se one	of the pr	ofiles be	elow:
- Standard	12"	Pisto	ol 1		7	-3	1	-	
- Supercharge	12"	Pisto	ol 1		8	-3	2	On a wour	hit roll of 1, the bearer suffers a single mortal nd.
Frag grenade	6"	Grei	nade Do	5	3	0	1	-	
Krak grenade	6"	Grei	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None		17/4/8		A CALL				
ABILITIES	Master a single that uni wounde model i else for	of Chira model. It to contain the models the remains	urgery: Select ans a wo ls but o led to the	At the friend unded ne or ne or the the t	e end of ar lly <b>SALA</b> model, it more of its with 1 wo urn (shoo	y of you MAND! immed models und rer	ur Move ERS INF iately reg s have be maining. ge, fight,	ment phe ANTRY gains D3 een slain If Haratetc.) as l	ex Imperium 1.  Thases, Harath Shen can attempt to heal or revive or BIKER unit within 3" of the Harath Shen. If 3+1 lost wounds. If the chosen unit contains no induring the battle, roll a D6. On a 3+, a single slain th Shen fails to revive a model, he can do nothing the recovers the gene-seed of the fallen warrior. A regery ability once in each turn.
FACTION KEYWORDS					ASTART				
INDITION INTITUTUDO	11/11 1/1	CI 0111,		1001	1011111	10, 01	A	LIDLI	

(6) (b)	C	HIEF		HA ARIAI					I WARRIORS
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ahazra Redth	6"	3+	3+	4	4	5	3	9	2+
Ahazra Redth is a single be included in your arm		equipp	ed with	a force tu	lwar, a	bolt pi	stol, frag	grenade	es and krak grenades. Only one of this model may
WEAPON	RANGE	TYP	E		S	AP	0	ABILIT	TIES
Force tulwar	Melee	Mel	ee		User	-3	2	-	
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None	<b>:</b> .				100			
ABILITIES	<b>The Tal</b> Perils of	isman of the Wa	of Sunde arp he su	<b>red Soul</b> ffers duri	s: Aha ing the	zra Red battle.	th has a	5+ invul	ex Imperium 1.  Inerable save and may ignore the effects of the first take for this model against enemy <b>PSYKERS</b>
PSYKER	psychic	powers	in each	enemy Ps	sychic	phase. I	He know	s the Sm	n friendly Psychic phase, and attempt to deny two nite psychic power and two psychic powers from the x: Imperium 1).
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS AS	TART	ES, M	ANTIS	WARR	RIORS
KEYWORDS	CHAR	ACTE	R, INFA	NTRY,	LIBR	RARIA	N, PSY	KER, A	AHAZRA REDTH

NAME	M	WS	BS	S	T	W	A	Ld	Sv		
Thulsa Kane	6"	2+	2+	4	4	6	5	9	2+		
High Chaplain Thulsa K Only one of this model r					d with th	ne Lifeta	ker, a un	ique pla	sma pistol, frag grenades and krak grenades.		
WEAPON	RANGE	TYPI	<u> </u>		S	AP	D	ABILIT	TIES		
Lifetaker	Melee	Mel	lee		+2	-3	2		2 to the weapon's damage if the target is a <b>RACTER</b> .		
Kane's plasma pistol	When a	ıttacking	g with th	is weap	on, cho	ose one	of the pr	ofiles be	elow:		
- Standard	12"	Pist	ol 2		7	-3	1	-			
- Supercharge	12"	Pistol 2 8 -3 2 For each hit roll of 1, the bearer suffers a si wound.									
Frag grenade	6"	Gre	nade De								
Krak grenade	6"	Gre									
WARGEAR OPTIONS	• None	e.	1:9								
ABILITIES	And Th	ney Shal	l Know	No Fea	r: See W	arhamm	ier 40,00	0 – Inde	ex Imperium 1.		
	Rosariu	ıs: High	Chapla	n Thul	sa Kane	has a 4+	invulne	rable sav	ve.		
	<b>Litanie</b> of this r		e: You c	an re-ro	oll failed	hit rolls	in the F	ight pha	ase for friendly <b>EXECUTIONERS</b> units within 6'		
	<b>Spiritu</b> a Leaders					TIONE	RS units	within 6	6" of this model can use the High Chaplain's		
			nes: You ht phase		nent mu	st subtr	act 1 from	n hit rol	lls for attacks that target High Chaplain Thulsa		
	within 6	5" of Hig	gh Chap	lain Th	ulsa Kan	e, you c		diately 1	Fight phase for a friendly <b>EXECUTIONERS</b> unmake 1 additional attack for that model. These		
				TITTO A	CTLA DIT	TC EX	TOUT	IONIET	0		
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	E5, E2	LECUI	IONER	(5)		

		100.000	STORES			<u> </u>	623311534	Marie Color	
S (6)		CA	PT	AΠ	N SI	ILA	SA	LBI	EREC
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Silas Alberec	6"	2+	2+	5	4	5	4	9	3+
Captain Silas Alberec model may be include			equippe	ed with	the Hell	slayer, t	he Purga	tor, frag	g grenades and krak grenades. Only one of this
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Hellslayer	Melee	Mel	ee		x2	-3	D3		weapon has a Damage characteristic of 3 if its it is a <b>PSYKER</b> or <b>DAEMON</b> .
Purgator	12"	Pist	ol 1		6	0	1	-	
Frag grenade	6"	Gre	nade D6	<u>,</u>	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None		11 729			1771			
ABILITIES	And Th	ey Shal	l Know	No Fea	r: See W	arhamn	ier 40,00	00 – Inde	ex Imperium 1.
	Iron Ha	lo: Cap	tain Sila	s Alber	ec has a	4+ invu	lnerable	save.	
	Rites of	Battle:	You can	re-roll	hit rolls	of 1 for	friendly	EXOR	CISTS units within 6" of Captain Silas Alberec.
					<b>nour:</b> Yo f he was			ingle De	eny the Witch attempt in each enemy Psychic phase
FACTION KEYWORDS	IMPER	RIUM,	ADEP'	TUS A	START	ES, EX	KORCIS	STS	
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, CAP	TAIN,	CAPTA	AIN SI	LAS ALBEREC

(A)	KNIG	НТ	<b>C-C</b>	AP'	ΓΑΙ	ΙE	LA	M (	COURBRAY
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Elam Courbray	12"	2+	3+	4	4	5	4	9	3+
Knight-Captain Elam Co one of this model may b				e is equ	ipped wit	h the S1	word Ex	cellus, a	bolt pistol, frag grenades and krak grenades. Only
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
The Sword Excellus	Melee	Me	lee		User	-2	D3	You	can re-roll failed wound rolls with this weapon.
Bolt pistol	12"	Pist	tol 1		4	0	1	-	
Frag grenade	6"	Gre	enade De	5	3	0	1	-	
Krak grenade	6"	Gre	enade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None			100					
ABILITIES	Iron Ha Rites of Elam C Martial CHARA Telepor warship	F Battle: Ourbray Conte ACTER t Strike instead	ight-Cap : You can . mpt: You S if any e: Durin d of plac y can tele	n re-roll n must are wit g deploing hir	am Courl ll hit rolls always di hin 1" (if byment, yon on the b	oray has of 1 for rect Kn more th ou can se	s a 4+ in friendly night-Cap nan one set up K	vulneral  FIRE I  ptain Ela  is preser  night-Ca  e end of	cx Imperium 1.  ble save.  HAWKS units within 6" of Knight-Captain  am Courbray's attacks against enemy  nt, you may choose which).  aptain Elam Courbray in the teleportarium of his any of your Movement phases, Knight-Captain  nywhere on the battlefield that is more than 9" away
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS	ASTART	ES, FI	RE HA	WKS	
KEYWORDS	CHAR	ACTE	R, INFA	NTR	Y, CAPT	AIN, J	UMP P	ACK, F	LY, KNIGHT-CAPTAIN ELAM COURBRAY

			VA	YLU	INL	) C	AL		
M	WS	BS	S	T	W	A	Ld	Sv	
5"	2+	2+	5	6	5	3	9	2+	
Vaylund Cal is a single model. He is equipped with a servo harness (comprising two servo-arms, a masterwork plasma cutter and a flamer) and the Medusan Hammer. Only one of this model may be included in your army.									
RANGE	TYPI			S	AP	D	ABILIT	TIES	
Melee	Mel	ee		x2	-3	D3	weap	nodel suffers any unsaved wounds from this on but is not slain, roll a D6; on a 4+ the target rs a mortal wound.	
8"	Assa	ult D6		4	0	1	This	weapon hits its target automatically.	
When a	ttacking	with th	nis weap	on, choo	ose one	of the pi	ofiles be	elow:	
12"	Assa	ult 1		7	-3	2	-		
12"	Assa	ult 1		8	-3	3	On a wour	hit roll of 1, the bearer suffers a single mortal nd.	
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.	
• None	T. SEL		-16		1 3 7 %	6/7			
And Th	ey Shall	Know	No Fea	r: See W	arhamm	er 40,00	00 – Inde	ex Imperium 1.	
Purge t	he Weal	c: You c	an re-ro	oll failed	hit rolls	for frie	ndly SO	NS OF MEDUSA units within 6" of Vaylund Cal.	
Iron Ha	lo: Vavl	und Ca	l has a	4+ invulr	nerable s	save.			
							MEDI	USA	
CHARACTER, INFANTRY, TECHMARINE, CHAPTER MASTER, VAYLUND CAL									
	el. He is e y one of the RANGE  Melee  8" When at 12" 12" Melee  • None And The Blessing MEDUS Purge the Imperior Haller	5" 2+ el. He is equipped one of this mod RANGE TYPE Melee Mele 8" Assa When attacking 12" Assa 12" Assa Melee Mele  None. And They Shall Blessing of the MEDUSA VEH Purge the Weal Iron Halo: Vayl IMPERIUM,	el. He is equipped with a y one of this model may be represented by the sequipped with a y one of this model may be represented by the sequipped with a y one of this model may be represented by the sequipped with a y one of the sequipped with the sequipped by t	M WS BS S  5" 2+ 2+ 5  el. He is equipped with a servo leady one of this model may be inclusive.  RANGE TYPE  Melee Melee  8" Assault D6  When attacking with this weath 12" Assault 1  12" Assault 1  Melee Melee  • None.  And They Shall Know No Feath Blessing of the Omnissiah: A MEDUSA VEHICLE within 1  Purge the Weak: You can re-relizion Halo: Vaylund Cal has a a IMPERIUM, ADEPTUS A	M WS BS S T  5" 2+ 2+ 5 6  el. He is equipped with a servo harness (a y one of this model may be included in your remarks).  RANGE TYPE S  Melee Melee x2  8" Assault D6 4  When attacking with this weapon, chood 12" Assault 1 7  12" Assault 1 8  Melee Melee x2  • None.  And They Shall Know No Fear: See W. Blessing of the Omnissiah: At the end MEDUSA VEHICLE within 1". That me Purge the Weak: You can re-roll failed Iron Halo: Vaylund Cal has a 4+ invuln IMPERIUM, ADEPTUS ASTART	M WS BS S T W  5" 2+ 2+ 5 6 5  el. He is equipped with a servo harness (compris y one of this model may be included in your arm RANGE TYPE S AP  Melee Melee x2 -3  8" Assault D6 4 0  When attacking with this weapon, choose one 12" Assault 1 7 -3  12" Assault 1 8 -3  Melee Melee x2 -2  • None.  And They Shall Know No Fear: See Warhamm Blessing of the Omnissiah: At the end of your MEDUSA VEHICLE within 1". That model repurge the Weak: You can re-roll failed hit rolls Iron Halo: Vaylund Cal has a 4+ invulnerable stimperiod.	M WS BS S T W A  5" 2+ 2+ 5 6 5 3  el. He is equipped with a servo harness (comprising two y one of this model may be included in your army.  RANGE TYPE S AP D  Melee Melee x2 -3 D3  8" Assault D6 4 0 1  When attacking with this weapon, choose one of the property of the	el. He is equipped with a servo harness (comprising two servo-ary one of this model may be included in your army.  RANGE TYPE S AP D ABILIFIED If a representation of the profile of the profiles by suffer the sequence of the profiles by the sequence of th	

NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Zhrukhal Androcles	6"	2+	2+	4	4	5	4	9	3+
Captain Zhrukhal Andro this model may be includ			el. He is	equipp	ed with t	the Ston	efist, a c	ombi-m	elta, frag grenades and krak grenades. Only one of
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES
Stonefist	Melee	Mel	ee		x2	-3	3		n attacking with this weapon, you must subtract 1 the hit roll.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below.  If you choose both, subtract 1 from all hit rolls for this weapon:								
- Boltgun	24"	Rap	id Fire 1	_	4	0	1	-	
- Meltagun	12"	Assa	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 th st result.
Frag grenade	6"	Gre	nade De	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None	2.	No.	377					
ABILITIES	And Th	ey Shal	l Know	No Fea	r: See W	arhamn	ier 40,00	00 – Inde	ex Imperium 1.
	Rites of Zhrukh			re-rol	l hit rolls	of 1 for	friendly	STAR	PHANTOMS units within 6" of Captain
White State of the Control of the	Iron Ha	alo: Cap	tain Zhi	rukhal	Androcle	es has a	4+ invul	nerable	save.
FACTION KEYWORDS	IMPEI	RIUM,	ADEP'	TUS A	ASTART	ES, ST	AR PH	IANTO	OMS
KEYWORDS	CHARACTER, INFANTRY, CAPTAIN, CAPTAIN ZHRUKHAL ANDROCLES								

E COWER	INOUISITOR-LORD	HECTOD DEV
OWE	INCUISITOK-LOKD	HECTUR REA
0111		

KEYWORDS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inquisitor-Lord Hector Rex	6"	3+	3+	4	3	5	3	9	2+

Inquisitor-Lord Hector Rex is a single model. He is equipped with the sword *Arias*, a storm shield and a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Arias	Melee	Melee	User	-3	D3	If the target of this weapon is a <b>DAEMON</b> , it inflicts a single mortal wound on each successful hit in addition to its normal damage.					
Bolt pistol	12"	Pistol 1	4	0	1	-					
Frag grenade	6"	Grenade D6	3	0	1	-					
Krak grenade	6"	Grenade 1	6	-1	D3	-					
WARGEAR OPTIONS	• None.		ENTER DE		14.5						
ABILITIES	Authorit	y of the Inquisition	n, Quarry:	See Wa	rhamme	r 40,000 – Index Imperium 2.					
	within 12  Unquest  Leadersh	Psychic Hood: You can add 1 to any Deny the Witch tests you take for this model against enemy PSYKERS within 12".  Unquestionable Wisdom: All friendly IMPERIUM units within 6" of Inquisitor-Lord Hector Rex can use his Leadership characteristic instead of their own.									
	<b>Teleport</b> warship i Hector R	Storm Shield: This model has a 3+ invulnerable save.  Teleport Strike: During deployment, you can set up Inquisitor-Lord Hector Rex in the teleportarium of his warship instead of placing him on the battlefield. At the end of any of your Movement phases, Inquisitor-Lord Hector Rex can teleport onto the battlefield – set him up anywhere on the battlefield that is more than 9" away from enemy models.									
PSYKER	psychic p	owers in each enen	ny Psychic j	hase. I	He know	s in each friendly Psychic phase, and attempt to deny three is the <i>Smite</i> psychic power and two psychic powers from the 40,000 – <i>Index: Imperium 2</i> ).					
FACTION KEYWORDS	IMPER	IUM, INQUISIT	ION, OR	DO M	ALLEU	US CONTROL OF THE PROPERTY OF					

CHARACTER, INFANTRY, INQUISITOR, PSYKER, INQUISITOR-LORD HECTOR REX

#### **INQUISTOR-LORD SOLOMON LOK** BS Sv NAME Inquistor-Lord 6" 3 5 Solomon Lok Inquistor-Lord Solomon Lok is a single model. He is equipped with the *Blade of Surety* and a psibolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army. **RANGE TYPE ABILITIES** Blade of Surety Melee Melee User 12" Psibolt pistol Pistol 1 0 5 Frag grenade 6" Grenade D6 Krak grenade 6" D3 Grenade 1 6 -1 **WARGEAR OPTIONS** · None. **ABILITIES** Authority of the Inquisition, Quarry: See Warhammer 40,000 – Index Imperium 2. Tenacity: Roll a D6 each time this model loses a wound; on a 6+ the damage is ignored and that wound is Unquestionable Wisdom: All friendly IMPERIUM units within 6" of Inquistor-Lord Solomon Lok can use his Leadership characteristic instead of their own. **FACTION KEYWORDS** IMPERIUM, INQUISITION, ORDO XENOS **KEYWORDS** CHARACTER, INFANTRY, INQUISITOR, INQUISITOR-LORD SOLOMON LOK

		н	EC	ATC	ON	AIA	K	OS		DAMAGE Some of Hecaton Al change as he suffers			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	shown below:  REMAINING W	WS	BS	ı
<b>Hecaton Aiakos</b>	9"	*	*	7	7	13	*	9	2+	8-13+	2+	2+	5
Hecaton Aiakos is a single and a heavy plasma canno								on		3-7 1-2	3+ 4+	3+ 4+	D D
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				30
Heavy plasma cannon	When at	ttacking	with th	nis weap	on, cho	ose one	of the p	rofiles be	elow:				
- Standard	36"	Hea	vy D3		7	-3	1	-					8
- Supercharge	36"	Hea	vy D3		8	-3	2			roll of 1, the bearer suff is weapon's slots have b			i
Dreadnought combat weapon	Melee	Mel	ee		x2	-3	3	-					000
ABILITIES	Relic of and that  Battlesv  Ground unit that	Augmented Atomantic Shielding: This model has a 4+ invulnerable save.  Relic of Ancient Glory: Roll a D6 each time this model loses a wound; on the roll of a 6 that damage is ignored and that wound is not lost.  Battlesworn Warrior: Hecaton Aiakos may not be chosen as an army's Warlord.  Groundstrike: After a successful charge, Hecaton Aiakos may immediately inflict D3 mortal wounds on a single unit that has at least one model within 1" of him.											
FACTION VEVWOODE	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 8" suffers D3 mortal wounds.  IMPERIUM, ADEPTUS ASTARTES, MINOTAURS												
FACTION KEYWORDS KEYWORDS									HEC	ATON AIAKOS			
WE I MANUA	CHAR	ACTE!	A, VIII	II CLL,	DILLA	DNOC	JIII,	KELIC	, IIIC	AITON AIAROS			/



#### ADEPTUS ASTARTES POINTS VALUES

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

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

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

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

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

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

<sup>\*</sup>Each Rapier must be accompanied by two Space Marine Gunners.

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

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

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

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

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

ADEPTUS ASTARTES AUXII	LIARY EQUIPMENT
WEAPON	POINTS PER ITEM
Atomantic pavaise	35

#### GREY KNIGHTS, INQUISITION & SISTERS OF BATTLE POINTS VALUES

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

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

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

WEAPON	POINTS PER WEAPON
Dozer ram	0

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

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

## ADEPTUS ASTARTES WARGEAR

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

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ADEPTUS ASTARTES RA	RANGE	TYPE	S	AP	D	ABILITIES
Dreadfire heavy flamer	8"	Heavy D6	6	-2	3	This weapon hits its target automatically.
·	· ·	Ticavy Do	U	2	3	If the Relic Typhon does not move in the Movement phase,
Dreadhammer siege cannon	24"	Heavy 2D6	10	-5	3	then the range of this weapon is increased to 48" for the duration of the current turn.
Dreadnought inferno cannon	8"	Heavy D6	6	-1	2	This weapon hits its target automatically.
Fellblade accelerator cannon	When firi	ng this weapon, s	select on	e of the	two prof	files below:
- HE shells	100"	Heavy 2D6	8	-3	2	When attacking units with 5 or more models, the dice rolled to decide the number of shots fired may be re-rolled.
- AE shells	100"	Heavy 2	14	-4	6	-
Firefury missile battery	72"	Heavy 4	6	-1	1	-
Flamer	8"	Assault D6	4	0	1	This weapon hits its target automatically.
Frag grenade	6"	Grenade D6	3	0	1	-
Grav-flux bombard	18"	Heavy D3	9	-5	2	If the target model is a <b>MONSTER</b> , <b>VEHICLE</b> or <b>TITANIC</b> then the amount of Damage suffered from successful attacks becomes 5 per hit. For every five models in the target unit, add D3 to the number of attacks made by this weapon.
Graviton blaster	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.
Grenade discharger	When atta	cking with this v	veapon,	choose	one of th	e profiles below:
- Frag grenade	12"	Grenade D6	3	0	1	-
- Krak grenade	12"	Grenade 1	6	-1	D3	-
Heavy bolter	36"	Heavy 3	5	-1	1	_
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Heavy neutron pulse array	72"	Heavy 3	14	-4	4+D6	Any <b>VEHICLE</b> which suffers wounds from this weapon but is not slain subtracts 1 from its Shooting hit rolls until the end of its controlling player's next Shooting phase.
Heavy plasma cannon	When atta	cking with this v	veapon,	choose	one of th	ne profiles below:
– Standard	36"	Heavy D3	7	-3	1	_
- Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Helios launcher	72"	Heavy 2D6	7	-1	1	This weapon can target units that are not visible to the bearer.
Hellfire plasma carronade	24"	Heavy 4	8	-3	3	For each hit roll of a 1, the bearer suffers one single mortal wound after all of the weapon's shots have been resolved.
Hellstrike battery	72"	Heavy 4	8	-3	3	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per game.
Hyperios launcher	72"	Heavy 2D3	8	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can <b>FLY</b> . Subtract 1 from the hit rolls made for this weapon against all other targets. This weapon can target units not visible to the firing model.
Icarus quad lascannon	96"	Heavy 4	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can <b>FLY</b> . Subtract 1 from the hit rolls made for this weapon against all other targets.
Infernus cannon	8"	Heavy 2D6	5	-1	2	This weapon hits its target automatically.
Judgement	24"	Rapid Fire 2	4	-2	2	_
Kane's plasma pistol		•				ne profiles below:
- Standard	12"	Pistol 2	7	-3	1	_
- Supercharge	12"	Pistol 2	8	-3	2	For each hit roll of 1, the bearer suffers a single mortal wound.
Kheres assault cannon	24"	Heavy 6	7	-1	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	_
Lascannon	48"	Heavy 1	9	-3	D6	_
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6.
Laser volley cannon	When firi	ng this weapon, o	choose c	one of th	ne followi	ng profiles:
- Volley fire	36"	Heavy 2	9	-3	3	-
- Overcharge fire	36"	Heavy 2	10	-5	6	If any hit rolls made for this weapon result in one or more results of a '1,' the firing vehicle suffers 3 mortal wounds.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Magna-melta cannon	24"	Heavy D3	10	-4	D6	If the target of an attack by this weapon is within half range, roll an additional dice when inflicting damage and discard th lowest result.			
Malice	30"	Assault 3	5	-4	D3	Units do not gain the saving throw bonus for being in cover against attacks with this weapon.			
Masterwork plasma cutter	•								
- Standard	12"	Assault 1	7	-3	2	-			
- Supercharge	12"	Assault 1	8	-3	3	On a hit roll of 1, the bearer suffers a single mortal wound.			
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.			
Missile launcher	When atta	cking with this w	veapon,	choose	one of t	he profiles below:			
- Frag missile	48"	Heavy D6	4	0	1	_			
- Krak missile	48"	Heavy 1	8	-2	D6	_			
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.			
Neutron pulse cannon	48"	Heavy 3	12	-4	D6	Any <b>VEHICLE</b> which suffers wounds from this weapon but is not slain must subtract 1 from its hit rolls in the Shooting phase until the end of its controlling player's next turn.			
Phased conversion beamer	42"	Assault 2	6	0	1	Attacks from the phased conversion beamer that target enemies at over half its range are resolved at Strength 8, AP - and Damage 2.			
Plasma blastgun	When atta	cking with this v	veapon,	choose	one of t	he profiles below:			
- Standard	18"	Assault 2	7	-3	1	-			
- Supercharge	18"	Assault 2	8	-3	2	For each hit roll of 1, the bearer suffers a single mortal wound			
Plasma charger	When atta	cking with this v	veapon,	choose	one of t	he profiles below:			
- Standard	8"	Pistol 3	6	-3	1	-			
- Supercharge	8"	Pistol 3	7	-3	2	For each hit roll of 1, the bearer takes a single mortal wound.			
Plasma destroyer	36"	Heavy 2D3	7	-3	2	-			
Predator autocannon	48"	Heavy 2D3	7	-1	3	-			
Punisher rotary cannon	36"	Heavy 18	5	-1	1	-			
Purgator	12"	Pistol 1	6	0	1	-			
Quad heavy bolter	36"	Heavy 12	5	-1	1	-			
Quad lascannon	48"	Heavy 4	9	-3	D6	-			
Quad launcher		ng this weapon, s			_	files below:			
- Shatter shells	24"	Heavy 4	8	-2	3	-			
- Thunderfire shells	60"	Heavy 4D3	5	0	1	This weapon can target units not visible to the firing model.			
Relic storm bolter	24"	Rapid Fire 2	5	-2	1	-			
ROC missile launcher	48"	Heavy 8	8	-2	2	-			
Scorpius multi-launcher	48"	Heavy 3D3	6	-2	2	This weapon can target units not visible to the firing model.			
Siege melta array	12"	Heavy 4D3	9	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.			
Skyreaper battery	48"	Heavy 8	7	-1	5	Add 1 to all hit rolls made for this weapon against targets that can <b>FLY</b> . Subtract 1 from the hit rolls made for this weapon against all other targets.			
Spectre pattern bolter	12"	Pistol 2	4	0	1	-			
Storm bolter	24"	Rapid Fire 2	4	0	1	-			
Storm cannon array	24"	Heavy 10	7	-2	2	-			
Tempest salvo launcher	36"	Heavy D3	6	-3	2	-			
Thunderhawk heavy cannon	48"	Heavy 2D6	8	-2	D6	-			
Thundershock	24"	Assault D3	7	-2	1	-			
Turbo-laser destructor	96"	Heavy D3	16	-4	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.			
Twin accelerator autocannon	48"	Assault 8	7	-1	2	Attacks made with this weapon suffer no penalty to its hit rol when targeting units with the <b>FLY</b> keyword. In addition, ever wound roll of 6+ made with this weapon increases the AP of that individual wound to -3.			

ADEPTUS ASTARTES RANGED WEAPONS							
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Twin assault cannon	24"	Heavy 12	6	-1	1	-	
Twin autocannon	48"	Heavy 4	7	-1	2	-	
Twin avenger bolt cannon	36"	Heavy 10	6	-2	2	-	
Twin heavy bolter	36"	Heavy 6	5	-1	1	-	
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its target automatically.	
Twin hellstrike launcher	72"	Heavy 2	8	-3	3	-	
Twin lascannon	48"	Heavy 2	9	-3	D6	-	
Twin magna-melta	24"	Heavy 2D3	10	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	
Twin multi-melta	24"	Heavy 2	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.	
Twin volcano cannon	120"	Heavy 2D6	16	-5	2D6	You can re-roll failed wound rolls when targeting <b>TITANIC</b> models with this weapon.	
Typhoon missile launcher	When atta	cking with this	weapon,	choose	one of tl	ne profiles below:	
- Frag missile	48"	Heavy 2D6	4	0	1	-	
- Krak missile	48"	Heavy 2	8	-2	D6	-	
Vengeance launcher	48"	Heavy 2D6	5	-1	1	-	
Whirlwind Castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units not visible to the firing model.	
Xiphon missile battery	60"	Heavy 3	6	-2	3	-	

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

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

## GREY KNIGHTS, INQUISITION & SISTERS OF BATTLE WARGEAR

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

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

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