

INDEX: FORCES OF THE ASTRA MILITARUM





INDEX: FORCES OF THE ASTRA MILITARUM

Forge World[®]



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INTRODUCTION

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

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

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

DATASHEETS

1. Battlefield Role

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

2. Power Rating

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

3. Unit Name

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

4. Profiles

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

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

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

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

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

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

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

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

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

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

¥ 22	М			DE	R D		ſRO	DYI	3 2R	DAMAGE Some of a Maraud characteristics cha battle, as shown be	nge as it suf	
NAME	М	WS	IS	S	T	W	A	Lđ	Sv	REMAINING W	M	BS
Marauder Destroyer	*	6+	*	7	7	20	3	7	3+	11-20+	20"-45"	4+
A Marauder Destroyer is							m,	100	10.0	5-10	20"-30"	5+
a twin assault cannon, a t				ter of he						1-4	20"	5+
WEAPON	RANGE	TYP	E		S	AP	0	ABILI				
Hellstrike missile	72"	Hes	wy 1		8	-2	D6			e when inflicting dam the lowest result.	age with this	s weap
Twin assault cannon	24"	Hes	wy 12		6	-1	1	-				
Twin autocannon	48"	Hes	wy 4		7	-1	2	-				
Twin heavy bolter	36"		wy 6		5	-1	1	-				
WARGEAR OPTIONS	 This 	model r	nay take	eight h	ellstrike	missile	5.					
ABILITIES	attacker Crash a crashes Hard to Heavy 1 against moved, single I	d in the and Bur in a fier o Hit: Yo Bombs: a single pick an	Fight pl n: If this y explo- our opp- Once p enemy enemy very oth	ase by u s model sion and onent m er battle unit it m unit tha	inits that is reduced leach u ust subt a Mara noves ov t it flew	at can Fl ced to 0 nit within tract 1 fr auder De ver durin over, th	Y. wounds, in 6" suff om hit r estroyer ig one of en roll 3.	, roll a D fers D6 i rolls for : equippe f its Mov D6 for e	6 befor mortal attacks d with wement ach VE	tt can FLY, and can or re removing it from th wounds. that target this model heavy bombs can mal phases. After the Mar HICLE or MONSTE 5. For every roll of a 4	e battlefield. in the Shoot a bombing auder Destro R in the unit	On a 6 ing ph run oyer ha or a
	Sky For has more		his mod	lel does	not suff	er the p	malty fo	r shooti	ng Hea	vy weapons on a turn	in which it	
FACTION KEYWORDS			A CTTP				ON	TTTT	TMEN	RIALIS		-

5. Unit Composition & Wargear

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

6. Weapons

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

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

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

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

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

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

7. Wargear Options

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

8. Abilities

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

9. Keywords

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

10. Damage

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

ASTRA MITARUM

total

ASTRA MILITARUM ARMY LIST

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

KEYWORDS

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

<REGIMENT>

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

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

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

MACRO WEAPONS

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

Macro Weapons

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

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

			AS F			characteristics char	Some of an Atlas Recovery Tank's characteristics change as it suffers damage in battle, as shown below:						
NAME	М	WS	BS	S		W	A	Ld	Sv	REMAINING W	М	BS	A
Atlas Recovery Tank	*	6+	*	7	7	11	*	7	3+	6-11+	12"	4+	3
An Atlas Recovery Tank i	s a single m	odel eq	uipped v	vith a h	eavy bo	lter.	P. S.			3-5	8"	5+	Dâ
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2	4"	6+	1
Heavy bolter	36"	Hea	ivy 3		5	-1	1	_					
Heavy stubber	36"	Hea	ivy 3		4	0	1	-					- 8
Hunter-killer missile	48"	48" Heavy 1 8 -2 D6 Each hunter-killer missile can only be fired once per battle.											
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-					1
WARGEAR OPTIONS			nay take nay take			missile. or a hea	vy stubb	er.	160	A Balanta		See.	
ABILITIES	explode	s, and e	ach unit c le: At th	within we end o	6" suffe	rs D3 m 10del's N	ortal wo Iovemen	unds. t phase,	this mo	ving it from the battlef odel can repair a single ds.			
	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.												
FACTION KEYWORDS	IMPEI	RIUM,	ASTRA	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td>1283. 487. JUNE</td><td></td><td>1.18</td><td></td></r<>	EGIME	NT>		1283. 487. JUNE		1.18	
KEYWORDS	VEHIC	CLE, A	TLAS I	RECO	VERY '	FANK	1000	5-1-	1865	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	- 64.24	5115	

A OWE		CO	SA MN		ND	NL VE		CLE		Some of a Salaman characteristics char				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel				
Salamander Command Vehicle	*	6+	*	6	7	10	*	8	3+	REMAINING W 6-10+	M 12"	BS 3+	A 3	
A Salamander Command	Vehicle is a	single 1	nodel eq	uipped	with a h	eavy fla	mer and	a heavy	bolter.	3-5	8" 4"	4+	D3	
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	1-2	4	5+	1	
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-					1	
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	weapon	automatically hits its	target.			
Heavy stubber	36"	Hea	ivy 3		4	0	1	-					10	
Hunter-killer missile	48"	Each hunter killer missile can only be fired once per												
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-						
WARGEAR OPTIONS			nay take nay take					oer.			12-7	1 jug		
ABILITIES	add 1 to COMM Explod	o all hit IAND V les: If th	rolls unt /EHICL	il the er E auspe is redu	nd of the ex survey iced to 0	phase. vors. wound	A single s, roll a	e model o D6 befor	cannot t	IMENT> VEHICLE v penefit from multiple s ving it from the battlef	SALAMA	NDER		
	to 9". It	Scout Vehicle: At the start of the first battle round but before the first turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.												
		launche								n the Shooting phase, ponent must subtract 1			ts	
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	A MIL	ITARU	M, <r< td=""><td>EGIMI</td><td>ENT></td><td></td><td></td><td>12-51.55</td><td>States 1</td><td></td></r<>	EGIMI	ENT>			12-51.55	States 1		
KEYWORDS	VEIL	CLEC		NIDE	R, SAL		IDED	00101			and the second second			

HA 6 HA	DE	S B	REA	AC F	HIN	GI	DRI	LL	SQUADRON
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hades breaching drill	6"	3+	4+	5	7	7	D6	7	3+
	-								
Veteran	6"	4+	4+	3	3	1	1	7	5+
Veteran Sergeant	6"	4+	4+	3	3	1	2	8	5+
 This unit contains 1 Hades The Hades Breaching Dr The Veteran Sergeant is a Each Veteran is armed w 	rill is arme armed wit	d with a h a laspi	n melta-c stol, cha	utter di insword	rill.				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Flamer	8"	Ass	ault D6		4	0	1	This	weapon automatically hits its target.
Grenade launcher	When a	ttacking	g with th	is weap	on, choc	ose one	of the pr	ofiles be	elow:
- Frag grenade	24"		ault D6		3	0	1	-	
- Krak grenade	24"		ault 1		6	-1	D3	-	
Laspistol	12"	Pist	ol 1		3	0	1	-	
Meltagun	12"	Ass	ault 1		8	-4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.
Plasma gun	When a	ttacking	g with th	is weap	on, choc	ose one	of the pr	ofiles be	elow:
- Standard	24"	Rap	id Fire 1		7	-3	1	-	
- Supercharged	24"	Rap	id Fire 1		8	-3	3		hit roll of a 1, the bearer is slain after all of this pon's shots have been resolved.
Plasma pistol	When a	ttacking	g with th	is weap	on, choc	ose one	of the pr	ofiles be	elow:
- Standard	12"	Pist	ol 1		7	-3	1	-	
- Supercharged	12"	Pist	ol 1		8	-3	3		hit roll of a 1, the bearer is slain after all of this pon's shots have been resolved.
Shotgun	12"	Ass	ault 2		3	0	1	Stren	-
Chainsword	Melee	Mel	ee		User	0	1	attac	time the bearer fights, it can make 1 additional k with this weapon.
Melta-cutter drill	Melee	Mel			x2	-4	D3		en making attacks against a VEHICLE , roll D6 for Damage instead of D3.
Power axe	Melee	Mel	ee		+1	-2	1	-	
Power fist	Melee	Mel			x2	-3	D3		en attacking with this weapon, you must subtract 1 n the hit roll.
Power sword	Melee	Mel			User	-3	1	-	
Frag grenade	6"		nade D6		3	0	1	-	
WARGEAR OPTIONS	• The	Veteran	Sergeant	t may re	place th	eir laspi	istol for a	a bolt pi	wer sword, power axe or power fist. istol or plasma pistol. , grenade launcher, meltagun or plasma gun.
ABILITIES					attackin ll to D6.		LDING	, change	e the Hades Breaching Drill's Attacks to 2D6 and th
	battlefie	ld. At th	ne end of	f any of	your Mo	ovemen	t phases,	this un	nit up underground instead of placing it on the hit may drill up from the ground and into battle – from enemy models.
	single g	roup wi ng Drill	th each 1	model v	vithin 2"	of at lea	ast one o	ther mo	reaching Drill Squadron must be deployed as a odel from their unit. From that point on, the Hades ans and both are treated as separate units for all
	Whirlin	ng Blad	es: The H	Hades B	reaching	Drill h	as a 4+ i	nvulner	rable save in the Fight phase.
FACTION KEYWORDS		-					EGIME		
KEYWORDS	(HAD	ES BRI	EACHI	NG DI		VEHIC	CLE, HA		BREACHING DRILL

A BOWE		CE	NTA	AU]	R L	IGH	IT (CAI	RRIER
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Centaur Light Carrier	12"	6+	4+	5	6	7	2	7	3+
A Centaur Light Carrier is	a single m	odel equ	uipped	with tw	o heavy	stubbers		51.0	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Heavy stubber	36"	Hea	wy 3		4	0	1	-	
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6	Each battle	hunter-killer missile can only be fired once per e.
WARGEAR OPTIONS	• This	model r	nay take	e a hunt	er-killer	missile.	and a	1.54	
ABILITIES	choose does th within Finally, towed r Explod	to tow it is, this n 1" of this any crev nay not es: If this	t as long nodel in s model w are pla fire its v is mode	as neit nmedia so that aced in veapon l is redu	tely mak no part base cor s during uced to 0	model n es a mov of the A ntact wit the Sho	or the A ve of up RTILLE h the Al oting ph s, roll a l	RTILLE to 12". T RY moo RTILLE ase of th D6 befor	riendly <regiment> ARTILLERY</regiment> model, it can ERY model is within 1" of an enemy model. If it The ARTILLERY model is then placed anywhere del has moved more than 12" from where it started. RY model. An ARTILLERY model that has been he same turn. re removing it from the battlefield, and before any
	embark	ed mod	els diser	nbark.	On a 6+	it explo	des, and	each un	nit within 6" suffers D3 mortal wounds.
		auncher							eapons in the Shooting phase, this model can use its your opponent must subtract 1 from any hit rolls
TRANSPORT									Y models. Each Heavy Weapon Team or Veteran each OGRYN takes the space of three other models.
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>ENT></td><th></th></r<>	EGIME	ENT>	
KEYWORDS	VEHI							1.2.4.4	

5 .5		PA	TT)	ERN	PHC N C	DNN HIN	NE ME	RA		DAMAGE Some of a Gryphon characteristics chan battle, as shown bel	ge as it su				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A		
Gryphonne Pattern Chimera	*	6+	*	6	7	10	*	7	3+	6-10+ 3-5	12" 8"	4+ 5+	3 D3		
A Gryphonne Pattern Ch a heavy bolter and a lasgu		ngle mo	ədel equ	ipped w	/ith twir	i heavy l	oolters,			1-2	4"	6+	1		
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES				83		
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-							
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	weapon	automatically hits its t	arget.		13		
Heavy stubber	36"	Hea	ivy 3		4	0	1	-							
Hunter-killer missile	48"	Hea	ivy 1		8	-2	D6	Each battle		inter-killer missile can only be fired once per					
Lasgun array	24"	Rap	oid Fire 3	3	3	0	1			can only be fired if a u nicle equipped with it.	init is eml	oarked			
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					13		
Twin heavy bolter	36"	Hea	ivy 6		5	-1	1	-							
WARGEAR OPTIONS	This This	model 1 model 1	nay take nay take	a hunte a storn	er-killer 1 bolter	or a hea	vy stubb	er.	Nel 1						
ABILITIES										ving it from the battlefi n 6" suffers D3 mortal		efore any			
		aunche								n the Shooting phase, t ponent must subtract 1			s		
TRANSPORT										els. Each Heavy Weapo RYN takes the space of					
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td></td><td></td><td></td></r<>	EGIME	NT>							
KEYWORDS	VEHIC	CLE, T	RANSI	PORT,	GRYP	HONN	E PAT	ERN C	CHIMI	ERA	141		7		

5 (5)		SU	JPP		OJ. T \		[IC]	LE		DAMAGE Some of a Trojan Su characteristics chan battle, as shown bel	ge as it su		age in
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Trojan Support Vehicle	*	6+	*	6	7	10	*	7	3+	6-10+	12"	3+	3
A Trojan Support Vehicle i	s a single n	nodel e	quipped	with a	heavy b	olter.	1.1	58-13S	122	3-5	8"	4+	D3
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2	4"	5+	1
Heavy bolter	36"	Hea	avy 3		5	-1	1	-					200
Heavy flamer	8"	Hea	avy D6		5	-1	1	This	weapon	automatically hits its	arget.		
Heavy stubber	36"	Hea	avy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	Each battle		killer missile can only	be fired o	nce per	
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
WARGEAR OPTIONS	• This	nodel 1	nay repl nay take nay take	a hunt	er-killer	missile.							
ABILITIES	embarke Smoke	ed mod L <mark>aunc</mark> h aunche	els diser e rs: On	nbark; o ce per g	on a 6+ : ame, ins	it explocestead of	les and e shooting	ach uni gany we	t within apons ir	ring it from the battlef 6" suffers D3 mortal w n the Shooting phase, t ponent must subtract 1	vounds. his model	can use it	s
	Support any faile							riendly	<regi< td=""><td>MENT> VEHICLE wi</td><td>thin 6" ma</td><td>y re-roll</td><td></td></regi<>	MENT> VEHICLE wi	thin 6" ma	y re-roll	
TRANSPORT										s. Each Heavy Weapon RYN takes the space of			
FACTION KEYWORDS	IMPEF	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td>h a b</td><td></td><td></td><td></td><td></td></r<>	EGIME	NT>	h a b				
KEYWORDS	VEHIC	CLE, T	RANSI	PORT,	TROJA	N SUI	PPORT	VEHI	CLE			129	7

t 6 rowst	P	AT'	ſEŔ	AR' RN	TEN HE	/IA LLF	JOI	JNI	D	DAMAGE Some of an Artemia characteristics chan battle, as shown bel	ige as it su		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	RS	A
Artemia Pattern Hellhound	*	6+	*	6	7	11	*	7	3+	6-11+	12"	4+	3
This unit contains 1 Artem Hellhound (Power Rating (Power Rating +10). Each Artemia inferno cannon.	+5) or 2 a	dditiona	al Arten	nia Patt	ern Hellł	nounds				3-5 1-2	8" 4"	5+ 6+	D3 1
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					1
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its t	target.		
Artemia inferno cannon	16"	Hea	vy D6		6	-1	2	for th	ne numb	automatically hits its to per of attacks when firitowest result.			and the second
Multi-melta	24"	Hea	vy 1		8	-4	D6	two c		s within half range of t en inflicting damage w			e
WARGEAR OPTIONS	• Any	model n	nay repl	ace its l	heavy bol	ter with	a heavy	/ flamer	or a mu	lti-melta.		2.2.1.2	
ABILITIES					is reduce n 6" suffer				5 before	removing it from the l	oattlefield.	On a 4+ i	t
		auncher								n the Shooting phase, t ponent must subtract 1			s
										unit must be placed wit s a separate unit for all			
FACTION KEYWORDS	IMPEI	RIUM,	ASTR	A MIL	ITARU	M, <r]< td=""><td>EGIME</td><td>ENT></td><td></td><td></td><td>- Print Ball</td><td></td><td></td></r]<>	EGIME	ENT>			- Print Ball		
KEYWORDS	VEHIC	CLE, H	ELLHO	DUND), ARTE	MIA P	ATTER	RN HE	LLHOU	UND		A Marco	

5 Towe			SC	OU	MA JT	ΓΑΝ				DAMAGE Some of a Salamand characteristics chan battle, as shown belo	ge as it su		age i
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Salamander Scout Tank	*	6+	*	6	7	10	*	7	3+	6-10+	12"	4+	3
This unit contains 1 Salama (Power Rating + 5) or 2 add Each Salamander Scout Tar	ditional Sa	alamand	ler Scout	Tanks	(Power	Rating -	+10).	Scout Ta	ank	3-5 1-2	8" 4"	5+ 6+	D 1
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Autocannon	48"	Hea	wy 2		7	-1	2	-					
Heavy bolter	36"	Hea	avy 3		5	-1	1	-					
Heavy stubber	36"	Hea	avy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6	Each battle		-killer missile can only	be fired or	nce per	
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
WARGEAR OPTIONS			nay take nay take				vy stubł	oer.		ST. SAL			
ABILITIES	explode Scout V 9". It ca who is Smoke	es, and e Vehicle: Innot en taking th Launch	At the st d this m he first t	within tart of the ove with urn more ce per g	6" suffe he first t hin 9" of ves their ame, ins	rs D3 m pattle rou f any ener c units fi stead of s	ortal wo und but emy mo rst. shooting	ounds. before tl dels. If b g any we	ne first t oth play apons ir	ving it from the battlefic turn begins, you can mo yers have units that can n the Shooting phase, tl	ove this un do this, th nis model	nit up to he player can use its	5
	that tar Vehicle	get it. Squad i	ron: The	first tir	ne this u	ınit is se	t up, all	models	in this u	oonent must subtract 1 unit must be placed witt	hin 6" of e	each other.	
	From the	hat poin	t onward	is, each	operate	s indepe	endently	and is t	reated a	is a separate unit for all	rules purp	poses.	_
FACTION KEYWORDS	IMDE	DIIM	ASTR	A NATT	TADI		CIM	NT					 1

T S	F	ΓΑι	JRO	S .	ASS	AU	LT	VE]	HICLE	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Tauros Assault Vehicle	15"	4+	4+	4	5	6	2	7	4+	
This unit contains 1 Tauros Tauros Assault Vehicles (Pc									le (Power Rating +3) or 2 additional heavy flamer.	
WEAPON	RANGE	TYPI			S	AP	D	ABILI	ITIES	
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon automatically hits its target.	
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each battle	n hunter-killer missile can only be fired once e.	per
Tauros grenade launcher	When	attackin	g with t	his we	eapon, cl	noose o	ne of the	e profile	es below:	
- Frag grenade	36"	Assa	ault 2D6		3	0	1	-		
- Krak grenade	36"	Assa	ault 2		6	-1	D3	-		
WARGEAR OPTIONS					heavy fla ter-killer			os grena	ade launcher.	
ABILITIES									re removing it from the battlefield, and before nit within 6" suffers 1 mortal wound.	e any
	Galvan	ic Moto	r: If this	mode	l moved	over 10"	in its las	st Mover	ement phase, it gains a 5+ invulnerable save.	
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MII	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td></r<>	EGIME	NT>		
KEYWORDS	VEHI	CLE. T	AUROS	. TAI	JROS A	SSAUI	T VEH	ICLE		15

	California Ba	CEL MARAN	0153041.5	1. J. J. S. B. J.	13.12 M 10.1	S. C. Barris	2012/04/12	2.10.00	
			TA	UF	ROS	VE	ENA	TO	R
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Tauros Venator	15"	4+	4+	4	5	6	2	7	4+
This unit contains 1 Tauro (Power Rating +8). Each								er Ratii	ng +4) or 2 additional Tauros Venators
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	Each battle	hunter-killer missile can only be fired once per e.
Twin lascannon	48"	Hea	avy 2		9	-3	D6	-	
Twin multi-laser	36"	Hea	avy 6		6	0	1	-	
WARGEAR OPTIONS					win mul er-killer		with a tv	vin lasca	annon.
ABILITIES							s, roll a I tal wour		re removing it from the battlefield. On a 6+ it
	Galvan	ic Moto	r: If this	s model	moved o	over 10"	in its las	st Mover	ment phase, it gains a 5+ invulnerable save.
		r Target t has mo		ay: Thi	s model	does no	t suffer t	he pena	lty to hit for shooting a Heavy weapon on a turn in
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td></r<>	EGIME	NT>	
KEYWORDS	VEHI	CLE, T	AURO	s, tau	ROS V	ENAT	OR	16.1	

ARMAGEDDON PATTERN BASILISK M WS BS S T W A Ld

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6+

NAME

Armageddon Pattern Basilisk

*

DAMAGE

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

147	Δ	1.4	n.,	Dattic, as shown bei	UW .		
W	A	LU	Sv	REMAINING W	М	BS	A
12	*	7	3+	6-12+	12"	4+	3
ditional	Ammon	eddon P	attann	3-5	8"	5+	D3
lisks (P c	ower Ra	ting +14	l).	1-2	4"	6+	1
annon a	nu a ne	avy bolte	er.		THE R. LOWSER		242.000

This unit contains 1 Arma	addon Datt	orn Racilick It can in	chudo 1 oc	ditional	1 Armag	addan Dattarn	3-5	8"	5+	Ι
Basilisk (Power Rating +2) Each Armageddon Pattern	7) or 2 additi	onal Armageddon Pa	attern Basi	ilisks (P	ower Ra	ting +14).	1-2	4"	6+	_
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES				
Earthshaker cannon	240"	Heavy D6	9	-2	D3	Roll two dice for weapon and disca target units that a	ard the lowest re	esult. This w		
Heavy bolter	36"	Heavy 3	5	-1	1	-				
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon auto	matically hits it	s target.		
Heavy stubber	36"	Heavy 3	4	0	1	-				
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-kille battle.	r missile can on	ly be fired o	once per	
Storm bolter	24"	Rapid Fire 2	4	0	1	-				
WARGEAR OPTIONS	Any n	nodel may replace its nodel may take a hur nodel may take a stor	nter-killer	missile.						
ABILITIES		s: If this model is rec and each unit with					t from the battle	efield. On a	6+ it	
		Launchers: Once per nunchers; if it does sc et it.								S
		Squadron: The first t at point onwards, eac								•
FACTION KEYWORDS	IMPER	IUM, ASTRA MI	LITARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td>12 1 1 27</td><td></td><td>1</td><td></td></r<>	EGIME	ENT>	12 1 1 27		1	
KEYWORDS	VEHIC	LE, BASILISK, A	RMAGE	DDON	I PATT	ERN BASILISK				

2 . 2011		ARI PATT	MAGI ERN	EDD MEI	ON DUS	SA		DAMAGE Some of an Armage characteristics chan battle, as shown bel	ige as it su		
NAME	М	WS BS	S T	W	A	Ld	Sv	REMAINING W	ow: M	BS	A
Armageddon Pattern Medusa	*	6+ *	6 7	12	*	7	3+	6-12+	12"	4+	3
This unit contains 1 Arma Pattern Medusa (Power R Rating +14). Each Armaş a heavy bolter.	ating +7) or	2 additional A	rmageddon I	Pattern M	edusa (P	ower	ind	3-5 1-2	8" 4"	5+ 6+	D3
WEAPON	RANGE	TYPE	S	AP	D	ABILI	IES				
Heavy bolter	36"	Heavy 3	5	-1	1	-					
Heavy flamer	8"	Heavy D6	5	-1	1	Thisy	weapon	automatically hits its t	target.		
Heavy stubber	36"	Heavy 3	4	0	1	-					
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each battle		-killer missile can only	be fired o	nce per	
Medusa siege cannon	36"	Heavy D6	10	-3	D3	This beare	-	can target units that a	re not visi	ble to the	
Storm bolter	24"	Rapid Fire 2	4	0	1	-					
WARGEAR OPTIONS	Any r	nodel may repla nodel may take nodel may take	a hunter-kille	er missile							
ABILITIES		s: If this model and each unit					e remov	ving it from the battlefi	ield. On a	6+ it	
		unchers; if it de						n the Shooting phase, t ponent must subtract 1			s
								unit must be placed wit as a separate unit for all			
FACTION KEYWORDS	IMPER	IUM, ASTRA	MILITAR	UM, <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td></td><td>1.56</td><td></td></r<>	EGIME	NT>				1.56	
KEYWORDS		LE, MEDUS								2 2 2 2 2 7	

	(COL	05	SSU	IS B	ON	IBA	RD		DAMAGE Some of a Colossus change as it suffers of shown below:			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Colossus Bombard	*	6+	*	7	8	12	*	7	3+	6-12+	8"	4+	3
This unit contains 1 Colos Rating +11) or 2 addition is equipped with a Coloss	al Colossus	Bombard	ls (Pov	ver Rat	ting +22					3-5 1-2	6" 4"	5+ 6+	D: 1
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				1
Colossus siege mortar	240"	Heavy	7 2D6		6	-2	D3	beare	er. Ūnits	can target units that ar attacked by this weapc ir saving throws for bei	on do not	gain any	
Heavy bolter	36"	Heavy	y 3		5	-1	1	-					
Heavy flamer	8"	Heavy	7 D6		5	-1	1	This	weapon	automatically hits its ta	arget.		
Heavy stubber	36"	Heavy	73		4	0	1	-					- 3
Storm bolter	24"	Rapid	Fire 2		4	0	1	-					
WARGEAR OPTIONS		model ma model ma											
ABILITIES	Explode		model	is redu	iced to 0	wound	s, roll a l	D6 befor	e remov	ring it from the battlefi	eld. On a	6+ it	
		aunchers;								n the Shooting phase, th ponent must subtract 1			;
										unit must be placed with s a separate unit for all			0.000
FACTION KEYWORDS	IMPEF	RIUM, A	STRA	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td></td><td></td><td></td><td></td><td>-</td></r<>	EGIME	ENT>					-
KEYWORDS	VEHIC	CLE, CO	LOSS	US BO	OMBA	RD	12.34	See 2	1.36				7

	and an e	1. andas	19924	11534	13/14/2	1 per	2.12.85	Dec.	
	CY	CLC)PS	DI	EMO	OLI	TIC	DN	VEHICLE
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Cyclops Demolition Vehicle	10"	6+	4+	4	6	4	1	7	3+
									lition Vehicle (Power Rating +3) or 2 additional opped with a Cyclops demolition charge.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Cyclops demolition charge	*	Hea	vy 2D6		9	-2	D3		s weapon automatically hits its target. This weapon v only be used once per battle.
WARGEAR OPTIONS	• None	e.	Ch. Cl	12. TH	22.18			1. State	
ABILITIES	it may of within this mo	choose to D6" is au del has ved fror	o detona itomatic detonate	te its C ally hit d its Cy	yclops d by this v vclops de	emolitio weapon emolitio	on charge using th on charge	e. When e profile , remov	I's Shooting phases, so long as it has not Advanced, in it does so, every unit (both friendly and enemy) le stated above – roll separately for each unit. Once ve it from play. Any Cyclops Demolition Vehicle that ts in scenarios that offer Victory points for slaying
							s, roll a I ortal wo		ore removing it from the battlefield. On a 3+ it
									s in this unit must be placed within 6" of each other. treated as a separate unit for all rules purposes.
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	A MIL	TARU	M, <r< td=""><td>EGIME</td><td>NT></td><th></th></r<>	EGIME	NT>	
KEYWORDS	VEHI	CLE, C	YCLOP	S DE	MOLIT	ION V	EHICI	E	

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Earthshaker Platform	0"	-	4+	4	7	7	-	7	4+
This unit contains 1 Earth Platforms (Power Rating									(Power Rating +3) or 2 additional Earthshaker annon.
WEAPON	RANGE	TYP	E		S	AP	D	ABILII	TIES
Earthshaker cannon	240"	Hea	wy D6		9	-2	D3	weap	two dice for the number of attacks when firing this on and discard the lowest result. This weapon can t units that are not visible to the bearer.
WARGEAR OPTIONS	None	е.					15 1		
ABILITIES	From th Explod	nat poin es: If thi	t onward	ls, each is redu	operates ced to 0	s indepe wounds	endently 5, roll a I	and is tr D6 befor	n this unit must be placed within 6" of each other. reated as a separate unit for all rules purposes. re removing it from the battlefield. On a 6+ it
	automa	tically h	it this m	odel in	the Figh	nt phase	– do no	t make ł	fight 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.
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	A MIL	TARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td></r<>	EGIME	NT>	
KEYWORDS	ARTII								

OWER	ART	'HS	HA	KE	ER C	CAR	RIA	AGI	E B	ATTERY			
IAME	M	WS	BS	S	T	W	A	Ld	Sv				
Earthshaker Carriage	0"	-	4+	4	7	7	-	7	4+				
Guardsmen Crew	6"	4+	4+	3	3	1	1	6	5+				
This unit contains 1 Earthsh Power Rating +4) or 2 add Each Earthshaker Carriag Each Guardsmen Crew is	litional Ea e is equip	rthshak ped witl	ter Carri h an Ear	iages wi thshake	ith 4 Gua er canno	ardsmen on.					4 Guardsme	en Crew	
VEAPON	RANGE	TYPE	E		S	AP	D	ABILIT	IES				
Earthshaker cannon	240"	Hea	vy D6		9	-2	D3	weap	on and	e for the number of att discard the lowest res hat are not visible to t	ult. This we		
Frag grenade	6"	Gre	nade D6	5	3	0	1	-					
Lasgun	24"	Rap	id Fire 1		3	0	1	-					
													- 11
	model is	y: An E s within gle turn.	3". A sin If all of	ngle Gu the Gu	ardsmei ardsmer	n Crew 1	nodel ca	annot op	erate n	a friendly < REGIMEN nultiple Earthshaker C er Carriage are slain, i	arriages in	this way	w
	Artiller model is in a sing down ar Artiller within 3 separate	ry: An E s within gle turn. nd is ren ry Batten s" of eac c units.	3". A sin If all of noved fr ry: An E h other,	ngle Gu the Gu om play arthsha and mu rdsmen	iardsmei ardsmer y. aker Car ist rema i Crew n	n Crew 1 n Crew v riage Ba in within	model ca vithin 6" ttery and n this di	d its Gua stance th	erate m thshak ardsmen aroughe	nultiple Éarthshaker C	Carriages in t immediate yed as a sin otherwise t i	this way ely shuts gle group reated as	
WARGEAR OPTIONS Abilities	Artiller model is in a sing down ar Artiller within 3 separate visible u Explode	y: An E s within gle turn. nd is rer y Batter b" of eac cunits." unit to the es: If thi	3". A sin If all of noved fr ry: An E h other, The Guat he mode	ngle Gu the Gu om play Carthsha and mu rdsmen el that is is redu	ardsmen ardsmer y. aker Car ast rema Crew n shootin aced to 0	n Crew 1 n Crew v riage Ba in within hay only 9 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	model ca vithin 6" ttery and n this di be chos s, roll a I	d its Gua d its Gua stance th en as a t	erate n thshak ardsmen aroughe arget in e remov	nultiple Éarthshaker C er Carriage are slain, i n Crew must be deplo out the battle, but are c	carriages in t immediate yed as a sin otherwise tr f they are th field, and be	this way ely shuts gle group cated as t e closest	
ABILITIES	Artiller model is in a sing down ar Artiller within 3 separate visible u Explode embarke	y: An E s within gle turn. nd is rer y Batter " of eac <u>units.</u> " unit to the es: If thi ed mode	3". A sin If all of noved fr ry: An E h other, The Guat he mode	ngle Gu the Gu om play Carthshe and mu rdsmen d that is is redu nbark. C	ardsmen ardsmer y. aker Car ust rema to Crew n s shootin ced to 0 On a 6+	n Crew 1 n Crew v riage Ba in within hay only bg wounds it exploo	nodel ca vithin 6" ttery and n this di be chos s, roll a I des, and	annot op of a Eau d its Gue stance th en as a t D6 befor each un	erate n thshak ardsmen aroughe arget in e remov	nultiple Éarthshaker C er Carriage are slain, i n Crew must be deplo out the battle, but are d the Shooting phase if ving it from the battlef	carriages in t immediate yed as a sin otherwise tr f they are th field, and be	this way ely shuts gle group cated as t e closest	
	Artiller model is in a sing down an Artiller within 3 separate visible u Explode embarke IMPER	y: An E s within gle turn. nd is rer y Batter of eac units. unit to th es: If thi ed mode RIUM, THSHA	3". A sin If all of noved fr ry: An E h other, The Guan he mode is model els disen ASTRA	ngle Gu the Gu com play Carthsha and mu rdsmen d that is is redu nbark. (A MILI CARRL	ardsmer ardsmer y. aker Car ust rema crew n shootin aced to 0 On a 6+ ITARU AGE):	n Crew n riage Ba in within nay only 5 wounds it exploo M, <ri VEHIC</ri 	model ca vithin 6" ttery and n this di be chos s, roll a I des, and EGIME CLE, AF	annot op of a Eau d its Gua stance th en as a t D6 befor each un NT> XTILLE	e removit withi	nultiple Éarthshaker C er Carriage are slain, i n Crew must be deplo out the battle, but are d the Shooting phase if ving it from the battler n 6" suffers D3 mortal ARTHSHAKER C A	Carriages in t immediate yed as a sin otherwise tr f they are th field, and be wounds.	this way ely shuts gle group reated as re closest efore any	
ABILITIES FACTION KEYWORDS KEYWORDS	Artiller model is in a sing down ar Artiller within 3 separate visible u Explode embarket IMPER (EART (GUAR	y: An E s within gle turn. nd is rer y Batter " of eac <u>units.</u> " mit to th es: If thi ed mode RIUM, THSHA RDSMH	3". A sin I f all of noved fr ry: An E h other, The Guai he model els disen ASTRA KER C EN CRI	ngle Gu i the Gu i om play iarthsha and mu rdsmen d that is is redu nbark. (A MILL CARRL EW): I FOCA	ardsmer ardsmer y. aker Car ust rema crew n shootin ced to 0 On a 6+ ITARU AGE): NFAN	n Crew v riage Ba in within aay only 5 wounds it exploo M, <ri VEHIC FRY, G</ri 	nodel ca vithin 6" ttery and a this di be chos a, roll a I des, and EGIME CLE, AF UARDS RTA	annot op of a Ear d its Gua stance th en as a t D6 befor each un NT> TILLE SMEN	erate n thshak ardsmen arget in e remov it withi RY, E A CREW	nultiple Éarthshaker C er Carriage are slain, i n Crew must be deplo out the battle, but are d the Shooting phase if ving it from the battler n 6" suffers D3 mortal ARTHSHAKER C A	Carriages in t immediate yed as a sim otherwise to field, and be wounds. ARRIAGE Mortar Can nge as it su	this way ely shuts gle group reated as le closest efore any rrier's	
AGTION KEYWORDS KEYWORDS	Artiller model is in a sing down ar Artiller within 3 separate visible u Explode embarke IMPEF (EART (GUAF	y: An E s within gle turn. nd is rer y Batter " of eac o units." unit to the es: If thi ed mode RIUM, THSHA RDSMH	3". A sin I f all of noved fr ry: An E h other, The Guat he mode is model els disen ASTRA KER C EN CRI RUF BS	ngle Gu i the Gu; i om play Garthsha and mu rdsmen i that is is redu nbark. (A MILL CARRL EW): I FO CA S	ardsmer ardsmer y. aker Car ust rema crew n shootin ced to 0 On a 6+ ITARU AGE): NFANT	n Crew v riage Ba in within ay only texploc M, <ri VEHIC TRY, G</ri 	nodel cz vithin 6" ttery and n this di be chos s, roll a I des, and EGIME CLE, AF UARDS RTA	annot op of a Ear d its Gud stance th en as a t D6 befor each un NT> XTILLE SMEN R R	e removit withi	nultiple Éarthshaker C er Carriage are slain, i n Crew must be deplo out the battle, but are d the Shooting phase if ving it from the battlef n 6" suffers D3 mortal ARTHSHAKER CA ARTHSHAKER CA J	Carriages in t immediate yed as a sim otherwise to field, and be wounds. ARRIAGE Mortar Can nge as it su	this way ely shuts gle group reated as le closest efore any rrier's	
AGTION KEYWORDS KEYWORDS	Artiller model is in a sing down ar Artiller within 3 separate visible u Explode embarket IMPER (EART (GUAR	y: An E s within gle turn. nd is rer y Batter " of eac <u>units.</u> " mit to th es: If thi ed mode RIUM, THSHA RDSMH	3". A sin I f all of noved fr ry: An E h other, The Guai he model els disen ASTRA KER C EN CRI	ngle Gu i the Gu i om play iarthsha and mu rdsmen d that is is redu nbark. (A MILL CARRL EW): I FOCA	ardsmer ardsmer y. aker Car ust rema crew n shootin ced to 0 On a 6+ ITARU AGE): NFANT	n Crew v riage Ba in within aay only 5 wounds it exploo M, <ri VEHIC FRY, G</ri 	nodel ca vithin 6" ttery and a this di be chos a, roll a I des, and EGIME CLE, AF UARDS RTA	annot op of a Ear d its Gua stance th en as a t D6 befor each un NT> TILLE SMEN	erate n thshak ardsmen arget in e remov it withi RY, E A CREW	nultiple Éarthshaker C er Carriage are slain, i n Crew must be deplo out the battle, but are deplo to the Shooting phase if ving it from the battlet n 6" suffers D3 mortal ARTHSHAKER CA 7 DAMAGE Some of a Griffon characteristics chat battle, as shown be	Carriages in t immediate yed as a sin otherwise to field, and be wounds. ARRIAGE Mortar Cas inge as it su	this way ely shuts gle group reated as te closest efore any rrier's uffers dan	nage
ABILITIES FACTION KEYWORDS KEYWORDS	Artiller model is in a sing down ar Artiller within 3 separate visible u Explode embarka IMPEH (EART (GUAF M *	y: An E s within gle turn. nd is rer y Batter " of eac units." mit to th es: If thi ed mode RIUM, THSHA RDSMH GJ WS 6+ Carrier. J	3". A sin If all of noved fr ry: An E h other, The Guat he mode is model els disen ASTRA IKER CE EN CRI EN CRI BS *	ngle Gu i the Gu i om play carthshe and mu rdsmen d that is i is redu nbark. (A MILL CARRL EW): I FO CA S 7 clude 1	ardsmer ardsmer y. aker Car ust rema crew n shootin ced to 0 On a 6+ ITARU AGE): NFANT NFANT NFANT I 7 additior	n Crew v riage Ba in within hay only T wounds it exploce M, <ri VEHIC TRY, G</ri 	nodel ca vithin 6" ttery and n this di- be chos s, roll a I des, and EGIME CLE, AF UARDS RTA A *	annot op of a Eau d its Gud stance th en as a t D6 befor each un NT> CTILLE SMEN CTILLE SMEN CR	erate n thshak ardsmen roughd arget in e remov it withi RY, EA CREW	nultiple Éarthshaker C er Carriage are slain, i n Crew must be deplo but the battle, but are d the Shooting phase if ving it from the battle n 6" suffers D3 mortal ARTHSHAKER CA 7 DAMAGE Some of a Griffon characteristics cha battle, as shown be REMAINING W	Carriages in t immediate yed as a sin otherwise to they are the field, and be wounds. ARRIAGE Mortar Car nge as it su	this way ely shuts gle group reated as te closest efore any rrier's offers dan BS	nage

	NANUL	1116		~								
Griffon heavy mortar	48"	Heavy D6	6	-1	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.						
Heavy bolter	36"	Heavy 3	5	-1	1	-						
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.						
Heavy stubber	36"	Heavy 3	4	0	1	-						
Storm bolter	24"	Rapid Fire 2	4	0	1	-						
WARGEAR OPTIONS	• Any r	nodel may replace its nodel may take a stor	rm bolter	or a hea	vy stubb	er.						
ABILITIES	explodes Smoke I	s, and each unit with L aunchers: Once per nunchers; if it does so	in 6" suffe game, ins	rs D3 m stead of	ortal wo shooting	D6 before removing it from the battlefield. On a 6+ it bunds. g any weapons in the Shooting phase, this model can use its g phase your opponent must subtract 1 from any hit rolls						
	Vehicle Squadron: The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.											
FACTION KEYWORDS	IMPER	LIUM, ASTRA MI	LITARU	M, <r< td=""><td>EGIME</td><td>ENT></td></r<>	EGIME	ENT>						
KEYWORDS	VEHIC	LE, GRIFFON M	ORTAR	CARR	IER							

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A Rowet		HE	AV	YM	[O]	RTA	R F	BAT	TERY
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Heavy Mortar	0"	-	4+	4	7	6	-	7	4+
Guardsmen Crew	6"	4+	4+	3	3	1	1	6	5+
(Power Rating +3) or 2Each Heavy Mortar isEach Guardsmen Creation	s equipped wi	th a heav	vy mort	ar.			each (Po	wer Rat	ating +6).
WEAPON	RANGE	TYPE			S	AP	D	ABILI	ITIES
Heavy mortar	48"	Heav	ry D6		6	-1	D3	This beare	s weapon can target units that are not visible to the er.
Lasgun	24"	Rapi	d Fire 1		3	0	1	-	
Frag grenade	6"	Gren	ade D6		3	0	1	-	
WARGEAR OPTIONS	• None		100			13.2%		Ser.	
ABILITIES	3". A sin Guardsr Artiller 3" of cac	gle Guar nen Crev y Batter h other, he Guarc	dsmen w withir y: A He and mu lsmen (Crew me n 6" of a avy Mon ist rema Crew ma	odel can Heavy I rtar Bat in with y only	nnot ope Mortar a tery and in this d	rate mu re slain, l its Gua istance	ltiple He it imme rdsmen hrough	friendly <regiment></regiment> Guardsmen Crew is within leavy Mortars in this way in a single turn. If all of the ediately shuts down and is removed from play. a Crew must be deployed as a single group within hout the battle, but are otherwise treated as separate the Shooting phase if they are the closest visible
									ore removing it from the battlefield, and before any nit within 6" suffers 1 mortal wound.
FACTION KEYWORDS	IMPER	RIUM, A	ASTRA	MILI	TARU	M, <ri< td=""><td>EGIME</td><td>NT></td><td></td></ri<>	EGIME	NT>	
KEYWORDS									Y MORTAR CREW

	HEA	VY	QU	AD	LA	UN	ICH	IER	BA	TTERY
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Heavy Quad Launcher	0"	-	4+	4	7	6	-	7	4+	
Guardsmen Crew	6"	4+	4+	3	3	1	1	6	5+	
(Power Rating +3) or 2 ad • Each Heavy Quad Launc • Each Guardsmen Crew is	her is equi s equipped	ipped w l with a	vith a hea lasgun a	vy quad	l launche grenade	er. s.				ating +6).
WEAPON	RANGE	TYF			S	AP				can target units that are not visible to the
Heavy quad launcher	48"	He	avy 4D6		5	0	1	beare	-	can target units that are not visible to the
Lasgun	24"	Ra	pid Fire 1	L	3	0	1	-		
Frag grenade	6"	Gr	enade De	5	3	0	1	-		
WARGEAR OPTIONS	• None	e.	1 Sa alf							
ABILITIES	Crew is in a sing down a Artiller within : separate	within gle turr nd is re ry Batte 3 ["] of ea e units.	3". A sim h. If all of moved fr ery: A He ch other,	ngle Gua The Gu rom pla eavy Qu and mu urdsmen	ardsmen ardsmen y. ad Laun ist remai	Crew m Crew w cher Ba	odel ca vithin 6 ttery an a this di	nnot ope " of a He d its Gua istance t l	erate mu avy Qua ardsmer arougho	a friendly < REGIMENT > Guardsmen ultiple Heavy Quad Launchers in this way ad Launcher are slain, it immediately shu a Crew must be deployed as a single grou out the battle, but are otherwise treated as the Shooting phase if they are the closes
										ving it from the battlefield, and before any n 6" suffers D3 mortal wounds.
FACTION KEYWORDS	IMPE	RIUM	ASTR	A MIL	TARU	M, <ri< td=""><td>EGIME</td><td>ENT></td><td>6 8</td><td></td></ri<>	EGIME	ENT>	6 8	
KEYWORDS		-	IAD LA							AVY QUAD LAUNCHER

			H	YL	DRA	BA	TT	ERY	Z
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Hydra Platform	0"	-	4+	4	7	7	-	7	4+
This unit contains 1 Hydra (Power Rating +8). Each H									ing +4) or 2 additional Hydra Platforms
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	lies
Hydra quad autocannon	72" Heavy 8				7	-1	2	targe	1 to all hit rolls made for this weapon against ts that can FLY . Subtract 1 from the hit rolls made his weapon against all other targets.
WARGEAR OPTIONS	• None	е.	4	100					
ABILITIES	From the Explode explode Immob	nat poin es: If this es, and e bile: Thi	t onward is model ach unit s model	ls, each is redu withir cannot	n operates aced to 0 a 6" suffer move fo	s indepe wounds rs D3 m r any rea	endently s, roll a l ortal wo ason, no	and is to D6 befor ounds. or can it t	n this unit must be placed within 6" of each other. reated as a separate unit for all rules purposes. re removing it from the battlefield. On a 6+ it fight in the Fight phase. Enemy models nit rolls. However, this model can still shoot if there
		· ·			-		-	-	rget enemy units that are within 1" of this model.
FACTION KEYWORDS					ITARU HYDRA				
	, 19111	, 11						a subject over	

			AN	NII	AN HIL	AT	OR			DAMAGE Some of a Leman Ru characteristics chan battle, as shown bel	ge as it su		ge in	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A	
Leman Russ Annihilator	*	6+	*	7	8	12	*	7	3+	6-12+	10"	4+	3	
This unit contains 1 Leman (Power Rating +11) or 2 ad Each Leman Russ Annihilat	lditional I	eman R	uss Ann	ihilator	s (Powe	r Ratin	g +22).	Annihi	lator	3-5 1-2	7" 4"	5+ 6+	D3 1	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				1	
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-						
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	weapon	automatically hits its	target.		1	
Heavy stubber	36"	Hea	ivy 3		4	0	1	-					14	
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6	Each battle		killer missile can only	be fired o	once per	1000	
Lascannon	48"	Hea	vy 1		9	-3	D6	-						
Multi-melta	If the target is within half range of this weapon, roll 24" Heavy 1 8 -4 D6 two dice when inflicting damage with it and discard the lowest result. When attacking with this weapon, choose one of the profiles below:													
Plasma cannon	When a	ttacking	with thi	s weapo	on, choo	se one o	of the pr	ofiles be	low:					
- Standard	36"	Hea	wy D3		7	-3	1	-						
- Supercharged	48"	Hea	ivy 2		8	-3	2			of a 1, the bearer is slain after all of this ts have been resolved.				
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					12	
Twin lascannon	48"	Hea	ivy 2		9	-3	D6	-						
WARGEAR OPTIONS	• Any 1	nodel n nodel n	nay take	two hea a hunte	vy bolte r-killer 1	ers, two missile.	heavy fla	amers, tv		annon. i-meltas or two plasma	a cannon.		Contraction of	
ABILITIES		s not aut	omatica							nnon, and you roll on ls and cannot fire any				
			s model ach unit						e remov	ing it from the battlefi	eld. On a	6+ it		
Grinding Advance: This model does not suffer the penalty to its twin lascannon hit rolls for shooting a Heavy weapon on a turn in which it has moved.														
		auncher								the Shooting phase, t onent must subtract 1			and a second	
										nit must be placed wit s a separate unit for all				
FACTION KEYWORDS	IMPEF	RIUM,	ASTRA	MILI	TARUN	M, <ri< td=""><td>EGIME</td><td>NT></td><td>1</td><td></td><td>1.102</td><td>11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1</td><td></td></ri<>	EGIME	NT>	1		1.102	11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		
					-								-1	

			LF CC	EMA DNO		RU ER(SS DR			DAMAGE Some of a Leman Ru characteristics chan battle, as shown bel	ge as it su		ge i
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	ļ
Leman Russ Conqueror	*	6+	*	7	8	12	*	7	3+	6-12+	10"	4+	
This unit contains 1 Leman (Power Rating +11) or 2 ac Each Leman Russ Conquer co-axial storm bolter and a	lditional l or is equij	Leman R pped wit	luss Cor	querors	(Powe	r Rating	5 +22).	Conque	eror	3-5 1-2	7" 4"	5+ 6+	
WEAPON	RANGE	TYPE			S	AP	D	ABILII	TIES				
Co-axial storm bolter	24"	Rap	id Fire 2	2	4	0	1	-					1
Conqueror battle cannon	48"	Hea	vy D6		8	-2	D3	-					I
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					I
Heavy flamer	8"	Hea	vy D6		5	-1	1	Thisy	weapon	automatically hits its t	arget.		I
Heavy stubber	36"	Hea			4	0	1	-					1
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each per b		-killer missile can only	be fired o	nce	
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Multi-melta	24"	Heavy 18-4D6If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.											
Plasma cannon	When a	attacking	, with th	is weap	on, cho	ose one	of the pi	ofiles be	elow:				1
- Standard	36"	Hea	vy D3	-	7	-3	1	_					
- Supercharged	48"	Hea	•		8	-3	2			of a 1, the bearer is sla ots have been resolved.	in after all	of this	
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-					
WARGEAR OPTIONS	AnyThisThis	model n model n	nay take nay take nay take	two hea a hunte a storm	avy bolt er-killer bolter	ers, two missile. or a hea	heavy fl vy stubb	amers, t [.] er.	wo mul	cannon. ti-meltas or two plasm ts Conqueror battle ca			
										onqueror battle cannon			I
	of 1, it i		tomatica							annon, and you roll on ds and cannot fire any			
		es: If thi							e remov	ving it from the battlef	ield. On a	6+ it	
		ng Adva weapon						alty to it	t s Conq	ueror battle cannon hi	t rolls for	shooting a	
		launcher								n the Shooting phase, t ponent must subtract 1			
										unit must be placed wit s a separate unit for all			
FACTION KEYWORDS	IMPE	RIUM	ASTR	MIL	TARU	M, <r< td=""><td>EGIME</td><td>NT></td><td>· · · · ·</td><td></td><td></td><td>1. 1. 1. 1.</td><td>1</td></r<>	EGIME	NT>	· · · · ·			1. 1. 1. 1.	1
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		LEN	/IAN VA	N R NC	USS UIS	S ST SHI	'YG ER	IES		DAMAGE Some of a Leman Ru characteristics chan battle, as shown belo	ge as it su	s Vanquish ffers dama	er's ge i				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A				
Leman Russ Stygies Vanquisher	*	6+	*	7	8	12	*	7	3+	6-12+ 3-5	10" 7"	4+ 5+	3 D:				
This unit contains 1 Lema Vanquisher (Power Ratin Rating +22). Each Lemar cannon with a co-axial sto	g +11) or 2 n Russ Stygi	additio es Vanq	nal Lem uisher is	an Russ equipp	Stygies '	Vanquis	shers (Po	ower		1-2	, 4"	5+ 6+	1				
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES				1				
Co-axial storm bolter	24"	Rap	id Fire 2		4	0	1	_									
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-					1				
Heavy flamer	8"		vy D6		5	-1	1	This v	veapon	automatically hits its t	arget.						
Heavy stubber	36"		ivy 3		4	0	1	_	1	,	0						
Hunter-killer missile	48"Heavy 18-2D6Each hunter-killer missile can only be fired once per battle.																
Lascannon	48"	Hea	wy 1		9	-3	D6	-					ъ				
Multi-melta	24"		ivy 1		8	-4	D6	two d		is within half range of t en inflicting damage wi							
Plasma cannon	When a	uttacking	g with th	is weap	on, choo	se one	of the pr	ofiles be	low:				ъ				
- Standard	36"	Hea	ivy D3		7	-3	1	_					1				
- Supercharged	48"	Hea	ivy 2		8	-3	2			of a 1, the bearer is slai ots have been resolved.	a 1, the bearer is slain after all of this have been resolved.						
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-									
Stygies Vanquisher battle cannon	72"	Hea	ivy 1		8	-3	D6	rolls v two d	with thi ice who	l did not move this turr is weapon during the Sl en inflicting damage wi owest result.	nooting pl	nase. Roll					
WARGEAR OPTIONS	AnyThisThis	model r model r model r	nay take nay take nay take	two hea a hunte a storm	er-killer 1 bolter o	rs, two nissile. or a hea	heavy fla vy stubb	amers, tv er.	vo mul	ti-meltas or two plasma							
ABILITIES										ts Stygies Vanquisher b its Stygies Vanquisher							
		ot autor	matically							annon, and you roll on and cannot fire any pla							
					ced to 0 6" suffer				e remov	ving it from the battlefi	eld. On a 6	5+ it					
	Grinding Advance: This model does not suffer the penalty to its Stygies Vanquisher battle cannon hit rolls for shooting a Heavy weapon on a turn in which it has moved.																
		launcher								n the Shooting phase, t ponent must subtract 1							
										unit must be placed wit is a separate unit for all							
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	A MILI	TARUN	M, <r< td=""><td>EGIME</td><td>NT></td><td>1 33</td><td>11-1-1- 1-1-1- A.</td><td>1.</td><td>1.10</td><td></td></r<>	EGIME	NT>	1 33	11-1-1- 1-1-1- A.	1.	1.10					

15					CA HIL					DAMAGE Some of a Malcador characteristics chan	ge as it su		age i	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel REMAINING W	ow: M	BS	A	
Malcador Annihilator	*	6+	*	7	8	18	*	8	3+	10-18+	10"	4+	3	
A Malcador Annihilator is and two heavy stubbers.	a single m	odel eq	uipped v	vith a t	win lasca	unnon, a	. Demoli	sher can	non	5-9	7" 4"	5+ 6+	D: 1	
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES					
Autocannon	48"	Hea	ivy 2		7	-1	2	-						
Demolisher cannon	24"	Hea	ivy D3		10	-3	D6			ing units with 5 or mo type to Heavy D6.	re models	, change		
Heavy stubber	36"	Hea	ivy 3		4	0	1	-						
Hunter-killer missile	48"	Hea	wy 1		8	-2	per battle.							
Lascannon	48"	Hea	wy 1		9	-3	D6	-						
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-						
Twin lascannon	48"	Hea	ivy 2		9	-3	D6	-					_	
WARGEAR OPTIONS	ThisThisThis	model 1 model 1 model 1	nay repla nay take nay take	ace its l a hunt a storr	Demolish er-killer n bolter	her cann missile. or a hea	ion with vy stubb	a lascan er.	non or	cannon or two lascanno an autocannon.		(. :t		
ABILITIES					a 2D6" su					ving it from the battlefi	ieid. On a	6+ 1t		
	Grinding Advance: This model does not suffer the penalty to its Demolisher cannon hit rolls for shooting a Heavy weapon on a turn in which it has moved.													
		aunche								n the Shooting phase, t ponent must subtract 1			s	
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td>t faite</td><td>S</td><td></td></r<>	EGIME	NT>			t faite	S		
KEYWORDS	VFHIC	TEN		DOR	MALC	ADOR	ANNI		OP		6 M - A. T	125 14 . 21		

15 (15)	Μ	[AI	CA	DC)R I	DEF	FEN	DE	R	DAMAGE Some of a Malcador change as it suffers of				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	BS	F	
Malcador Defender	*	6+	*	7	8	18	*	8	3+	10-18+	 10"	 4+	-	
A Malcador Defender is a a Demolisher cannon.	a single mod	lel equij	oped wit	h seven	1 heavy b	olters a	nd			5-9	7" 4"	5+ 6+	D	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-4	4	0+		
Autocannon	48"	Hea	avy 2		7	-1	2	_					1	
Demolisher cannon	24"	24"Heavy D310-3D6When attacking units with 5 or more models, change this weapon's type to Heavy D6.36"Heavy 35-11-												
Heavy bolter	36"	Hea	avy 3		5	-1	1	-						
Heavy stubber	36"	Hea	avy 3		4	0	1	-						
Hunter-killer missile	48"	Hea	Heavy 1		8	-2	D6	Each battle		-killer missile can only	be fired o	nce per		
Lascannon	48"	Hea	avy 1		9	-3	D6	-						
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-						
WARGEAR OPTIONS	• This	model 1	nay take	a hunt	wo side er-killer n bolter	missile.			r two aı	itocannon or two lasca	nnon.		-	
ABILITIES	Defend	er Prot	ocols: A	dd 1 to	hit rolls	for the	model w	hen firi	ng Over	watch.	1.4.18-14			
					iced to 0 2D6" su					ving it from the battlefi	eld. On a	6+ it		
	Grinding Advance: This model does not suffer the penalty to its Demolisher cannon hit rolls for shooting a Heavy weapon on a turn in which it has moved.													
	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.													
FACTION KEYWORDS	IMPEI	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td>10</td><td></td><td>17-13-</td><td></td><td></td></r<>	EGIME	NT>	10		17-13-			
KEYWORDS	VEHIC	CLE. N	IALCA	DOR.	MALC	ADOR	DEFE	NDER	100	1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.	4 19 19			

15	MA	ALC	CAD	OF	R H.	EAV	/ Y]	ΓΑΝ	K	DAMAGE Some of a Malcador characteristics chan battle, as shown bel	ige as it su		1age i
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	.ow: M	BS	1
Malcador Heavy Tank	*	6+	*	7	8	18	*	8	3+	10-18+	10"	4+	
A Malcador Heavy Tank is two heavy stubbers.	a single m	odel eq	uipped	with a b	attle car	nnon, a l	heavy bo	olter and		5-9	7" 4"	5+ 6+	D
WEAPON	RANGE	TYP	E		S	AP	D	ABILITI	ES		1	01	
Autocannon	48"	Hea	ivy 2		7	-1	2	_					
Battle cannon	72"	Hea	wy D6		8	-2	D3	-					
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-					
Heavy stubber	36"	Hea	ivy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6	Each l per ba		-killer missile can only	v be fired o	once	
Lascannon	48"	Hea	wy 1		9	-3	D6	-					
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
WARGEAR OPTIONS ABILITIES	 This This This Explod 	model i model i model i es: If th	nay repl nay take nay take is model	ace its h a hunte a storm is redu	neavy bo er-killer n bolter uced to 0	olter with missile. or a hea wound	h a lasca wy stubb s, roll a l	nnon or a oer.	an auto	cannon or two lascann ocannon. ving it from the battlef		6+ it	
	smoke l that tar	aunche get it.	rs; if it d	oes so,	until yo	ur next S	Shooting	g phase yo	pons in our opp	n the Shooting phase, ponent must subtract I	this model I from any	can use i hit rolls	ts
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td>3823</td><td>1. 5. 12.</td><td></td><td>Land</td><td></td></r<>	EGIME	ENT>	3823	1. 5. 12.		Land	
KEYWORDS	VEHI	CIF N	IALCA	DOR	MAIC	ADOL	HEAN	V TANI	V				

	N	1AI	LCA	D	DR I	INF	ER	NU	S	DAMAGE Some of a Malcador change as it suffers of shown below:			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
Malcador Infernus	*	6+	*	7	8	18	*	8	3+	10-18+	10"	4+	
A Malcador Infernus is a two heavy stubbers.	single mode	el equipp	oed with	an infe	erno gur	with fla	ammabl	e fuel an	d	5-9	7" 4"	5+ 6+	Ι
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				_
Autocannon	48"	Hea	vy 2		7	-1	2	-					
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its t	arget.		
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each per b	hunter attle.	-killer missile can only	be fired or	nce	
Inferno gun	When a	ttacking	, with th	is weap	on, use	the prof	ile that r	natches	the fue	l that the model has:			
- Chemical fuel	16"	Hea	vy 2D6		*	-3	1	wour	nds on a	el that the model has: n automatically hits its target. In addition, i a 2+, unless it is targeting a VEHICLE , in it wounds on a 6+.			
- Flammable fuel	16"	Hea	vy 2D6		7	-2	2	This	weapon	automatically hits its t	arget.		
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
WARGEAR OPTIONS	 This two l This This 	model n neavy fla model n model n	nay repla imers or nay take nay take	ace its t two las a hunto a heavy	er-killer y stubber	y stubbe missile. r.	ers with	either tv	vo auto	cannon, two heavy bolt			Section 2.
ABILITIES	smoke l that tary Titanic	auncher get it. Explosi	s; if it do on: If th	pes so, i	until you el is redi	ir next S uced to	bhooting	phase y ls, roll a	our opp D6 bef	n the Shooting phase, t ponent must subtract 1 ore removing it from th	from any	hit rolls	5
					rithin 2D				ounds.				-
FACTION KEYWORDS					ITARU.		_					6.	_
KEYWORDS	VEHIC	JLE, M	ALCA	DOR,	MALC	ADOR	INFE	KINUS	1.14				1

MANTICORE BATTERY

NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Manticore Platform	0"	-	4+	4	7	7	-	7	4+			
This unit contains 1 Man (Power Rating +8). Each									wer Rating +4) or 2 additional Manticore Platform			
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	lies			
Manticore missile	300"	Hea	vy D6		9	-3	D6	Each	Manticore missile can only be fired once per battle			
Sky eagle rocket	120"	Hea	vy 1		9	-3	D6	Each sky eagle rocket can only be fired once per battle Add 1 to all hit rolls made for this weapon against targets that can FLY . When attacking a model that ca FLY , this model can re-roll failed hit rolls with this weapon.				
WARGEAR OPTIONS	• Any	model r	nay repla	ce its fo	ur Man	ticore n	nissiles v	vith four	sky eagle rockets.			
ABILITIES	From the Explod	nat poin es: If th	t onwards	s, each o is reduc	operates ed to 0	s indepe wounds	endently 5, roll a I	and is ti 06 befor	n this unit must be placed within 6" of each other. reated as a separate unit for all rules purposes. e removing it from the battlefield. On a 6+ it			
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MILI	TARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td></r<>	EGIME	NT>				
KEYWORDS	VEIII	TEA	RTILLE		ANTTI	CODE	DATT	UDV	the second and the second s			

MEDUSA CARRIAGE BATTERY

NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Medusa Carriage	0"	-	4+	4	7	7	-	7	4+	
Guardsmen Crew	6"	4+	4+	3	3	1	1	6	5+	
	<u> </u>		a 1	0	τ.			120	1 0	

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

WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Lasgun	24"	Rapid Fire 1	3	0	1	_
Medusa siege gun	When at	tacking with this weap	oon, choo	se one	of the pr	rofiles below:
- Standard shells	36"	Heavy D6	10	-3	D3	This weapon can target units that are not visible to the bearer.
- Breacher shells	48"	Heavy D6	10	-3	D3	When attacking a BUILDING , increase this weapon's Damage characteristic to D6.
Frag grenade	6"	Grenade D6	3	0	1	-
WARGEAR OPTIONS	• None.					and a set of the set of the set of the set of the
ABILITIES	within 3"	. A single Guardsmer ne Guardsmen Crew	Crew m	odel car	nnot ope	veapon if a friendly <regiment></regiment> Guardsmen Crew is erate multiple Medusa Carriages in this way in a single turn. urriage are slain, it immediately shuts down and is removed
	3" of each units. Th	n other, and must rem	ain withi	n this d	listance	Guardsmen Crew must be deployed as a single group within throughout the battle, but are otherwise treated as separate arget in the Shooting phase if they are the closest visible unit
						D6 before removing it from the battlefield, and before any each unit within 6" suffers D3 mortal wounds.
FACTION KEYWORDS	IMPER	IUM, ASTRA MII	ITARUN	M, <r< td=""><td>EGIME</td><td>ENT></td></r<>	EGIME	ENT>
KEYWORDS		SA CARRIAGE): DSMEN CREW): 1		-		RY, MEDUSA CARRIAGE SMEN CREW

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Rapier Laser Destroyer	3"	6+	4+	3	5	3	1	7	3+
Guardsmen Crew	6"	3 +	4+	4	4	1	1	7	3+
This unit contains one RapiThe Rapier Laser DestroEach Guardsmen Crew i	yer is equi	ipped wi	th a lase	r destroy	ver.		123		
WEAPON	RANGE	TYPE			S	AP	D	ABILI	ries
Laser destroyer	36"	Hea	vy 1		12	-4	D6	addit Dam	s weapon successfully inflicts damage, roll an ional 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.
Lasgun	24"	Rap	id Fire 1		3	0	1	-	
2	21	-							
-	6"	Gre	nade D6		3	0	1	-	
Frag grenade WARGEAR OPTIONS	6" • None Imperia	Gree e. al Guard 3 ^{''} of eac	nade D6 I Crew: : h other, :	A Rapier and mus	r Laser t remai	Destroy in withi	ver and i n this di	stance t l	
Frag grenade WARGEAR OPTIONS	6" • None Imperia within 3 separate visible t Artiller deploye	Gree e. al Guard 3" of eac e units. " unit to the ry: The H ed with is	nade D6 d Crew: h other, t The Guar ne model Rapier La s within	A Rapier and mus rdsmen (I that is s aser Dest	r Laser t remai Crew n shootin troyer c th of th	Destroy in withi hay only 8- can only e Imper	ver and i n this di be chose fire its ial Guar	stance tl en as a t weapon rd Crew	hroughout the battle, but are otherwise treated as arget in the Shooting phase if they are the closest if at least one of the Imperial Guard Crew it was
Frag grenade WARGEAR OPTIONS	6" • None Imperia within 3 separate visible t Artiller deploye slain, th Explod	Gree al Guarco 3" of eace e units. " unit to the ry: The F rd with i he Rapier es (Rapi	nade D6 d Crew: : h other, i Fhe Guar he mode Rapier La s within r Laser D ier Carri	A Rapier and mus rdsmen (1 that is s aser Dest 3". If bot Destroyer ier only)	r Laser t remai Crew n shootin troyer c th of th : is also : If this	Destroy in within any only san only e Imper remove smodel	rer and i n this di be chos fire its fial Guas ed as sla is reduc	stance tl weapon d Crew in. ed to 0 v	hroughout the battle, but are otherwise treated as arget in the Shooting phase if they are the closest if at least one of the Imperial Guard Crew it was
Fag grenade WARGEAR OPTIONS ABILITIES FACTION KEYWORDS	6" None Imperia within 3 separate visible t Artiller deploye slain, th Explod battlefie	Gree e. al Guard 3" of eace e units. " unit to the ry: The F ry: The F ry: The F ry: The F red with i he Rapier es (Rapier eld. On a	I Crew: h other, a h other, a Fhe Guar he model (apier La s within r Laser D her Carri h 6 it exp	A Rapier and mus rdsmen (1 that is s aser Dest 3". If bot Destroyer ier only)	r Laser t remain Crew m shootin troyer of th of th r is also : If this ad each	Destroy in within any only any	rer and i n this di be chos fire its tial Guas d as sla is reduc thin 6" s	stance the en as a t weapon cd Crew in. ed to 0 v suffers a	hroughout the battle, but are otherwise treated as arget in the Shooting phase if they are the closest if at least one of the Imperial Guard Crew it was the Rapier Laser Destroyer was deployed with are wounds, roll a D6 before removing it from the
Frag grenade WARGEAR OPTIONS ABILITIES	6" • None Imperia within 3 separate visible 4 Artiller deploye slain, th Explod battlefic IMPEI (RAPI	Gree al Guarco 3" of eace e units. " anit to the ry: The F rd with i he Rapier es (Rapier es (Rapier eld. On a RIUM, ER CA	A Crew: h other, the Guar the Guar the Guar the model (apier La s within r Laser D the Carri the it exp ASTRA RRIER	A Rapier and mus rdsmen (1 that is s aser Dest 3". If bot Destroyer ier only) lodes, an A MILIT): VEH	r Laser t remain Crew IF shootin troyer of th of th is also : If this ad each TARUI ICLE,	Destroy in withinay only 5 can only e Imper o remove s model unit wi M, <r ARTI</r 	rer and i n this di be chose ial Guar ed as sla is reduc thin 6" s EGIMI LLERY,	stance the set of the	hroughout the battle, but are otherwise treated as arget in the Shooting phase if they are the closest if at least one of the Imperial Guard Crew it was the Rapier Laser Destroyer was deployed with are wounds, roll a D6 before removing it from the
Frag grenade WARGEAR OPTIONS ABILITIES FACTION KEYWORDS KEYWORDS	6" • None Imperia within 3 separate visible 4 Artiller deploye slain, th Explod battlefie IMPEI (RAPI (IMPE	Gree al Guarc 3" of eac e units. " anit to the ry: The F ry: The F	A Crew: h other, The Guar he model capier La s within r Laser D ier Carri h 6 it exp ASTRA RRIER GUARD	A Rapier and mus rdsmen (1 that is s aser Dest 3". If bot Destroyer ier only) lodes, an A MILIT): VEH D CREV	t Laser t remain Crew IF shootin troyer of th of th is also : If this ad each FARUI ICLE, V): IN	Destroy in within ay only 5 can only e Imper oremove s model unit wi M, <r ARTI FANTI</r 	rer and i n this di be chose ial Guas ed as sla is reduc thin 6" s EGIME LLERY, RY, IM	stance the set of the	hroughout the battle, but are otherwise treated as sarget in the Shooting phase if they are the closest if at least one of the Imperial Guard Crew it was the Rapier Laser Destroyer was deployed with are wounds, roll a D6 before removing it from the single mortal wound. ER LASER DESTROYER L GUARD CREW
Frag grenade WARGEAR OPTIONS ABILITIES FACTION KEYWORDS	6" • None Imperia within 3 separate visible 4 Artiller deploye slain, th Explod battlefie IMPEI (RAPI (IMPE	Gree al Guarc 3" of eac e units. " anit to the ry: The F ry: The F	A Crew: h other, The Guar he model capier La s within r Laser D ier Carri h 6 it exp ASTRA RRIER GUARD	A Rapier and mus rdsmen (1 that is s aser Dest 3". If bot Destroyer ier only) lodes, an A MILIT): VEH D CREV	t Laser t remain Crew IF shootin troyer of th of th is also : If this ad each FARUI ICLE, V): IN	Destroy in within ay only 5 can only e Imper oremove s model unit wi M, <r ARTI FANTI</r 	rer and i n this di be chose ial Guas ed as sla is reduc thin 6" s EGIME LLERY, RY, IM	stance the set of the	hroughout the battle, but are otherwise treated as arget in the Shooting phase if they are the closest if at least one of the Imperial Guard Crew it was the Rapier Laser Destroyer was deployed with are wounds, roll a D6 before removing it from the single mortal wound. ER LASER DESTROYER

(I ower Ruting 10): Each	ouble Guill	inclosing to equipp	ca with a twi	II IIcuv	y boncer.	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy stubber	36"	Heavy 6	4	0	1	_
Twin lascannon	48"	Heavy 2	9	-3	D6	-
WARGEAR OPTIONS		nodel may replace ce searchlight,	its twin heav	y bolt	er with a	twin lascannon, twin autocannon, a twin heavy stubber or a
ABILITIES	From the Defence single en adds 1 to Explode embarke Skyfire:	at point onwards, Searchlight: If the emy model within any hit rolls unti s: If this model is d models disemba	each operates is model has a 48" and line l the end of th reduced to 0 ark. On a 6+ i lls made for t	a indep a defen of sig ne Sho wound it explo	pendently nce searcl ht. One fi oting pha ds, roll a I odes, and	models in this unit must be placed within 6" of each other. y and is treated as a separate unit for all rules purposes. hlight, at the start of each Shooting phase it may select a friendly <regiment></regiment> unit that attacks the chosen unit, ase D6 before removing it from the battlefield, and before any l each unit within 6" suffers D3 mortal wounds. nst targets that can FLY . Subtract 1 from the hit rolls made
FACTION KEYWORDS	IMPER	IUM, ASTRA I	MILITARUN	M, <r< td=""><td>REGIME</td><th>ENT></th></r<>	REGIME	ENT>
KEYWORDS	VEHIC	LE, ARTILLER	Y, SABRE	WEA	PONS B	BATTERY

OWS			ITI										
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Sentinel Powerlifter	9"	4+	4+	5	5	6	3	7	4+				
This unit contains 1 Sentine (Power Rating +4). Each Se								fter (Po	wer Rati	ing +2) or 2 additional	Sentinel	Powerlifter	:s
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Powerlifter	Melee	Mel	ee		x2	-2	D3	-					
WARGEAR OPTIONS	• None					1-1-12	18.12		1.	6 . Star 5			
ABILITIES			is model ach unit						e remov	ring it from the battlefi	eld. On a	6+ it	
	9". It can	nnot en		ove with	nin 9" of	any ene	emy moo			urn begins, you can mo rers have units that can			
		aunchei								n the Shooting phase, th conent must subtract 1			s
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MILI	TARUI	M, <ri< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td></td><td>ř Li</td><td></td></ri<>	EGIME	NT>				ř Li	
KEYWORDS	VEHIC	CLE, SI	ENTIN	EL PO	WERL	IFTER	S	12	in 1	2 Ser had been	1	1.2 13	
NAME	М	WS	BS	S	HU	W	A	Ld	Sv	characteristics chang battle, as shown belo REMAINING W	ow:		-
Stygies Destroyer Tank Hunter	*	WS 6+	BS *	S 7	T 8	W 13	A *	Ld 7	3+			BS 4+ 5+	-
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12)	* Destroyer or 2 addi	WS 6+ Tank H tional St	BS * funter. It tygies De	S 7 can incl estroyer	T 8 ude 1 ad Tank Hu	W 13 Iditional unters (1	A * Stygies Power R	Ld 7 Destroy	3+ er Tank	battle, as shown belo REMAINING W 6-13+	M 10"	BS 4+	- C
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank	* Destroyer or 2 addi	WS 6+ Tank H tional St	BS * funter. It tygies De ped with	S 7 can incl estroyer	T 8 ude 1 ad Tank Hu	W 13 Iditional unters (1	A * Stygies Power R	Ld 7 Destroy	3+ er Tank 24).	battle, as shown belo REMAINING W 6-13+ 3-5	M 10" 7"	BS 4+ 5+	- C
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank WEAPON	* Destroyer or 2 addi Hunter i	WS 6+ Tank H tional St is equipp TYP	BS * funter. It tygies De ped with	S 7 can incl estroyer	T 8 ude 1 ad Tank Hu laser de	W 13 Iditional unters (1 estroyer	A * Stygies Power R array.	Ld 7 Destroy ating +2	3+ er Tank 24).	battle, as shown belo REMAINING W 6-13+ 3-5	M 10" 7"	BS 4+ 5+	
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank WEAPON Heavy laser destroyer array	* Destroyer or 2 addi Hunter i RANGE	WS 6+ Tank H tional St is equipp TYP Hea	* tunter. It tygies De ped with	S 7 can incl estroyer	T 8 ude 1 ad Tank Hu laser de S	W 13 Iditional unters (1 estroyer AP	A * Stygies Power R array. D	Ld 7 Destroy ating +2 ABILI – –	3+ er Tank 24).	battle, as shown belo REMAINING W 6-13+ 3-5 1-2	Dw: <u>M</u> 10" 7" 4"	BS 4+ 5+ 6+	- C
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank WEAPUN Heavy laser destroyer array Heavy stubber Hunter-killer missile	* Destroyer or 2 addi Hunter i RANGE 60" 36" 48"	WS 6+ Tank H tional St is equipp TYP Hea Hea Hea	BS * tunter. It tygies De ped with E twy D3 twy 3 twy 1	S 7 can incl estroyer a heavy	T 8 ude 1 ad Tank Hu laser de S 9	W 13 Iditional unters (1 estroyer -3 0 -2	A * Stygies Power R array. D D6 1 D6	Ld 7 Destroy ating +2 ABILI – –	3+ er Tank 24). IIES hunter-	battle, as shown belo REMAINING W 6-13+ 3-5	Dw: <u>M</u> 10" 7" 4"	BS 4+ 5+ 6+	- C
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank WEAPON Heavy laser destroyer array Heavy stubber Hunter-killer missile Storm bolter	* Destroyer or 2 addi Hunter i RANGE 60" 36" 48" 24"	WS 6+ Tank H tional St is equipp TYP Hea Hea Hea Rap	BS * Tunter. It tygies De ped with E wy D3 wy 3 wy 3 wy 1 bid Fire 2	S 7 can incl estroyer a heavy	T 8 ude 1 ad Tank Hu laser de S 9 4 8 8 4	W 13 Iditional unters (1 sstroyer -3 0 -2 0	A * Stygies Power R array. D D6 1	Ld 7 Destroy aating +2 ABILT – – Each	3+ er Tank 24). IIES hunter-	battle, as shown belo REMAINING W 6-13+ 3-5 1-2	Dw: <u>M</u> 10" 7" 4"	BS 4+ 5+ 6+	
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank WEAPON Heavy laser destroyer array Heavy stubber Hunter-killer missile Storm bolter	* Destroyer or 2 addi Hunter i RANGE 60" 36" 48" 24" • Any	WS 6+ Tank H tional St is equipp Hea Hea Hea Rap model r	BS * funter. It tygies De ped with E wy D3 wy 3 wy 3 wy 1 wy 1 wid Fire 2 nay take	S 7 can incl estroyer a heavy	T 8 ude 1 ad Tank Hu laser de S 9 4 8 4 8 4 rr-killer :	W 13 Iditional unters (1 sstroyer AP -3 0 -2 0 -2 0 missile.	A * Stygies Power R array. D D 6 1 D 6 1 D 6 1	Ld 7 Destroy ating +2 ABILI - Each battle -	3+ er Tank 24). IIES hunter-	battle, as shown belo REMAINING W 6-13+ 3-5 1-2	Dw: <u>M</u> 10" 7" 4"	BS 4+ 5+ 6+	E C
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank WEAPON Heavy laser destroyer array Heavy stubber Hunter-killer missile Storm bolter WARGEAR OPTIONS	* Destroyer or 2 addi Hunter i RANGE 60" 36" 48" 24" • Any • Any • Explod	WS 6+ Tank H tional St is equipp Hea Hea Hea Rap model r model r es: If th	BS * unter. It tygies De ped with E wy D3 wy 3 wy 3 wy 1 oid Fire 2 may take may take	S 7 can inclestroyer a heavy 2 c a hunte a storm l is reduc	T 8 ude 1 ad Tank Hu laser de S 9 4 8 4 xr-killer : bolter c ced to 0	W 13 Iditional unters (1 estroyer -3 0 -2 0 missile. or a hear wounds	A * Stygies Power R array. D D 6 1 D 6 1 vy stubb s, roll a I	Ld 7 Destroy (ating +2 ABILI - Each battle - er. 20 befor	3+ er Tank 24). IIES hunter- e.	battle, as shown belo REMAINING W 6-13+ 3-5 1-2	be fired o	BS 4+ 5+ 6+	
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank WEAPON Heavy laser destroyer array Heavy stubber Hunter-killer missile Storm bolter WARGEAR OPTIONS	* Destroyer or 2 addi Hunter i 60" 36" 48" 24" • Any • Any • Any • Explod explode Smoke	WS 6+ Tank H tional St is equipp Hea Hea Hea Hea es: If th es; and e Launch auncher	BS * funter. It tygies De ped with E wy D3 wy 3 wy 1 wy 1	S 7 can incl estroyer a heavy a heavy a heavy a heavy a heavy c to be the the trope of the the trope of the trope of the the trope of the the trope of the trope of the trope of the trope of the trope of the trope of the trope of the trope of the trope of the trope of the trope of the trope of the trope of the trope of the trope of the trope of the trope of the trope of the trope of the trope of the trope of the trope of the trope of the trop	T 8 ude 1 ad Tank Hu laser de S 9 4 8 4 r-killer : bolter d ced to 0 6" suffer ame, ins	W 13 Iditional unters () sstroyer AP -3 0 -2 0 missile. or a hear wounds rs D3 m tead of s	A * Stygies Power R array. D D6 1 D6 1 vy stubb s, roll a I ortal wo shooting	Ld 7 Destroy: ating +2 ABILT - Each battle - er. D6 befor unds. g any we	3+ er Tank 24). IIES hunter- e. er remov apons ir	battle, as shown belo REMAINING W 6-13+ 3-5 1-2 killer missile can only	be fired o	BS 4+ 5+ 6+ once per 6+ it can use it:	
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank WEAPON Heavy laser destroyer array Heavy stubber Hunter-killer missile Storm bolter WARGEAR OPTIONS	* Destroyer or 2 addi Hunter i RANGE 60" 36" 48" 24" • Any • Any • Any • Any • Explod explode Smoke smoke l that targ	WS 6+ Tank H tional St is equipp TYP Hea Hea Hea Rap model r model r es: If th es, and e Launch auncher get it.	BS * unter. It tygies De- ped with E wy D3 wy 3 wy 1 oid Fire 2 may take may tak may tak may take may take may take	S 7 can inclestroyer a heavy a	T 8 ude 1 ad Tank Hu laser de S 9 4 8 4 wr-killer : bolter of ced to 0 6" suffer ame, ins until you	W 13 Iditional unters () sstroyer AP -3 0 -2 0 missile. or a hear wounds rs D3 m tead of s tr next S EHICL	A * Stygies Power R array. D D 6 1 D 6 1 D 6 1 vy stubb s, roll a I ortal wo shooting	Ld 7 Destroy ating +2 ABILT - Each battle - Each battle 20 befor unds. 3 any we phase y	3+ er Tank 24). IIES hunter- e. re remov apons ir our opp	battle, as shown belo REMAINING W 6-13+ 3-5 1-2 killer missile can only ring it from the battlefter in the Shooting phase, th	be fired o eld. On a his model	BS 4+ 5+ 6+ 6+ 6+ 6+ it	
Stygies Destroyer Tank Hunter This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank WEAPON Heavy laser destroyer array Heavy stubber Hunter-killer missile Storm bolter WARGEAR OPTIONS	* Destroyer or 2 addi Hunter i RANGE 60" 36" 48" 24" • Any • Any • Any • Any • Explode smoke I that targ Tank H damage Vehicle	WS 6+ Tank H tional St is equipp TYP Hea Hea Hea Rap model r model r model r tes: If th es, and e Launch auncher get it. unter: I with it Squadu	BS * unter. It tygies De- bed with E wy D3 wy 3 wy 1 bid Fire 2 may take may tak may tak may take may take may take	S 7 can inclestroyer a heavy a heavy a heavy a heavy can be avy a heavy a heavy b can inclestroyer a heavy a heavy a heavy a heavy a heavy b can inclestroyer a heavy b can inclestroyer can inclestroyer a heavy b can inclestroyer can inclestroyer b can inclestroyer can incl	T 8 ude 1 ad Tank Hu laser de S 9 4 8 4 x-r-killer : bolter o ced to 0 6" suffer ame, insu intil you acks a V lowest r ne this u	W 13 Iditional unters (1 estroyer AP -3 0 -2 0 missile. or a hear wounds trad of s ur next S EHICLI esult. nit is se	A * Stygies Power R array. D D 6 1 D 6 1 vy stubb s, roll a I ortal wo shooting bhooting E with it t up, all	Ld 7 Destroy (ating +2 ABILI - Each battle - Each battle - er. D6 befor unds. g any we phase y s heavy models	3+ er Tank 24). IIES hunter- e. ve remov apons ir rour opp laser de: in this u	battle, as shown belo REMAINING W 6-13+ 3-5 1-2 killer missile can only ring it from the battlefter the Shooting phase, the conent must subtract 1 stroyer array, roll two constructions	be fired o eld. On a his model from any	BS 4+ 5+ 6+ mce per 6+ it can use its hit rolls inflicting each other.	IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII
Heavy laser destroyer array Heavy stubber Hunter-killer missile Storm bolter	* Destroyer or 2 addi Hunter i 60" 36" 48" 24" • Any • Any • Any • Any • Any • Explode Smoke smoke I that targ Tank H damage Vehicle From th	WS 6+ Tank H tional St is equipp Hea Hea Hea Hea Bap model r model r model r s, and e Launch auncher get it. unter: I with it	BS * unter. It tygies De- bed with E wy D3 wy 3 wy 1 bid Fire 2 may take may tak may tak may take may take may take	S 7 can inclestroyer a heavy a	T 8 ude 1 ad Tank Hu laser de S 9 4 8 4 a r-killer : bolter of ced to 0 6" suffer ame, insi until you acks a V lowest r be this u operates	W 13 Iditional unters () sstroyer AP -3 0 -2 0 missile. or a hear wounds rs D3 missile tead of s ur next S EHICLI esult. nit is se s independent	A * Stygies Power R array. D D 1 D 6 1 D 6 1 vy stubb s, roll a I ortal wo shooting shooting thooting thooting thooting	Ld 7 Destroy ating +2 ABILT - Each battle - Each battle er. D6 befor unds. 3 any we phase y s heavy s heavy models and is t	3+ er Tank 24). IIES hunter- e. ve remov apons ir rour opp laser de: in this u	battle, as shown belo REMAINING W 6-13+ 3-5 1-2 killer missile can only ring it from the battlefter the Shooting phase, the bonent must subtract 1 stroyer array, roll two c	be fired o eld. On a his model from any	BS 4+ 5+ 6+ mce per 6+ it can use its hit rolls inflicting each other.	E E E E E E E E E E E E E E E E E E E

	5	TYGI S	ES T IEGE	HI T	UNI 'AN	DE] K	RER		DAMAGE Some of a Stygies T characteristics chan battle, as shown bel	ige as it su		
NAME	М	WS BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	
Stygies Thunderer Siege Tank	*	6+ *	7	8	13	*	7	3+	6-13+	10"	4+	_
This unit contains 1 Stygi Siege Tank (Power Rating Rating +24). Each Stygies	g +12) or 2 a	dditional Sty	gies Thunder	rer Si	ege Tank	cs (Pow	er	erer	3-5 1-2	7" 4"	5+ 6+	I
WEAPON	RANGE	ТҮРЕ		S	AP	D	ABILIT	IES				
Demolisher cannon	24"	Heavy D3		10	-3	D6			ing units with 5 or mo Type to Heavy D6.	ore models	s, change	
Heavy stubber	36"	Heavy 3		4	0	1	-					
Hunter-killer missile	48"	Heavy 1		8	-2	D6	Each Each		killer missile can only	be fired o	once per	
Storm bolter	24"	Rapid Fire	2	4	0	1	-					
WARGEAR OPTIONS		nodel may tal nodel may tal				vy stubb	er.					
ABILITIES		es: If this mod s, and each un						e remov	ving it from the battlef	ield. On a	6+ it	
		e <mark>g Advance:</mark> T veapon on a tu					alty to it	s Demo	olisher cannon hit rolls	s for shoot	ting a	
	Smoke I smoke I that targ	aunchers; if it	nce per gam does so, unt	e, ins il you	tead of s ir next S	shooting hooting	g any wea g phase yo	pons ir our opp	n the Shooting phase, t ponent must subtract 1	his model from any	l can use its hit rolls	3
									init must be placed wit s a separate unit for all			
FACTION KEYWORDS	IMPE	RIUM, ASTI	RA MILITA	ARU	M, <ri< td=""><td>EGIME</td><td>ENT></td><td>14</td><td></td><td>1.5 192</td><td></td><td></td></ri<>	EGIME	ENT>	14		1.5 192		
KEYWORDS	VETT	CLE, STYGE		DED	ED CIE	OF	NITZ	A PERSON		7.1271.216	and a service of the	

2 (1) (2)		Т	'AR	ANT	ΓU	I.A	BA'	T'T '	ERY
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tarantula Sentry Gun	0"	-	4+	4	5	5	-	7	4+
This unit contains 1 Tarantu Guns (Power Rating +4). F									Power Rating +2) or 2 additional Tarantula Sentry
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Twin heavy bolter	36"	Hea	ivy 6		5	-1	1	-	
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-	
WARGEAR OPTIONS	• Any	model r	nay replac	ce its twi	n heav	y bolte	r with a t	win las	scannon.
	Automa INFAN ³ shoot at specifie model r Explod	ated Ar TRY ur the nea d types nay only es: If th	tillery: If hit in the S arest enen of unit in y target en	this moo Shooting ny non-I range th nemy CH	del has phase NFAN en the IARAC d to 0 v	a twin within FRY n closes CTER wound	heavy bo range. If nodel in t t enemy t models if s, roll a I	olter, it y this mo the Shoo unit of a they ar 06 befor	treated as a separate unit for all rules purposes. will automatically shoot at the nearest enemy odel has a twin lascannon, it will automatically oting phase within range. If there are none of the any kind must be targeted. However, in all cases thi re the closest model. re removing it from the battlefield. On a 6+ it
	Immob automat are ener	ile: Thi tically h ny mod	s model ca it this mo els withir	annot mo odel in th 1 1" of it,	ove for the Fight and fri	any re phase endly	ason, noi e – do noi units can	r can it t make l still tai	fight in the Fight phase. Enemy models hit rolls. However, this model can still shoot if ther rget enemy units that are within 1" of this model.
FACTION KEYWORDS			ASTRA				EGIME	NT>	
KEYWORDS	AKTIL	LERY,	TARAN	TULA	BAI"	EKY		20.00	

28 28		AR	KUI ST(RIA DR	AN I MB	PAT LA	TE DE	RN		DAMAGE Some of an Arkuria characteristics chan battle, as shown belo	ge as it su		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M M	BS	A
Arkurian Pattern Stormblade	*	5+	*	9	8	26	*	8	3+	14-26+	10"	4+	9
An Arkurian Pattern Stor a heavy bolter, two lascan									165	7-13 1-6	7" 4"	5+ 6+	6 3
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Heavy bolter	36"	Hea	.vy 3		5	-1	1	-					
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each per b		-killer missile can only	be fired or	nce	
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Plasma blastgun	When a	ttacking	g with thi	s wear	pon, choo	ose one	of the pi	ofiles be	elow:				-1
- Standard	72"		vy 2D6		8	-3	2	-					-1
- Supercharged	96"	Hea	vy 2D6		9	-3	3			roll of 1, the bearer sufficient sufficient states in the second states weapon's shots have been supported by the second states and the second states are second states and the second states are second states ar			
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					-1
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					-11
Adamantium tracks	Melee	Mel	ee		User	-2	D3	-					
WARGEAR OPTIONS 💭					er-killer n bolter o		vy stubb	er.					
ABILITIES					uced to 0 n 2D6" su					ving it from the battlefi	eld. On a o	5+ it	
		auncher								n the Shooting phase, th ponent must subtract 1			
	can also target u	still fir nits tha	e its weaj t are with	ons if in 1" (enemy u	nits are other gu	within uns mus	1" of it (t target (but only other ur	d still shoot and/or chan 7 its twin heavy bolters hits), In addition, this n the bearer.	or heavy t	olters can	
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td>S. Janat, Statist</td><td>S- 6.74</td><td>1.11</td><td></td></r<>	EGIME	NT>		S. Janat, Statist	S- 6.74	1.11	
KEYWORDS				-				100 million (100 million)		RN STORMBLADE			

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ARKURIAN PATTERN STORMHAMMER

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

NAME	М	WS	BS	S	I	W	A	Ld	Sv	Dattic, as shown be			
Arkurian Pattern	*	5+	*	9	8	26	*	8	3+	REMAINING W	M 10"	BS 4+	A 9
Stormhammer		51		<i>,</i>	0	20		0	51	7-13	7"	4+ 5+	
An Arkurian Pattern Storn	mhammer i	is a sing	le model	equip	ped with	a Storm	hamme	r canno	n,	1-6	4"	5+ 6+	6
twin battle cannon, a co-a				asers, a	lascanno					1-0	- T	01	
WEAPON	RANGE	TYP			5	AP		ABILI	TIES				
Co-axial multi-laser	36"		avy 3		6	0	1	-					-1
Heavy bolter	36"		avy 3		5	-1	1	-					
Heavy flamer	8"		avy D6		5	-1	1	This	weapon	automatically hits its	target.		
Heavy stubber	36"	Hea	avy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6		hunter-loattle.	killer missile can only	be fired o	nce	
Lascannon	48"	Hea	avy 1		9	-3	D6	-					
Multi-laser	36"	Hea	avy 3		6	0	1	-					
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-					
Stormhammer cannon	60"	Hea	avy D6		9	-3	D6	weap	on and o	for the number of att discard the lowest resu r this weapon.			
Twin battle cannon	72"	Hea	wy 2D6		8	-2	D3	-					
Adamantium tracks	Melee	Me	lee		User	-2	D3	-					П
WARGEAR OPTIONS	lasca • This • This	nnon. model 1 model 1	nay take nay take	a hunt a storn	er-killer n bolter o	missile. or a hea	vy stubb	er.		ing: heavy flamers, he s Stormhammer cann			
ABILITIES	as its co	-axial n	nulti-lase	er, it ma	ay re-roll	any hit	rolls wit	th its Sto	ormhami	mer cannon.			
					2D6" su								
	Smoke smoke l that targ	aunche	e rs: Onc rs; if it do	ce per g bes so,	ame, ins until you	tead of s r next S	shooting booting	g any we phase y	apons in our opp	the Shooting phase, t onent must subtract 1	this model from any	can use its hit rolls	
	It can al target u	so still nits tha	fire its w t are witl	eapons hin 1" c	if enemy of it its	<mark>r units a</mark> other gi	re withi 1ns mus	n 1" of i t target	<mark>t (but on</mark> other un	still shoot and/or cha ly its heavy bolters or its), In addition, this 1 he bearer.	heavy flan	ners can	
					-		-						
FACTION KEYWORDS	IMPEI	RIUM,	ASTRA	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td></td><td></td><td></td></r<>	EGIME	NT>					

¥ 25			STC	DR	AN I MSV	VO	TE RD			DAMAGE Some of an Arkuria characteristics chan battle, as shown bel	ige as it su		
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Arkurian Pattern Stormsword	*	5+	*	9	8	26	*	8	3+	14-26+	10" 7"	4+	9
An Arkurian Pattern Storm a twin heavy bolter and ada			nodel ec	luippe	d with a S	tormsv	vord sieg	e canno	'n,	7-13 1-6	/ 4"	5+ 6+	6 3
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	TIES				
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each per b		-killer missile can only	be fired o	nce	
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
Stormsword siege cannon	36"	Hea	vy D6		10	-4	D6	weap by thi throw	on and is weap	e for the number of att discard the lowest rest on do not gain any bou eing in cover. Re roll d	.lt. Units a nus to thei	ttacked r saving	1
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					
Twin heavy flamer	8"	Hea	vy 2D6		5	-1	1	Thisy	weapon	automatically hits its	target.		
Adamantium tracks	Melee	Mel	ee		User	-2	D3	-					
WARGEAR OPTIONS Abilities	eithe • This • This Explod	er a twin model n model n les: If thi	heavy be nay take nay take s model	olter o a hunt a stori is redu	r twin hea ter-killer 1 n bolter c	wy flan nissile. or a hea wounds	ner. vy stubb s, roll a I	er. D6 befor	e remov	ponson is equipped wi			
	Smoke	Launcher	ers: Onc	e per §	game, inst	ead of s	shooting	any wea	apons in	n the Shooting phase, t ponent must subtract 1			;
	It can a flamers	lso still f can targ	ire its wo	eapons that ai	if enemy e within	units a 1" of it	re within its othe	n 1" of it er guns r	(but or nust tar	d still shoot and/or cha nly its twin heavy bolte rget other units). In ad scured from the bearer	e rs or twin dition, thi	heavy	
FACTION KEYWORDS					ITARUN							200	
KEYWORDS			_							ERN STORMSWOF	17	1. 1. 1.	

¥ 17		AS	SSA	UĽ	AR ΓV	151	DUF IICI	LE		DAMAGE Some of a Crassus <i>A</i> characteristics chan battle, as shown bel	ige as it su		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Crassus Armoured Assault Vehicle	*	5+	*	8	8	20	*	8	3+	10-20+	10"	4+	3
A Crassus Armoured Ass	ault Vehicle	is a sing	gle mod	el equip	ped wit	h four h	eavy bol	ters.	40.00	5-9	7" 4"	5+	D3
WEAPON	RANGE	TYPE	E		S	AP	D	ABILI	TIES	1-4	4	6+	1
Autocannon	48"	Hea	vy 2		7	-1	2	-					2
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					3
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its t	arget.		8
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each battle		killer missile can only	be fired o	nce per	1000
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-					
WARGEAR OPTIONS	heav • This • This Explod	y flamer, model n model n es: If thi	, autocan nay take nay take is model	a hunt a storn is redu	r lascanr er-killer n bolter aced to 0	non. missile. or a hea wound	wy stubb s, roll a I	er. D6 befor	re remov	vination of the followin ving it from the battlefi n 2D6" suffers D6 mor	eld, and b		
	Overdr		s model							phase even if it Advand			
		launcher								n the Shooting phase, t ponent must subtract 1			5
	It can a target u	lso still f nits that	ire its w : are wit	eapons hin 1" c	if enem of it its	y units a other g	are withi uns mus	n 1" of it t target (: (but or other ur	l still shoot and/or cha ily its heavy bolters or its), In addition, this r the bearer.	heavy flan	ners can	
TRANSPORT										s. Each Heavy Weapon RYN takes the space of			
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td>- 45- 1</td><td></td><td>PP Y</td><td></td><td>1</td></r<>	EGIME	ENT>	- 45- 1		PP Y		1
KEYWORDS				-						D ASSAULT VEHI			

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DOMINUS ARMOURED SIEGE BOMBARD

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

NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M Silowit D	BS		
Dominus Armoured Siege Bombard	*	5+	*	8	8	20	*	8	3+	10-20+	10"	4+	3	
A Dominus Armoured Sieg	a Bomba	rd is a s	ingle mo	del equ	inned w	ith a Do	minuet	riple bo	mbard	5-9	7"	5+	Γ	
and two heavy bolters.	ge Doniba	1 u 15 a 5.	ingle mo	uer equ	ipped w		iiiiius t	Tiple 00	mbaru	1-4	4"	6+		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Autocannon	48"	He	avy 2		7	-1	2	-						
Dominus triple bombard	When at	ttacking	, with thi	is weapo	on, choo	se one c	of the pro	ofiles be	low:					
- Mobile	36"	Hea	avy 2D6		10	-2	D3	This bear		can target units that a	are not visi	ble to the		
- Stationary	60"	Hea	avy 3D6		10	-3	D6	mov	e in the p	e may only be chosen if this model did not e preceding Movement phase. This weapon units that are not visible to the bearer.				
Heavy bolter	36"	Hea	avy 3		5	-1	1	-						
Heavy flamer	8"	Hea	avy D6		5	-1	1	This	weapon	automatically hits its	target.			
Heavy stubber	36"	He	avy 3		4	0	1	-						
Hunter-killer missile	48"	Hea	Heavy 1			-2	D6		n hunter- Dattle.	er-killer missile can only be fired once				
Lascannon	48"	Hea	avy 1		9	-3	D6	-						
Storm bolter	24"	Rap	pid Fire 2	2	4	0	1	-						
WARGEAR OPTIONS ABILITIES	heav • This • This Explod	y flame model i model i les: If th	r, autoca may take may take	nnon or a hunte a storn is redu	r lascanr er-killer n bolter ced to 0	ion. missile. or a hea wounds	vy stubb s, roll a l	oer. D6 befoi	re remov	ination of the followi ing it from the battle:		6+ it		
	Smoke	Launch launche	ners: On	ce per g	ame, ins	tead of	shooting	g any we	apons in	the Shooting phase, onent must subtract			s	
	Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. It can also still fire its weapons if enemy units are within 1" of it (but only its heavy bolters or heavy flamers can target units that are within 1" of it — its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.													
FACTION KEYWORDS	IMDE	DILIM	ASTR	A MIT	TADI		CIME	NT-	12.0	Wert and the second second	S. 1997		_	
	IMPE	KIUWI,	ASIK	A MILL	TARU	wi, < K	CGIMI							

18 18		(GOF TR	RG(AN	DAMAGE Some of a Gorgon Heavy Transporter's characteristics change as it suffers damage battle, as shown below:														
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	о М	BS							
Gorgon Heavy Transporter	*	5+	*	9	8	30	*	8	3+	14-30+ 7-13	10" 7"	4+	1						
A Gorgon Heavy Transpo heavy stubbers.	orter is a sin	gle mod	el equip	ped wit	h two G	orgon n	nortars a	and two	twin	1-6	4"	5+ 6+	D						
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES										
Gorgon mortar	48" Heavy 2D6 5 -1 1 Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.)							
Heavy bolter	36"		vy 3		5	-1	1	-											
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its t	arget.								
Heavy stubber	36"	Hea	vy 3		4	0	1	-											
Hunter-killer missile	48"	"Heavy 1				-2	D6		Each hunter-killer missile can only be fired once per battle.										
Storm bolter	24"	Rap	id Fire 2		4	0	1	-											
Twin heavy stubber	36"		vy 6		4	0	1	-											
WARGEAR OPTIONS	heav • This	y stubbe model r	rs. nay take	a hunte	er-killer	missile.				heavy bolters, four hea									
ABILITIES	embark Heavy Smoke	ed mod Armoun Launch auncher	els disen red Prov ers: Ond	nbark. (v: This i ce per g	On a 6+ model ha ame, ins	it explo as a 5+ i tead of	des, and nvulner shooting	each un able save g any we	iit withi e agains apons ii	ving it from the battlefi n 2D6" suffers D6 mor t shooting attacks. n the Shooting phase, t ponent must subtract 1	tal wound his model	ls. I can use it	s						
	Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. It can also still fire its weapons if enemy units are within 1" of it (but only its heavy bolters or heavy flamers can target units that are within 1" of it — its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.																		
	target u bonus t	o its sav	e in cove	er in at i	euse mun			This model can transport 50 ASTRA MILITARUM INFANTRY models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two other models, and each OGRYN takes the space of three other models.											
TRANSPORT	bonus t This mo	o its sav odel can	e in cove transpo	rt 50 A	STRA M	IILITAI			Y mode	els. Each Heavy Weapo			els.						
TRANSPORT FACTION KEYWORDS	bonus t This mo Heavy	o its sav odel can Weapon	e in cove transpo Team ta	rt 50 A kes the	STRA M	IILITAI f two ot	her mod	els, and	Y mode	els. Each Heavy Weapo			els.						

22 2000	MA	ACF	IAR	lU	S H	EA	VY '	TAN	١K	DAMAGE Some of a Machariu characteristics chan battle, as shown bel	ige as it su		age in
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Macharius Heavy Tank	*	5+	*	8	8	22	*	8	3+	11-22+	10"	4+	3
A Macharius Heavy Tank is a twin heavy stubber and ty				with a	Machari	ius battle	e cannor	1,	Ner i	6-10 1-5	7" 4"	5+ 6+	D3 1
WEAPON	RANGE	TYP			S	AP	D	ABILIT	IES				_
Heavy bolter	36"	Hea	vy 3		5	-1	1	_					
Heavy flamer	8"	Hea	vy D6		5	-1	1	Thisy	weapon	automatically hits its	target.		- 17
Heavy stubber	36"	Hea	vy 3		4	0	1	-			-		
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each battle		killer missile can only	be fired o	nce per	
Macharius battle cannon	72"	Hea	vy 2D6		8	-2	D6	-					- 8
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
Twin heavy stubber	36"	Hea	vy 6		4	0	1	-					
WARGEAR OPTIONS	 This This Explod 	model r model r es: If thi	nay take nay take s model	a hunte a storn is redu	er-killer n bolter .ced to 0	missile. or a hea wounds	vy stubb s, roll a I	er.	e remov	y bolters or two heavy ving it from the battlef		6+ it	
	Smoke	Launch launchei	ers: Onc	e per g	ame, ins	stead of	shooting	, any wea	apons ir	n the Shooting phase, t ponent must subtract 1			s
	It can a target u	lso still f mits that	ire its we are with	eapons ain 1" c	if enem of it – its	y units a other gu	e <mark>re withi</mark> ans musi	n 1" of it t target c	(but or other ur	d still shoot and/or cha aly its heavy bolters or hits), In addition this n the bearer.	heavy flar	ners can	
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td>7. D. C. S</td><td>5 af 1</td><td></td></r<>	EGIME	NT>			7. D. C. S	5 af 1	
KEYWORDS	VEHI	CIE T	TA NIL		CHAD	ITIC M	ACUA	DILICL	IE ANT	TANK	1.1	12.8.14	

22 2000		MA	.CH	AF	RIU	s o	ME	GA		DAMAGE Some of a Machariu change as it suffers shown below:			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Macharius Omega	*	5+	*	8	8	22	*	8	3+	11-22+	10"	4+	3
A Macharius Omega is a	single mode	el equipp	oed with	an On	nega patt	ern plas	sma blast	tgun.		6-10	7"	5+	D
WEAPON	RANGE	TYPE	E		S	AP	D	ABILI	TIES	1-5	4"	6+	1
Autocannon	48"	Hea	vy 2		7	-1	2	-					
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its t	arget.		
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each per b		-killer missile can only	be fired o	nce	
Omega pattern plasma blastgun	When a	ıttacking	g with th	is weap	oon, cho	ose one	of the pr	ofiles be	elow:				
- Pulsed bolts	60"	Hea	vy 2D6		8	-3	2	-					
- Maximal bolts	60"	Hea	vy 2D6		9	-3	3			roll of 1, the bearer suf is weapon's shots have			
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
WARGEAR OPTIONS ABILITIES	This This Explod	model n model n es: If thi	nay take nay take s model	a hunt a storr is redu	er-killer n bolter iced to 0	missile. or a hea wound	vy stubb s, roll a I	er. D6 befor	e remov	vo heavy flamers. ving it from the battlefi	eld. On a	6+ it	
	Smoke	Launch auncher	ers: Onc	e per g	game, ins	stead of		any we	apons ii	n the Shooting phase, t ponent must subtract 1			
	Steel Be It can a target u	ehemotl Iso still f nits that	fire its we t are with	eapons ain 1" (if enem of it its	y units a other g	are withi uns mus	n 1" of it t target (: (but or other ur	d still shoot and/or cha aly its heavy bolters or aits), In addition, this n the bearer.	heavy flan	ners can	
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td>1</td><td></td><td></td><td>13.22</td><td></td></r<>	EGIME	NT>	1			13.22	
KEYWORDS	VEHIC	CLE, T	ITANIC	, MA	CHAR	IUS, M	ACHA	RIUS C	OMEG	A		Sector 1	

22 w			VA		HA JUI					DAMAGE Some of a Machariu characteristics chan battle, as shown bel	ge as it su		age ir
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Macharius Vanquisher	*	5+	*	8	8	22	*	8	3+	11-22+	10"	4+	3
A Macharius Vanquisher is a twin heavy stubber and t				vith a l	Machariı	ıs vanqı	uisher ca	nnon,		6-10 1-5	7" 4"	5+ 6+	D3 1
WEAPON	RANGE	TYPE			S	AP	D	ABILII	IES		_		_
Heavy bolter	36"	Heav	уу 3		5	-1	1	-					
Heavy flamer	8"	Heav	vy D6		5	-1	1	This	weapon	automatically hits its	arget.		- 8
Heavy stubber	36"	Heav	уу 3		4	0	1	-					
Hunter-killer missile	48"	Fach huntar killer missile can only be fired once											
Macharius vanquisher cannon	When a	uttacking	with thi	s weap	oon, cho	ose one	of the pr	ofiles be	elow:				1
- Blast shells	72"	Heav	vy 2D6		8	-2	D3	-					
- Armour piercing shells	72"	72" Heavy 2D6 8 -2 D3 - 72" Heavy 2 9 -3 D6 Roll two dice when inflicting damage with this weapor and discard the lowest result.											
Storm bolter	24"	Rapi	d Fire 2		4	0	1	-					
Twin heavy stubber	36"	Heav	vy 6		4	0	1	-					
WARGEAR OPTIONS ABILITIES	 This This Explod 	model m model m	ay take ay take s model	a hunt a storn is redu	er-killer n bolter aced to 0	missile. or a hea wound	vy stubb s, roll a I	er. D6 befor	e remov	y bolters or two heavy ving it from the battlef		6+ it	-
		auncher								n the Shooting phase, t ponent must subtract 1			s
	It can al target u	lso still f nits that	ire its we are with	apons in 1" c	if enemy of it its	y units a other g	ure withi uns mus	n 1" of it t target c	: (but or other ur	d still shoot and/or cha aly its heavy bolters or hits), In addition, this r the bearer.	heavy flar	ners can	
FACTION KEYWORDS	IMPE	RIUM	ASTRA	MII	ITARI	M <r< td=""><td>EGIME</td><td>NT></td><td>1.11</td><td>1</td><td>F 8.63</td><td>14.11</td><td></td></r<>	EGIME	NT>	1.11	1	F 8.63	14.11	
		CIUI,	NOT K	TATT	I I MO	111) 11	LOIML	111/					

¥ 24	Ι	MA	CH	AR	IUS	V	JLC	CAN	1	DAMAGE Some of a Machariu change as it suffers of shown below:			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Macharius Vulcan	*	5+	*	8	8	22	*	8	3+	11-22+	10"	4+	3
A Macharius Vulcan is a s stubber and two heavy stu		el equipp	oed with	a Macł	narius vu	ılcan me	ega-bolte	er, a twii	n heavy	6-10 1-5	7" 4"	5+ 6+	D 1
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-5	4	0+	
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-					
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its t	arget.		
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6			killer missile can only	be fired o	once per	
Macharius vulcan mega-bolter	60"	60"Heavy 156-22If this model does not move during the Movement phase, in the preceding Shooting phase, change this weapon's Type to Heavy 30 until the end of the turn.24"Rapid Fire 2401-										ige this	
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
Twin heavy stubber	36"	Hea	ivy 6		4	0	1	-					
WARGEAR OPTIONS	• This	model r	nay repla nay take nay take	a hunt	er-killer	missile.			vo heavy	v bolters or two heavy	flamers.		
ABILITIES			is model ach unit							ring it from the battlefi	eld. On a	6+ it	
		auncher								n the Shooting phase, t ponent must subtract 1			s
	It can al target u	l so still i nits tha	f <mark>ire its w</mark> t are witl	eapons hin 1" c	if enem f it – its	<mark>y units a</mark> other g	re withi ans mus	n 1" of it t target (t (but on other un	l still shoot and/or cha ily its heavy bolters or its), In addition, this r the bearer.	heavy flar	ners can	
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	A MIL	TARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td>4</td><td></td><td>1.00</td><td>12.18</td><td></td></r<>	EGIME	ENT>	4		1.00	12.18	
KEYWORDS	VFHI	CIET	ITANI	MA	CHAR	IUS M	ACHA	RIUS		N	N. 1999		

22 ww		MA			ER					DAMAGE Some of a Maraud change as it suffers shown below:		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Marauder Bomber	*	6+	*	7	7	20	3	7	3+	11-20+	20"-45"	4+
A Marauder Bomber is a and a cluster of heavy bo		el equipp	ed with	a twin	lascann	on, two	twin he	avy bolte	ers	5-10	20"-30"	5+
WEAPON	RANGE	TYPE	:		S	AP	D	ABILI	TIFS	1-4	20"	5+
Twin heavy bolter	36"	Hea			5	-1	1	-				
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-				
WARGEAR OPTIONS	• This	model n	nay repla	ace its c	luster of	f heavy t	ombs f	or a clus	ter of he	llstorm bombs.		
	Hard to Shootir [†] Heavy can ma the Ma MONS of a 4+,	ng phase. Bombs: ke a bom rauder B TER in t , the unit	On thrashing ru omber l he unit suffers	onent m ee separ in again has mov or a sin a morta	aust subt rate turn st a sing red, pick gle D6 f al wound	ract 1 fr s during le enem an ener or every 1.	om hit n g the bat y unit it ny unit r other n	rolls for a tle, a Ma moves o that it fl nodel in	attacks t arauder 1 over dur ew over, the unit	hat target this model Bomber equipped wi ing one of its Moven then roll 3D6 for eac , up to a maximum o der Bomber equippe	ith heavy bo nent phases. ch VEHICL of 12D6. For	After E or every roll
	bombs After th MONS	can mak ne Marau	e a bom der Boi he unit	bing ru nber ha or a sin	in agains is moved gle D6 f	st a singl l, pick an or every	e enemy	y unit it y unit th	moves o at it flew	ver during one of its vover, then roll 2D6 f	Movement for each VE	phases. HICLE or
	[†] Note th	hat a Ma	rauder 1	Bomber	will only	have or	ie of the	se abiliti	es, which	h should be noted befo	ore the game	begins.
	Sky For has mo		his mod	el does	not suff	er the pe	enalty fo	or shooti	ng Heav	y weapons on a turn	in which it	
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, AE	RONA	UTICA	IMPE	RIALIS	5145.55	
KEYWORDS				C FIN	MAR	ATTOPT		ATTOT		And and the second s	N. C. A. M. Z. A.	

22 www	Μ	AR	AU.	DE	R D)ES'	TRO	DYI	ER	DAMAGE Some of a Maraud characteristics cha	ange as it suf	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown b REMAINING W	elow: M	BS
Marauder Destroyer	*	6+	*	7	7	20	3	7	3+	11-20+	20"-45"	4+
A Marauder Destroyer is a twin assault cannon, a t							on,			5-10	20"-30" 20"	5+ 5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		20	51
Hellstrike missile	72"	Hea	vy 1		8	-2	D6			e when inflicting dam the lowest result.	nage with this	s weapon
Twin assault cannon	24"	Hea	vy 12		6	-1	1	-				
Twin autocannon	48"	Hea	vy 4		7	-1	2	-				
Twin heavy bolter	36"		vy 6		5	-1	1	-				
WARGEAR OPTIONS					ellstrike			1.0.1	See. C.		the William	
ABILITIES					charge, c units tha			ged by u	nits tha	t can FLY, and can or	nly attack or l	be
							wounds, in 6" suf			e removing it from th wounds.	e battlefield.	On a 6 it
	Hard to	Hit: Yo	our oppo	onent m	ust subt	ract 1 fi	rom hit r	olls for	attacks t	that target this model	in the Shoot	ing phase.
	against moved,	a single pick an 06 for ev	enemy enemy	unit it n unit tha	noves ov it it flew	ver durin over, th	ng one of en roll 3	f its Mov D6 for e	vement j each VE	heavy bombs can mal phases. After the Mar HICLE or MONSTE 5. For every roll of a 4	auder Destro R in the unit	oyer has or a
	Sky For has mo		'his mod	el does	not suff	er the p	enalty fo	r shooti	ng Heav	vy weapons on a turn	in which it	
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, AE	RONA	JTICA	IMPE	RIALIS	1. 14	
KEYWORDS	VEHI	CIET	TA NI	C EIV	MAD	ALIDE	D MAI			STROYER	STOCK STOCK	

18 MI	NO	ΓΑι	JR	AR'	TIL	LEI	RY '	TAN	١K	DAMAGE Some of a Minotaun characteristics chan battle, as shown bel	ige as it su		ıge ir
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Minotaur Artillery Tank	*	5+	*	8	8	22	*	8	3+	11-22+	10"	4+	3
A Minotaur Artillery Tank i two heavy bolters.	is a single	model	equippo	ed with a	a twin ea	rthshak	er canne	on and		5-10 1-4	7" 4"	5+ 6+	D3
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES				_
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Heavy stubber	36"	Hea	vy 3		4	0	1	-					- 2
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each battle		-killer missile can only	be fired o	once per	1
Storm bolter	24"	Rap	id Fire	2	4	0	1	-					
Twin earthshaker cannon	240"	Hea	vy 2D6		9	-2	D3	weap	on and	te for the number of at discard the two lowes nits that are not visible	t results. T	'his weapon	
WARGEAR OPTIONS					er-killer 1 bolter		vy stubb	oer.					
ABILITIES								D6 befor wounds		ving it from the battlef	ìeld. On a	6+ it	
	Heavy A	Armour	ed Fro	nt: This	model h	as a 5+ i	nvulner	able sav	e again	st shooting attacks.			
		aunchei								n the Shooting phase, ponent must subtract 1			;
	It can al	so still f l " of it -	ire its v its oth	veapons er guns i	if enemy must tar	<mark>y units a</mark> get othe	re withi r units).	n 1" of it In addit	t (but o	d still shoot and/or cha nly its heavy bolters ca is model only gains a b	n target ui	nits that are	9
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td></td><td></td><td>13 A. L</td><td>5 M 1</td><td></td></r<>	EGIME	ENT>			13 A. L	5 M 1	
KEYWORDS	VEHIC	TET	TA NI	C MIN	INTAL	DADT	TITED	Y TAN	V		-1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990	12.8. 11. 24	

¥ 19		RA ASS					DUI ICH			DAMAGE Some of a Praetor A Launcher's characte	eristics ch	ange as it s	suffe
NAME	М	WS	BS	S	T	W	A	Ld	Sv	damage in battle, as			
Praetor Armoured	*	5+	*	8	8	20	*	8	3+	REMAINING W	M 10"	<u>BS</u> 4+	A
Assault Launcher A Praetor Armoured Ass two heavy bolters.	sault Launche	r is a sin	gle mo	del equ	ipped w	ith a Pr	aetor lau	incher a	nd	· 5-9 1-4	7" 4"	5+ 6+	D 1
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				9
Autocannon	48"	Heavy	y 2		7	-1	2	-					
Heavy bolter	36"	Heavy	y 3		5	-1	1	-					
Heavy flamer	8"	Heavy	y D6		5	-1	1	This	weapon	automatically hits its	target.		
Heavy stubber	36"	Heavy	y 3		4	0	1	-					
Hunter-killer missile	48"	Heavy	y 1		8	-2	D6	Each battl		killer missile can only	be fired o	once per	
Lascannon	48"	Heavy	y 1		9	-3	D6	-					
Praetor launcher	When att	acking w	vith this	s weapo	on, choo	se one c	of the pro	ofiles be	low:				
- Foehammer	12"-120"	Heavy	y 2D6		8	-2	D6	-					
- Firestorm	12"-120"	Heavy	y 2D6		6	-2	2			ed by this weapon do r throws for being in co		ny bonus to	,
- Pilum	72"	Heavy	y D6		8	-2	D6			nay add 1 to all hit rol he FLY keyword.	ls when at	tacking a	
Storm bolter	24"	Rapid	l Fire 2		4	0	1	-					
WARGEAR OPTIONS ABILITIES	heavyThis nThis n	flamer, a nodel ma nodel ma es: If this	autocar ay take ay take model	nnon on a hunte a storn is redu	lascanr er-killer bolter ced to 0	non. missile. or a hea wound	vy stubb s, roll a I	er. D6 befoi	re remov	vination of the followin		.6+ it	
		unchers;								n the Shooting phase, i ponent must subtract 1			s
	It can als target ur	so still fir hits that a	e its w are with	eapons ain 1" o	if enem f it – its	y units a other g	ure withi uns mus	n 1" of i t target	<mark>t (but or</mark> other ur	d still shoot and/or cha aly its heavy bolters or aits), In addition, this a the bearer.	heavy fla	mers can	
FACTION KEYWORDS	IMPER	IUM, A	STRA	MIL	TARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td></td><td>Second States</td><td>28.2</td><td>Rest.</td><td></td></r<>	EGIME	ENT>		Second States	28.2	Rest.	
KEYWORDS									TITT	AUNCHER	3	······································	

	V	ALI	DOI	R T	'AN]	ΚH	IUN	ITE	R	DAMAGE Some of a Valdor Ta characteristics chan battle, as shown bel	ige as it su		ıge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	ow: M	BS	
Valdor Tank Hunter	*	6+	*	7	8	20	*	8	3+	10-20+	10"	4+	
A Valdor Tank Hunter is a heavy stubber.	single mo	del equi	pped wi	h a neu	utron lase	er proje	ctor and	a		5-9 1-4	7" 4"	5+ 6+	D
WEAPON	RANGE	TYP	<u>E</u>		S	AP	D	ABILI	TIES		-		_
Autocannon	48"	Hea	vy 2		7	-1	2	-					
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Heavy flamer	8"		vy D6		5	-1	1	This	weapon	automatically hits its t	arget.		_
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each per b		-killer missile can only	be fired or	nce	
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Neutron laser projector	72"	Hea	wy 2D3		14	-4	D6	but is	s not sla	LE which suffers woun in must subtract 1 from l of its controlling playe	n its Shoo	ting hit rol	
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
WARGEAR OPTIONS Abilities	lasca • This • This Smoke	nnon. model r model r Launch auncher	nay take nay take ers: Onc	a hunto a storn ce per g	er-killer n bolter o game, ins	missile. or a hea tead of	vy stubb shooting	er. ; any we	apons ii	n, a heavy bolter, a heav n the Shooting phase, t ponent must subtract 1	his model	can use its	
	It can al target u	lso still i nits tha	f <mark>ire its w</mark> t are wit	eapons nin 1" c	if enemy of it its	r units a other g	are within uns must	n 1" of it t target (: (but or other ur	d still shoot and/or cha nly its heavy bolters or nits), In addition, this r the bearer.	heavy flan	ners can	
					acks a V lowest r		E with it	s neutro	n laser	projector, roll two dice	when infl	icting	
			t or: If th 5 mortal			ced to () wound:	s, roll a	dice. Or	n a 2+ it explodes, and	each unit	within	
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td>这一边的话,他们</td><td></td><td></td><td></td></r<>	EGIME	NT>		这一边的话, 他们			
					LDOR 7			FD		A REAL PROPERTY AND A REAL			-

a nows		A	QU	JIL.	AL.	AN	DE	R		DAMAGE Some of an Aquila change as it suffers shown below:					
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS			
Aquila Lander	*	6+	*	6	7	12	2	7	3+	5-12+	20"-45"	4+			
An Aquila Lander is a s	ingle model e	quipped	with a	heavy b	olter.	684	i Carl		1. 4.1	3-4	20"-30"	5+			
WEAPON	RANGE	ТҮР			S	AP	D	ABILI	TIES	1-2	20"	6+			
Autocannon	48"	Hea	vy 2		7	-1	2	-		<u> </u>					
Heavy bolter	36"	Hea	vy 3		5	-1	1	-							
Multi-laser	36"	Hea	vy 3		6	0	1	-							
WARGEAR OPTIONS	• This	This model may replace its heavy bolter with either an autocannon or a multi-laser. Arerial Assault: During deployment, you can set this unit up in the sky instead of placing it on the battlefield. At the end of any of your Movement phases, this unit may fly into battle – set it up anywhere on the battlefield that is													
	Crash a	 Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY. Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6, it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the 													
	before a mortal Hard to	attacked in the Fight phase by units that can FLY . Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6, it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.													
	before a mortal Hard to Shootin Hover J characto	rborne: This model cannot charge, can only be charged by units that can FLY , and can only attack or be acked in the Fight phase by units that can FLY . rash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and fore any embarked models disembark. On a 6, it crashes in a fiery explosion and each unit within 6" suffers D3 ortal wounds. ard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the													
	before a mortal Hard to Shootin Hover J characto abilities Superso the moo	ny emb wounds o Hit: Yo g phase let: Befo eristic b until th onic: Ea del move	arked m our oppo re this n ecomes e beginn ch time es) and t	odels d onent m nodel m 20" unti ning of this mo hen mo	isembar nust subt noves in il the end your new odel mov	k. On a ract 1 fr your Mo d of the ct Mover res, first nodel str	5, it cras om hit 1 ovement phase, a nent ph pivot it raight fo	shes in a colls for a phase, y nd it los ase. on the sp orwards.	fiery ex attacks to you can bes the A pot up t Note th	plosion and each uni that target this model declare it will hover.	t within 6" st in the Its Move and Supersc ontribute to in after the i	uffers D3 onic how far nitial			
TRANSPORT	before a mortal to Hard to Shootin Hover J characte abilities Superso the moo pivot. W a dice. This moo	any emb wounds. • Hit: Yo g phase fet: Befo eristic b until th onic: Ea del move When thi	arked m our oppo re this r ecomes e beginn ch time es) and t is model transpo	odels d onent m nodel m 20" unti ning of this mo hen mo Advan rt 7 AS '	isembari ust subt noves in il the end your new odel mov ove the n ces, incr TRA MI	k. On a ract 1 fr your Me d of the ct Mover res, first nodel str ease its	5, it crass om hit r phase, a nent ph pivot it raight fc Move ch JM INI	shes in a colls for a phase, y nd it los ase. on the sp orwards. haracteri FANTRY	fiery ex attacks f you can ses the A pot up t Note th istic by 2 7 model	plosion and each uni that target this model declare it will hover. Airborne, Hard to Hit o 90° (this does not c nat it cannot pivot aga	t within 6" sr in the Its Move and Superso ontribute to in after the i he phase – do on Team or V	onic how far nitial o not roll			
TRANSPORT FACTION KEYWORDS	before a mortal to Hard to Shootin Hover J characto abilities Superso the moo pivot. W a dice. This moo Heavy W	hy emb wounds. Hit: Yo g phase (et: Befo eristic b until th onic: Ea del move When thi odel can Weapon	arked m our oppo re this n ecomes e beginn ch time es) and t is model transpo Team ta	odels d onent m nodel m 20" unti ning of this mo hen mo Advan rt 7 AS ' ikes the	isembari noves in il the end your new odel mov ove the n ces, incr TRA MI space of	k. On a ward of the constraint	5, it crass om hit 1 ovement phase, a nent ph pivot it raight fo Move ch JM INI ner mod	shes in a colls for a phase, y nd it los ase. on the sp orwards. haracteri FANTRY lels. This	fiery ex attacks i you can ses the <i>A</i> pot up t Note th istic by 2 <i>C</i> model	plosion and each uni that target this model declare it will hover. Airborne, Hard to Hit o 90° (this does not c that it cannot pivot aga 20" until the end of th s. Each Heavy Weapo	t within 6" sr in the Its Move and Superso ontribute to in after the i he phase – do on Team or V	onic how far nitial o not roll			

	and the second	12/20		S. S. S. H.	3.2. 32	2.8798.2	14.6.1	12124)	
E Cower			A	RV	US	LIC	GHI	ſER	
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Arvus Lighter	20"-30"	6+	4+	6	6	8	1	7	3+
This unit contains 1 Art (Power Rating +12). Ea							(Power I	Rating +	•6) or 2 additional Arvus Lighters
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Hellstrike missile	72"	Hea	avy 1		8	-2	D6		two dice when inflicting damage with this weapor liscard the lowest result.
Twin autocannon	48"	Hea	avy 4		7	-1	2	-	
Twin heavy stubber	36"	Hea	avy 6		4	0	1	-	
Twin multi-laser	36"		avy 6		6	0	1	-	
WARGEAR OPTIONS			ay take missiles		he follow	ving: tw	in multi	-laser, tv	win autocannon, two twin heavy stubbers or
	attacked Crash ar	e: This r in the F Id Burn Iy emba	nodel ca ight pha	annot ch ase by u model i	harge, ca nits that s reduce	n only t can FL ed to 0 w	Y. vounds, 1	roll a D6	nits that can FLY , and can only attack or be 6 before removing it from the battlefield and iery explosion and each unit within 6" suffers D3
	Hard to	Hit: You	ır oppoi	nent mu	ist subtr	act 1 fro	m hit ro	olls for at	ttacks that target this model in the Shooting phase
				odel mo	oves in y		vement	phase, y	
	becomes beginnin			d of the			ses the A		ou can declare it will hover. Its Move characteristi e, Hard to Hit and Supersonic abilities until the
	beginnin	g of you	ır next l	id of the Moveme	nt phas	e.		Airborne	
	beginnin Repair: A Vehicle S	g of you At the e Squadro	ir next M nd of th on: The :	nd of the Moveme is mode first tim	nt phas l's move e this ui	e. ment, ro nit is set	oll a D6. up, all n	Airborne On a ro nodels in	e, Hard to Hit and Supersonic abilities until the
TRANSPORT	beginnin Repair: A Vehicle S From tha This mod	g of you At the e Squadro at point lel can t	Ir next I nd of th on: The : onward: ranspor	id of the Moveme is mode first tim s, each o t 12 AS	nt phase I's move e this un operates TRA M	e. ment, ro nit is set indeper ILITAR	oll a D6. up, all n idently a UM INI	Airborne On a ro nodels in and is tre FANTRY	e, Hard to Hit and Supersonic abilities until the Il of a 6, it immediately regains a lost wound. n this unit must be placed within 6" of each other.
TRANSPORT FACTION KEYWORDS	beginnin Repair: Vehicle S From tha This moo Heavy W	g of you At the e Squadro It point Iel can t Yeapon	Ir next M nd of th on: The onwards transpor feam tal	d of the Moveme is mode first tim s, each o t 12 AS ces the s	int phase I's move e this un operates TRA M space of	e. ment, ro nit is set indeper ILITAR two oth	oll a D6. up, all n idently a UM INI er mode	Airborne On a ro nodels in and is tre FANTRY	e, Hard to Hit and Supersonic abilities until the oll of a 6, it immediately regains a lost wound. In this unit must be placed within 6" of each other. eated as a separate unit for all rules purposes. If models. Each Heavy Weapon Team or Veteran

		A	VE	NG FIC	ER GH1	ST] 'ER	RIK	E		DAMAGE Some of an Avenge characteristics cha battle, as shown be	nge as it suf	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS
Avenger Strike Fighter	*	6+	*	7	7	14	3	7	3+	7-14+	20"-45"	3+
An Avenger Strike Fighter		model e	quipped	with a	n avenge	er bolt c	annon, t	wo lasca	annon	4-6	20"-30"	4+
and a defensive heavy stub WEAPON	RANGE	ТҮРІ			S	AP	D	ABILI	TIEQ	1-3	20"	5+
Autocannon	48"		vy 2		7	-1	2	ADILI				
Avenger bolt cannon	48 36"		vy 2 vy 8		6	-1	1	-				
Avenger bolt califion	50	Tiea	vyo		0	-2	1	- Add	1 to all	hit rolls made for this	waanan aga	inct
Defensive heavy stubber	8"	Hea	vy 3		4	0	1			can FLY.	s weapon aga	lillst
Hellfury missile	72"	Hea	vy 2D6		4	0	1	-				
Hellstrike missile	72"	Hea	vy 1		8	-2	D6			e when inflicting dam the lowest result.	nage with thi	s weapon
Lascannon	48"	Hea	vy 1		9	-3	D6	-				
Missile launcher	When a	ttacking	, with th	is weap	on, choo	ose one	of the pr	ofiles be	elow:			
- Frag missile	48"	Hea	vy D6		4	0	1	-				
- Krak missile	48"	Hea	vy 1		8	-2	D6	-				
Multi-laser	36"	Hea	vy 3		6	0	1	-				
WARGEAR OPTIONS										wo hellstrike missiles nulti-lasers.	,	
ABILITIES					charge, c units tha			ged by u	nits tha	t can FLY, and can or	nly attack or	be
					is reduc 1 each ur					e removing it from th wounds.	e battlefield.	On a 6 it
	Hard to Shootin			nent m	ust subt	ract 1 fr	om hit r	olls for a	attacks	that target this model	in the	
	the mod	lel move	es) and t	hen mo	ove the n	nodel st	raight fo	rwards.	Note th	to 90° (this does not c nat it cannot pivot aga 20" until the end of th	in after the i	nitial
	run agai Fighter	inst a sin has mov a single	ngle ene ved, pick D6 for e	my uni an ene very ot	t it move emy unit	es over o that it f	luring of lew over	ne of its	Movem oll 2D6	with tactical bombs c nent phases. After the for each VEHICLE o n of 10D6. For every n	Avenger Stri r MONSTEI	ike R in the
										A SHOT AND A		
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	A MIL	ITARU	M, AE	RONAU	JTICA	IMPE	ERIALIS		

			GH'	FIC	DAMAGE Some of a Lightning Strike Fighter's characteristics change as it suffers damage a battle, as shown below:							
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Lightning Strike Fighter	*	6+	*	7	7	14	3	7	3+	7-14+	20"-45"	3+
A Lightning Strike Fighter is twin lascannon.	a single	model e	equippe	d with a	a long-ba	rrelled	autocanı	non and	a	4-6 1-3	20"-30" 20"	4+ 5+
WEAPON	RANGE	TYP			S	AP	D	ABILI	IES			
Hellfury missile	72"	Hea	vy 2D6		4	0	1	-				
Hellstrike missile	72"	Hea	vy 1		8	-2	D6			when inflicting dam he lowest result.	age with this	s weapon
Long-barrelled autocannon	72"	Hea	vy 2		7	-1	D3	-				
Skystrike missile	60"	Hea	vy 1		7	-2	D3	targe	ts that c	nit rolls made for this an FLY . Subtract 1 fr on against all other ta	om the hit ro	
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-				
WARGEAR OPTIONS ABILITIES	Airbor attacked Crash a crashes Hard to Supers the mo- pivot. V a dice. Tactica run aga Fighter unit or	ne: This d in the and Bur in a fier o Hit: Yo onic: Ea del move When this l Bombes uinst a sin has move	model of Fight ph n: If this y explosion our oppo ch time es) and is mode s: Once ngle energies ved, pich D6 for o	cannot c nase by s model sion and onent m this mo then mo l Advan per batt eny uni k an ene every ot	units that is reduced a each un nust subt odel move ove the n nces, incr tle, a Lig t it move emy unit	an only tt can Fl ted to 0 nit within ract 1 fr res, first nodel st rease its htning S es over c that it f	ve charg LY. wounds, in 6" suff rom hit r pivot it o raight fo Move ch Strike Fig luring on lew over	roll a D fers D3 r olls for a on the sp rwards. aaracteri ghter eq ne of its , then ro	6 before nortal w uttacks ti pot up to Note th stic by 2 uipped v Movemo Il 2D6 f	e can FLY , and can or e removing it from th younds. hat target this model o 90° (this does not c at it cannot pivot aga 20" until the end of th with tactical bombs c ent phases. After the or each VEHICLE or a of 10D6. For every p	e battlefield. in the Shoot ontribute to l in after the in the phase – do an make a bo Lightning St r MONSTER	On a 6 it ing phase. how far nitial not roll ombing rike t in the
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, AE	RONAU	JTICA	IMPE	RIALIS	1.4.6	10.00
							FIGHT			The second s	1	

T CWS		H	IEA	VY	FIC	GH	DLI TEI	R		Some of a Thunde characteristics cha battle, as shown be	nge as it suf	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Thunderbolt Heavy Fighter	*	6+	*	7	7	15	3	7	3+	7-15+	20"-45"	3+
A Thunderbolt Heavy F twin lascannon.	ighter is a sin	gle mod	el equip	ped wit	h two tw	vin auto	cannon	and a		4-6 1-3	20"-30" 20"	4+ 5+
WEAPON	RANGE	TYPI			S	AP	D	ABILIT	IES			
Hellstrike missile	72"	Hea	vy 1		8	-2	D6	and d	iscard t	when inflicting dam he lowest result.	0	
Skystrike missile	60"	Hea	vy 1		7	-2	D3	target	s that c	hit rolls made for this an FLY . Subtract 1 fr on against all other t	om the hit ro	
Twin autocannon	48"	Hea	vy 4		7	-1	2	-				
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-				
ABILITIES	attacked Crash a	l in the nd Bur	Fight ph 1: If this	ase by u model	inits tha	t can FL ed to 0 v	Х.	roll a D	6 before	can FLY , and can or removing it from th rounds.	31. A. A.	
				nent m	ust subti	ract 1 fro	om hit r					
	Repair	At the	end of ea	ch of th	e Thun		Heavy Fi	ighter's S		hat target this model g phases, roll a dice. (ing phase.
	Repair: immedi Superso the mod	At the dately reg onic: Ea	end of ea gains a s ch time es) and t	ch of th ngle wo this mo hen mo	e Thun ound los del mov ve the n	t earlier es, first j nodel str	Heavy Fi in the b pivot it c raight fo	ighter's S attle. on the sp rwards.	Shooting oot up to Note th	c	On a 6+, it ontribute to in after the i	how far nitial
	Repair: immedi Superso the moo pivot. V a dice. Tactica bombin Heavy I	At the clately regonic: Ea del move Vhen this Bombe g run ag Fighter I nit or a	end of ea gains a s ch time es) and t s model c Once j gainst a s as move single D	ch of th ngle wo this mo- hen mo Advano Der battl ingle er id, pick 6 for ev	del mov del mov ve the n ces, incre le, a Thu nemy un an enem	t earlier es, first j nodel str ease its j inderboi nit it mov ny unit t	Heavy Fi in the b pivot it c raight fo Move ch lt Heavy ves over hat it fle	ighter's S attle. on the sp rwards. aracteris Fighter during o w over,	Shooting oot up to Note th stic by 2 equippone of it then rol	g phases, roll a dice. (o 90° (this does not c at it cannot pivot aga	On a 6+, it ontribute to in after the it ie phase – do os can make : After the Th ICLE or MO	how far nitial not roll a underbolt NSTER
FACTION KEYWORDS	Repair: immedi Superso the moo pivot. V a dice. Tactica bombin Heavy I in the u unit suf	At the c ately reg onic: Ea del move Vhen thi I Bomb a g run ag Fighter H nit or a fers a m	end of ea gains a s ch time es) and t s model s model gainst a s as move single D oortal wo	ch of th ngle wo this mo- hen mo Advano Der battl ingle er od, pick 6 for ev und.	del mov del mov ve the n ces, incr de, a Thu hemy un an enen ery othe	t earlier es, first nodel str ease its i underbo it it mor ny unit t er model	Heavy Fi in the b pivot it c raight fo Move ch lt Heavy ves over that it fle l in the u	ighter's S attle. on the sp rwards. aracteris Fighter during o w over, init, up t	Shooting bot up to Note th stic by 2 equippone of it then rol to a man	g phases, roll a dice. (9 90° (this does not c at it cannot pivot aga 10" until the end of th ed with tactical boml s Movement phases. 1 2D6 for each VEHI	On a 6+, it ontribute to in after the it ie phase – do os can make : After the Th ICLE or MO	how far nitial not roll a underbolt NSTER

		VE	NDI	ETT	A	GU	NS]	HIP		DAMAGE Some of a Vendetta change as it suffers shown below:		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Vendetta Gunship	*	6+	*	7	7	14	3	7	3+	8-14+	20"-45"	4+
This unit contains 1 Ven (Power Rating +11) or 2 Each Vendetta Gunship	2 additional V	Vendetta	Gunshi	ps (Powe	r Rati			,	l. m.	4-7 1-3	20"-30" 20"	5+ 6+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Heavy bolter	36"	Hea	vy 3		5	-1	1	-				
Hellfury missile	72"	Hea	vy 2D6		4	0	1	-				
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-				
WARGEAR OPTIONS				two heav ice two of			nnon w	ith two l	hellfury	missiles.		6.00
	Gunshij	p has m			0 ", yo ı	u must r				point during its mov disembarking, On a 1		
	Handto		embark	in this ma			set up i	nore tha		m any enemy models	5.	is slain.
	Hover J become	Hit: Yo let: Befo es 20" un	embark : our oppo ore this m atil the en	in this ma nent mus nodel mo	st subt ves in phase	ract 1 fr your Me , and it l	set up 1 om hit 1 ovement	nore tha colls for a phase,	attacks t you can	m any enemy models hat target this model declare it will hover. to Hit and Superson	s. in the Shoot Its Move cha	is slain. ing phase. racteristic
	Hover J become beginni Superso the mod	Hit: Yo let: Befo es 20" un ng of yo onic: Ea del move	embark : our oppo ore this m atil the en our next i ch time t es) and t	in this ma nent mus nodel mo nd of the Movemer this mode hen move	et subt ves in phase of phase of pha el mov e the r	ract 1 fr your Me , and it 1 se. ves, first nodel st:	set up i om hit i ovement oses the pivot it raight fo	nore that colls for a phase, Airborn on the s prwards.	attacks t you can ne, Hard pot up t Note th	hat target this model declare it will hover.	in the Shoot Its Move cha ic abilities ur ontribute to l in after the in	is slain. ing phase. racteristic ntil the how far nitial
	Hover J become beginni Superso the moo pivot. W a dice. Vehicle	• Hit: Yo let: Befo is 20" un ng of yo onic: Ea del move Vhen thi Squadi	embark : our oppo ore this m til the en our next i ch time t es) and t is model	in this ma nent mus nodel mov nd of the Movemer this mode hen move Advance	et subt ves in phase at pha el mov e the r s, incr this u	ract 1 fr your Me , and it 1 se. ves, first nodel st: rease its unit is se	set up 1 om hit 1 ovement oses the pivot it raight fo Move ch t up, all	nore that olls for phase, Airborn on the s orwards. naracteri models	attacks t you can ne, Hard pot up t Note th istic by 2 in this t	hat target this model declare it will hover. to Hit and Superson o 90° (this does not co at it cannot pivot aga	in the Shoot Its Move cha ic abilities ur ontribute to I in after the in ie phase – do ithin 6" of ea	is slain. ing phase. racteristic ntil the how far nitial not roll ch other.
TRANSPORT	Hover J become beginni Superso the moo pivot. W a dice. Vehicle From th This mo	• Hit: Yo (et: Befo (s 20" un ng of yo onic: Ea del move Vhen thi Squadh nat point odel can	embark : our oppo re this m til the en our next i ch time t es) and t is model ron: The t onward transpor	in this mannent muss nodel more nd of the Movement this mode hen move Advance first time s, each op rt 12 AST	t subt ves in phase at pha el mov e the r s, incr this u perate `RA N	ract 1 fr your Me , and it 1 se. ves, first nodel st. rease its unit is se s indepe MILITAH	set up 1 om hit 1 ovement oses the pivot it raight fo Move ch t up, all endently RUM IN	nore that olls for a phase, Airborn on the s orwards. haracteri models and is t FANTR	attacks t you can ne, Hard pot up t Note th istic by 2 in this u created a RY mode	hat target this model declare it will hover. to Hit and Superson o 90° (this does not co at it cannot pivot aga 20" until the end of th unit must be placed w	in the Shoot Its Move cha ic abilities ur ontribute to l in after the in the phase – do thin 6" of ea all rules purp	is slain. ing phase. racteristic ntil the how far nitial not roll ch other. oses.
IRANSPORT Faction Keywords	Hover J become beginni Superso the moo pivot. W a dice. Vehicle From th This moo Heavy W	• Hit: Yo (et: Befores 20" um ng of yo onic: Ea del move Vhen the Squadu nat point odel can Weapon	embark : our oppo ore this m til the en our next i ch time t es) and t is model con: The t onward transpon Team ta	in this ma nent mus nodel mov nd of the Movemer this mode hen move Advance first time s, each op rt 12 AST kes the sp	t subt ves in phase it pha el mov the r s, incr this u perate TRA N pace o	ract 1 fr your Me , and it 1 se. ves, first nodel st rease its unit is se s indepe MLLITAH f two otl	set up i om hit i ovement oses the pivot it raight fo Move ch t up, all endently RUM IN ner mod	nore that olls for phase, Airborn on the s orwards. naracteri models and is t FANTR els. This	attacks t you can ne, Hard pot up t Note th istic by 2 in this u created a X model	hat target this model declare it will hover. to Hit and Superson: 0 90° (this does not co that it cannot pivot aga 20" until the end of th unit must be placed w s a separate unit for a els. Each Heavy Weap	in the Shoot Its Move cha ic abilities ur ontribute to l in after the in the phase – do thin 6" of ea all rules purp	is slain. ing phase. racteristic ntil the how far nitial not roll ch other. oses.

			JLT		EG		ISH			DAMAGE Some of a Vulture of change as it suffers shown below:		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Vulture Gunship	*	6+	*	7	7	14	3	7	3+	8-14+	20"-45"	4+
This unit contains 1 Vultu Rating +11) or 2 addition is equipped with a heavy	nal Vulture	Gunship	s (Powe	r Ratin	g +22).	Each Vu	lture G			4-7 1-3	20"-30" 20"	5+ 6+
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES			
Heavy bolter	36"	Hea	vy 3		5	-1	1	-				
Hellfury missile	72"	Hea	vy 2D6		4	0	1	-				
Hellstrike missile	72"	Hea	vy 1		8	-2	D6	and	discard	e when inflicting dams the lowest result.	-	-
Hunter-killer missile	48"	Hea			8	-2	D6	Each battle		-killer missile can only	y be fired on	ce per
Multiple rocket pod	72"	Hea	vy D6		5	-1	1	-				
Skystrike missile	60"	Hea	vy 1		7	-2	D3	targe	ts that c	hit rolls made for this can FLY . Subtract 1 fro oon against all other ta	om the hit ro	
Twin autocannon	48"	Hea	vy 4		7	-1	2	-				
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-				
Twin multi-laser	36"	Hea	vy 6		6	0	1	-				
Twin punisher	24"	Hea	40									
gatling cannon WARGEAR OPTIONS			wy 40 nay repla	ace its t	5 wo hells	0 trike mi	1 ssiles wi	– ith one c	of the fo	llowing: tactical bomb	os, two hellfu	ıry
gatling cannon WARGEAR OPTIONS	 Any missi Any two r Any r 	model n iles, six s model n nultiple model n	nay repla skystrike nay repla rocket p nay repla	e missile ace its tr pods. ace its tr	wo hells es, six hu win mul win mul	trike mi inter-kil ti-laser ti-laser :	ssiles wi ler miss with one and all l	siles, two e of the f nellstrike	o multip followin e missile	le rocket pods. g: twin autocannon, t es for a twin punisher	win lascanno gatling cann	on, Ion.
The second se	Any missi Any missi Any missi Any missi Any missi Any missi Airborn attacked Crash a crashes	model n iles, six s model n nultiple model n ne: This 1 in the in a fier	nay repla skystrike nay repla rocket p nay repla model c Fight ph n: If this	e missile ace its tr bods. ace its tr cannot c ase by u s model sion and	wo hells es, six hu win mul harge, c units tha is reduc l each un	trike mi inter-kil ti-laser ti-laser tan only at can FI ced to 0 nit withi	ssiles wi ler miss with one and all H be char X. wounds n 6" suf	siles, two e of the f nellstrike ged by u , roll a D fers D3 p	o multip followin e missile nits tha 06 before mortal v	le rocket pods. g: twin autocannon, t es for a twin punisher t can FLY , and can on e removing it from the	win lascanno gatling cann Ily attack or l e battlefield.	on, oon. be On a 6 it
WARGEAR OPTIONS	Any missi Any missi Any missi Any missi Any missi Any missi Airborn attacked Crash a crashes Hard to Hover J	model n iles, six s model n multiple model n ne: This d in the in a fier hin a fier hit: Yo let: Befo s 20" un	nay repla skystrike nay repla rocket p model c Fight ph n: If this ry explos our oppo ore this n til the e	e missile ace its tr pods. ace its tr cannot c ase by t s model sion and onent m nodel m nd of th	wo hells es, six hu win mul harge, c units tha is reduc l each un ust subt toves in e phase,	trike mi inter-kil iti-laser an only at can FI ced to 0 mi nit withi ract 1 fr your Ma , and it 1	ssiles wi ler miss with one and all h be charg X. wounds n 6" suf om hit n ovement	siles, two e of the f nellstrike ged by u , roll a D fers D3 f rolls for a t phase,	o multip followin e missile nits tha 06 befor mortal v attacks t	le rocket pods. g: twin autocannon, t es for a twin punisher t can FLY , and can on e removing it from the wounds.	win lascanno gatling cann Ily attack or l e battlefield. in the Shoot Its Move cha	on, oon. be On a 6 it ing phase. tracteristic
WARGEAR OPTIONS	 Any missi Airborn attacked Crash a crashes Hard to be mission Hover J become beginning 	model n iles, six s model n nultiple model n ne: This d in the in a fier o Hit: Yo let: Befo es 20" un ng of yo	nay repla skystrike nay repla rocket J model c Fight ph n: If this ry explos our oppo ore this n till the e- our next	e missile ace its tr pods. ace its tr cannot c ase by t s model sion and onent m model m nd of th Movem	wo hells es, six hu win mul harge, c units tha is reduc l each un ust subt noves in e phase, ent phase	trike mi inter-kil ti-laser t an only tt can FI ced to 0 t nit withi ract 1 fr your Mo , and it 1 se.	ssiles wi ler miss with one and all h be char; X. wounds, n 6" suf om hit n ovement oses the	siles, two e of the f nellstrike ged by u , roll a D fers D3 n rolls for a t phase, e Airborn	o multip followin e missile nits tha 06 befor- mortal v attacks t you can ne, Harc	le rocket pods. g: twin autocannon, t es for a twin punisher t can FLY, and can on e removing it from the vounds. that target this model declare it will hover. 1	win lascanno gatling cann Ily attack or l e battlefield. in the Shoot Its Move cha	on, oon. be On a 6 it ing phase. tracteristic
WARGEAR OPTIONS	 Any missi Any missi Any missi Any missi Any missi Airborn attacked Crash a crashes Hard to Hover J become beginni Strafing Superso the mode 	model n iles, six s model n nultiple model n ne: This d in the nd Burn in a fier o Hit: Yo let: Befo es 20" un ng of yo g Run: A onic: Ea del movo	nay repla skystrike nay repla rocket p nay repla model c Fight ph n : If this y explos our oppo ore this n til the e our next Add 1 to ch time es) and t	e missile ace its tr bods. ace its tr cannot c ase by t s model sion and onent m nodel m nodel m hit rolls this mo chen mo	wo hells es, six hu win mul harge, c units tha is reduc l each un ust subt toves in e phase, ent phase s against del mov we the n	trike mi inter-kil ti-laser : an only tt can FI ced to 0 in nit withi ract 1 fr your Mo , and it 1 se. t units th res, first nodel st	ssiles wi ler miss with one and all h be char; X. wounds n 6" suf om hit n ovement oses the nat do n pivot it raight fo	siles, two e of the f nellstrike ged by u , roll a D fers D3 n rolls for : t phase, : Airborn ot have t on the sporwards.	o multip followin e missile nits tha 06 befor- mortal v attacks t you can ne, Harc the FLY pot up t Note th	le rocket pods. g: twin autocannon, t es for a twin punisher t can FLY, and can on e removing it from the wounds. that target this model declare it will hover. I l to Hit and Supersoni	win lascanne gatling cann ly attack or l e battlefield. in the Shoot Its Move cha ic abilities un pontribute to i	on, on. be On a 6 it ing phase. tracteristic ntil the how far nitial
WARGEAR OPTIONS	 Any missi Any missi Any missi Any missi Any missi Airborn attacked Crash a crashes Hard to Hover J become beginni Strafing Superso the moo pivot. W a dice. Tactical against moved, 	model n iles, six s model n nultiple model n ne: This d in the i and Burn in a fier o Hit: Yo let: Befo es 20" un ng of yo g Run: A onic: Ea del movo Vhen thi l Bombe a single pick an D6 for ev	nay repla skystrike nay repla rocket p model of Fight ph n : If this ry explose our opport ore this n till the er our next Add 1 to ch time es) and t is model s: Once p enemy to	e missile ace its tr pods. ace its tr cannot c sase by t s model cion and onent m nodel m nodel m nodel m hit rolls this mo hen mo Advan- per batt unit it m	wo hells es, six hu win mul harge, c units tha is reduc l each un ust subt toves in e phase, ent phase, ent phase s against del mov we the n ces, incr le, an Va noves ov t it flew	trike mi inter-kil ti-laser can only at can FI ced to 0 o nit withi ract 1 fr your Mo , and it 1 se. t units th ves, first nodel str rease its ulture G over, tho	ssiles wi ler miss with one and all H be charg Y. wounds, n 6" suf om hit n ovement oses the nat do n pivot it raight fo Move ch unship o g one o en roll 2	siles, two e of the f nellstrike ged by u , roll a D fers D3 f rolls for a t phase, Airborn ot have f on the s prwards, haracteri equipped f its Mov	e missile nits tha of befor- mortal w attacks t you can ne, Harc the FLY pot up t Note th istic by 2 d with ta- zement each VE	le rocket pods. g: twin autocannon, t es for a twin punisher t can FLY, and can on e removing it from the wounds. that target this model declare it will hover. I l to Hit and Supersoni keyword. o 90° (this does not co nat it cannot pivot agai	win lascanne gatling cann ly attack or l e battlefield. in the Shoot Its Move cha ic abilities un ontribute to l in after the in e phase – do ke a bombin ure Gunship R in the unit	on, on. be On a 6 it ing phase. tracteristic ntil the how far nitial not roll g run has or a
WARGEAR OPTIONS	 Any missi Any missi Any missi Any missi Any missi Airborn attacked Crash a crashes Hard to Hover J become beginni Strafing Superso the moor pivot. W a dice. Tactical against moved, single D mortal moved. Single D mortal movel 	model n iles, six s model n nultiple model n ne: This i n the : and Burr in a fier b Hit: Yc let: Befo s 20" un ng of yo g Run: A onic: Ea del move Vhen thi l Bombe a single pick an b6 for ev wound. Squadr	nay repla skystrike nay repla rocket p model c Fight ph n : If this y explos our oppo re this n stil the e our next Add 1 to ch time es) and t is model s: Once enemy to enemy to ere y othe	e missile ace its tr pods. ace its tr cannot c asse by t s model sion and onent m nodel m nodel m nodel m hit rolls this mo hen mo l Advan- per batt unit it n unit tha er mode	wo hells es, six hu win mul harge, c units tha is reduc l each un ust subt toves in e phase, ent phase, ent phase s against del mov we the n cces, incr le, an Vu noves ov t it flew l in the me this u	trike mi inter-kil ti-laser : can only at can FI ced to 0 ' nit withi ract 1 fr your Ma , and it 1 se. t units th res, first nodel str rease its ulture G rer durin over, thu unit, up	ssiles wi ler miss with one and all H be charg <i>X</i> . wounds on hit n ovement oses the nat do m pivot it raight fc Move ch unship o g one o en roll 2 to a ma t up, all	siles, two e of the f nellstrike ged by u , roll a D fers D3 f rolls for a t phase, Airborn ot have f on the s porwards. haracteri equipped f its Mov 2D6 for e eximum models	e missile nits tha of befor- mortal w attacks t you can he, Harc the FLY pot up t Note th istic by 2 d with ta cenent cach VE of 10D6	le rocket pods. g: twin autocannon, t es for a twin punisher t can FLY , and can on e removing it from the wounds. that target this model declare it will hover. I l to Hit and Supersoni keyword. o 90° (this does not co nat it cannot pivot agai 20" until the end of the actical bombs can mal phases. After the Vulta HICLE or MONSTEF	win lascanne gatling cann ly attack or l e battlefield. in the Shoot Its Move cha ic abilities un ontribute to in after the in e phase – do ke a bombin ure Gunship R in the unit +, the unit su	on, on. be On a 6 it ing phase. tracteristic ntil the how far nitial not roll g run has or a uffers a
WARGEAR OPTIONS	 Any missi Any missi Any missi Any missi Any missi Airborn attacked Crash a crashes Hard to Hover J become beginni Strafing Superso the moor pivot. We a dice. Tactical against moved, single D mortal week Vehicle From the structure of the structure of	model n iles, six s model n nultiple model n ne: This d in the i and Burn in a fier o Hit: Ye let: Befo es 20" un ng of yo g Run: A onic: Ea del move Vhen thi l Bombe a single pick an D6 for ev wound. Squadr nat point	nay repla skystrike nay repla rocket p model of Fight ph n: If this y explos our oppo ore this n til the end our next Add 1 to ch time es) and t is model s: Once p enemy to rety other con: The	e missile ace its tr pods. ace its tr cannot c sase by u s model dion and onent m nodel m nodel m nodel m nodel m hit rolls this mo hen mo Advand per batt unit it n unit tha er mode	wo hells es, six hu win mul harge, c units tha is reduc leach un ust subt noves in e phase, ent phase, ent phase s against del mov we the n ces, incr le, an Vu noves ov t it flew l in the me this u operate	trike mi inter-kil ti-laser tan only ta can FI eed to 0 nit within ract 1 fr your Mo , and it 1 se. t units th rease its ulture G rer durin over, tha unit, up unit is se s indepe	ssiles wi ler miss with one and all I be char, Y. wounds, n 6" suf om hit n ovement oses the nat do n pivot it raight fc Move cl unship o g one o en roll 2 to a ma t up, all endently	siles, two e of the f nellstrike ged by u , roll a D fers D3 f rolls for s t phase, e Airborn ot have f on the sp orwards. haracteri equipped f its Mow D6 for e tximum	e missile nits tha 26 befor- mortal v attacks t you can ne, Harc the FLY pot up t Note th istic by 2 d with ta- zenent each VE of 10D6 in this u reated a	le rocket pods. g: twin autocannon, t es for a twin punisher t can FLY , and can on e removing it from the wounds. that target this model declare it will hover. I l to Hit and Supersoni keyword. o 90° (this does not co that it cannot pivot agai 20" until the end of the actical bombs can mal phases. After the Vultt HICLE or MONSTER 5. For every roll of a 54 unit must be placed wi	win lascanne gatling cann ly attack or l e battlefield. in the Shoot Its Move cha ic abilities un ontribute to in after the in e phase – do ke a bombin ure Gunship R in the unit +, the unit su	on, on. be On a 6 it ing phase. tracteristic ntil the how far nitial not roll g run has or a uffers a

NAME	М	WS	BS	S T	W	A	Ld	Sv	
Imperial Fortress Wall	-	-	4+	- 10	40	-	-	2+	
An Imperial Fortress Wall • Each Gate Tower is equ • Each Tower is equipped	ipped with	a twin h	eavy bolter.	2011	Gate Tov	vers, two	o Wall Se	ections and two Towers.	
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	IES	
Twin heavy bolter	36"	Heav	лу б	5	-1	1	-		
Twin long-barrelled autocannon	72"	Heav	лу 4	7	-1	D3	-		
Twin lascannon	48"	Heav		9	-3	D6	-		
WARGEAR OPTIONS				place its twi her a twin h				n lascannon. annon.	
	shot at a unit on Explosi embarke Designe	the battle on: If thi ed mode r's Note:	re in the op ements to s is model is ls disembar <i>If you cann</i>	pen. Models show where reduced to rk. On a 6 in not physicals urface) then	s embark they are 0 wound c explode y remove regardles	ted on the s, roll a es, and es this more this more s of whe	nis mode D6 befor ach unit odel from ther its r	y both shoot as if it were in the open and als I have a 4+ invulnerable save. Place the emb re removing it from the battlefield and befor within 3D6" suffers D6 mortal wounds. your battlefield when it is destroyed (becaus eactor explodes or not, it is wrecked – from the	oarked e any e, for
	point on You may the case Power R	, <i>models</i> y have ar , for each ating. Ea	<i>can no long</i> Imperial I o other sect	Fortress Wa tion that yo ection must	ll that co u have, a	mprises dd 5 to t	an extra the Impe	shoot, etc. a number of walls, towers, gates, etc. When rial Fortress Wall's Wounds value and add - on at either end. You may never have more "	-5 to i
TRANSPORT	point on You may the case Power R Sections • Each up to • Each	, models y have ar , for each Lating. Ea than Wa Wall Sec a maxin Gate Sec	can no long Imperial I n other sect ach Gate Se all Sections ction can tr num of 20 1	Fortress Wa tion that yo ection must s. ansport any models. ransport any	ll that co u have, a have a C	omprises dd 5 to t Gate Tow r of INE	an extra the Impe er Sectio	n number of walls, towers, gates, etc. When t trial Fortress Wall's Wounds value and add -	-5 to i Fower 7 unit,
TRANSPORT FACTION KEYWORDS	point on You may the case Power R Sections • Each up to • Each	, models y have ar , for each tating. Es s than W Wall Sec a maxin Gate Sec a maxin	can no long n Imperial I n other sect ach Gate Se all Sections ettion can tr num of 20 n ettion can tr num of 20 n	Fortress Wa tion that yo ection must s. ansport any models. ransport any	ll that co u have, a have a C	omprises dd 5 to t Gate Tow r of INE	an extra the Impe er Sectio	a number of walls, towers, gates, etc. When brial Fortress Wall's Wounds value and add- on at either end. You may never have more CHARACTERS and one other INFANTRY	-5 to Fowe 7 uni

		P	RIM	ARI	S R	ED	OU	BT
NAME	М	WS E	S S	T	W	A	Ld	Sv
Primaris Redoubt	-	- 4	1+ -	8	20	-	-	3+
A Primaris Redoubt is a sing	le mode	lequipped	with a dua	l turbo-la	ser desti	uctor.		
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES
Air defence missiles	48"	Heavy	D3	8	-2	D3	targe	1 to all hit rolls made for this weapon against ets that can FLY. Subtract 1 from the hit rolls made his weapon against all other targets.
Battle cannon	72"	Heavy	D6	8	-2	D3	-	
Dual turbo-laser destructor	96"	Macro	2D3	16	-3	2D6	autor	wound roll of a 6 made with this attack matically inflicts an additional D3 mortal wounds ne target.
Heavy bolter	36"	Heavy	3	5	-1	1	-	
Icarus lascannon	96"	Heavy	D6	9	-3	D6	targe for tl	1 to all hit rolls made for this weapon against ets that can FLY . Subtract 1 from the hit rolls made his weapon against all other targets.
Icarus quad lascannon	96"	Heavy	4D6	9	-3	D6	targe for tl	1 to all hit rolls made for this weapon against ets that can FLY . Subtract 1 from the hit rolls made his weapon against all other targets.
Multi-melta	24"	Heavy	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.
Quad-gun	48"	Heavy	8	7	-1	1	targe	1 to all hit rolls made for this weapon against ets that can FLY . Subtract 1 from the hit rolls made his weapon against all other targets.
Twin heavy bolter	36"	Heavy	6	5	-1	1	-	
Twin heavy flamer	8"	Heavy		5	-1	1	This	weapon automatically hits its target.
Twin lascannon	48"	Heavy	2	9	-3	D6	-	
Whirlwind castellan launcher	72"	Heavy	2D6	6	0	1	This beare	weapon can target units that are not visible to the er.
Whirlwind vengeance launcher	72"	Heavy	2D3	7	-1	2	This beare	weapon can target units that are not visible to the er.
WARGEAR OPTIONS	lasca launo		ti-melta, qu wind venge	iad gun, t eance laur	win hea 1cher.	vy bolter,		es, battle cannon, Icarus lascannon, Icarus quad eavy flamer, twin lascannon, Whirlwind castellan
ABILITIES		Crew: You I IC keyword		to this mo	odel's hit	rolls wh	en mak	ing shooting attacks against models with the
	Force I	Dome: This	model has	a 5+ invu	Inerable	e save.		
	automa	tically hit the	his model i	n the Figh	nt phase	- do not	t make l	fight in the Fight phase. Enemy models hit rolls. However, this model can still shoot if the rget enemy units that are within 1" of this model.
	before a							a D6 before removing it from the battlefield and lodes, and each unit within 2D6" suffers D6
	example		to the surf	ace) then	regardle	ss of whe	ther its	n your battlefield when it is destroyed (because, for reactor explodes or not, it is wrecked – from that • shoot, etc.
TRANSPORT	This mo		insport any					CTERS and one other INFANTRY unit, up to a
FACTION KEYWORDS	UNAL	IGNED	S. W. R.	120.2	A CONT	1.12.1	1217	the family starting and the
KEYWORDS	BUILI	DING, VE	HICLE.	TRANSP	ORT.	PRIMA	RIS RI	EDOUBT

DEATER OFFICE

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DEATH KORPS OF KRIEG ARMY LIST

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

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• MASTER OF ORDNANCE

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

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

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

ABILITIES

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

Cult of Sacrifice

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

Voice of Command

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

DEATH KORPS OF KRIEG ORDERS

ORDER

Duty unto death!

Any **INFANTRY** or **CAVALRY** model in the unit that is killed in the Fight phase immediately makes a single attack.

Without Mercy

All lasguns and all hot-shot lasguns in the ordered unit change their Type to Pistol 2 until the end of the turn.

Bring it Down!

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

Forwards, for the Emperor!

The ordered unit can shoot this phase even if it Advanced in its Movement phase.

Get Back in the Fight!

The ordered unit can shoot this phase even if it Fell Back in its Movement phase.

Move! Move! Move!

Instead of shooting this phase, the ordered unit immediately moves as if it were the Movement phase. It must Advance as part of this move, and cannot declare a charge during this turn.

Fix Bayonets!

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This order can only be issued to units that are within 1" of an enemy unit. The ordered unit immediately fights as if it were the Fight phase.

WARGEAR

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

Ranged Weapons

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

Special Weapons

• Flamer

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

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Heavy Weapons

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

Melee Weapons

Chainsword

• Power axe

- Power maul
- Power sword
- Power fist

DEATH KORPS MARSHAL KARIS VENNER

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Marshal Karis Venner	6"	3+	3+	3	3	4	3	9	4+
Marshal Karis Venner is a	single mod	lel arme	ed with a	hot-shot	laspis	tol, pow	er sword	l, frag gi	renades and krak grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ries
Hot-shot laspistol	6"	Pist	ol 1		3	-2	1	-	
Power sword	Melee	Me	lee		User	-3	1	-	
Frag grenade	6"	Gre	enade D6		3	0	1	-	
Krak grenade	6"	Gre	enade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None	2.	19/4	-		4		1934	
ABILITIES	Voice o Refract Implac the effe Comma their ov Momer	f Comr or Field able Of cts of th ander-i vn is hig ato Mon	e first ore n-Chief: gher.	e page 56 odel has is model der befor Friendly ever Mar	5. a 5+ ir may u re atter units shal Ka	se the Vennpting t	oice of C he secor 2" of Ma	Comman nd order, arshal Ka	nd ability three times in each of your turns. Resolve and so on. aris Venner must use his Leadership value unless ands from a weapon which does multiple wounds
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MILIT	TARU.	M, DE	АТН К	ORPS	OF KRIEG
KEYWORDS	CHAR	ACTE	R, INFA	ANTRY,	OFF	ICER,	DEATH	H KOR	PS MARSHAL KARIS VENNER



5 DWER

DEATH KORPS MARSHAL

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Death Korps Marshal	6"	3+	3+	3	3	4	3	8	4+
A Death Korps Marshal is	a single m	odel arn	ned with a	a laspis	tol, frag	grenad	es and k	rak gren	ades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Laspistol	12"	Pist	ol 1		3	0	1	-	
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS ABILITIES	This: This: This: The Cult	model n model n It of Sac		se a sin a Mome e page	gle item ento Mo 56.	from th			eath Korps of Krieg Ranged Weapons list. f Krieg Melee Weapons list.
	Senior	Officer	: This mo This moo r before a	del may	use the	e Voice o	of Comn		lity twice in each of your turns. Resolve the effects
	wounds	, the rol	l is alway	s a 1.	1.19	E Star			Iffers wounds from a weapon which does multiple
FACTION KEYWORDS						-			OF KRIEG
KEYWORDS	CHAR	ACTE	R, INFA	NTRY	, OFF	CER,	DEATH	KORI	PS MARSHAL

	D	EA'	TH	KO	RPS	FI	ELI	00	FFICER
NAME	M	WS	BS	S	Т	W	A	Ld	Sv
Death Korps Field Officer	6"	3+	3+	3	3	3	3	8	4+
A Death Korps Field Officer		-			-		-		
A A A A A A A A A A A A A A A A A A A				with a l		00			
WEAPON Leopistal	RANGE 12"		stol 1		S	AP 0	D 1	ABILIT	163
Laspistol	12 6"		renade D6		3		1	-	
Frag grenade	6"		renade De renade 1)	5 6	0	D3	-	
Krak grenade				aco ito l		-		-	eath Korps of Krieg Ranged Weapons list.
WARGEAR OPTIONS									f Krieg Melee Weapons list.
ABILITIES	The Cu	lt of S	acrifice: S	ee page	56.	See.	215		
	Voice o	of Com	<mark>nmand:</mark> Se	e nage	56				
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FACTION KEYWORDS		_						_	OF KRIEG
KEYWORDS	CHAR	RACT	ER, INFA	ANTRY	r, off	ICER,	DEATH	KORI	PS FIELD OFFICER
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TOWER !!		SO						ΓΓ	NDER
		34	UAI	JN					NDER
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Death Korps Death Rider	10"	2.	2.	2			2	0	4.
Squadron Commander	10	3+	3+	3	4	4	3	8	4+
							with a la	spistol,	Death Korps hunting lance, frag grenades,
krak grenades, and rides a K	rieg Stee	ed whi	ch attacks			ws.	with a la	8 P.	
krak grenades, and rides a K WEAPON	rieg Stee RANGE	ed whie TY					with a la	spistol, ABILIT	
krak grenades, and rides a K WEAPDN Death Korps Death Rider (RANGE	ed whie TY	ch attacks		vage clav	ws.		8 P.	
krak grenades, and rides a K WEAPDN Death Korps Death Rider (rieg Stee RANGE	ed whie TY nder	ch attacks		vage clav	ws.		ABILIT	IES
A Death Korps Death Rider krak grenades, and rides a K WEAPDN Death Korps Death Rider C Laspistol Death Korps hunting lance	RANGE Comman 12"	ed whie TY nder Pi	ch attacks ' PE		vage clav S	ws. AP	D	ABILIT - A mo	IES
krak grenades, and rides a K WEAPON Death Korps Death Rider (Laspistol Death Korps hunting lance	RANGE Comman 12"	ed whie TY nder Pi M	ch attacks /PE stol 1	with sa	vage clav S 3	vs. AP 0	D 1	ABILIT - A mo which	IES del may only attack with this weapon on a turn i n it has charged. demolition charge can only be used once per
krak grenades, and rides a K WEAPON Death Korps Death Rider (Laspistol Death Korps hunting lance Demolition charge	rieg Stee RANGE Commar 12" Melee 6"	ed white TY nder Pi M G	ch attacks PE stol 1 lelee renade D6	with sa	vage clav S 3 +2	vs. AP 0 -2	D 1 D3	ABILIT - A mo which Each	TES odel may only attack with this weapon on a turn i n it has charged. demolition charge can only be used once per
krak grenades, and rides a K WEAPON Death Korps Death Rider (Laspistol Death Korps hunting lance Demolition charge Frag grenade	rieg Stee RANGE Domman 12" Melee 6" 6"	ed which TY nder Pi M G G	ch attacks / PE stol 1 /elee renade D6 renade D6	with sa	vage clav S 3 +2 8 3	AP 0 -2 -3 0	1 D3 D3 1	ABILIT - A mo which Each battle	IES del may only attack with this weapon on a turn i n it has charged. demolition charge can only be used once per
krak grenades, and rides a K WEAPON Death Korps Death Rider (Laspistol Death Korps hunting lance Demolition charge Frag grenade Krak grenade	rieg Stee RANGE Commar 12" Melee 6"	ed which TY nder Pi M G G	ch attacks PE stol 1 lelee renade D6	with sa	vage clav S 3 +2 8	NVS. AP 0 -2 -3	D 1 D3 D3	ABILIT - A mo which Each battle -	IES del may only attack with this weapon on a turn i n it has charged. demolition charge can only be used once per
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	DEATH KORPS INFANTRY SQUAD												
NAME	М	WS	BS	S	T	W	A	Ld	S	v			
Death Korps Guardsman	6"	3+	4+	3	3	1	1	6	5-	+			
Death Korps Watch Master	6"	3+	3+	3	3	1	2	7	5-	+			
This unit contains 1 DeatEach model is armed with							lsmen.						
WEAPON	RANGE	TYP	'E		S	AP	D	ABILI	TIES				
Lasgun	24"	Rap	oid Fire 1		3	0	1	-					
Frag grenade	6"	Gre	enade D6	5	3	0	1	-					
Krak grenade	6"	Gre	enade 1		6	-1	D3	-					
WARGEAR OPTIONS	and • One • One • One	a single Guards other C other C	item from man may Guardsma Guardsma	m the <i>l</i> y carry an may an may	<i>Death Ko</i> a vox-ca carry a I replace t	rps of Ka ster. Death K heir las	rieg Mele orps plat gun with	oon sta an iten	<i>ons</i> li indaro n froi				
ADILITICƏ		heir Voi								the order to 18" if the target unit also contains			
										KRIEG units within 6" of one or more units o when taking Morale tests.			
	The Cu	ilt of Sa	crifice: S	ee pag	e 56.	4-44		1. A. S. A.					
FACTION KEYWORDS	IMPE	RIUM.	ASTR	A MIL	ITARU	M, DE	ATH K	ORPS	OF I	KRIEG			
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	(GRE	ENA	DE DI	ATI ER	H K ST	COR ORI	PS M S	QUAD		
	М	WS	BS	S	T	W	A	Ld	Sv		
Death Korps Grenadier	6"	3+	3+	3	3	1	1	6	4+		
Death Korps Watch Master	6"	3+	3+	3	3	1	2	7	4+		
 This unit contains 1 Dea (Power Rating +3). Each Death Korps Grena The Death Korps Watch 	adier is ari	med with	n a hot-s	hot las	gun, frag	grena	des and k	rak grer	ades.	ditional Death Korps Grenadi renades.	ers
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	IES		
Hot-shot lasgun	18"	Rapi	d Fire 1		3	-2	1	-			
Hot-shot laspistol	6"	Pisto	ol 1		3	-2	1	-			
Chainsword	Melee	Mele	ee		User	0	1		time the beare with this wea	er fights, it can make 1 additio	nal
Frag grenade	6"	Gren	nade D6		3	0	1	-			
Krak grenade	6"	Grer	nade 1		6	-1	D3	-			
WARGEAR OPTIONS	Weat • The • One • Up to	<i>oons</i> list. Watchma Grenadie	ister ma er may c	y repla arry a	ce their c vox-caste	hainsw r.	vord with	an item	from the Deat	e Death Korps of Krieg Ranged th Korps of Krieg Melee Weapo a the Death Korps of Krieg Spe	ons list.
ABILITIES	Vox-cas	ster: If a	friendly	DEAT	H KORI	PS OF	KRIEG (OFFICE	R is within 3" of	of a unit with a vox-caster whe	en

 Image: Second addition of the second

FACTION KEYWORDS	IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG	
KEYWORDS	INFANTRY, DEATH KORPS GRENADIER STORM SQUAD	

A 3

DEATH KORPS CENTAUR LIGHT ASSAULT CARRIER

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Death Korps Centaur Light Assault Carrier	12"	6+	4+	5	6	7	2	7	3+
This unit contains 1 Death	h Korps Ce	ntaur L	ight Assa	ault Car	rier equ	ipped w	ith two h	eavy stu	ubbers.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Heavy stubber	36"	He	avy 3		4	0	1	-	
Hunter-killer missile	48"	He	avy 1		8	-2	D6	Each battle	hunter-killer missile can only be fired once per e.
WARGEAR OPTIONS	• The	Death k	Korps Ce	ntaur L	ight Ass	ault Car	rier may	take a h	nunter-killer missile.
ABILITIES	it can cl it does within An AR Explod embark Smoke	hoose to this, this 1" of thi TILLER les: If the ced mode Launche launche	o tow it so s model i s model a Y mode tis mode tels diser hers: On	o long a immedia so that r l that ha l is redu nbark. (ce per g	s neithe ately ma no part o is been t iced to (On a 6+ game, in:	r this mo ikes a mo of the AI owed ma) wound it explo stead of	odel nor t ove of up CTILLER ay not fird s, roll a D des, and shooting	he ART to 12". 7 Y mode e its wea D6 befor each un any wea	endly ASTRA MILITARUM ARTILLERY model, TILERY model is within 1" of an enemy model. If The ARTILLERY model is then placed anywhere el has moved more than 12" from where it started. upons during the Shooting phase of the same turn. re removing it from the battlefield, and before any hit within 6" suffers 1 mortal wound. apons in the Shooting phase, this model can use its rour opponent must subtract 1 from any hit rolls
	STORM unit up	A SQU to 9". It	AD withit cannot	in it, at t end this	the start s move v	of the f within 9	irst battle	round nemy n	e game with a DEATH KORPS GRENADIER but before the first turn begins, you can move this nodels. If both players have units that can do this,
TRANSPORT	Heavy	Weapon		r Vetera	n Heav				5 ASTRA MILITARUM INFANTRY models. Each e space of two other models, and each OGRYN
					TTADT				
FACTION KEYWORDS	IMPE	RIUM,	, ASTR	A MIL	TARU	M, DE	ATH K	ORPS	OF KRIEG

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	D	EAT S	Ή ΓΟΙ	KO RM	RPS CF	S O HIM	F K ER	RII A	EG	DAMAGE Some of a Storm Ch change as it suffers o			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below:			0
Storm Chimera	*	6+	*	6	7	10	*	7	3+	REMAINING W	М	BS	A
A Death Korps of Krieg S	torm Chim	ora is a c	ingle m	odel eq	uipped	with a tu	rrat ant	ocannoi	2	6-10+	12"	4+	3
and a heavy bolter.		c1 a 15 a c	ingie in	ouereq	uippeu	witti a tu	iiict aut	ocarmo		3-5	8"	5+	D3
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES	1-2	4"	6+	1
Autocannon	48"	Hea	vy 2		7	-1	2	-					
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					1
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its	arget.		

D3

Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lasgun array	24"	Rapid Fire 3	3	0	1	This weapon can only be fired if a unit is embarked upon the vehicle equipped with it.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
WARGEAR OPTIONS	This rThis r	nodel may replace it nodel may take a hu nodel may be equipj nodel may take a sto	nter-killer i bed with ab	missile lative s	torm arn	nour and a mine plough.
ABILITIES	embarke Smoke I smoke la that targ Ablative	d models disembarl a unchers: Once pe unchers; if it does s et it.	k. On a 6+ i r game, inst o, until you d Mine Plo	t explo read of r next : ugh: T	des, and shooting Shooting his vehic	D6 before removing it from the battlefield, and before any each unit within 6" suffers D3 mortal wounds. It any weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls le receives +1 to its armour save rolls against weapons with ines on a 4+.
TRANSPORT						ANTRY models. Each Heavy Weapon Team or Veteran ls, and each OGRYN takes the space of three other models.
FACTION KEYWORDS	IMPER	IUM, ASTRA M	LITARUN	M, DE	ATH K	ORPS OF KRIEG
KEYWORDS	VEHIC	LE, TRANSPOR	Г, DEATH	I KOI	RPS OF	KRIEG STORM CHIMERA

		D	EAT	H H		RPS		F K	RIEG D
NAME	M	WS	BS	S S		ND W	A A	Ld	Sv
Death Korps Veterans	6"	3+	3+	3	3	1	1	6	5+
This unit contains 4 Death	Korps Vet	erans. E	Each Dea	th Korp	s Vetera	in is arm	ned with	a lasgu	n, frag grenades and krak grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Lasgun	24"	Rap	oid Fire 1	l	3	0	1	-	
Frag grenade	6"	Gre	nade D6	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS ABILITIES	One Two Vox-case	other D other D ster: If a	eath Kor eath Kor friendly	rps Veter rps Veter y DEATI	an may ans ma H KOR	y take a w y take w PS OF F	vox-caste veapons KRIEG (er. from th DFFICE	r a platoon standard. The Death Korps of Krieg Special Weapons list. ER is within 3" of a unit with a vox-caster when for the state of the state
	a vox-ca		ce of Coi	mmand	ability,	you may	extend	the rang	ge of the order to 18" if the target unit also contains
									OF KRIEG units within 6" of a unit with a Death Morale tests.
									RPS OF KRIEG INFANTRY and CAVALRY units of a unit with a Death Korps Regimental Standard.
	The Cu	lt of Sa	crifice: S	ee page	56.				
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MILI	TARU	M, DE	ATH K	ORPS	OF KRIEG
KEYWORDS	INFAN	TRY,	DEATH	I KORI	PS OF	KRIEG	G COM	MANI	O SQUAD

		CO			AT EN				SQUA	4D	
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Death Korps Engineer	6"	3+	3+	3	3	1	1	6	4+		
Death Korps Engineer Weapons Team	6"	3+	3+	3	3	2	2	6	4+		
Death Korps Watch Master	6"	3+	3+	3	3	1	2	7	4+		

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

				-		d, frag grenades, krak grenades and acid gas bombs.						
WEAPON	RANGE		S	AP		ABILITIES						
Heavy flamer		,	5	-1	1	This weapon automatically hits its target.						
Krieg combat shotgun		e	eapon, choo		-	ofiles below:						
- Solid shot	12"		4	0	1	-						
- Carcass shot	12"	INGE TYPE 8" Heavy D6 hen attacking with this w 12" Assault 2 12" 12" Assault 2 24" Heavy D6 Grenade 1 6" 6" Grenade 1 6" Grenade 1 4" Grenade 1 4" Grenade 1 The Watchmaster may re Weapons list. The Watchmaster may re The Watchmaster may re Special Weapons list. Two other Engineers may special Utage of Comma Special Utage of Comma synx-caster: If a friendly DF sing their Voice of Comma Special Utage of Comma synx-caster.	*	0	2	This weapon wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+. On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.						
Mole launcher	24"	Heavy D6	5	-1	1	This weapon does not require line of sight to its target. If this weapon inflicts any unsaved wounds on an enemy unit, that unit cannot Advance in its Movement phase unless it can FLY .						
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.						
Acid gas bomb	6"	Grenade 1	*	-2	D3	This weapon wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.						
Frag grenade	6"	Grenade D6	3	0	1	-						
Krak grenade	6"	Grenade 1	6	-1	D3	-						
Melta bomb	4"	Grenade 1	8	-4	D6	-						
WARGEAR OPTIONS	Weapo The W The W One E Up to Specia Two o	ons list. Vatchmaster may rej Vatchmaster may tal ngineer may carry two Engineers may <i>l Weapons</i> list. ther Engineers may	place their c ke melta bor a vox-caster replace the form a Dea	hainsw nbs. ir Krieş ath Kor	rord with g combat rps Engir	a an item from the <i>Death Korps of Krieg Melee Weapons</i> list. It shotguns with an item from the <i>Death Korps of Krieg</i> neer Weapons Team with a heavy flamer or mole launcher.						
ABILITIES	using the a vox-cas	6" Grenade D6 3 0 1 - 6" Grenade 1 6 -1 D3 - 4" Grenade 1 8 -4 D6 - • The Watchmaster may replace their Krieg combat shotgun with an item from the Death Korps of Krieg Ranged Weapons list. • • The Watchmaster may replace their chainsword with an item from the Death Korps of Krieg Melee Weapons list. • • The Watchmaster may replace their chainsword with an item from the Death Korps of Krieg Melee Weapons list. • • One Engineer may carry a vox-caster. • • Up to two Engineers may replace their Krieg combat shotguns with an item from the Death Korps of Krieg										
FACTION KEYWORDS			-	A. DE	ATH K	ORPS OF KRIEG						
KEYWORDS		FRY, DEATH KO										
	1111111			- ID/II	LITOI							

2 Aug									
		DEA	ALL	I KC)RI	<u> </u>	CON	MM	ISSAR
IAME	М	WS	BS	S	T	W	A	Ld	Sv
Death Korps Commissar	6"	3+	3+	3	3	3	3	8	5+
A Death Korps Commissar	is a singl	e model	armed v	with a lasj	pistol, 1	rag gre	nades an	ıd krak g	grenades.
VEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES
aspistol	12"		tol 1		3	0	1	-	
Frag grenade	6"		enade D6	5	3	0	1	-	
Krak grenade	6"		enade 1	:4. 1	6	-1	D3	-	and Vanta of View Danced Western list
NARGEAR OPTIONS	• This	model 1	may choo	ose a sing	le item				eath Korps of Krieg Ranged Weapons list. f Krieg Melee Weapons list.
BILITIES	The Cu	lt of Sa	crifice: S	ee page 5	56.				
				friendly p instead			PS OF H	KRIEG u	nits within 6" of a COMMISSAR can use the
				Friendly /					thin 6" of a COMMISSAR can never lose more
ACTION KEYWORDS									CTUS, DEATH KORPS OF KRIEG
KEYWORDS	CHAR	ACTE	R, INFA	ANTRY,	COM	IMISS.	AR, DE	EATH K	CORPS COMMISSAR
513			방송에 가지 같이 있는	DEA		н к	OR	PS	
town		QU	JAR	TER	RM.	AS7	ΓER	\mathbf{C}	ADRE
AME	М	WS	BS	S	T	W	A	Ld	Sv
Death Korps Aedicae-servitor	6"	5+	5+	3	3	1	1	6	4+
Death Korps Quartermaster Revenant	6"	3+	3+	3	3	2	2	7	4+
	th Korps (Ouarter	D			C BERLEY ST			
Medicae-servitors (Powe) The Death Korps Quarter	er Rating ermaster R	+1). Revenan	t is arme	d with a l	hot-sho	ot laspis			rvitors. It can include up to 2 extra Death Korps s, krak grenades and carries a medi-pack.
Medicae-servitors (Powe The Death Korps Quarter The Death Korps Medica	er Rating ermaster R ae Servitor	+1). Revenan rs are ar	t is arme med with	d with a l	hot-sho l scalpo	ot laspis els.	tol, frag	grenade	s, krak grenades and carries a medi-pack.
Medicae-servitors (Powe The Death Korps Quarter The Death Korps Medica	er Rating ermaster R ae Servitor RANGE	+1). Revenan rs are ar TYP	t is arme med witl E	d with a l	hot-sho l scalpo S	ot laspis els. AP	tol, frag		s, krak grenades and carries a medi-pack.
Medicae-servitors (Powe The Death Korps Quarter The Death Korps Medica VEAPON Hot-shot laspistol	er Rating ermaster R ae Servitor RANGE 6"	+1). Revenan rs are ar TYP Pist	t is arme med with E ol 1	d with a l	hot-sho l scalpo S 3	ot laspis els. AP -2	tol, frag D 1	grenade ABILIT -	s, krak grenades and carries a medi-pack.
Medicae-servitors (Powe The Death Korps Quarter The Death Korps Medica VEAPON Hot-shot laspistol Medical scalpels	er Rating ermaster R ae Servitor RANGE 6" Melee	+1). Revenan rs are ar TYP Pist Mel	t is arme med with E ol 1 lee	d with a l h medica	hot-sho l scalpo S 3 User	ot laspis els. AP -2 0	tol, frag D 1 1	grenade ABILIT – This v	s, krak grenades and carries a medi-pack.
Medicae-servitors (Powe The Death Korps Quarter The Death Korps Medica VEAPON Hot-shot laspistol Medical scalpels Frag grenade	er Rating ermaster R ae Servitor RANGE 6" Melee 6"	+1). Revenan rs are ar TYP Pist Mel Gre	t is arme med with E rol 1 lee made D6	d with a l h medica	hot-sho l scalpo S 3 User 3	ot laspis els. AP -2 0 0	tol, frag D 1 1 1	grenade ABILIT – This v	s, krak grenades and carries a medi-pack. IES weapon wounds on a 2+, unless it is targeting a
Medicae-servitors (Powe The Death Korps Quarter The Death Korps Medica VEAPON Hot-shot laspistol Medical scalpels Frag grenade Krak grenade	er Rating ermaster R ac Servitor RANGE 6" Melee 6" 6" • The G <i>Rang</i>	+1). Revenan rs are ar TYP Pist Mel Gre Gre Quarter red Weap	t is arme med with E ol 1 lee enade D6 enade 1 master R pons list.	d with a l h medica	hot-sho l scalpo 3 User 3 6 may re	ot laspis els. AP -2 0 0 -1 place th	tol, frag 1 1 1 D3 eir hot-s	grenade ABILIT – This v VEHI – – shot lasp	s, krak grenades and carries a medi-pack. IES weapon wounds on a 2+, unless it is targeting a ICLE, in which case it wounds on a 6+. istol with an item from the <i>Death Korps of Krieg</i>
Medicae-servitors (Powe The Death Korps Quarter The Death Korps Medica VEAPON Hot-shot laspistol Medical scalpels Frag grenade Krak grenade VARGEAR OPTIONS	er Rating ermaster R ae Servitor RANGE 6" Melee 6" 6" 6" • The C Rang • The C	+1). Revenan rs are ar TYP Pist Mel Gre Quarter red Weaj Quarter	t is arme med with fol 1 lee made D6 made 1 master R pons list. master R	d with a l h medica	hot-sho l scalpo 3 User 3 6 may re may ch	ot laspis els. AP -2 0 0 -1 place th	tol, frag 1 1 1 D3 eir hot-s	grenade ABILIT – This v VEHI – – shot lasp	s, krak grenades and carries a medi-pack. IES weapon wounds on a 2+, unless it is targeting a ICLE, in which case it wounds on a 6+.
Medicae-servitors (Powe The Death Korps Quarter The Death Korps Medica VEAPON Hot-shot laspistol Medical scalpels Frag grenade Krak grenade VARGEAR OPTIONS	er Rating ermaster R ac Servitor RANGE 6" Melee 6" 6" • The C Rang • The C The Cu Medi-p model. one mo	+1). Revenan rs are ar TYP Pist Mel Gre Quarter Quarter It of Sac ack: At Select a del in tl del slain	t is arme med with E ol 1 lee made D6 made 1 master R bons list. master R crifice: S the end of friendly he unit re n earlier i	d with a l h medica evenant r ee page 5 of any of DEATH ecovers a	hot-sho l scalpo 3 User 3 6 may re may ch 6. your M KORE wound	AP -2 0 0 -1 place th oose or foveme: S OF K	tol, frag 1 1 1 D3 weir hot-s ne item f nt phase CRIEG II earlier in	grenade ABILIT - This v VEH - - shot lasp rom the s, a mod NFANTI h the batt	s, krak grenades and carries a medi-pack. IES weapon wounds on a 2+, unless it is targeting a ICLE, in which case it wounds on a 6+. istol with an item from the <i>Death Korps of Krieg</i>
Medicae-servitors (Powe The Death Korps Quarter The Death Korps Medica NEAPON Hot-shot laspistol Medical scalpels Frag grenade Krak grenade NARGEAR OPTIONS	er Rating ermaster R ac Servitor RANGE 6" Of Of Of The Cu Medi-p model. one mo once in Mindlo whilst t	+1). Revenan rs are ar TYP Pist Mel Gre Gre Quarter red Weay Quarter It of Sac select a del in tl del slain each tu ock: Serv hey are	t is arme med with E fol 1 lee enade D6 enade 1 master R bons list. master R crifice: S the end of friendly he unit re n earlier i rn. vitors im within 6	d with a l h medica evenant r ee page 5 of any of DEATH ecovers a in the bat prove boo " of any fi	hot-sho l scalpo 3 User 3 6 may re may ch 66. your N KORF wound the is re the their riendly	AP -2 0 0 -1 place th oose or S OF K l it lost eturned	tol, frag 1 1 1 1 0 1 1 0 1 0 1 0 1 0 1 1 0 1 1 0 1 1 0 1 0 1 1 1 0 3 eir hot-s ne item fr to the u to the u on Skill a H KORH	grenade ABILIT - This v VEH - - shot lasp rom the s, a mod NFANTI a the batt nit inste and Ballii PS QUAI	s, krak grenades and carries a medi-pack. IES weapon wounds on a 2+, unless it is targeting a ICLE, in which case it wounds on a 6+. istol with an item from the <i>Death Korps of Krieg</i> <i>Death Korps of Krieg Melee Weapons</i> list. lel with a medi-pack can attempt to heal a single RY unit within 3" and roll a D6. On a roll of 4+, tle (if the unit has a Wounds characteristic of 1, ad). A unit can only be the target of this ability stic Skill to 4+, and their Leadership value to 9, RTERMASTER REVENANT .
Medicae-servitors (Powe The Death Korps Quarter The Death Korps Medica NEAPON Hot-shot laspistol Medical scalpels Frag grenade Krak grenade NARGEAR OPTIONS	er Rating ermaster R ac Servitor RANGE 6" Of Of Of The Cu Medi-p model. one mo once in Mindlo whilst t Vitae M CAVAL	+1). Revenan rs are ar TYP Pist Mel Gre Gre Quarter red Weaj Quarter It of Sac ack: At Select a del in th del slain each tu ock: Ser- hey are fortis: F	t is arme med with E ol 1 lee enade D6 enade 1 master R bons list. master R crifice: S the end of friendly ne unit re n earlier i rn. vitors im within 6 Each time t within 0	d with a l h medica d with a l h medica d with a l d wi	hot-sho l scalpo 3 User 3 6 may re may ch 66. your M KORF wound the is re the their riendly UseA	AP -2 0 -2 0 -1 place the coose or S OF K l it lost of eturned C Weapor DEAT ATH KO add, roll	tol, frag 1 1 1 1 1 1 03 eir hot-s ne item fr to the u on Skill a H KORH ORPS OI a D6. On	grenade ABILIT - This v VEH: - - shot lasp rom the s, a mod NFANTI n the batt nit inste and Balli PS QUAI F KRIEC n a 6, it i	s, krak grenades and carries a medi-pack. IES weapon wounds on a 2+, unless it is targeting a ICLE , in which case it wounds on a 6+. istol with an item from the <i>Death Korps of Krieg</i> <i>Death Korps of Krieg Melee Weapons</i> list. lel with a medi-pack can attempt to heal a single RY unit within 3" and roll a D6. On a roll of 4+, tle (if the unit has a Wounds characteristic of 1, ad). A unit can only be the target of this ability stic Skill to 4+, and their Leadership value to 9,
Medicae-servitors (Powe	er Rating ermaster R ac Servitor RANGE 6" 6" • The C Rang • The C The Cu Medi-p model. one mo once in Mindlo whilst t Vitae M CAVAL cannot	+1). Revenan rs are ar TYP Pist Mel Gre Quarter Quarter Red Weay Quarter It of Sac ack: At Select a del in tl del slain each tu pck: Ser hey are fortis: F RY uni use botl	t is arme med with E fol 1 lee anade D6 anade 1 master R bons list. master R crifice: S the end of friendly he unit re h earlier f rn. vitors im within 6 Each time t within 6	d with a l h medica evenant r ee page 5 of any of DEATH ecovers a in the bat prove boo " of any fi e a friend 6" suffers d the Aug	hot-sho l scalpe 3 User 3 6 may re may ch 66. your M KORH wound the lis re the their riendly lly DEA a woung mente	AP -2 0 -2 0 -2 0 -1 place th oose or Poveme S OF K it lost deturned C Weapor DEAT ATH KC add, roll d Mour	tol, frag 1 1 1 1 D3 eir hot-s ne item fi earlier in to the u on Skill a H KORH DRPS OI a D6. On nt ability	grenade ABILIT - This v VEHI - - shot lasp rom the s, a mod NFANTI a the batt nit inste and Balli PS QUAI F KRIEC n a 6, it i to preve	s, krak grenades and carries a medi-pack. IES weapon wounds on a 2+, unless it is targeting a ICLE, in which case it wounds on a 6+. istol with an item from the <i>Death Korps of Krieg</i> <i>Death Korps of Krieg Melee Weapons</i> list. lel with a medi-pack can attempt to heal a single RY unit within 3" and roll a D6. On a roll of 4+, tle (if the unit has a Wounds characteristic of 1, ad). A unit can only be the target of this ability stic Skill to 4+, and their Leadership value to 9, RTERMASTER REVENANT . G INFANTRY or DEATH KORPS OF KRIEG gnores the injury and the wound is not lost. A u

		No. 2	alla l	Size.	18/12/2			1989	
	D	EA' C	ГH OM	KO MA	RP NI	S D D S(QUA	TH ADI	RIDER RON
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Death Korps Death Rider Veteran	10"	3+	3+	3	4	2	2	7	4+
This unit contains 4 Death k krak grenades, and rides a K							d with a	laspisto	l, Death Korps hunting lance, frag grenades,
WEAPON	RANGE	TYPI			S	AP	D	ABILIT	1ES
Death Korps Death Rider V	Veterans								
Laspistol	12"	Pist	ol 1		3	0	1	-	
Death Korps hunting lance	Melee	Mel	ee		+2	-2	D3		odel may only attack with this weapon on a turn in h it has charged.
Frag grenade	6"	Gre	nade Dé	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
Krieg Steed Savage claws	Melee	Mel	ee		4	0	1	attacl	a model on this mount makes its close combat ks, you can attack with its mount. Make two ional attacks using this weapon's profile.
WARGEAR OPTIONS	• None			14/			2.74	6.387	
ABILITIES	The Cul	t of Sac	rifice: S	ee page	56.		Start!		
	Augmer On a 5+								round from an attack with a Strength of 4 or less.
	Warstri	der: Th	is mode	l does ne	ot suffer	any per	nalty to i	ts move	when charging into terrain features.
	on the b these un	attlefiel	d's flank join the	ts instead battle –	d of plac set then	ing the n all up	m on the	battlefi ll mode	s unit and up to five other DEATH RIDERS units eld. At the end of any of your Movement phases ls in these units are within 7" of a battlefield edge
FACTION KEYWORDS	IMPER	RIUM,	ASTR	A MILI	TARUI	M, DE	ATH K	ORPS	OF KRIEG
KEYWORDS	CAVAL	RY, D	EATH	RIDEF	RS, DEA	АТН К	ORPS I	DEATH	H RIDER COMMAND SQUADRON

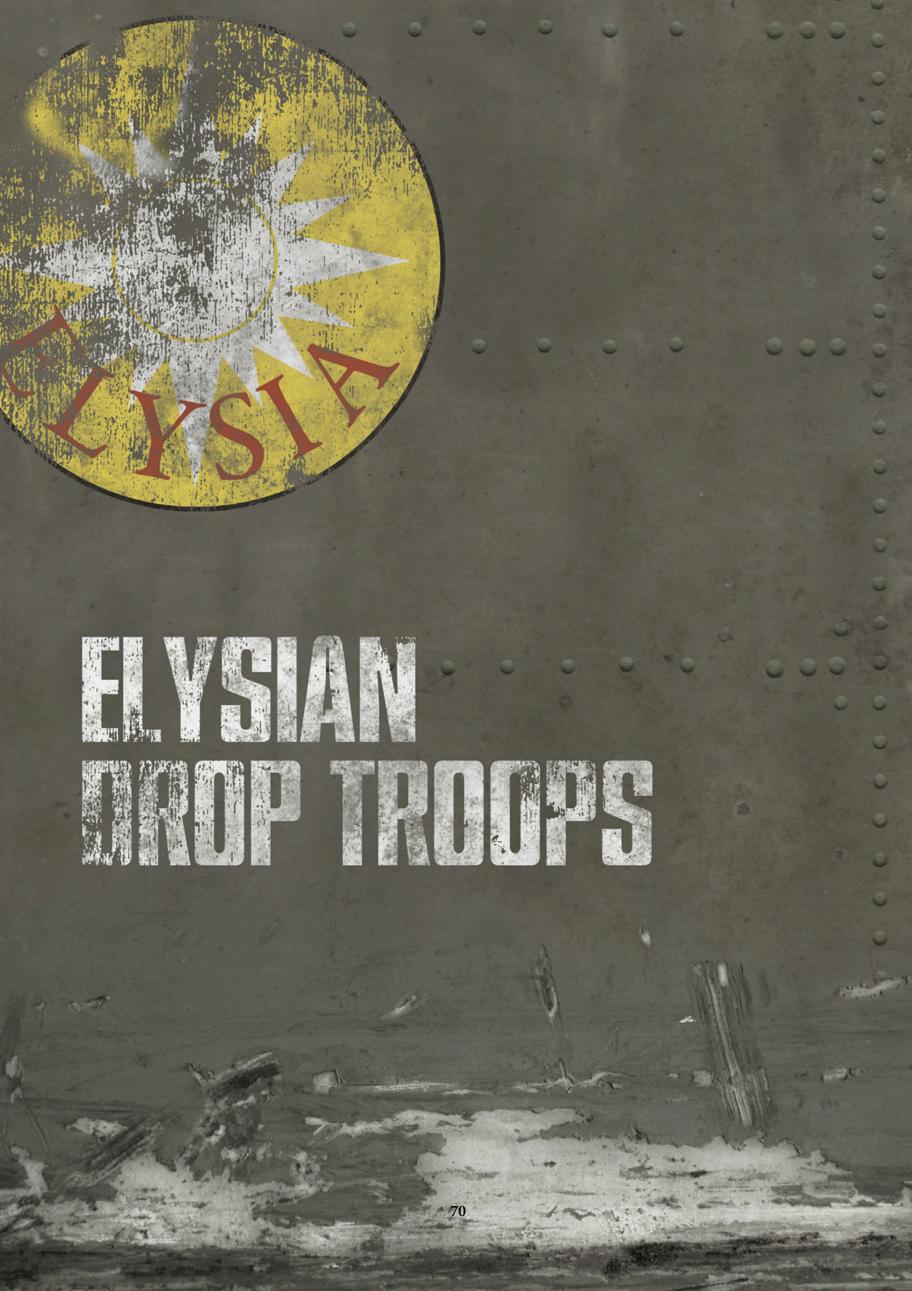
	J	DEA	AT E	DE I R	ATI IDE	H K R (COR CON	.PS ИМ	IISSAR
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Death Korps Death Rider Commissar	10"	3+	3+	3	4	4	3	8	4+
A Death Korps Death Rider Steed which attacks with sav			single m	odel ar	med with	a laspi	stol, cha	insword	l, frag grenades, krak grenades, and rides a Krieg
WEAPON	RANGE	TYPI			S	AP	D	ABILI	TIES
Death Korps Death Rider	Commiss	ar							
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Laspistol	12"	Pist	ol 1		3	0	1	-	
Plasma pistol	When a	ttacking	, with th	is weap	on, choo	se one	of the pr	ofiles be	elow:
- Standard	12"	Pist	ol 1		7	-3	1	-	
- Supercharge	12"	Pist	ol 1		8	-3	2	On a	a hit roll of a 1, the bearer is slain.
Chainsword	Melee	Mel	ee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.
Frag grenade	6"	Gre	nade Dé	i	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
Krieg Steed									
Savage claws	Melee	Mel	ee		4	0	1	attac	r a model on this mount makes its close combat ks, you can attack with its mount. Make two tional attacks using this weapon's profile.
WARGEAR OPTIONS	• The I	Death K		ath Rid					eir laspistol for a bolt pistol or plasma pistol. c chainsword with an item from the <i>Death Korps</i> o
ABILITIES	The Cu	lt of Sac	rifice: S	ee page	56.	1.4	Sige?	1.5.10	
					each tim nd the w				wound from an attack with a Strength of 4 or less.
	Warstri	der: Th	is mode	l does n	ot suffer	any pe	nalty to i	ts move	e when charging into terrain features.
									units within 6" of a Death Korps Death Rider nmissar's Leadership value instead of their own.
									ithin 6" of a Death Korps Death Rider Commissar failed Morale test.
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	TARUN	A, OF	FICIO	PREFE	ECTUS, DEATH KORPS OF KRIEG

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5		DE	AT]	DF H H	EAT] RID]	H K ER	COR SQU	PS JAI	ORON
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Death Korps Death Rider	10"	3+	4+	3	4	2	2	6	4+
Death Korps Ridemaster	10"	3+	4+	3	4	2	3	7	4+
	odel is ar								e up to 5 additional Death Riders renades, krak grenades, and rides a Krieg Steed
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Death Korps Death Rider a									
Laspistol	12"	Pist	ol 1		3	0	1	-	
Death Korps hunting lance	Melee	Mel	ee		+2	-2	D3		odel may only attack with this weapon on a turn in h it has charged.
Frag grenade	6"	Gre	nade D	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
Krieg Steed									
Savage claws	Melee	Mel	ee		4	0	1	attacl	r a model on this mount makes its close combat ks, you can attack with its mount. Make two tional attacks using this weapon's profile.
WARGEAR OPTIONS									n the Death Korps of Krieg Ranged Weapons list and rps of Krieg Melee Weapons list.
ABILITIES	The Cu	lt of Sa	crifice: S	See pag	e 56.	2.3713	200		
					5 each tin and the w				wound from an attack with a Strength of 4 or less.
	Warstri	der: Th	is mode	does a	not suffer	any pe	nalty to	its move	e when charging into terrain features.
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MII	ITARU	M, DE	ATH K	ORPS	OF KRIEG
KEYWORDS	CAVAL	LRY, D	EATH	RIDE	RS, DE	ATH K	ORPS	DEATH	H RIDERS SQUADRON

		HE	EAV	DE Y V	ATI VEA	H K AP(OR DNS	PS SSC	U.	AD
NAME	М	WS	BS	S	T	W	A	Ld	S۱	1
Death Korps Heavy Weapon Team	6"	3+	4+	3	3	2	2	6	5+	-
This unit contains 3 Death	Korps He	avy Wea	pon Tea	ms. Eac	h mode	l is armo	ed with l	asguns,	frag g	grenades and krak grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
Lasgun	24"	Rap	oid Fire 1		3	0	1	-		
Frag grenade	6"	Gre	nade D6	5	3	0	1	-		
Krak grenade	6"	Gre	nade 1		6	-1	D3	-		
WARGEAR OPTIONS	• Each	n model	must tak	ke an ite	m from	the Dea	th Korps	of Krieg	g Hea	vy Weapons list.
ABILITIES	The Cu	lt of Sa	crifice: S	ee page	56.		Sec.			
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	TARU	M, DE	ATH K	ORPS	OF F	KRIEG
KEYWORDS	INFAN	NTRY,	DEATH	I KOR	PS HE	AVY W	EAPO	NS SQ	UAD	

					PS L BA					DAMAGE Some of a Death Ko Leman Russ Battle	Fank's cha	racteristics	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	change as it suffers of shown below:	damage ir	ı battle, as	
Leman Russ Mars-Alpha	*	6+	*	7	8	12	*	7	3+	REMAINING W	М	BS	A
This unit contains 1 Death 1 1 additional Leman Russ Ba Mars-Alpha Leman Russ Ba a battle cannon and a heavy	attle Tank attle Tanks	(Power	Rating	+12) or	r 2 additi	ional De	eath Kor	ps of Kri		7-12+ 4-6 1-3	10" 7" 4"	4+ 5+ 6+	3 D3 1
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	IES				
Battle cannon	72"	Hea	vy D6		8	-2	D3	-					-10
Co-axial heavy stubber	36"	Hea	vy 3		4	0	1	-					
Co-axial storm bolter	24"	Rap	id Fire 2		4	0	1	-					18
Conqueror battle cannon	48"	Hea	vy D6		8	-2	D3	-					
Demolisher cannon	24"	Hea	vy D3		10	-3	D6			ing units with 5 or mo Type to Heavy D6.	re models	, change	
Eradicator nova cannon	36"	Hea	vy D6		6	-2	D3			ed by this weapon do n throw for being in cove		y bonus to	
Executioner plasma cannon	When a	ıttacking	with th	is weap	oon, choo	ose one	of the p	ofiles be	low:				
- Standard	36"	Hea	vy D6		7	-3	1	-					
- Supercharge	36"	Hea	vy D6		8	-3	2	suffer		one or more hit rolls of ortal wounds after all o solved.			
Exterminator autocannon	48"	Hea	vy 4		7	-1	2	-					1
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Heavy flamer	8"	Hea	vy D6		5	-1	1	Thisy	weapon	automatically hits its t	arget.		
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each battle		-killer missile can only	be fired o	nce per	
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Multi-melta	24"	Hea	vy 1		8	-4	D6	two d		is within half range of t en inflicting damage wi			
Plasma cannon	When a	ittacking	with th	is weap	oon, choo	ose one	of the p						18
- Standard	36"	-	vy D3	-	7	-3	1	_					
- Supercharge	36"		vy D3		8	-3	2			of 1, the bearer is slain ot have been resolved.	after all o	f this	
Punisher gatling cannon	24"	Hea	vy 20		5	0	1	-					
Storm bolter	24"		id Fire 2		4	0	1	-					
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-					
Vanquisher battle cannon	72"	Hea	vy 1		8	-3	D6			e when inflicting dama the lower result.	ge with th	is weapon	
WARGEAR OPTIONS	Dem Punis • Any • Any • This	olisher o sher gati model n model n model n	cannon, ling canr nay repla nay take nay take	Eradica non, tw ce its h two he a hunto	ator nova vin lasca neavy bo	a cannon nnon, o lter with ers, two missile.	n, Execu r a Vang n a heavy heavy fl	tioner p uisher b flamer, amers, t	lasma c attle car multi-r wo mul	annon with co-axial sto annon, Exterminator a nnon with co-axial hea nelta, lascannon or pla ti-meltas or two plasma	utocannoi vy stubbei sma canno	n, r.	

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



ELYSIAN DROP TROOPS ARMY LIST

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

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• OFFICER OF THE FLEET

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

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

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

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

ABILITIES

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

Aerial Drop

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

Voice of Command

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

ELYSIAN DROP TROOPS ORDERS

ORDER

Hold the Line!

The ordered unit ignores models killed during the Shooting phase or Fight phase when taking Morale tests until the start of its next Movement phase.

First Rank, Fire! Second Rank, Fire!

All lasguns and all hot-shot lasguns in the ordered unit change their Type to Rapid Fire 2 until the end of the phase.

Bring it Down!

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

Move and Fire!

Any **INFANTRY** models in the ordered unit count their weapons as being Assault weapons until the end of the turn.

Get Back in the Fight!

The ordered unit can shoot this phase even if it Fell Back in its Movement phase.

Move! Move! Move!

Instead of shooting this phase, the ordered unit immediately moves as if it were the Movement phase. It must Advance as part of this move, and cannot declare a charge during this turn.

Take Aim!

000

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

WARGEAR

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

Ranged Weapons

- Bolt pistol
- Plasma pistol
- **Secial Weapons**
- Flamer
- Grenade launcher (with frag and krak grenades)
- Meltagun
- Plasma gun
- Lascutter

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

Melee Weapons

- Power sword
- Power fist

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ELYSIAN COMPANY COMMANDER

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Elysian Company Commander	6"	3+	3+	3	3	4	3	9	5+
An Elysian Company C	ommander is	a single	e model a	armed v	with a la	spistol a	nd frag	grenade	s.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	nes
Laspistol	12"	Pist	ol 1		3	0	1	-	
Frag grenade	6"	Gre	nade D6	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
			nay take	0	renades.	1		10	
ABILITIES	Iron Di	isciplin	ee page 7 e: Any fr		ELYSIAI	N DRO	P TROO	OPS unit	s within 6" of this model may re-roll failed
ABILITIES	Iron D i Morale	i sciplin tests.		iendly I					s within 6" of this model may re-roll failed
ABILINES	Iron Di Morale Refract Senior	iscipline tests. or Field Officer	e: Any fr I: This m	iendly l nodel ha odel ma	us a 5+ in y use the	nvulnera e Voice (able save of Comi	2.	
ABILINES	Iron Di Morale Refract Senior of the fi	iscipline tests. or Field Officer irst orde	e: Any fr I: This m : This mo	iendly l nodel ha odel ma attemp	us a 5+ in y use the ting the	nvulnera e Voice (able save of Comi	2.	
ABILITIES FACTION KEYWORDS	Iron Di Morale Refract Senior of the fi Voice o	iscipling tests. or Field Officer irst orde f Comm	e: Any fr I: This m : This more r before nand: Se	iendly l nodel ha odel ma attemp	ns a 5+ in y use the ting the 72.	nvulnera e Voice o second	able save of Comi order.	e. mand ab	s within 6" of this model may re-roll failed ility twice in each of your turns. Resolve the effects TROOPS

	I	ELY	SIA	N	LOF	RD (CO	MM	IISSAR
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Elysian Lord Commissar	6"	2+	2+	3	3	4	3	9	4+
An Elysian Lord Commissa	r is a sing	le mode	el armed	with a	a bolt piste	ol, frag	grenade	s and kra	ak grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Boltgun	24"	Rap	id Fire 1	l	4	0	1	-	
Frag grenade	6"	Gre	nade D6	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS		model r							s <i>Melee Weapons</i> list. m the <i>Elysian Drop Troops Ranged Weapons</i> list or a
ABILITIES	Commis Aerial I	ssar's Le Drop: Se scipline	eadershi ee page 2	p inste 72.	ad of thei	r own.			nits within 6" of a COMMISSAR can use the as within 6" of this model may re-roll failed
	Refract	or Field	l: This m	nodel h	nas a 5+ ir	vulner	able save	2.	
					y ASTRA any failed			units wi	ithin 6" of a COMMISSAR can never lose more
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MII	LITARU	M, OF	FICIO	PREFE	ECTUS, ELYSIAN DROP TROOPS
KEYWORDS	CHAR	ACTE	R, INF	ANTR	RY, COM	IMISS	AR, EI	YSIAN	LORD COMMISSAR

	ELY	SIA	N I	DR(OP	TR	OC.	PE	R SQUAD
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Sergeant	6"	4+	4+	3	3	1	2	8	5+
Guardsman	6"	4+	4+	3	3	1	1	7	5+
This unit contains 1 SerEach Guardsman is aThe Sergeant is armed	rmed with a l	lasgun a	nd frag g						
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Lasgun	24"	Rap	id Fire 1		3	0	1	-	
Laspistol	12"	Pist	ol 1		3	0	1	-	
Plasma pistol	When a	ttacking	g with thi	s weapo	n, choc	ose one	of the p	rofiles be	elow:
- Standard	12"	Pist	ol 1		7	-3	1	-	
- Supercharged	12"	Pist	ol 1		8	-3	3		hit roll of a 1, the bearer is slain after all of this on's shots have been resolved.
Breacher charge	Melee	Mel	ee		*	*	*	phase dice. unit i	odel with a breacher charge may use it in the Fight e instead of attacking normally. If it does this, roll a On a 4+, it inflicts D3 mortal wounds on one enemy in the fight; if this is a VEHICLE , BUILDING or a NSTER , it will instead inflict D6 mortal wounds,
Power sword	Melee	Mel	ee		User	-3	1	-	÷
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• One • One • The S • The S	other G other G Sergeant Sergeant	nan may uardsmai uardsmai may tak may exc may tak	n may re n may ta e a powe hange h i	place h ke a br r swore is laspie	nis lasgu eacher d d. stol for i	charge.		n from the Elysian Drop Troops Special Weapons list
ABILITIES			e page 7		7D :		-f -	:4	
									vox-caster when using their Voice of Command et unit also contains a vox-caster.
FACTION KEYWORDS							-		TROOPS
KEYWORDS			ELYSIA						

ELYSIAN SPECIAL WEAPONS SQUAD

3 Burt	ELYS	IAN	J SI	PEC	CIA	L W	EA	PO	NS SQUAD
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Guardsman	6"	4+	4+	3	3	1	1	7	5+
This unit contains 6 G	uardsmen. Eac	h mode	l is armo	ed with	a lasgun	and frag	g grena	des.	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	nes
Lasgun	24"	Rap	oid Fire 1	l	3	0	1	-	
Breacher charge	Melee	Me	ee		*	*	*	phase dice. unit i	odel with a breacher charge may use it in the Fight e instead of attacking normally. If it does this, roll a On a 4+, it inflicts D3 mortal wounds on one enemy n the fight; if this is a VEHICLE, BUILDING or a VSTER , it will instead inflict D6 mortal wounds.
Frag grenade	6"	Gre	nade De	5	3	0	1	-	
WARGEAR OPTIONS	• Three	e model	s must t	ake one	option t	from the	Elysian	Drop T	roops Special Weapons list or a breacher charge.
ABILITIES	Aerial I	Drop: S	ee page '	72.	C. C. A				
FACTION KEYWORDS	IMPER	RIUM,	ASTR	A MIL	ITARU	M, ELY	SIAN	DROP	TROOPS
KEYWORDS	INFAN	TRY,	ELYSIA	N SPI	ECIAL	WEAP	ONS S	QUAD	

5 ,6		EIVCIA		ТС	DAT		ΟΠΑΦ
NAME	M	ELYSIA) WS BS	S I	W		ld	SV
Veteran Sergeant	6"	4+ 3+	J J J J J J J J J J	1	н 2	си 8	5+
Veteran	6"		3 3	1	1	7	5+
Veteran Veteran Weapons Team	6"	4+ 3+ 4+ 3+	3 3	2	2	7	5+
This unit contains 1 Vetera • Each Veteran is armed • The Sergeant is armed v	with a lasgu	in, frag grenades a					
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILI	TIES
Heavy flamer	8"	Heavy D6	5	-1	1	This	weapon automatically hits its target.
Lasgun	24"	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	
Shotgun	12"	Assault 2	3	0	1	If the Strer	e target is within half range, add 1 to this weapon's ngth.
Breacher charge	Melee	Melee	*	*	*	phas dice. unit	odel with a breacher charge may use it in the Fight re instead of attacking normally. If it does this, roll a On a 4+, it inflicts D3 mortal wounds on one energy in the fight; if this is a VEHICLE, BUILDING or a NSTER , it will instead inflict D6 mortal wounds
Frag grenade	6"	Grenade D6	3	0	1	-	•
Krak grenade	6"	Grenade 1	6	-1	D3	-	
WARGEAR OPTIONS	 One V Up to Weap One C Two C Heavy One C The S 	ons list. other Veteran may other Veterans ma <i>v Weapons</i> list. other Veteran may ergeant may take	a vox-caster. ans may repl take a heavy y form a Vete take a breact one option fr	ace their flamer. eran We her char om the	r lasgun apons Te ge. <i>Elysian</i> I	with an eam wh D <i>rop Tro</i>	option from the <i>Elysian Drop Troops Special</i> o must take one item from the E <i>lysian Drop Troops</i> oops Melee Weapons list. n the Elysian Drop Troops Ranged Weapons list.
ABILITIES		Drop: See page 72.		.5101 WIL			in the Lijstan Drop Hoops Rangea Heapons ist
AUILIIILƏ	Vox-cas	ter: If a friendly C					vox-caster when using their Voice of Command et unit also contains a vox-caster.
FACTION KEYWORDS	IMPER	RIUM, ASTRA	MILITARU	M, ELY	ISIAN	DROP	TROOPS
KEYWORDS	INFAN	TRY, ELYSIAN	VETERAN	N SQUA	AD	1 28	and the second

			SIA	N	COI	MM	IAN	D S	SQUAD
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Veteran	6"	4+	3+	3	3	1	1	8	5+
Veterans Weapons Team	6"	4+	3+	3	3	2	2	7	5+
This unit contains 4 Veterar	ns. Each r	nodel is	armed	with a la	asgun an	d frag g	renades		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Lasgun	24"	Rap	id Fire	1	3	0	1	-	
Laspistol	12"	Pist	ol 1		3	0	1	-	
Frag grenade	6"	Gre	nade De	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
				illay ioi	m a vete	eran we	apons T	eam who	o must take one item from the Elysian Drop Troops
	HeavAnyEver	<i>y Weapo</i> other Vo y model	ons list. eterans i may tal	may rep ke krak		ir lasgur	1.1		o must take one item from the <i>Elysian Drop Troops</i> from the <i>Elysian Drop Troops Special Weapons</i> list.
ABILITIES	Heav Any Ever Aerial D Medi-p model. model i	y Weapo other Vo y model Drop: So ack: At Select a n the un slain ear	ee page the end friendly hit recov	may rep ke krak 72. of any o ELYSL vers a we	place the grenade of your 1 AN DRO ound it 1	ir lasgur s. Moveme OP TRC ost earli	n with an ont phase OOPS IN ier in the	n option es, a moo IFANTF e battle (
ABILITIES	Heav Any Ever Aerial I Medi-p model. model s each tu Elysian	y Weapo other Va y model Drop: S ack: At Select a n the un slain ear rn. Drop T	ons list. eterans i may tal ee page the end friendly hit recov lier in th	may rep ke krak 72. of any o ELYSL rers a wo ne battle Regimen	place their grenade of your 1 AN DRO ound it 1 e is retur ntal Sta	ir lasgur s. Moveme OP TRC ost earli ned to t	n with an ent phase DOPS IN er in the he unit	n option es, a moo IFANTF e battle (instead). dly ELYS	from the <i>Elysian Drop Troops Special Weapons</i> list. del with a medi-pack can attempt to heal a single XY unit within 3" and roll a D6. On a roll of 4+, on if the unit has a Wounds characteristic of 1, one
ABILITIES	Heav Any Ever Aerial I Medi-p model. model i model s each tu Elysian Leaders Vox-cas	y Weapo other Vo y model Drop: S ack: At Select a n the us slain ear rn. Drop T ship whi ster: If a	ons list. eterans n may tal ee page the end friendly hit recov lier in th Froops H lst they friendl	may rep ke krak 72. of any of ELYSL rers a wo ne battle Regimen are with y OFFI 0	of your 1 AN DRC ound it 1 e is retur ntal Star hin 6" of CER is v	ir lasgur s. Moveme OP TRC ost earli ned to t ndard: A 'a unit v vithin 3'	n with an ent phase DOPS IN eer in the he unit i All friene vith an H	n option es, a moo IFANTF e battle (instead). dly ELYS clysian E it with a	from the <i>Elysian Drop Troops Special Weapons</i> list. del with a medi-pack can attempt to heal a single Y unit within 3" and roll a D6. On a roll of 4+, one if the unit has a Wounds characteristic of 1, one . A unit can only be the target of this ability once in SIAN DROP TROOPS units add 1 to their
ABILITIES Faction keywords	Heav Any Ever Aerial D Medi-p model. model i model s each tu Elysian Leaders Vox-cas ability,	y Weap other Vo y model Drop: S ack: At Select a n the un slain ear rn. Drop T ship whi ster: If a you may	ons list. eterans i may tal ee page the end friendly nit recov lier in th Froops I lst they friendly v extend	may rep ke krak 72. of any o ELYSL vers a wo he battle Regimen are with y OFFIG the ran	of your 1 AN DR ound it 1 e is return ntal Stan hin 6" of CER is v uge of the	ir lasgur s. Moveme OP TRC ost earli ned to t ndard: A 'a unit v vithin 3' e order t	n with an ont phase OOPS IN der in the he unit All friene vith an F ' of a un to 18" if	n option es, a moo IFANTF e battle (Instead). dly ELYS clysian I it with a the targe	from the <i>Elysian Drop Troops Special Weapons</i> list. del with a medi-pack can attempt to heal a single EY unit within 3" and roll a D6. On a roll of 4+, one if the unit has a Wounds characteristic of 1, one A unit can only be the target of this ability once in SIAN DROP TROOPS units add 1 to their Drop Troops Regimental Standard. vox-caster when using their Voice of Command

	1. 2. 1	1. Carto			18/12/2	1-2-1	1.19		*
		ELY	Z SL A	AN	DR	OP	SEI	NTI	INELS
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Elysian Drop Sentinel	9"	4+	4+	5	5	6	1	7	4+
This unit contains 1 Elysia Sentinels (Power Rating +									(Power Rating +3) or 2 additional Elysian Drop
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-	
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	weapon automatically hits its target.
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6	Each battle	hunter-killer missile can only be fired once per e.
Multi-melta	24"	Hea	wy 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.
WARGEAR OPTIONS	• Any • Any	model r model r	nay repl nay take	ace its l e a hunt	heavy bol er-killer	lter with missile.	n a heavy	flamer	or a multi-melta.
ABILITIES	Aerial I	Drop: S	ee page	72.	12.32	13.91		S Gon	
					uced to 0 n 3" suffer				re removing it from the battlefield. On a 6+ it
	9". It ca	nnot en	d this m	ove wit		any end	emy mod		he first turn begins, you can move this unit up to both players have units that can do this, the player
		aunche							eapons in the Shooting phase, this model can use its your opponent must subtract 1 from any hit rolls
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, ELY	SIAN	DROP	TROOPS
KEYWORDS	VEHIC	CLE, E	LYSIAN	N DRO	OP SEN'	TINEL	S		and the second

ELYSIAN PLATOON COMMANDER

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Elysian Platoon Commander	6"	3+	3+	3	3	3	3	8	5+
An Elysian Platoon Comm	nander is a	single n	nodel ar	ned wi	th a laspi	istol and	l frag gro	enades.	
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Laspistol	12"	Pist	ol 1		3	0	1	-	
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
Melta bomb	4"	Gre	nade 1		8	-4	D6	-	
WARGEAR OPTIONS	ThisThis	model r model r	nay repla	ace thei krak g	ir laspisto renades.				s Melee Weapons list. the Elysian Drop Troops Ranged Weapons list.
ABILITIES	Iron Di Morale Refract	scipling tests. or Field		iendly odel h	as a 5+ ir				s within 6" of this model may re-roll failed
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	A MIL	ITARU	M, ELY	SIAN 2	DROP	TROOPS
KEYWORDS	CHAR	ACTE	R, INFA	ANTR	Y, OFF	ICER,	ELYSIA	N PLA	ATOON COMMANDER

		E	LYS	IAN	SI	NIP	ER	SQ	UAD
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Elysian Sniper Team	6"	4+	3+	3	3	2	2	7	5+
This unit contains 3 Elysia	an Sniper Te	eams. E	ach mod	el is arm	ned wit	h a snipe	r rifle, l	asgun ai	nd frag grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Lasgun	24"	Rap	oid Fire 1		3	0	1	-	
Sniper rifle	36"	Hea	avy 1		4	0	1	CHA unit.	ARACTER even if they are not the closest enemy If you roll a wound roll of a 6+ for this weapon, licts a mortal wound in addition to its normal age.
Frag grenade	6"	Gre	enade D6	5	3	0	1	-	
WARGEAR OPTIONS	• None	2.	/	18 2	1	4			and the second of the factor of the
ABILITIES	Aerial I	Drop: S	ee page 7	72.		1.19			
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	A MILI	TARU	M, ELY	SIAN	DROP	TROOPS
KEYWORDS	INFAN	TRY,	ELYSIA	N SNI	PER S	QUAD		6.1927	

ELYSIAN HEAVY WEAPONS SQUAD

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Elysian Weapons Team	6"	4+	4+	3	3	2	2	7	5+
This unit contains 3 Elysian	Weapons	Teams	Each mo	odel is a	rmed v	vith a las	gun and	l frag gro	enades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES
Lasgun	24"	Rap	oid Fire 1		3	0	1	-	
Frag grenade	6"	Gre	nade D6		3	0	1	-	
WARGEAR OPTIONS	• Each	model	must take	e one op	tion fr	om the <i>I</i>	Elysian I	Drop Tro	ops Heavy Weapons list.
ABILITIES	Aerial I)rop: S	ee page 7	2.	19.2		Printe.		
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MILI	FARU	M, ELY	SIAN :	DROP	TROOPS
KEYWORDS	INFAN	TRY,	ELYSIA	N HEA	VY W	EAPO	NS SQ	UAD	

	T	VAL	.KY	RII	e si	KY '	TAI	LON	I	DAMAGE Some of a Valkyrie change as it suffers shown below:		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Valkyrie Sky Talon	*	6+	*	7	7	14	3	7	3+	8-14+	20"-45"	4+
A Valkyrie Sky Talon is a	a single mode	el armec	l with a	heavy b	oolter and	d two h	ellstrike	missiles.		4-7	20"-30"	5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES	1-3	20"	6+
Heavy bolter	36"	Hea	vy 3		5	-1	1	-				
Hellstrike missile	72"	Hea	vy 1		8	-2	D6	Roll t and c	two dice liscard 1	e when inflicting dam the lowest result.	age with thi	is weapon
Multiple rocket pod	72"		vy D6		5	-1	1	-				
WARGEAR OPTIONS	• This	model r	nay repl	ace its t	wo hells	trike mi	issiles w	ith two n	nultiple	rocket pods.		
			nds.									uffers
	Sky Talo Models Hard to	on has n that dis Hit: Yo	ertion: noved m embark our oppo	ore tha	an 20", yo manner	ou must must be	roll a D e set up i	6 for eac nore tha	h mode n 9" fro	point during its mov l disembarking. On a m any enemy models hat target this model	1, that mod	Valkyrie
	Sky Tale Models Hard to Shootin Hover J characte	on has n that dis Hit: Yo g phase let: Befo eristic b	ertion: noved m embark our oppo ore this r ecomes	ore tha in this onent m nodel n 20" unt	n 20", yo manner nust subt noves in	ou must must be ract 1 fr your M d of the	roll a D e set up r com hit r ovement phase, a	6 for eac nore tha colls for a t phase, y nd it los	h mode n 9" fro attacks t you can	l disembarking. On a m any enemy models	1, that mod in the Its Move	Valkyrie lel is slain.
	Sky Tale Models Hard to Shootin Hover J characte abilities Superso the mod	on has n that dis Hit: Yo g phase let: Befo eristic b until th onic: Ea del move	ertion: noved m embark our oppo ore this n ecomes a beginn ch time es) and t	nore that in this onent m nodel n 20" unt ning of this mo-	an 20", yc manner nust subt noves in il the end your new odel mov ove the n	ou must must be ract 1 fr your M d of the ct Move es, first nodel st	roll a D e set up i rom hit i ovement phase, a ment ph pivot it raight fo	6 for eac more tha colls for a t phase, y and it los nase. on the sp orwards.	h mode n 9" fro attacks t you can es the A pot up t Note th	disembarking. On a m any enemy models hat target this model declare it will hover.	1, that mod in the Its Move and Superso ontribute to in after the i	Valkyrie lel is slain. onic how far initial
TRANSPORT	Sky Tale Models Hard to Shootin Hover J characte abilities Superso the moo pivot. V a dice.	on has n that dis b Hit: Yo g phase let: Befo eristic b until th onic: Ea del move Vhen thi	ertion: noved m embark our oppo ore this r ecomes the beginn ch time es) and t is model	nore tha in this ponent m nodel n 20" unt ning of this mo hen mo Advan	an 20", yc manner hust subt noves in til the end your nex odel mov ove the n aces, incr	ou must must be ract 1 fr your M d of the ct Move es, first nodel st ease its	roll a D e set up i rom hit i ovemeni phase, a ment ph pivot it raight fc Move cl	6 for eac more tha colls for a t phase, y nd it los hase. on the sp orwards. haracteri	h mode n 9" fro attacks t you can es the A pot up t Note th stic by 2	disembarking. On a m any enemy models hat target this model declare it will hover. .irborne, Hard to Hit o 90° (this does not co at it cannot pivot aga	1, that mod in the Its Move and Superso ontribute to in after the i	Valkyrie lel is slain. onic how far initial
TRANSPORT FACTION KEYWORDS	Sky Tale Models Hard to Shootin Hover J characte abilities Superse the moo pivot. V a dice. This mo	on has n that dis Hit: Yo g phase det: Befo eristic b until th onic: Ea del move Vhen thi	ertion: noved m embark our oppo ore this r ecomes the beginn ch time es) and t is model transpo	ore tha in this onent m nodel n 20" unt ning of this mo hen mo Advan rt 1 EL	an 20", yc manner hust subt noves in til the end your nex odel mov ove the n aces, incr	ou must must be ract 1 fr your M d of the ct Move es, first nodel st ease its	roll a D e set up i rom hit i ovemeni phase, a ment ph pivot it raight fc Move ch S or 2 E	6 for eac more tha colls for a t phase, y and it los hase. on the sp orwards. haracteri LYSIAN	h mode n 9" fro attacks t you can es the A pot up t Note th stic by 2 DROP	disembarking. On a m any enemy models hat target this model declare it will hover. irborne, Hard to Hit o 90° (this does not co at it cannot pivot aga 20" until the end of th SENTINELS.	1, that mod in the Its Move and Superso ontribute to in after the i	Valkyrie lel is slain. onic how far initial

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RENEGADES AND HERETICS ARMY LIST

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

• CHIMERA

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

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

ABILITIES

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

Uncertain Worth

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

Chaos Covenant

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

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

COVENANT OF KHORNE

Any **INFANTRY** unit with this keyword adds 1 to its Strength in a turn in which it has charged.

COVENANT OF NURGLE

Any **INFANTRY** unit with this keyword gains a 6+ invulnerable save against attacks with a Strength of 4 or less.

COVENANT OF SLAANESH

Any **INFANTRY** unit with this keyword may roll two dice when making an Advance, and choose the highest result (discarding the lowest). Additionally, they may roll 3D6 when making a charge move and choose the two highest results (discarding the lowest).

COVENANT OF TZEENTCH

Any **INFANTRY** unit with this keyword gains +1 to hit when firing Overwatch.

RENEGADES AND HERETICS DISCIPLINE

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

RENEGADES AND HERETICS DISCIPLINE D3 PSYCHIC POWER

Warp Flux

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Warp Flux has a warp charge value of 7. Choose an enemy unit within 12", it immediately suffers D3 mortal wounds. Against VEHICLES, it inflicts D6 mortal wounds instead.

Creeping Terror

2 *Creeping Terror* has a warp charge value of 7. Choose an enemy unit within 12", if that unit takes a Morale test in this battle round, it subtracts D3 from its Leadership value,

Unnatural Vigour

Unnatural Vigour has a warp charge value of 10. Every **RENEGADES** AND HERETICS INFANTRY unit (except this unit) within 6" re-rolls

3 failed charge rolls and re-rolls failed hit rolls and wound rolls in the Fight phase for the rest of the turn. At the start of the Morale phase, each affected unit suffers D3 mortal wounds.

WARGEAR

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

Ranged Weapons

- Bolt pistol
- Laspistol
- Plasma pistol

Special Weapons

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

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- Plasma gun
- Sniper rifle (Renegade Marauders only)

Heavy Weapons

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

Melee Weapons

- Brutal assault weapon
- Chainsword
- Power axe
- Power maul
- Power sword
- Power fist

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Commander	6"	3+	3+	3	3	4	3	*	5+
This unit contains 1 RenThe Renegade Comman				assaul	t weapon,	frag gr	enades	and eithe	er a laspistol or autopistol.
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TTIES
Autogun	24"	Rap	id Fire 1		3	0	1	-	
Autopistol	6"	Pist	ol 1		3	0	1	-	
Lasgun	24"	Rap	id Fire 1		3	0	1	-	
Laspistol	12"	Pist	ol 1		3	0	1	-	
Shotgun	12"	Ass	ault 2		3	0	1	If the Stren	e target is within half range, add 1 to this weapon's ngth.
Brutal assault weapon	Melee	Mel	ee		User	0	1		n time the bearer fights, they can make 1 additiona k with this weapon.
Frag grenade	6"	Gre	nade D6		3	0	1	-	
WARGEAR OPTIONS	Reneg • This I Weap	gades ar model r ons list	<i>id Hereti</i> nay exch	<i>cs Ran</i> ange t	ged Weap heir bruta	ons list.			shotgun, autogun, lasgun or a weapon from the a weapon from the <i>Renegades and Heretics Melee</i>
ABILITIES	Uncerta	in Wor	th: See p	bage 81	l.				
					when de the roll i			unit's Ur	ncertain Worth, and choose the highest of the two
	Chaos C	Covena	nt: If this	s mode	el is your '	Warlord	l, they r	nay choo	ose a <chaos covenant=""> (see page 81).</chaos>
	Refract	or Field	l: This m	odel h	as a 5+ in	vulnera	ble save	e.	
FACTION KEYWORDS	CHAO	S. REN	NEGAD	ES A	ND HEF	RETIC	S	5	

			1	MA	LEF	FIC	LO	RD	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Malefic Lord	6"	4+	4+	3	4	4	3	8	-
A Malefic Lord is a sing	le model arm	ed with	only its	bare ha	inds.				a start and a start of the
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	ries
Bare hands	Melee	Me	lee		User	0	1	-	
WARGEAR OPTIONS	None	е.	281.1	14		14	122.5		
ABILITIES	Aura of	f the Ma	aster Wi	tch: Th	is model	has a 4-	+ invuln	erable sa	ave.
	charact	eristic t		Strengt	h to 8 an				ourvives, immediately increase its Weapon Skill adjust the Armour Penetration and Damage of its
PSYKER	psychic	power	in each e	enemy I		hase. It	knows t		endly Psychic phase, and attempt to deny one e psychic power and two psychic powers from the
FACTION KEYWORDS	CHAO	S, REI	NEGAI	DES Al	ND HEI	RETIC	S		
KEYWORDS	CHAR	ACTE	R, INE	ANTR	Y, PSYF	KER, M	IALEF	IC LOR	RD

		R	OG	UE.	PS)	ΥKΙ	ER	CO	VEN
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Rogue Psyker	6"	5+	5+	3	3	3	1	8	-
This unit contains 5 RRogue Psykers fight w			ands						
WEAPON	RANGE	TYP			S	AP	D	ABILIT	IFS
Bare hands	Melee	Me			User	0	1	-	
WARGEAR OPTIONS	None	e.	1	18.2.9				6.74	
ABILITIES	Aura o	f the W	itch: Thi	s unit ha	s a 5+ ii	vulner	able save	e.	The support shall a state
		stead of	2D6: if y						Witch test for this unit, you may choose to roll unds. If all the models in the unit are slain, the te
PSYKER	psychic Renega	power des and	in each e <i>Heretics</i>	enemy Ps Disciplir	ychic pl ne (see p	hase. It bage 82)	knows t	he <i>Smite</i>	endly Psychic phase, and attempt to deny one psychic power and one psychic power from the
	etc, from Warhar	m this n nmer 40	nodel. If),000 rule	this unit	suffers ut units	Perils o within	f the Wa	rp, it su	del in the unit – measure range, visibility, ffers D3 mortal wounds as described in the er damage if the Perils of the Warp causes the last
FACTION KEYWORDS	CHAC	OS, RE	NEGAL	DES AN	D HE	RETIC	S	25:11	
KEYWORDS	INFAN	TRY.	<chac< th=""><th>DS COV</th><th>ENAN</th><th>T>, P</th><th>SYKER</th><th>R. ROG</th><th>UE PSYKER COVEN</th></chac<>	DS COV	ENAN	T>, P	SYKER	R. ROG	UE PSYKER COVEN
NAME	M	WS	REN BS	NEG s	AD T			TIS Ld	STS sv
ITAITIL							n		
	6"	4+	4+	3	3	1	1	*	6+
Renegade Cultist Renegade Cultist	6" 6"	4+ 4+	4+ 4+	3 3	3 3			*	6+ 6+
Renegade Cultist Renegade Cultist Champion • This unit contains 1 R (Power Rating +3) or • Renegade Cultists are • The Renegade Cultist	6 " Renegade Cul r up to 20 add e armed with Champion is	4+ tist Cha ditional autogui s armed	4+ mpion a Renegac is. with an	3 nd 9 Ren le Cultist	3 negade (s (Powe	1 1 Cultists. er Ratir	1 2 It may i ng +6).		6+ ap to 10 additional Renegade Cultists
Renegade Cultist Renegade Cultist Champion This unit contains 1 R (Power Rating +3) or Renegade Cultists are The Renegade Cultist NEAPDN	6" Renegade Cul r up to 20 ado armed with Champion is RANGE	4+ tist Cha ditional autogun s armed TYP	4+ mpion a Renegac ns. with an E	3 nd 9 Ren le Cultist autogun.	3 negade (s (Powe S	1 1 Cultists. er Ratir	1 2 It may i ng +6).	ABILIT	6+ ap to 10 additional Renegade Cultists
Renegade Cultist Renegade Cultist Champion • This unit contains 1 R (Power Rating +3) or • Renegade Cultists are • The Renegade Cultist NEAPUN Autogun	6" Renegade Cul r up to 20 add armed with Champion is RANGE 24"	4+ tist Cha ditional autogun s armed TYP Rap	4+ mpion a Renegac s. with an E pid Fire 1	3 nd 9 Ren le Cultist autogun.	3 negade (cs (Powe	1 1 Cultists. er Ratir	1 2 It may i g +6).	ABILIT -	6+ ap to 10 additional Renegade Cultists
Renegade Cultist Champion This unit contains 1 R (Power Rating +3) or Renegade Cultists are The Renegade Cultists NEAPUN Autogun Autogun	6" Renegade Cul r up to 20 add e armed with Champion is RANGE 24" 6"	4+ tist Cha ditional autogun s armed TYP Rap Pist	4+ mpion a Renegations. with an E bid Fire 1 tol 1	3 nd 9 Ren le Cultist autogun.	3 negade (s (Powe	1 1 Cultists. er Ratir AP 0 0	1 2 It may i ag +6).	ABILIT - -	6+ ap to 10 additional Renegade Cultists
Renegade Cultist Renegade Cultist Champion • This unit contains 1 R (Power Rating +3) or • Renegade Cultists are • The Renegade Cultists WEAPON Autogun Autopistol Flamer	6" Renegade Cul r up to 20 add armed with Champion is RANGE 24" 6" 8"	4+ tist Cha ditional autogun s armed TYP Rap Pist Ass	4+ mpion a Renegations. with an E bid Fire 1 col 1 col 1 ault D6	3 nd 9 Ren le Cultist autogun.	3 negade (ss (Powe	1 1 Cultists. er Ratir	1 2 It may i gg +6).	ABILIT - - This v	6+ ap to 10 additional Renegade Cultists
Renegade Cultist Renegade Cultist Champion This unit contains 1 R (Power Rating +3) or Renegade Cultists are The Renegade Cultists NEAPON Autogun Autopistol Flamer	6" Renegade Cul r up to 20 add e armed with Champion is RANGE 24" 6"	4+ tist Cha ditional autogun s armed TYP Rap Pist Ass	4+ mpion a Renegations. with an E bid Fire 1 tol 1	3 nd 9 Ren le Cultist autogun.	3 negade (s (Powe	1 1 Cultists. er Ratir AP 0 0	1 2 It may i ag +6).	ABILIT - This -	6+ up to 10 additional Renegade Cultists IES weapon automatically hits its target.
Renegade Cultist Renegade Cultist Champion This unit contains 1 R (Power Rating +3) or Renegade Cultists are The Renegade Cultists NEAPON Autogun Autopistol Flamer Heavy stubber	6" Renegade Cul r up to 20 add armed with Champion is RANGE 24" 6" 8"	4+ tist Cha ditional autogus s armed TYP Rap Pist Ass Hea	4+ mpion a Renegations. with an E bid Fire 1 col 1 col 1 ault D6	3 nd 9 Ren le Cultist autogun.	3 negade (ss (Powe	1 1 Cultists. er Ratir	1 2 It may i gg +6).	ABILIT - This v - If the Stren	6+ up to 10 additional Renegade Cultists IES weapon automatically hits its target. target is within half range, add 1 to this weapon's gth.
Renegade Cultist Renegade Cultist Champion This unit contains 1 R (Power Rating +3) or Renegade Cultists are The Renegade Cultists WEAPUN Autogun Autopistol Flamer Heavy stubber Shotgun	6" Renegade Cul r up to 20 add armed with Champion is RANGE 24" 6" 8" 36"	4+ tist Cha ditional autogus s armed TYP Rap Pist Ass Hea	4+ mpion a Renegations. with an E bid Fire 1 col 1 ault D6 avy 3 ault 2	3 nd 9 Ren le Cultist autogun.	3 negade (s (Powe	1 1 Cultists. er Ratin 0 0 0 0	1 2 It may i gg +6).	ABILIT - This v - If the Stren Each	6+ up to 10 additional Renegade Cultists IES weapon automatically hits its target. target is within half range, add 1 to this weapon's
Renegade Cultist Renegade Cultist Champion • This unit contains 1 R	6" Renegade Cul r up to 20 add armed with Champion is RANGE 24" 6" 8" 36" 12" Melee • Any • For e • The b	4+ tist Cha ditional autogui s armed Rap Pist Ass Hea Ass Me Renega every ter Renega	4+ Impion a Renegations. with an E bid Fire 1 col 1 col 1 ault D6 avy 3 ault 2 lee de Cultiss n models de Cultiss	3 nd 9 Ren le Cultist autogun. t may rep s in the u t Champi	3 hegade (s (Powe 3 3 4 4 3 User place th nit, one ion may	1 1 Cultists. er Ratin AP 0 0 0 0 0 0 0 0 0 0 0 0 0	1 2 It may i g +6). 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	ABILIT - This v - If the Stren, Each attack h an aut	6+ IFS Weapon automatically hits its target. target is within half range, add 1 to this weapon gth. time the bearer fights, it can make 1 additional with this weapon. opistol and brutal assault weapon. replace their autogun with a heavy stubber or flat
Renegade Cultist Champion This unit contains 1 R (Power Rating +3) or Renegade Cultists are The Renegade Cultists are The Renegade Cultists VEAPUN Autogun Autopistol Flamer Heavy stubber Shotgun Brutal assault weapon	6" Renegade Cul r up to 20 add armed with Champion is RANGE 24" 6" 8" 36" 12" Melee • Any • For e • The b	4+ tist Cha ditional autogui s armed Rap Pist Ass Hea Ass Me Renega every ter Renega	4+ Impion a Renegations. with an E bid Fire 1 col 1 col 1 ault D6 avy 3 ault 2 lee de Cultiss n models de Cultiss	3 nd 9 Ren le Cultist autogun.	3 hegade (s (Powe 3 3 4 4 3 User place th nit, one ion may	1 1 Cultists. er Ratin AP 0 0 0 0 0 0 0 0 0 0 0 0 0	1 2 It may i g +6). 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	ABILIT - This v - If the Stren, Each attack h an aut	6+ IP to 10 additional Renegade Cultists IES weapon automatically hits its target. target is within half range, add 1 to this weapon's gth. time the bearer fights, it can make 1 additional with this weapon.

	shotgun and brutal assault weapon.	
ABILITIES	Uncertain Worth: See page 81.	1
FACTION KEYWORDS	CHAOS, RENEGADES AND HERETICS	
KEYWORDS	INFANTRY, <chaos covenant="">, RENEGADE CULTISTS</chaos>	-

CWE								SQUAD
NAME	M	WS BS	S	T	W	A	Ld	Sv
Renegade Militia	6"	5+ 5+	3	3	1	1	*	6+
Renegade Militia Weapons Team	6"	5+ 5+	3	3	2	2	*	6+
Renegade Militia Champion	6"	4+ 4+	3	3	1	2	*	6+
	24"	Rapid Fire	e 1	3	A I 0	1		
Renegade Militia are arThe Renegade Militia C							ın or las	sgun.
WEAPON	RANGE	TYPE		S	AP	D	ABILI	ITIES
Autogun		Rapid Fire	e 1	3	0	1	-	
Autopistol	6"	Pistol 1		3	0	1	-	
Lasgun	24"	Rapid Fire	e 1	3	0	1	-	
Laspistol	12"	Pistol 1		3	0	1	-	
Shotgun	12"	Assault 2		3	0	1	If the Stren	e target is within half range, add 1 to this weapon ngth.
Brutal assault weapon	Melee	Melee		User	0	1		n time the bearer fights, it can make 1 additional ck with this weapon.
Frag grenade	6"	Grenade l	D6	3	0	1	-	
	6"	Grenade	1	6	-1	D3	_	
Krak grenade WARGEAR OPTIONS	Anv	Renegade Mil on.	itia may rep				asgun w ist may	with an autopistol or laspistol and brutal assault

Chaos Sigil: A unit equipped with a Chaos sigil rolls two dice when making Morale tests, and chooses the lowest score.
Vox-caster: A unit equipped with a vox-caster rolls two dice to determine its Leadership value and chooses th

CASE PARTY	highest score.
FACTION KEYWORDS	CHAOS, RENEGADES AND HERETICS
KEYWORDS	INFANTRY, <chaos covenant="">, RENEGADE MILITIA SQUAD</chaos>

	R	EN	EGA	٩D	ΕM	UT	AN	T R	AB	BLE
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Mutant	6"	5+	5+	3	3	1	1	*	6+	
Mutant Champion	6"	4+	5+	3	3	1	2	*	6+	
Mutants (Power Ratin Mutants are armed wi The Mutant Champion NEAPON	th frag grena	des and	l either la grenade	aspisto	ls, stub g	uns or a	utopisto	ols.	pistol.	l Mutants (Power Rating +8).
Autogun	24"		c vid Fire 1		3	0	1	ADILII	163	
Autopistol	6"	-	ol 1		3	0	1	_		
Lasgun	24"		oid Fire 1		3	0	1	_		
Laspistol	12"	-	ol 1		3	0	1	-		
Shotgun	12"	Ass	ault 2		3	0	1	If the Stren		within half range, add 1 to this weapon
Stub gun	6"	Pist	ol 1		3	0	1	-	-	
Frag grenade	6"	Gre	nade D6		3	0	1	-		
WARGEAR OPTIONS										utogun or shotgun. <i>des and Heretics Melee Weapons</i> list.
ABILITIES			r th: See 8		ime this	unit is s	et up, re	ll a D6 a	nd apply	the following result. On a 1, remove
	D6 moc charact	lels in t eristic f	he unit a or the du	s they tration	are slain	when th ttle. On	eir mut a 3–4, a	ation rui	is amok.	On a 2–3, add 2" to the unit's Move Attack characteristic in a turn in which
FACTION KEYWORDS	CHAO	S, REI	NEGAD	DES A	ND HE	RETIC	S		1. 68	
KEYWORDS	INTEAN	TOX		TTO	OILO	0.001		TT. DT	TROM	DE MUTANT RABBLE

t 2				CH	AO	S S	PAV	VN			
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Chaos Spawn	7"	4+	-	5	5	4	D6	9	5+		
	-					-		•		ional Chaos Spawn (Power Ra	ting

hideous mutations.		0 /			, i	
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Hideous mutations	Melee	Melee	User	-2	2	-
WARGEAR OPTIONS	None.					
ABILITIES	Fearson	ne: Enemy units wi	ithin 1" of any	y Chaos	s Spawn	must subtract 1 from their Leadership value.
	table bel	ow:	When a unit	of Cha	os Spaw	n makes its close combat attacks, roll a D3 and consult the
1.2			deous mutati	ons of a	all Chao	s Spawn in the unit have an AP of -4 until the end of the
	Fi	ght phase.				e unit adds 2 to its Attacks characteristic until the end of the
	3 To	xic Haemorrhage	: You can re-	roll faile	ed woun	nd rolls for this unit until the end of the Fight phase.
FACTION KEYWORDS	CHAO	S, RENEGADES	S AND HEH	RETIC	S	
KEYWORDS	INFAN	TRY. <chaos< td=""><td>COVENAN</td><td>T>.C</td><td>HAOS</td><td>SPAWN</td></chaos<>	COVENAN	T>.C	HAOS	SPAWN

	RE	ENE	GA	DE	CC	DM	MA	ND	SQUAD
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv
Disciples	6"	3+	3+	3	3	1	1	*	5+
Disciple Weapon Team	6"	3+	3+	3	3	2	2	*	5+
This unit contains 4 DisEach Disciple is armed								ng +3) o	or up to 10 more Disciples (Power Rating +6).
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Autogun	24"	Rap	id Fire 1		3	0	1	-	
Lasgun	24"	-	id Fire 1		3	0	1	-	
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
ABILITIES	• All m	nodels in	<i>vy Weapo</i> this un th: See p	it may ta		k grenac	les.		
		: Roll aı	n additio	nal D6 v	when de			unit's Un	ncertain Worth, and choose the highest of the tw
	dice rol	15. III au	antion, a						
	dice rol	r of the						btract 1	from their Leadership characteristic whilst they
	dice rol *Banne : within (*Banne :	r of the 5" of any r of Hat	Apostate models e: When	with a I ever a F	Banner RENEG	of the A ADES A	postate. ND HE	ERETICS	from their Leadership characteristic whilst they S model is slain in the Fight phase within 6" of th hat killed it.
	dice rol [†] Banner within ([†] Banner unit, it n Comma	r of the 5" of any r of Hat may imi	Apostate models e: When nediately	with a I ever a F 7 make a I friendl	Banner RENEG a single ly units	of the A ADES A attack a with a v	postate. ND HE gainst tl	ERETICS ne unit tl	S model is slain in the Fight phase within 6" of th
	dice rol *Banne: within 6 *Banne: unit, it n Comma Leaders	r of the 5" of any r of Hat may imp and Vox hip for	Apostate models e: When mediately Net: All Morale to	with a I ever a F 7 make a l friendl ests if it	Banner RENEG a single ly units is highe	of the A ADES A attack a with a v er.	postate. ND HE gainst th ox-caste	ERETICS ne unit tl er within	S model is slain in the Fight phase within 6" of th hat killed it.
FACTION KEYWORDS	dice rol *Banne : within 6 *Banne : unit, it n Comma Leaders <i>*Note the</i> game be	r of the 5" of any r of Hat may imm and Vox hip for thip for at a Ren egins.	Apostate models e: When mediately Net: All Morale to	with a I ever a R y make a l friendl ests if it ommand	Banner RENEG a single ly units is highe d Squad	of the A ADES A attack a with a v er. I can onl	postate. AND HE gainst tl ox-caste	ERETICS ne unit tl er within	S model is slain in the Fight phase within 6" of th hat killed it. n 120" of a command vox net can use this unit's

	R	EN	EG	AD	E D	ISC		LE S	SQUAD	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Disciples	6"	3+	3+	3	3	1	1	*	5+	
Disciple Weapon Team	6"	3+	3+	3	3	2	2	*	5+	
Disciple Champion	6"	3+	3+	3	3	1	2	*	5+	
• Each model in this unit	is armed v	with frag	g grenade		ither a l	asgun o	r autogu	n.	r up to 10 more Disciples (Power Rating	<u>;</u> +6).
WEAPON	RANGE 24"	Түр			S	AP	D	ABILI	1115	
Autogun Lasgun	24 24"	-	oid Fire 1 oid Fire 1		3	0	1	-		
Frag grenade	24 6"	-	nd Fife I enade D6		3	0	1	_		
Krak grenade	6"		nade Do		6	-1	D3	_		
WARGEAR OPTIONS	Pisto • One • One • One • Wea • Two Wea • All r	ols list ar Disciple other D other D pons list other D pons list nodels i	nd a weap e may can visciple m visciple m visciples n n this un	oon from cry a Ch nay carr nay exch may for it may t	n the <i>Re</i> aaos sigi y a vox- aange th m a wea ake kral	enegades 1. caster. eir lasgu pons tea	and He in or au am equij	retics $ ilde{M}$ togun fo	un for a weapon from the <i>Renegades and</i> elee Weapons list. r a weapon from the <i>Renegades and Here</i> h a weapon from the <i>Renegades and Her</i>	etics Specia
ABILITIES	Uncert	ain Wo	rth: See p	page 81.						
	Chaos lowest	•	unit equ	ipped w	vith a Cl	naos sigi	il rolls tv	vo dice	when making Morale tests, and chooses t	:he
			n additio Idition, a					unit's Ui	ncertain Worth, and choose the highest o	of the two
	Vox-ca highest		unit equi	pped w	ith a voz	c-caster	rolls two	o dice to	determine its Leadership value, and cho	oses the
FACTION KEYWORDS	CHAC	DS, REI	NEGAD	ES AN	D HE	RETIC	S	11.15		
		-								

		D	ENT	EC		D D	NIE		CED
NAME	M	WS	BS	S	IAD.	W W			CER Sv
Renegade Enforcer	6"	3+	uu 3+	3	3	4	н 3	¥	5+
• This unit contains 1 Re									
The Renegade Enforce WEAPON	r is a single r RANGF	nodel a TYPI		ith a bi	rutal assaı S	ult weap	on, frag N	g grenad ABILI	es and either a laspistol or autopistol.
Autogun	24"		id Fire 1		3	0	1		
Autopistol	6"	Pist			3	0	1	-	
Lasgun	24"	Rap	id Fire 1		3	0	1	-	
Laspistol	12"	Pist	ol 1		3	0	1	-	
Shotgun	12"	Assa	ault 2		3	0	1	If the Stren	e target is within half range, add 1 to this weapon's ngth.
Brutal assault weapon	Melee	Mel	ee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.
Frag grenade	6"	Gre	nade D6	;	3	0	1	-	
WARGEAR OPTIONS	<i>Reneg</i>This r	ades an	<i>d Hereti</i> nay exch	cs Ran	iged Weap	ons list.			hotgun, autogun, lasgun or a weapon from the a weapon from the <i>Renegades and Heretics Melee</i>
ABILITIES	Uncerta	in Wor	th: See p	page 8	1.	1.11%	T. Fig	1.1.1.1	and the second se
					5 when de o the roll			uniťs Ur	ncertain Worth, and choose the highest of the two
									NFANTRY unit within 3" of this model must take nit are slain and the test is automatically passed.
	Refracto	or Field	: This m	odel h	as a 5+ in	vulnera	ble save	2.	
FACTION KEYWORDS	CHAO	S, REN	NEGAD	DES A	ND HEI	RETIC	S		
KEYWORDS	INFAN	TRY, «	<chac< td=""><td>os co</td><td>VENAN</td><td>VT>, R</td><td>ENEG</td><td>ADE E</td><td>NFORCER</td></chac<>	os co	VENAN	VT>, R	ENEG	ADE E	NFORCER

	14.75				1218		1.2		
	RE	NE	GA	DE	MA	AR/	AUI	DER	R SQUAD
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Marauder	6"	3+	3+	3	3	1	2	7	5+
Brute	6"	3+	5+	4	3	3	3	7	5+
Marauder Chief	6"	3+	3+	3	3	2	2	8	5+
and up to 2 Brutes (Por	wer Rating	+3).							Marauders (Power Rating +4) her an autogun, lasgun or shotgun.
WEAPON	RANGE	TYP	<u>E</u>		S	AP	D	ABILI	ITIES
Autogun	24"	-	id Fire 1		3	0	1	-	
Autopistol	6"	Pist	ol 1		3	0	1	-	
Boltgun	24"	Rap	id Fire 1		4	0	1	-	
Lasgun	24"	Rap	id Fire 1		3	0	1	-	
Laspistol	12"	Pist	ol 1		3	0	1	-	
Shotgun	12"	Ass	ault 2		3	0	1	If the Stren	e target is within half range, add 1 to this weapon ngth.
Brutal assault weapon	Melee	Mel	ee		User	0	1		n time the bearer fights, it can make 1 additional k with this weapon.
Frag grenade	6"	Gre	nade D6	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	autop • Up to Heren • The N Rene Weap	oistol or o two m tics Spec Maraude gades ar oons list.	laspisto odels in <i>ial Weap</i> er Chief <i>id Hereti</i>	l. the uni pons list may rej ics Rang	t may rej place the ged Weap	place th ir autog <i>oons</i> list	neir auto gun, lasg t, and on	gun or la un or sh e weapo	n with a brutal assault weapon and either an asgun with a weapon from the <i>Renegades and</i> hotgun with a boltgun or one weapon from the on from the <i>Renegades and Heretics Melee</i>
ABILITIES	2+ the t Special • Stalk Addi • Mure • Here	est is au ists: Bef ers: You tionally, der Cult	tomatica ore your ir oppor models tists: You l models	ally pass game s nent mu in the can re	sed regan starts, ch ust subtra unit gain e-roll fail	cdless o oose on act 1 fro +1 to t ed hit r	of other m ne of the om hit ro their savi colls for t	nodifiers followir olls for at ing throw his unit	r this unit, instead of taking the test, roll a D6. Of rs. On a 1, the unit is removed from play. ng abilities to apply for the duration of the battle: ttacks that target this model in the Shooting phase wif they are in cover. t in the Fight phase. of 4+ instead of 5+. The entire unit also gains
FACTION KEYWORDS	CHAO	S, REN	NEGAL	DES AN	ND HEI	RETIC	CS		and the second

RENEGADE OGRYN BEAST HANDLERS

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Ogryn Pack Master	6"	3+	4+	5	5	3	3	6	5+
Chaos Mauler Hounds	6"	4+	-	5	5	2	2	6	5+

• This unit contains 1 Ogryn Pack Master and three Chaos Mauler Hounds. It may include up to 3 additional Chaos Mauler Hounds (Power Rating +3).

• The Ogryn Pack Master is armed with a mauler goad, ripper claw and frag grenades.

• The Chaos Mauler Hounds are armed with befouled fangs and claws.

• The Chaos Madler Hour	ius are arm	ea with belouted in	ingo una ciav	10.		
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Ogryn Pack Master						
Mauler goad	Melee	Melee	User	0	1	Attack with this weapon before the Mauler Hounds make their attacks. If this weapon causes 1 or more unsaved wounds on an enemy unit, the Mauler Hounds get +1 to their hit rolls against the same unit this turn.
Ripper claw	Melee	Melee	User	-1	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Chaos Mauler Hounds						
Befouled fangs and claws	Melee	Melee	User	0	1	A unit that suffers 1 or more unsaved wounds from this weapon adds +1 to the dice roll for the subsequent Morale test.
WARGEAR OPTIONS	• None.		1.18.18		1.889	
ABILITIES	they made Combat one Ogr	le a successful char Stimms: At the sta	ge, rt of the Fig mediately sla	ht phas ain. On	se you m 1 a 2-5, e	e additional attack in the Fight phase in a turn in which ay activate the combat stimms – if so, roll a D6. On a 1, ach Ogryn increases their Attack characteristic by 1. On a or each unit).
FACTION KEYWORDS	CHAOS	S, RENEGADES	AND HER	RETIC	S	a contract of the second s
KEYWORDS 🔎	- in	N PACK MASTI GADE OGRYN B				AOS COVENANT>, OGRYN,

RENEGADE OGRYN BRUTES

NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Ogryn Brute	6"	3+	4+	5	5	3	3	6	5+	
Ogryn Berserker Boss	6"	3+	4+	5	5	4	4	7	5+	
				and the second se	N-76 (V.		1.2 Contra 1			

This unit contains 3 Ogryn Brute. It may include up to 4 additional Ogryn Brutes (Power Rating +8) or up to 9 additional Ogryn Brutes (Power Rating +18).
The Ogryn Brute is armed with an Ogryn weapon and frag grenades.

WEAPON RANGE TYPE AP ABILITIES S D Ogryn power drill Melee 10 D3 Against VEHICLES, re-roll failed wound rolls. Melee -3 Melee 2 Ogryn weapon Melee +1-1 Frag grenade Grenade D6 6" 3 0 • One Ogryn Brute in the unit may be upgraded to be an Ogryn Berserker Boss with an Ogryn power drill. WARGEAR OPTIONS Avalanche of Muscle: Models in this unit can make one additional attack in the Fight phase in a turn in which ABILITIES they made a successful charge. Combat Stimms: At the start of the Assault phase, you may activate the combat stimms - if so, roll a D6. On a 1, one Ogryn Brute in the unit is immediately slain. On a 2-5, each Ogryn Brute gains +1 Attack. On a 6, each Ogryn Brute in the unit gains D3 Attacks (roll once for each unit). **FACTION KEYWORDS** CHAOS, RENEGADES AND HERETICS KEYWORDS INFANTRY, <CHAOS COVENANT>, OGRYN, RENEGADE OGRYN BRUTES

		RE	NE	GAI OG)E RY	PL NS	AG	UE	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Plague Ogryn	6"	3+	4+	5	5	3	3	6	-
 This unit contains 3 F Ogryns (Power Ratin Plague Ogryns are ar 	ng +14).		Sec.	ide up to	3 addit	ional P	lague Og	gryns (P	Power Rating +7) or up to 6 additional Plague
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Plague claws	Melee	Me	ee		User	-1	D3	Re-rc	oll failed wound rolls against non-VEHICLE mode
WARGEAR OPTIONS	None	e.					13210	2012	
ABILITIES	they ma Plague Plague	ade a su Stimm s Ogryn i	ccessful s: At the n the un	charge. start of th it is immo	ne Figh ediately	t phase y slain.	you ma On a 2-5	y activat 5, each P	onal attack in the Fight phase in a turn in which te the plague stimms – if so, roll a D6. On a 1, one Plague Ogryn gains +1 Attack. On a 6, each Plague
	Scions benefit	of Nurg from th	t le: Rega e Coven	ant of Nu	the Cha rgle (se	aos Cov ee page	venant ye 81).	our Warl	lord chooses, Plague Ogryns always (and only)
ALL LAND									hase, nearby units are showered in plague bile: roll thin 3". On a 4+, that unit suffers a mortal wound.
FACTION KEYWORDS	CHAC	DS, REI	NEGAI	DES ANI	D HEI	RETIC	S		C. C. J. Stall & C. M. M. P. 1 M. 2. 1
		THINTY	TIDO	LE, OGH		DT A CI	TT OO	DIDIO	

RENEGADE HEAVY WEAPONS SQUAD

	1.18								
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv
Renegade Weapons Team	6"	5+	5+	3	3	2	2	*	6+
This unit contains 3 ReneEach model is armed with							litional	Renegac	le Weapons Teams (Power Rating +3).
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Autogun	24"	Rap	oid Fire 1		3	0	1	-	
Lasgun	24"	Rap	oid Fire 1		3	0	1	-	
Frag grenade	6"	Gre	nade D6	5	3	0	1	-	
WARGEAR OPTIONS	• Each	Renega	ide Weap	ons Tea	m must	t select a	single	weapon	from the Renegades and Heretics Heavy Weapons
ABILITIES	Uncerta	ain Wor	th: See]	page 81.				3,22,23	
FACTION KEYWORDS	CHAO	S, REN	NEGAL	DES AN	DHE	RETIC	S	111	
KEYWORDS	INFAN	TRY,	<chac< td=""><td>os cov</td><td>VENAN</td><td>NT>, R</td><td>ENEG</td><td>ADE H</td><td>EAVY WEAPONS SQUAD</td></chac<>	os cov	VENAN	NT>, R	ENEG	ADE H	EAVY WEAPONS SQUAD

ILIES ILIE NDERALS

QUESTOR IMPERIALIS ARMY LIST

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

KEYWORDS

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

<HOUSEHOLD>

000

With the exception of Freeblades, all Imperial Knights belong to a household – a noble house which owes its allegiance to the Imperium or to the Adeptus Mechanicus.

Imperial Knights datasheets have the **<HOUSEHOLD>** keyword. When you include such a unit in your army, you must nominate which household that unit is from. You then simply replace the **<HOUSEHOLD>** keyword in every instance on that unit's datasheet with the name of your chosen household. You can use any of the households that you have read about, or make up your own.

For example, if you were to include a Knight Errant in your army, and you decided it was from House Taranis, its **<HOUSEHOLD>** Faction keyword is changed to **HOUSE TARANIS**.

You can also instead nominate any Imperial Knight to be a Freeblade. If you do so, replace the **<HOUSEHOLD>** keyword in every instance on that unit's datasheet with the **FREEBLADE** keyword.

¥ 40			PC	STU DRF	US k PHY	RI(IGH DN			DAMAGE Some of an Acastus characteristics chan battle, as shown bel	ige as it su		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Acastus Knight Porphyrion	*	*	*	8	9	30	3	9	3+	23-30+	10"	3+	2+
An Acastus Knight Porphy	vrion is a si	ngle mo	del. It is	equip	ped with	two twi	in magna	a lascanı	10n,	16-22	8"	4+	3-
two autocannon and an iro										9-15	6" 4"	5+ 6+	4- 5-
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES	1-8	4	6+	54
Autocannon	48"	Hea	vy 2		7	-1	2	-					
Helios defence missiles	60"	Hea	vy 2		8	-2	3	targe	ts that c	hit rolls made for this can FLY . Subtract 1 fro oon against all other ta	om the hit		
Ironstorm missile pod	72"	48" Heavy 1 9 -3 D6 -									ble to		
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Twin magna lascannon	72"	Hea	vy 2D3		12	-3	6	These attacl	-	ns may not be used to	make Ove	erwatch	
Titanic feet	Melee	Mel	ee		User	-2	D3		e 3 hit ro ad of 1.	olls for each attack ma	de with th	is weapon	
WARGEAR OPTIONS										n with a lascannon. od with helios defence	missiles.		
ABILITIES		Autosi	-			-		_		D6; on the result of a S		del heals	
										oll a D6 before removin 6 mortal wounds.	ng the mo	del from	
	Ion Shie	eld: Thi	s model	has a 5	5+ invulno	erable s	ave agai	nst shoo	ting atta	acks.			
	Ion Shield: This model has a 5+ invulnerable save against shooting attacks. Knight Titan: An Acastus Knight Porphyrion can Fall Back in the Movement phase and still shoot and/or charge during its turn, When an Acastus Knight Porphyrion Falls Back, it can even move over enemy INFANTRY models, though at the end of its move it must be more than 1" from all enemy units. An Acastus Knight Porphyrion can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the INFANTRY keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Acastus Knight Porphyrion can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Acastus Knight Porphyrion only gains a bonus to its save in cover if at least half of the model is obscured from the bearer,												
FACTION KEYWORDS	IMPEF	RIUM,	QUES	TOR I	MPERI	ALIS,	<hou< td=""><td>SEHOL</td><td>,D>,</td><td>14.15 いる際</td><td></td><td></td><td></td></hou<>	SEHOL	,D>,	14.15 いる際			
KEYWORDS					ASTUS					1	1.C. / 1		

25		KN) JIG	CEF H1	RAS' T-AC	CHI	S ERC)N		DAMAGE Some of a Cerastus characteristics chan battle, as shown bel	ge as it su		age ir
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	ы. М	WS	BS
Cerastus Knight-Acheron	*	*	*	8	8	27	4	9	3+	15-27+	14"	3+	3+
A Cerastus Knight-Acheron reaper chainfist with an inb										7-14	10" 6"	4+ 5+	4+
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES	1-0	0	5+	5+
Acheron flame cannon	18"	Hea	vy 2D6		7	-2	3	This	weapon	automatically hits its	arget.		
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					
Reaper chainfist	Melee	Mel	ee		x2	-4	6	Whe hit ro		ing with this weapon,	subtract 1	from the	
Titanic feet	Melee	Mel	ee		User	-2	D3		e 3 hit ro ad of 1.	olls for each attack mad	le with th	is weapon	2
WARGEAR OPTIONS	• None	e.	1432			12		Carl 2	24			all a star	
	it explo Flank S may mo	es: If thi des and peed: W ove.	each un /hen ma	it with aking a	in 2D6" s	uffers E olls for t	06 morta this moc	al wound lel, roll 2	ls. 2D6 to d	ving the model from th letermine the maximur acks.			
	Knight during though if there	Titan: / its turn, at the er are ener e, it can	A Cerast When a nd of its ny mod shoot th	tus Kni Ceras move i els with ne enen n any fr	ght Ache tus Knigh it must be nin 1" of i ny unit th riendly m	ron car at-Ache more t t, as lor at is wi odels. I	n Fall Ba ron Fall than 1" f ng as all thin 1" c n additi	ck in the Back, i From all of the er of it or an on, the (e Moven t can eve enemy u nemy mo ny other Cerastus	nent phase and still sho en move over enemy H inits. A Cerastus Knigh odels have the INFAN visible enemy unit the Knight Acheron can i	NFANTRY at Acheron FRY keyw at is withir nove and	<u>7-models,</u> n-can shoo ord. In n range and	4
	weapon its save	s withou in cover	it suffer if at lea	st half	of the mo	del is o	bscured	from th	e bearen	tus Knight-Acheron or F	ıly gains a		
FACTION KEYWORDS KEYWORDS	weapon its save IMPEI	s withou in cover RIUM,	it suffer if at lea QUES	st half FOR I		odel is o ALIS,	bscured	from the	e bearer D>		nly gains a		_

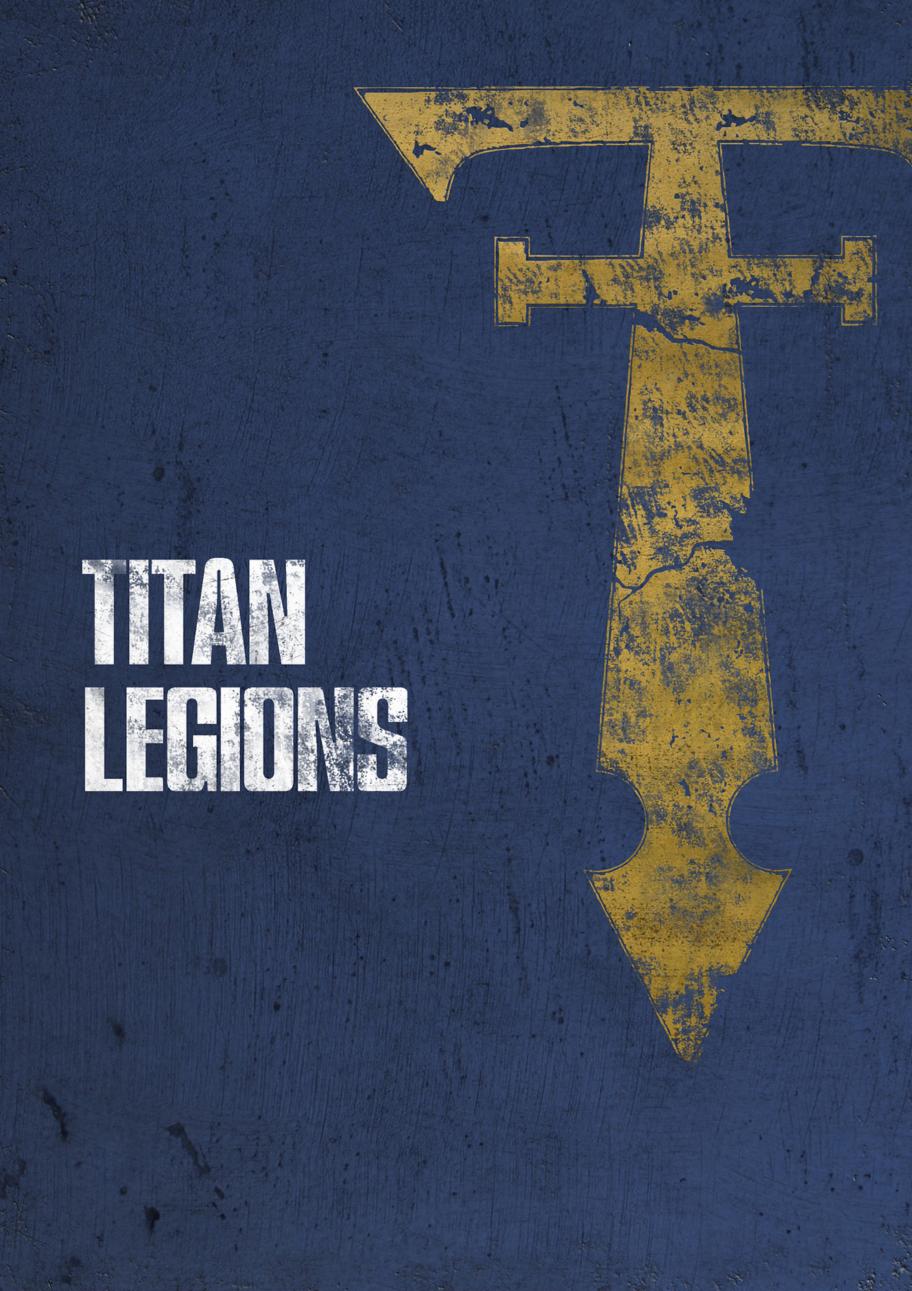
¥ 29		K	(NIG	CER HI	RAS' [-A]	TU ΓR(S)PC	DS		DAMAGE Some of a Cerastus characteristics chan battle, as shown belo	ge as it su		nge i
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	B
Cerastus Knight-Atropos	*	*	*	8	8	27	4	9	3+	15-27+	14"	3+	3-
A Cerastus Knight-Atropos graviton singularity cannon								er and a		7-14	10" 6"	4+ 5+	4 5
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES				
Atropos lascutter (shooting)	9"	Hea	avy 1		12	-4	6	or M imm targe	ONSTE ediately	vith this weapon slays a CR unit in the Shooting make another attack a range. This bonus atta ks.	g phase, yo gainst a se	ou may eparate	
Atropos lascutter (melee)	Melee	Me	lee		14	-4	6	this v	veapon a	coll failed hit rolls and against targets with the or VEHICLE keyword	e MONST		
Graviton singularity cannon	36"Heavy 48-33BUILDING or VEHICLE keyword.36"Heavy 48-33Roll a D6 each time before this weapon is fired. On a 1, the bearer suffers a mortal wound and the weapon fires normally (if the bearer survives this). On 2-5, the attack is carried out normally using its listed profile. On a 6, the weapon's attacks are instead carried out at Strength 16, AP -4, Damage 6 instead of its normal profile.Make 3 bit rolls for each attack made with this weapon											:	
Titanic feet	Melee	Me	lee		User	-2	D3		e 3 hit ro ad of 1.	olls for each attack mad	de with th	is weapon	
WARGEAR OPTIONS	• None					1. 1.	1.19				141	1211	
ABILITIES	Blessed one wou		imulacra	: At the	e beginni	ing of ea	ach of yo	our turn	s, roll a l	D6; on the result of a 5	+ the mo	del heals	
										oll a D6 before removin 6 mortal wounds.	ng the moo	lel from	
	Flank S may mo	-	When ma	aking ac	lvance ro	olls for t	his moc	lel, roll 2	2D6 to d	letermine the maximu	m distance	e it	
	Ionic Fl against			s model	has a 4+	- invuln	erable s	ave agaiı	nst shoo	ting attacks, and a 5+ i	invulnerat	ole save	
	during i though if there this case more th weapon	ts turn at the e are ene e, it can an 1" a' s witho	, When a nd of its my mod shoot th way fron	Cerast move it els with ne enem n any fri ing the	us Knigf t must be in 1" of i y unit th iendly m penalty	nt Atrop e more t it, as lon nat is wi codels. I to its hit	oos Falls han 1" f ng as all thin 1" c n additi t rolls. F	Back, it from all of the er of it or an on, the (inally, th	can eve enemy u emy mo hy other Cerastus ne Cerast	ent phase and still sho on move over enemy IP mits. A Cerastus Knigl odels have the INFAN visible enemy unit the Knight-Atropos can n tus Knight-Atropos on	VFANTRY nt Atropo FRY keyw nt is within nove and t	models, can shoot ord. In range and fire Heavy	
			ion Prot with the				o your h	it rolls w	vith this	model when making S	Shooting a	ttacks	
	-	-									and the second se	the second s	_
FACTION KEYWORDS	IMPE	RIUM,	QUES	FOR I	MPERI	ALIS,	<hou< td=""><td>SEHOI</td><td>.D></td><td></td><td></td><td></td><td></td></hou<>	SEHOI	.D>				

25 Aug	ł	KNI	(GH	CEI T-0	RAS' CAS	TU TI(S GAT	OR		DAMAGE Some of a Cerastus characteristics chan battle, as shown bel	ge as it su				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	ow: M	WS	BS		
Cerastus Knight-Castigator	*	*	*	8	8	27	4	9	3+	15-27+	14"	3+	3+		
A Cerastus Knight-Castig a tempest warblade. It may						Castiga	tor bolt	cannon	and	- 7-14 1-6	10" 6"	4+ 5+	4+ 5+		
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES						
Castigator bolt cannon	36"	Hear	vy 14		6	-2	2	-							
Tempest warblade	Melee	Melee Melee +6 -3 5 If any result of a 6 is rolled on any wound roll with this weapon against a MONSTER or VEHICLE , then an additional D3 mortal wounds are also inflicted on the enemy unit.													
Titanic feet	Melee	Mele	ee		User	-2	D3			olls for each attack mac	le with thi	is weapon			
WARGEAR OPTIONS	• None	e.	24			a syle			13100		2 - 2				
ABILITIES	Blessed one wor		nulacra	a: At th	ne beginn	ing of ea	ach of yo	our turn:	s, roll a	D6; on the result of a 5	+ the mod	lel heals			
					uced to 0 iin 2D6" s					ving the model from th	e battlefie	ld; on a 6+			
	Flank S may mo	-	hen ma	aking a	advance ro	olls for t	his mod	lel, roll 2	D6 to d	letermine the maximur	n distance	e it			
	Ion Shi	eld: This	s model	has a S	5+ invuln	erable s	ave again	nst shoo	ting atta	acks.					
	during though shoot if In this c and mo Heavy v	its turn, at the er there ar case, it cr ore than 1 weapons	When a nd of its e enemy an shoo l ["] away withou	Ceras move y mode t the er from a t suffer	itus Knigh it must be els within nemy uni ny friend ring the p	nt-Castig e more to 1" of it, t that is ly mode enalty to	gator Fa han 1" f as long within 1 els. In ac o its hit	lls Back, rom all of as all of " of it or Idition, t rolls. Fir	it can e enemy u the ener any oth the Cera nally, the	ement phase and still s even move over enemy inits. A Cerastus Knigh my models have the IP her visible enemy unit astus Knight-Castigator e Cerastus Knight-Cast the bearer,	INFANTI at-Castiga IFANTRY that is wit r-can mov	XY models t or can keyword. hin range e and fire			
				_		-							_		
FACTION KEYWORDS	IMPE	RIUM,	QUES	TOR I	IMPERI	ALIS,	<hous< td=""><td>SEHOL</td><td>.D></td><td></td><td></td><td></td><td></td></hous<>	SEHOL	.D>						

24 two		K			RAS' T-L			R		DAMAGE Some of a Cerastus characteristics chan battle, as shown bel	ge as it su		ige		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	о М	WS	B		
Cerastus Knight-Lancer	*	*	*	8	8	27	4	9	3+	15-27+	14"	3+	3		
A Cerastus Knight-Lancer wields in melee combat and its foes beneath its titanic fo	d can also									7-14 1-6	10" 6"	4+ 5+	4 5		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES						
Shock blast	18"	Hea	.vy 6		6	-1	D3	-							
Cerastus shock lance	Melee	MeleeUser-2D3Make 3 hit rolls for each attack made with this weapon instead of 1.													
Titanic feet	Melee	Me	ee		User	-2	D3				de with th	is weapon			
WARGEAR OPTIONS	• None	e.	a started	6. 64		1316			182.63						
	it explo Flank S may mo Ion Gau in the F from th	odes and Speed: V ove. untlet S Fight pha neir hit r	each un Vhen ma hield: T ase of an olls whe	it with aking a he Cera y turn. n direc	in 2D6" s dvance ro astus Kni In additi ting their	uffers D olls for t ght-Lan on, ene r attacks	06 morta his moc acer has my unit against	lel, roll 2 lel, roll 2 a 5+ inv s with th the Cer	ls. 2D6 to c ulnerab ne TITA rastus K	ving the model from the determine the maximum ole save increasing to a NIC keyword within I night-Lancer (to a max	m distanc 4+ invuln " must su timum of	e it erable save btract 1 6+ to hit).			
	during though if there	its turn, at the e are energy e, it can	When a nd of its ny mod shoot th	Ceras move i els with te enen t any fr	tus Knigh it must be nin 1" of i ny unit th riendly m	nt Lance e more t t, as lon nat is wit odels. I	er Falls I han 1" f ig as all o thin 1" c n additio	Back, it c rom all c of the en of it or an on, the (can ever enemy t nemy m ny other Cerastur	ent phase and still shoc n move over enemy IN units. A Cerastus Knig odels have the INFAN r visible enemy unit the s Knight-Lancer can m	FANTRY ht Lancer FRY keyw at is within ove and fi	models, can shoot rord. In n range and	ł		
	weapon	ns witho	ut suffer		penalty t the mode					stus Knight-Lancer onl	y gains a l	oonus to its			
FACTION KEYWORDS	weapon save in	is witho cover if	ut suffer at least l	half of t		l is obse	cured fre	om the b	earer.	stus Knight Lancer onl	y gains a l	oonus to its			

Christ		QUESTORIS KNIGHT MAGAERA DAMAGE Some of a Questoris Knight Magaera's characteristics change as it suffers dama battle, as shown below:														
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	ow: M	WS	BS			
Questoris Knight Magaera	*	*	*	8	8	24	4	9	3+	13-24+	+ 12" 3+					
A Questoris Knight Mag plasma-fusil and a reaper									ed	7-12 1-6	9" 6"	4+ 5+	4+ 5+			
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	IES				- 22			
Lightning cannon	48"	Heav	ry 6		7	-1	D3	weap	on, that	u make a wound roll o hit is resolved with an ge 3 instead of D3.						
Phased plasma-fusil	24"	Rapie	d Fire 2		6	-3	2	-					3			
Twin rad-cleanser	9"	Assar	ult 2D6		*	0	3	on a 3	3+ excep	hits automatically, and ot against TITANIC ar n it always wounds on	nd VEHIC					
Hekaton siege claw	Melee	Mele	e		x2	-4	6	Subtr	act 1 fro	om hit rolls made with	this weap	on.	12			
Reaper chainsword	Melee	Mele	e		+4	-3	6	-								
Titanic feet	Melee	Mele	e		User	-2	D3		3 hit ro d of 1.	olls for each attack mac	le with th	is weapon				
WARGEAR OPTIONS					era may r its cost by			r chains	word wi	th a hekaton siege clav	v with an	inbuilt twin				
ABILITIES	Blessed one wou						ich of yo	ur turns	, roll a I	D6; on the result of a 5	+ the mod	lel heals				
	against t Explode battlefie Ionic Fl against t Knight during i though shoot if In this c and mon Heavy w	this mod es (Unsta ld; on a (are Shie melee att Titan: A ts turn, V at the en there are case, it ca re than 1 veapons	el. able Rea 5+ it exp Id: This acks. Questo When a d of its c enemy n shoot " away f without	actor): plodes mode oris Kn Quest move i mode the er from a suffer	If this m and each l has a 4+ ight Mag oris Knig t must be ls within temy unit ny friendl ing the po	odel is n unit wi invuln aera can ht Mage more t 1" of it, that is by mode enalty to	reduced thin 2De erable sa n Fall Ba nera Falls han 1" fr as long e within 1 els. In ad o its hit r	to 0 wou 5" suffer ve again ck in thu 5 Back, i rom all c 5 Back, i 5 Back, i	inds, ro s D6 mc st shoot e Mover t can ev nemy u the ener any oth he Ques ally, the	onus +1 to their save fo Il a D6 before removin ortal wounds. ting attacks, and a 5+ i nent phase and still sh en move over enemy I nits. A Questoris Knig my models have the IN ther visible enemy unit storis Knight Magaera Questoris Knight Mag	g the moo nvulnerat oot and/o NFANTR th Magae IFANTRY that is wit can move	lel from the ole save r charge Y models, ra can ra can thin range and fire				
FACTION KEYWORDS	against t Explode battlefie Ionic FI against t during i though shoot if In this c and mon Heavy w bonus te	this mod es (Unsta ld; on a (are Shie melee att Titan: A ts turn, V at the en there are there are case, it ca re than 1 veapons o its save	el. able Re: 5+ it exp Id: This cacks. Questo When a d of its e enemy n shoot " away f without in cove	actor): plodes mode pris Kn Quest move i move i mode the er from a suffer r if at	If this m and each l has a 4+ ight Mag oris Knig t must be ls within temy unit ny friendl ing the po	odel is i unit wi invuln aera car ht Mag more t 1" of it, that is ly mode enalty to of the n	reduced thin 2D6 erable sa rera Fall han 1" fr as long a within 1 els. In ad o its hit r nodel is o	to 0 wou 5" suffer ve again 5 Back, i 50m all c 50m all c 10m all c 1	inds, ro s D6 mc st shoot t can ev nemy u the ener any oth he Ques ally, the l from t	ll a D6 before removin ortal wounds. ting attacks, and a 5+ i nent phase and still sh en move over enemy I nits. A Questoris Knig ny models have the IN per visible enemy unit- storis Knight Magaera	g the moo nvulnerat oot and/o NFANTR th Magae IFANTRY that is wit can move	lel from the ole save r charge Y models, ra can ra can thin range and fire				

¥ 24		QUESTORIS KNIGHT STYRIX DAMAGE Some of a Questoris Knight characteristics change as it s battle, as shown below:												
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	
Questoris Knight Styrix	*	*	*	8	8	24	4	9	3+	13-24+	12"	3+	3+	
A Questoris Knight Styrix i a graviton crusher and a rea										7-12 1-6	9" 6"	4+ 5+	4+ 5+	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	<u> </u>			2	
Graviton crusher	18"	Hea	ivy D3		6	-2	2			unit's armour save is 3- nis weapon's attacks inc			ALC: NO	
Twin rad-cleanser	9"	Ass	ault 2D6		*	0	3	on a	3+ exce	hits automatically, and pt against TITANIC as h it always wounds on	nd VEHIC			
Volkite chieorovile	45"	Hea	wy 5		8	-3	D6	the w weap initia addit	veapon s on's noi il attack	ou make a wound roll of scores an additional au rmal profile which is re as for the weapon on th its do not themselves g its.	tomatic h solved aft e same un	it at the er the it. These	and the second se	
Hekaton siege claw	Melee	Mel	ee		x2	-4	6	Subt	ract 1 fr	om hit rolls made with	this weap	oon.	1	
Reaper chainsword	Melee	Mel	ee		+4	-3	6	-					100	
Titanic feet	Melee	Mel	ee		User	-2	D3		e 3 hit ro ad of 1.	olls for each attack mad	le with th	is weapon		
WARGEAR OPTIONS					may rep its cost by					a hekaton siege claw v	vith an inl	ouilt twin		
ABILITIES		Autosi						our turn	s, roll a	D6; on the result of a 5	+ the mo	del heals		
	Empyreal Preysight: Units other than VEHICLES cannot claim the bonus +1 to their save for being in cover against this model.													
	Explodes (Unstable Reactor): If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.													
	Ionic Flare Shield: This model has a 4+ invulnerable save against shooting attacks, and a 5+ invulnerable save against melee attacks.													
	during i though if there this case more th weapon	its turn, at the e are ener e, it can an 1" av s witho	When a nd of its ny mode shoot th vay from ut suffer	Quest move i els with te enen trany fr ing the	oris Knig t must be vin 1" of i vy unit th iendly m	ht Styri more t t, as lon at is wi odels. I o its hit	x Falls I han 1" f g as all thin 1" c n additi rolls. F	Back, it c from all of the en of it or an on, the (inally, th	an even enemy u nemy mo ny other Questor ne Quest	ent phase and still shoo a move over enemy INI units. A Questoris Knig odels have the INFAN r visible enemy unit the is Knight Styrix can mo toris Knight Styrix only	FANTRY oht Styrix FRY keyw at is within ove and fi	models, can shoot rord. In range and re Heavy	and a second sec	
FACTION KEYWORDS	IMPE	RIUM,	QUES	FOR I	MPERI	ALIS,	<hou< td=""><td>SEHOI</td><td>.D></td><td></td><td>1. 18</td><td>1.2.</td><td></td></hou<>	SEHOI	.D>		1. 18	1.2.		
					ESTOR	-			-		1.0.0.0			



TITAN LEGIONS ARMY LIST

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

KEYWORDS

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

<TITAN LEGION>

All Titans belong to a Titan Legion.

Titan Legions datasheets have the **<TITAN LEGION>** keyword. When you include such a unit in your army, you must nominate which household that unit is from. You then simply replace the **<TITAN LEGION>** keyword in every instance on that unit's datasheet with the name of your chosen household. You can use any of the households that you have read about, or make up your own.

For example, if you were to include a Warhound Scout Titan in your army, and you decided it was from Legio Astorum, its **<TITAN LEGION>** Faction keyword is changed to **LEGIO ASTORUM**.

MACRO WEAPONS

The following weapons type is common to many of the ranged weapons available to the Titan Legions:

Macro Weapons

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

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

NAME M VS BS T W A Ld St A Warhound Scout Titan is a single model. It is equipped with two arm-mounted weapons selects 10 9 35 4 10 3.5 2.4 4.4 A Warhound Scout Titan is a single model. It is equipped with two arm-mounted weapons selects 10 3.5 2.4 4.4 4.4 2.4 4.4 4.4 2.4 4.4 4.6 2.4 4.4 4.6 2.4 4.4 4.4 4.6 2.4 4.4 4.4 6.4 5.4 4.4 5.4 4.4 4.6 2.4 4.4 4.6 2.4 4.4 4.6 2.4 4.4 4.6 2.4 4.4 4.6 2.4 4.4 4.6 2.4 4.4 4.6 2.4 4.4 4.6 2.4 4.4 4.6 2.4 7.2 7.2 7.2 7.2 7.2 7.2 7.2 7.2 7.2 7.2 7.2 7.2 7.2 7.2 7.2 7.2 7.2 7.2 7.2 7.2 7.2 7.2 7.2 7.2 7.2	¥ 75		WA	ARH	[0] T	JNI ITA) S N	CO	UT			change a		Titan's suffers damage in				
Warhound Scout Titan * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *	NAME	М	WS	BS	S	T	W	A	Ld	Sv			WS	BS	VOID SHIELI			
from the list in this datasheet as shown. It may also crush its enemies beneath its titanic stride. 9-15 6+ 6+ 4+ 6+ 6+ 6+ 6+ 6+ 6+ 6+ 6+ 6+ 6+ 6+ 6+ 6+ 6+ 6+ 6+ 6+ 7+ Deal turbo-laser destructor 96 Macro 2D3 16 -3 2D6 Any would roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target. Titan inferno gun 18" Heavy 4D6 7 -3 4 This weapon hits automatically inflicts an additional D3 mortal wounds on the target. Titan inferno gun 18" Heavy 2D6 8 -3 -3 -7 Overcharged 72" Macro 2D6 8 -3 -3 -7 When using this firing mode, for each hit roll of a 1, the Titan suffer a mortal wound and real 10 fhis weapon instead of 1. WARELAN UPTIONS - This model must take two of the following arm-mounted weapons: - Dual turbo-laser destructor - Titan plasma blastgun - Titan viaca mega-bolter - -1 -1 Make 3 hit rolls for each attack made with his weapon instead of 1. WARELAN UPTIONS - This model must take two of the following arm-mounted weapons: - Dual	Warhound Scout Titan	*	*	*	10	9	35	4	10	3+								
WIAPOIN RAUGE TYPE S AP D ABUITES Dual turbo-laser 96° Macro 2D3 16 -3 2D6 Any wound additional D3 mortal wounds on the target. Than inferno gun 18° Heavy 4D6 7 -3 4 This weapon hits automatically. Thian plasma blastgun This weapon has two firing modes, declare which is being used before the attack is made: - - Overcharged 72° Macro 2D6 8 -3 3 - - Overcharged 72° Macro 2D6 10 -4 4 When using this firing mode, for each hit roll of a 1, the Titan suffers a mortal wound after all of this weapon's shots have been resolved. These mortal wounds may not be stopped by the Titan's own void shields. Titan vulcan mega-bolter 72° Heavy 20 6 -3 2 - Titan vulcan mega-bolter 72° Heavy 20 6 -3 2 - Titan vulcan mega-bolter 72° Heavy 20 6 -3 2 - Titan vulcan mega-bolter 72° Heavy 20 6 -3 2 - Titan vulcan mega-bolter 7											▲ ·							
Dual turbo-laser 96" Macro 2D3 16 -3 2D6 Any wound and the state automatically inflicts an additional D3 mortal wounds on the target. Titan inferno gun 18" Heavy 4D6 7 -3 4 This weapon his automatically. Titan plasma blastgun This weapon hos unot off ring modes, declare which is being used before the attack is made: - - Overcharged 72" Macro 2D6 8 -3 3 - - Overcharged 72" Macro 2D6 10 -4 4 When using this firing mode, for each hit roll of a 1, the Titan vifers a mortal wound after all of this weapon's shorts have been resolved. These mortal wounds may not be stopped by the Titan's own void shields. Titan vulcan mega-bolter 72" Heavy 2D 6 -3 2 - Titan inferno gun - This model must take two of the following arm-mounted weapons: - Dual turbo-laser destructor - This model must take two of the following arm-mounted weapons: - Titan vilcan mega-bolter ABUINES Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing the model from the batter form the stopped where the attack is and stopped wounds. Flank Speed: When this model Advances, increase its Move characteristic by 12" instead of rolling a dice. Imprial God				•		_		_			· ·	-						
Titan plasma blastgun This weapon has two firing modes, declare which is being used before the attack is made: Normal 72" Macro 2D6 8 -3 3 - Overcharged 72" Macro 2D6 10 -4 4 When using this firing mode, for each hit roll of a 1, the Titan suffers a mortal wound after all of this weapon's shots have been resolved. These mortal wounds may not be supped by the Titan's own void shields. Titan vulcan mega-bolter 72" Heavy 20 6 -3 2 - Titan vulcan mega-bolter 72" Heavy 20 6 -3 2 - Titan vulcan mega-bolter 72" Heavy 20 6 -3 2 - WAREEAR DPTIONS • This model must take two of the following arm-mounted weapons: - Titan inferno gun - - • Titan vulcan mega-bolter • This model size ductary is resolved. Nake 3 hit rolls for each attack made with this weapon's shots have been the battlefield. On a 5+, it suffers a cataclysmic explosion, and each unit within 3D6" suffers D6 mortal wounds. RINTIES Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. On a 5+, it suffers a ductary models. Falve for an other y100" suffers D6 mortal wounds. RIA Speed: When this model Advanc	Dual turbo-laser					16		2D6	Any roll o	wound of a 6 ma	ade with this attack	k automa	tically i					
- Normal 72" Macro 2D6 8 -3 3 - - Overcharged 72" Macro 2D6 10 -4 4 When using this firing mode, for each hit roll of a 1, the Titan suffers a mortal wound after all of this weapon shots have been resolved. These mortal wounds may not be stopped by the Titan's own void shields. Titan vulcan mega-bolter 72" Heavy 20 6 -3 2 - Titanic stride Melee Melee User -3 3 Make 3 hit rolls for each attack made with this weapon instead of 1. WAREEAR OPTIONS - Titan plasma blastgun - Titan rulcan mega-bolter - Dual turbo-laser destructor - Titan valuan mega-bolter - Tatan valuan mega-bolter - Note chardswrine Explosion: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. On a 5+, it suffers a cataclysmic explosion, and each unit within 3D6" suffers D6 mortal wounds. Flank Speed: When this model Advances, increase its Move characteristic by 12" instead of rolling a dice. Imperial God-engine: A Warhound Scout Titan can Fall Back, it can move over enemy INFANTRY models, though at the end of its move it must be more than 1" away from all enemy units. A Warhound Scout Titan can fire its shooting weapons even if there are enemy models within 1" of its row awo, thind wound sen of the Heavy weapons without any penalty to its thir tolls. Intan void shields are represented by a unique kind of a swing throw which the cont	Titan inferno gun	18"	Hea	avy 4D6		7	-3	4	This	weapon	hits automatically	7.	-		38.6			
- Overcharged 72' Macro 2D6 10 -4 4 When using this firing mode, for each hit roll of a 1, the Titan suffers a mortal wound after all of this weapon's shots have been resolved. These mortal wound after all of this weapon's shots have been resolved. These mortal wound after all of this weapon's shots have been resolved. These mortal wound after all of this weapon's shots have been resolved. These mortal wound after all of this weapon's shots have been resolved. These mortal wound after all of this weapon's shots have been resolved. These mortal wound shots have been resolved. These mortal wounds been resolved	Titan plasma blastgun	This we	apon h	as two fir	ring mo	odes, decl	are wh	ich is bei	ng used	before	the attack is made	:			11			
Titan sulcan mega-bolter 72" Heavy 20 6 -3 2 - Titan cstride Melee Melee User -3 3 Make 3 hit rolls for each attack made with this weapon instead of 1. WAREFAR OPTIONS This model must take two of the following arm-mounted weapons: Dual turbo-laser destructor Than inferno gun Titan inferno gun Titan inferno gun Titan suffers a cataclysmic explosion, and each unit within 3D6' suffers D6 mortal wounds. Flank Speed: When this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. On a 5+, it suffers a cataclysmic explosion, and each unit within 3D6' suffers D6 mortal wounds. Flank Speed: When this model Advances, increase its Move characteristic by 12' instead of rolling a dice. Imperial God-engine: A Warbound Scout Titan can Fall Back in the Movement phase and still shoot and/or this case, it can shoot the enemy unit that is within 1' of it or any other visible enemy units. A Warbound Scout Titan can fire its shooting weapons even if fuer are enemy models. In addition, a Warbound Scout Titan can fire its shooting to its move it in use the more than 1'' away from all enemy units. A Warbound Scout Titan and Base enemy models are TITANIC. In this case, it can shoot the enemy unit that is within 1'' of it or any other visible enemy unit that is within range and more than 1'' away from all designed to defered, and absorb the inpact of high-energy attacks and missiles against them. In game terms, Titan ouly gains a bonus to its save in cover if at least half of the model is obscured to wide sheind the	- Normal	72"	Ma	cro 2D6		8	-3	3	-						1. Carl			
Titanic stride Mele Mele User -3 Make 3 hit rolls for each attack made with this weapon instead of 1. WARGEAR OPTIONS • This model must take two of the following arm-mounted weapons: Dual turbo-laser destructor Titan plasma blastgun Titan vulcan mega-bolter ABILITIES Catactysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. On a 5+, it suffers a cataclysmic explosion, and each unit within 3D6" suffers D6 mortal wounds. Flank Speed: When this model Advances, increase its Move characteristic by 12" instead of rolling a dice. Imperial God-engine: A Warhound Scout Titan Falls Back, it can move over enney INFANTRY models, though at the end of its move it must be more than 1" away from all enemy units. A Warhound Scout Titan can fire its shooting weapons even if there are enemy models within "unless those enemy models are TITANIC. In this case, it can shoot the model is obscured from the bearer. Than Void Shields: Titans are protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from their hulls in Jayers, and designed to deflect and absorb the impact of high-energy attacks and missiles against them. In game terms, Titan void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, Titan void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves they may also be used to negate mortal wounds. In t	- Overcharged	72"	Ma	cro 2D6		10	-4	4	Titar shots	n suffers s have be	a mortal wound a een resolved. Thes	after all o e mortal	f this we wound	eapon's	;			
Italiant struct Meter Deter -3 3 instead of 1. WARGEAR OPTIONS This model must take two of the following arm-mounted weapons:	Titan vulcan mega-bolter	72"	Hea	avy 20		6	-3	2	-						122			
 Dual turbo-laser destructor Titan plasma blastgun Titan inferno gun Titan vulcan mega-bolter ABILITIES Chataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. On a 5+, it suffers a cataclysmic explosion, and each unit within 3D6" suffers D6 mortal wounds. Flank Speed: When this model Advances, increase its Move characteristic by 12" instead of rolling a dice. Imperial God-engine: A Warhound Scout Titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Warhound Scout Titan Falls Back, it can move over enemy INFANTRY models, though at the end of its move it must be more than 1" away from all enemy units. A Warhound Scout Titan can fall back in the Movement phase and still shoot and/or charge during its turn. When a Warhound Scout Titan Falls Back, it can move over enemy INFANTRY models, though at the end of its move it must be more than 1" away from all enemy units. A Warhound Scout Titan can fare its shooting weapons even if there are enemy models within 1" oil tor any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, a Warhound Scout Titan can move and fire Heavy weapons without any penalty to its hit rolls. Finally, a Warhound Scout Titan on move and fire Heavy weapons without any penalty to its hit rolls. Finally, a Warhound Scout Titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer. Titan Void Shields: Titans are protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from ther. In game terms, Titan void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their	Titanic stride	Melee	Me	lee		User	-3	3			olls for each attack	t made w	ith this	weapo	on			
Flank Speed: When this model Advances, increase its Move characteristic by 12" instead of rolling a dice.Imperial God-engine: A Warhound Scout Titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Warhound Scout Titan Falls Back, it can move over enemy INFANTRY models, though at the end of its move it must be more than 1" away from all enemy units. A Warhound Scout Titan can fire its shooting weapons even if there are enemy models within 1" unless those enemy models are TITANIC. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, a Warhound Scout Titan can move and fire Heavy weapons without any penalty to its hit rolls. Finally, a Warhound Scout Titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.Titan Void Shields: Titans are protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from their hulls in layers, and designed to deflect and absorb the impact of high- energy attacks and missiles against them. In game terms, Titan void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable saves are unaffected by the AP of an attack, but unlike invulnerable saves they may also be used to negate mortal wounds. In this case however, roll one dice for each mortal wound that has been inflicted on the Titan, with the mortal wound being ignored if the save roll is passed. Titan void shields must be continuously reenergised and renewed in combat operations and so as the Titan is damaged, the defensive potential of its void shields is reduced (see the Damage table listed for the Titan).FRETION KEYWORDSIMPERIUM, ADEPTUS TITAN	ABILITIES	- Tit Catacly	an vulc v smic E	an mega- xplosion	: If this										-			
in combat operations and so as the Titan is damaged, the defensive potential of its void shields is reduced (see the Damage table listed for the Titan). FACTION KEYWORDS IMPERIUM, ADEPTUS TITANICUS, <titan legion=""></titan>		Flank S Imperia charge of though fire its s this cas and mo weapon cover if Titan V projecte energy saving t any form unaffec In this of	Speed: V al God- during is at the e shooting e, it can ore than is witho f at least Void Shi ed out a attacks chrow w m of att ted by t case how	When thi engine: its turn. V nd of its g weapon shoot th 1" away ut any po half of th elds: Tit t a distar and miss chich the ack excep he AP of wever, ro	s mode A Warł When a move i as even the ener from as enalty t he mod ans are nce fror siles aga contro pt from an atta all one c	el Advance nound Sce a Warhou t must be if there a ny unit the ny friend o its hit r lel is obso protecte n their he ninst ther lling play weapon tock, but u lice for ea	es, incl out Titand Sco e more re ener at is wi ly mod colls. Fin cured fi d by sp ulls in 1 n. In gaver can s with t nlike in ach mo	rease its i an can Fi ut Titan than 1" a ny mode thin 1" o els. In ac nally, a V oom the l ecialised ayers, an me term opt to us he Meleo ivulneral rtal wou	Move ch all Back Falls Ba way fro ls withi of it or a ldition, Varhour bearer. void sh d design s, Titan se instea e type. I ble save nd that	in the N ick, it can m all en- n 1" unlo ny other a Warho nd Scout hield gen ned to d void sh d of the ike invus s they m has beer	istic by 12" instead Movement phase a n move over enem emy units. A Warl ess those enemy m visible enemy un bund Scout Titan of Titan only gains a erators, near-impe eflect and absorb ields are represent ir normal save or i ilnerable saves, Tit ay also be used to n inflicted on the T	l of rollin nd still sh y INFAN hound Sc nodels are it that is can move a bonus t enetrable the impa ted by a u invulnera tan void a negate r Citan, wit	g a dice hoot an VTRY r cout Tit e TITA within r and fir o its sav barrier ct of hig mique l able sav shield s nortal v h the m	e. d/or nodels an car NIC. I range 'e Heav ve in cs of fc gh- cind o e again aves a vound nortal	n vy orce f nst re s.			
		in com	oat oper	ations ar	nd so as	s the Tita												
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NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	WS	BS	VOID SHIEL
Reaver Battle Titan	*	*	*	10	10	60	5	10	3+	50-60+	20"	4+	2+	3+
A Reaver Battle Titan is a sin and two arm-mounted weap It may also crush its enemie	oons selecte	ed from	the lists					weapon		35-49 20-34	18" 15"	4+ 5+	3+ 4+	4+ 5+
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILIT	IES	10-19	12"	5+	5+	6+
Apocalypse missile launcher	24"-360"	Hea	avy 12		7	-2	2	This v the be		1-9 n can target units t	10" hat are n	6+ ot visib	6+ le to	7+
Dual turbo-laser destructor	96"	Mao	cro 2D3		16	-3	2D6	auton		roll of a 6 made w ly inflicts an additi t.			woun	ıds
Incinerator missile bank	24"-360"	Hea	avy 10		6	-2	2	rolled this w throw	l for th veapon vs for b	ANTRY, the num is weapon is doubl do not gain any b being in cover. This ot visible to the be	ed. Unit onus to t weapon	s attack their sa	ed by ving	
Reaver gatling blaster	72"	Mae	cro 6		8	-3	3	Against INFANTRY units, each successful hit roll inflicted by this weapon instead becomes 3 hits.						
Reaver laser blaster	96"	Mao	cro 3D3		10	-3	2D6	auton		roll of a 6 made w ly inflicts an additi t.			woun	ıds
Reaver melta cannon	48"	Mae	cro 2D6		16	-4	6	-						
Reaver volcanno cannon	180"	Mae	cro D6		25	-5	12	-						
Titan inferno gun	18"	Hea	avy 4D6		7	-3	4	Thisy	veapor	n hits automatically	<i>.</i>			1
Titan plasma blastgun	This weap	on has t	two firin	g mode	es, declar	e which	is being	g used be	fore th	e attack is made:				5.50
- Normal	72"	Mae	cro 2D6		8	-3	3	-						
- Overcharged	72"	Mao	cro 2D6		10	-4	4	1, the weapo	Titan on's she ds may	this firing mode, suffers a mortal wo ots have been resol y not be stopped b	ound afte ved. The	er all of ese mor	this tal	
Titan vulcan mega-bolter	72"	Hea	avy 20		6	-3	2	-						1
Reaver chainfist	Melee	Mel	lee		x2	-5	10	Subtract 1 from hit rolls made with this weapon. Any wound roll of a 6 made with this attack on any VEHICLE , MONSTER or BUILDING automatically inflicts an additional 2D6 mortal wounds on the target.						
Reaver power fist	Melee	Mel	lee		x2	-5	10	If you have fist, so a 4+ t	slay a the TI elect ar hat un	VEHICLE or MC FANIC keyword w a enemy unit withing it suffers D6 mortant ris is thrown at it.	vith the H n 12" an	Reaver J d roll a	oower D6; o	n
Titanic stride	Melee	Mel	lee		User	-3	3	Make		olls for each attack	c made w	vith this	s weap	on

	in combat operations and so as the Titan is damaged, the defensive potential of its void shields is reduced (see the Damage table listed for the Titan).
	Titan Void Shields: Titans are protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from their hulls in layers, and designed to deflect and absorb the impact of high-energy attacks and missiles against them. In game terms, Titan void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, Titan void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves they may also be used to negate mortal wounds. In this case however, roll one dice for each mortal wound that has been inflicted on the Titan, with the mortal wound being ignored if the save roll is passed. Titan void shields must be continuously reenergised and renewed
ABILITIES	 Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. On a 5+, it suffers a cataclysmic explosion, and each unit within 3D6" suffers 2D6 mortal wounds. Icon of Imperial Might: All enemy models within 9" add an additional D6 to the result of any Morale tests. Imperial God-engine: A Reaver Battle Titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Reaver Battle Titan Falls Back, it can move over enemy INFANTRY models, though at the end of its move it must be more than 1" away from all enemy units. A Reaver Battle Titan can fire its shooting weapons even if there are enemy models within 1" unless those enemy models are TITANIC. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, a Reaver Battle Titan can move and fire Heavy weapons without any penalty to its hit rolls. Finally, a Reaver Battle Titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.
WARGEAR OPTIONS	 This model must take an option from the following list of carapace-mounted weapons: Dual turbo-laser destructor Titan plasma blastgun Titan inferno gun Titan vulcan mega-bolter Apocalypse missile launcher Incinerator missile bank This model must take two of the following arm-mounted weapons: Reaver gatling blaster Reaver gatling blaster Reaver laser blaster Reaver melta cannon Reaver chainfist

¥ 200					BAJ		.Е]			DAMAGE Some of a Warlor change as it suffe shown below:							
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	BS	VOID SHIEL			
Warlord Battle Titan	*	*	*	16	16	70	5	10	2+	60-70+	18"	4+	2+	3+			
A Warlord Battle Titan is a s										40-59	14"	4+	3+	4+			
two arm-mounted weapons										20-39	12"	5+	4+	4+			
two ardex-defensor mauler l It may also crush its enemies						ensor tw	in lasca	innon tu	rrets.	10-19	10"	5+	4+	5+			
WEAPON	RANGE	ТҮРЕ			S	AP	D	ABILITI	FS	1-9	8"	6+	5+	6+			
Apocalypse missile	24"-360"	Heav	ry 12		7	-2	2	_	reapon c	an target units that	are not	visible	to				
Ardex-defensor maulers	36"	Heav	ry 6		6	-2	2			acks with this weap nodifiers.	on hit o	n a 5+					
Ardex-defensor twin lascannon	48"	Heav	ry 2		9	-3	D6	regard	less of n	acks with this weap nodifiers. These wea the Titan.			fire a	t in the second			
Belicosa volcano cannon	180"	Macı	ro D6		30	-6	12	Any w autom the tar	atically	ll of a 6 made with inflicts an addition	this atta al D6 mo	ck ortal wo	ounds	on			
Dual turbo-laser destructor	96"	Macı	to 2D3		16	-3	2D6			ll of a 6 made with t itional D3 mortal w				ly			
Incinerator missile bank	24"-360"	Heav	ry 10		6	-2	2	Agains for this do not cover.	st INFA s weapo gain an	NTRY, the number n is doubled. Units by bonus to their sav apon can target uni	of succe attacked ving three	essful h l by this ows for	its rol s weap being	on in			
Mori quake cannon	24"-360"	Macı	ro 3D6		20	-5	6	charac		this weapon must halve their Move c and cannot Advance in their following hase.							
Reaver gatling blaster	72"	Macı	co 6		8	-3	3			NTRY units, each successful hit roll is weapon instead becomes 3 hits.							
Reaver laser blaster	96"	Macı	ro 3D3		10	-3	2D6			ll of a 6 made with t itional D3 mortal w				ly			
Saturnyne lascutter (shooting)	18"	Heav	ry 1		12	-4	6	may in target roll to of 12 h	nmediat unit, if t hit again nits has t	rolled a successful i ely roll for an additi his additional hit ro n and again until eit been achieved. After mined for the weap	onal hit ll is succ her you the tota	against essful, y miss or l numb	the sa ou ma a tota er of h	me ay l			
Saturnyne lascutter (melee)	Melee	Mele	e		20	-5	12	agains		ll failed hit rolls rol with the MONSTI word.							
Sunfury plasma annihilator	72"	Macı	ro 2D6		10	-4	2D6	every o	other ur	g all damage on the nit within 6" of the t rs D3 hits using the	arget un	it; on a	4+ th				
Titan plasma blastgun	This weap	oon has	two firir	ng mo	des, decla	are whic	h is bei			he attack is made:				1924			
- Normal	72"	Macı	ro 2D6		8	-3	3	-									
- Overcharged	72"		ro 2D6		10	-4	4	Titan s shots l be stop	suffers a nave bee	nis firing mode, for mortal wound afte en resolved. These n the Titan's own voi	r all of th nortal w	his weaj ounds 1	pon's	188			
Titan vulcan mega-bolter	72"	Heav	•		6	-3	2	-									
Twin Titan mega-bolter	72"	Heav	ry 40		6	-3	2	-			C	11	a				
Warlord gatling blaster	72"	Macı	ro 12		8	-3	3	Agains this we	st INFA eapon ir	NTRY units, each s istead becomes 3 hi	uccessfu its.	u hit in	Ilicted	by			
Arioch Titan power claw	Melee	Mele	e		x2	-5	12	If you the TI claw, s 4+ tha	slay a V TANIC elect an t unit su	EHICLE or MONS keyword with the A enemy unit within iffers D6 mortal wo rown at it.	TER that Arioch T 12" and	ʻitan po roll a E	wer 06; on	a			
Greater titanic stride	Melee	Mele	e		User	-4	3	Make - instead		ls for each attack m	ade witł	n this w	eapon				

	Damage table listed for the Titan).
	Titan Void Shields: Titans are protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from their hulls in layers, and designed to deflect and absorb the impact of high-energy attacks and missiles against them. In game terms, Titan void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, Titan void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves they may also be used to negate mortal wounds. In this case however, roll one dice for each mortal wound that has been inflicted on the Titan, with the mortal wound being ignored if the save roll is passed. Titan void shields must be continuously reenergised and renewed in combat operations and so as the Titan is damaged, the defensive potential of its void shields is reduced (see the
ABILITIES	 Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. On a 5+, it suffers a cataclysmic explosion, and each unit within 3D6" suffers 2D6 mortal wounds. Icon of Imperial Might: All enemy models within 9" add an additional D6 to the result of any Morale tests. Imperial God-engine: A Warlord Battle Titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Warlord Battle Titan Falls Back, it can move over enemy INFANTRY models, though at the end of its move it must be more than 1" away from all enemy units. A Warlord Battle Titan can fire its shooting weapons even if there are enemy models within 1" unless those enemy models are TITANIC. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, a Warlord Battle Titan can move and fire Heavy weapons without any penalty to its hit rolls. Finally, a Warlord Battle Titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.
WARGEAR OPTIONS	 This model must take an option from the following list of carapace-mounted weapons: Dual turbo-laser destructor Titan plasma blastgun Twin Titan mega-bolter Reaver laser blaster Reaver gatling blaster Apocalypse missile launcher Incinerator missile bank This model must take two of the following arm-mounted weapons: Sunfury plasma annihilator Mori quake cannon Saturnyne lascutter Arioch Titan power claw with inbuilt Titan mega-bolter Warlord gatling blaster



ASTRA MILITARUM POINTS VALUES

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

astra militarum un	NITS		ASTRA MILITARUM UN	ITS	
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not Include wargear)	UNIT	MODELS PER UNIT	PDINTS PER MDDEL (Does not Include wargear)
Aquila Lander	1	110	Leman Russ Conqueror	1-3	110
Arkurian Pattern Stormblade	1	400	Leman Russ Stygies Vanquisher	1-3	165
Arkurian Pattern Stormhammer	1	390	Lightning Strike Fighter	1	95
Arkurian Pattern			Macharius Heavy Tank	1	345
Stormsword	1	390	Macharius Omega	1	355
Armageddon Pattern Basilisk	1-3	115	Macharius Vanquisher Macharius Vulcan	1	360 350
Armageddon Pattern Medusa	1-3	103	Malcador Annihilator	1	200
Artemia Pattern	1.0	100	Malcador Defender	1	200
Hellhound	1-3	100	Malcador Heavy Tank	1	190
Arvus Lighter	1-3	115	Malcador Infernus	1	312
Atlas Recovery Tank	1	90	Manticore Battery	1-3	80
Avenger Strike Fighter	1	125	Marauder Bomber	1	252
Centaur Light Carrier	1	46	Marauder Destroyer	1	146
Colossus Bombard	1-3	150	Medusa Carriage Battery		
Crassus Armoured	1	200	- Medusa Carriage	1-3	80
Assault Vehicle Cyclops			- Guardsman Crew	4-12	4
Demolition Vehicle	1-3	40	Minotaur Artillery Tank	1	280
Dominus Armoured Siege Bombard	1	450	Praetor Armoured Assault Launcher	1	350
Earthshaker Battery	1-3	80	Primaris Redoubt	1	300
Earthshaker Carriage Battery			Rapier Laser Destroyer - Rapier Laser Destroyer	1	70
- Earthshaker Carriage	1-3	75	- Guardsmen Crew	2	4
- Guardsman Crewman	4-12	4	Sabre Weapons Battery	1-3	20
Gorgon Heavy Transporter	1	350	Salamander Command Vehicle	1	75
Griffon Mortar Carrier	1-3	70	Salamander Scout Tank	1-3	55
Gryphonne	1	75	Sentinel Powerlifters	1-3	45
Pattern Chimera Hades Breaching Drill Squ		75	Stygies Destroyer	1-3	170
- Hades Breaching Drill	1	65	Tank Hunter Stygies Thunderer		
- Veterans	10	6	Siege Tank	1-3	170
Heavy Mortar Battery	10	Ŭ	Tarantula Battery	1-3	10
- Heavy Mortar	1-3	60	Tauros Assault Vehicle	1-3	37
- Guardsman Crew	3-9	4	Tauros Venator	1-3	46
Heavy Quad Launcher Bat			Thunderbolt Heavy Fighter	1	100
- Heavy Quad Launcher	1-3	73	Trojan Support Vehicle	1	90
- Guardsman Crew	3-9	4	Valdor Tank Hunter	1	370
Hydra Battery	1-3	90	Vendetta Gunship	1-3	110
Imperial Fortress Walls	1	400	Vulture Gunship	1-3	112
Leman Russ Annihilator	1-3	132			

	ΔΠΟΝΟ
ASTRA MILITARUM RANGED WE	
WEAPON Air defence missiles	POINTS PER WEAPON
Artemia inferno cannon	0
	15
Autocannon	
Avenger bolt cannon	0
Battle cannon	22
Bolt pistol	1
Co-axial multi-laser	0
Co-axial storm bolter	0
Colossus siege mortar	0
Conqueror battle cannon	25
Cyclops demolition charge	0
Defensive heavy stubber	0
Demolisher cannon	40
Dominus triple bombard	0
Dual turbo-laser destructor	0
Earthshaker cannon	0
Flamer	7
Frag grenade	0
Gorgon mortar	0
Grenade launcher	5
Griffon heavy mortar	0
Heavy bolter	8
Heavy flamer	17
Heavy laser destroyer array	0
Heavy mortar	0
Heavy quad launcher	0
Heavy stubber	4
Hellfury missile	15
Hellstrike missile	20
Hunter-killer missile	6
Hydra quad autocannon	0
Icarus lascannon	25
Icarus quad lascannon	100
Inferno gun	0
Krak grenade	0
Lascannon	20
Laser destroyer	0
Lasgun	0
Lasgun array	0
Laspistol	0
Long-barrelled autocannon	20
Macharius battle cannon	0
Macharius vanquisher cannon	0
Macharius vulcan mega-bolter	0
Manticore missile	10
Medusa siege cannon	0
Medusa siege gun	0
Meltagun	12
Missile launcher	20
Multi-laser	10
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ASTRA MILITARUM RANGED WEAP	ONS
WEAPON	POINTS PER WEAPON
Multi-melta	20
Multiple rocket pod	11
Neutron laser projector	0
Omega pattern plasma blastgun	0
Plasma blastgun	0
Plasma cannon	15
Plasma gun	7
Plasma pistol	5
Praetor launcher	0
Quad-gun	30
Shotgun	0
Sky eagle rocket	10
Skystrike missile	15
Storm bolter	2
Stormhammer cannon	0
Stormsword siege cannon	0
Stygies Vanquisher battle cannon	0
Tauros grenade launcher	20
Twin assault cannon	35
Twin autocannon	25
Twin battle cannon	0
Twin earthshaker cannon	0
Twin heavy bolter	14
Twin heavy flamer	30
Twin heavy stubber	7
Twin lascannon	40
Twin long-barrelled autocannon	35
Twin multi-laser	18
Twin punisher gatling cannon	40
Whirlwind castellan launcher	25
Whirlwind vengeance launcher	30

ASTRA MILITARUM MELEE WEAPONS						
WEAPON	POINTS PER WEAPON					
Adamantium tracks	0					
Chainsword	0					
Melta-cutter drill	0					
Power axe	5					
Power fist	10					
Power sword	4					
Powerlifter	0					

ASTRA MILITARUM OTHER WARGEAR							
WEAPON	POINTS PER WEAPON						
Cluster of heavy bombs	30						
Cluster of hellstorm bombs	40						
Cluster of tactical bombs	20						
Defence searchlight	0						

ASTRA MILITARUM WARGEAR

ASTRA MILITARUM RAN	RANGE		C	AP	п	
WEAPON	RANGE	ТҮРЕ	S	<u> </u>		ABILITIES
Air defence missiles	48"	Heavy D3	8	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
Artemia inferno cannon	16"	Heavy D6	6	-1	2	This weapon automatically hits its target. Roll two dice for the number of attacks when firing this weapon and discard the lowest result.
Autocannon	48"	Heavy 2	7	-1	2	-
Avenger bolt cannon	36"	Heavy 8	6	-2	1	-
Battle cannon	72"	Heavy D6	8	-2	D3	_
Bolt pistol	12"	Pistol 1	4	0	1	-
Co-axial multi-laser	36"	Heavy 3	6	0	1	_
Co-axial storm bolter	24"	Rapid Fire 2	4	0	1	-
Colossus siege mortar	240"	Heavy 2D6	6	-2	D3	This weapon can target units that are not visible to the bearer. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Conqueror battle cannon	48"	Heavy D6	8	-2	D3	-
Cyclops demolition charge	*	Heavy 2D6	9	-2	D3	This weapon automatically hits its target. This weapon may only be used once per battle.
Defensive heavy stubber	8"	Heavy 3	4	0	1	Add 1 to all hit rolls made for this weapon against targets that can FLY .
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's type to Heavy D6
Dominus triple bombard	When atta	cking with this v	weapon,	choose	one of tl	he profiles below:
- Mobile	36"	Heavy 2D6	10	-2	D3	This weapon can target units that are not visible to the bearer.
- Stationary	60"	Heavy 3D6	10	-3	D6	This profile may only be chosen if this model did not move in the preceding Movement phase. This weapon can target units that are not visible to the bearer.
Dual turbo-laser destructor	96"	Macro 2D3	16	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Earthshaker cannon	240"	Heavy D6	9	-2	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Gorgon mortar	48"	Heavy 2D6	5	-1	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Grenade launcher	When atta	cking with this v	weapon,	choose	one of tl	he profiles below:
- Frag grenade	24"	Assault D6	3	0	1	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Griffon heavy mortar	48"	Heavy D6	6	-1	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy laser destroyer array	60"	Heavy D3	9	-3	D6	-
Heavy mortar	48"	Heavy D6	6	-1	D3	This weapon can target units that are not visible to the bearer.
Heavy quad launcher	48"	Heavy 4D6	5	0	1	This weapon can target units that are not visible to the bearer.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hellfury missile	72"	Heavy 2D6	4	0	1	-
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.

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ASTRA MILITARUM RA			_		_	
WEAPON	RANGE	ТҮРЕ	S	AP		ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Hydra quad autocannon	72"	Heavy 8	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
Icarus lascannon	96"	Heavy D6	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
Icarus quad lascannon	96"	Heavy 4D6	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
Inferno gun	When atta	cking with this v	weapon,	use the	profile t	hat matches the fuel that the model has:
- Chemical fuel	16"	Heavy 2D6	*	-3	1	This weapon automatically hits its target. In addition, it wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
- Flammable fuel	16"	Heavy 2D6	7	-2	2	This weapon automatically hits its target.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's Damage is increased to 2D6. On a result of a '6', the weapon's Damage is increased to 3D6.
Lasgun	24"	Rapid Fire 1	3	0	1	-
Lasgun array	24"	Rapid Fire 3	3	0	1	This weapon can only be fired if a unit is embarked upon the vehicle equipped with it.
Laspistol	12"	Pistol 1	3	0	1	-
Long-barrelled autocannon	72"	Heavy 2	7	-1	D3	-
Macharius battle cannon	72"	Heavy 2D6	8	-2	D6	-
Macharius vanquisher cannon	When att	acking with this	weapon	, choose	one of t	he profiles below:
- Blast shells	72"	Heavy 2D6	8	-2	D3	-
- Armour piercing shells	72"	Heavy 2	9	-3	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Macharius vulcan mega-bolter	60"	Heavy 15	6	-2	2	If this model does not move during the Movement phase, in the preceding Shooting phase, change this weapon's Type to Heavy 30 until the end of the turn.
Manticore missile	300"	Heavy D6	9	-3	D6	Each Manticore missile can only be fired once per battle.
Medusa siege cannon	36"	Heavy D6	10	-3	D3	This weapon can target units that are not visible to the bearer.
Medusa siege gun		-	-			ne profiles below:
- Standard shells	36"	Heavy D6	10	-3	D3	This weapon can target units that are not visible to the bearer.
- Breacher shells	48"	Heavy D6	10	-3	D3	When attacking a BUILDING , increase this weapon's Damage characteristic to D6.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher		•	-			ne profiles below:
- Frag missile	48"	Heavy D6	4	0	1 D(-
– Krak missile Multi-laser	48" 36"	Heavy 1 Heavy 3	8 6	-2 0	D6 1	-
		•	0	0		- If the target is within half range of this weapon, roll two dice
Multi-melta	24" 72"	Heavy 1	8 5	-4 -1	D6 1	when inflicting damage with it and discard the lowest result.
Multiple rocket pod	72	Heavy D6	5	-1	1	- Any VEHICLE which suffers wounds from this weapon but
Neutron laser projector	72"	Heavy 2D3	14	-4	D6	is not slain must subtract 1 from its Shooting hit roll until the end of its controlling player's next turn.
Omega pattern plasma blastgun	When att	acking with this	weapon	, choose	one of t	he profiles below.
- Pulsed bolts	60"	Heavy 2D6	8	-3	2	-
- Maximal bolts	60"	Heavy 2D6	9	-3	3	On a hit roll of a 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.

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ASTRA MILITARUM RA				4.17	P	
WEAPON	RANGE	ТҮРЕ	S	AP		ABILITIES
Plasma blastgun		-				ne profiles below:
- Standard	72"	Heavy 2D6	8	-3	2	-
- Supercharged	96"	Heavy 2D6	9	-3	3	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Plasma cannon		•	veapon,		one of th	ne profiles below:
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharged	48"	Heavy 2	8	-3	2	On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma gun	When attac	cking with this v	veapon,	choose	one of th	ne profiles below:
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharged	24"	Rapid Fire 1	8	-3	3	On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attac	cking with this v	veapon,	choose	one of th	e profiles below:
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharged	12"	Pistol 1	8	-3	3	On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved.
Praetor launcher	When atta	cking with this v	veapon,	choose	one of th	ne profiles below:
- Foehammer	12"-120"	Heavy 2D6	8	-2	D6	• _
- Firestorm	12"-120"	Heavy 2D6	6	-2	2	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
- Pilum	72"	Heavy D6	8	-2	D6	This model may add 1 to all hit rolls when attacking a model with the FLY keyword.
Quad-gun	48"	Heavy 8	7	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Sky eagle rocket	120"	Heavy 1	9	-3	D6	Each sky eagle missile can only be fired once per battle. Add 1 to all hit rolls made for this weapon against targets that can FLY . When attacking a model that can FLY this model can re-roll failed hit rolls with this weapon.
Skystrike missile	60"	Heavy 1	7	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Stormhammer cannon	60"	Heavy D6	9	-3	D6	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Re-roll damage rolls of a 1 for this weapon.
Stormsword siege cannon	36"	Heavy D6	10	-4	D6	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. Re-roll damage rolls of a 1 for this weapon,
Stygies Vanquisher battle cannon	72"	Heavy 1	8	-3	D6	If this model did not move this turn, add 1 to all hit rolls with this weapon during the Shooting phase. Roll two dice when inflicting damage with this weapon and discard the lowest result.
Tauros grenade launcher	When attac	cking with this v	veapon,	choose	one of th	ne profiles below:
- Frag grenade	36"	Assault 2D6	3	0	1	-
– Krak grenade	36"	Assault 2	6	-1	D3	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin battle cannon	72"	Heavy 2D6	8	-2	D3	-
Twin earthshaker cannon	240"	Heavy 2D6	9	-2	D3	Roll four dice for the number of attacks when firing this weapon and discard the two lowest results. This weapon can target units that are not visible to the bearer.
Twin heavy bolter	36"	Heavy 6	5	-1	1	_
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Twin heavy stubber	36"	Heavy 6	4	0	1	_
Twin lascannon	48"	Heavy 2	9	-3	D6	

ASTRA MILITARUM RANGED WEAPONS								
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Twin long-barrelled autocannon	72"	Heavy 4	7	-1	D3	-		
Twin multi-laser	36"	Heavy 6	6	0	1	-		
Twin punisher gatling cannon	24"	Heavy 40	5	0	1	-		
Whirlwind castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units that are not visible to the firing model.		
Whirlwind vengeance launcher	72"	Heavy 2D3	7	-1	2	This weapon can target units that are not visible to the firing model.		

ASTRA MILITARUM MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Melta-cutter drill	Melee	Melee	x2	-4	D3	When making attacks against a VEHICLE , roll D6 for the Damage instead of D3.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
Powerlifter	Melee	Melee	x2	-2	D3	-

DEATH KORPS OF KRIEG POINTS VALUES

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

DEATH KORPS OF KRIEG UNITS

UNIT	MODELS PER UNIT	PDINTS PER MODEL (Does not include wargear)
Death Korps of Krieg Command Squad	4	7
Death Korps Commissar	1	30
Death Korps Death Rider Command Squadron	4	15
Death Korps Death Rider Commissar	1	50
Death Korps Death Rider Squadron	5-10	14
Death Korps Death Rider Squadron Commander	1	38
Death Korps Combat Engineer Squad	5-10	7
Death Korps Field Officer	1	23
Death Korps Centaur Light Assault Carrier	1	46
Death Korps Grenadier Storm Squad	5-10	8
Death Korps Heavy Weapons Squad	3	5
Death Korps Infantry Squad	10	5
Death Korps Leman Russ Mars Alpha Battle Tanks	1-3	132
Death Korps Marshal	1	37
Death Korps Marshal Karis Venner	1	55
Death Korps Quartermaster	Cadre	
- Quartermaster Revenant	1	33
- Medicae Servitor	2-4	2
Death Korps Storm Chimera	1	80

DEATH KORPS OF KRIEG RANGED V	
WEAPONS	POINTS PER WEAPON
Acid gas bomb	0
Autocannon	15
Battle cannon	22
Bolt pistol	1
Boltgun	1
Co-axial heavy stubber	0
Co-axial storm bolter	0
Conquerer battle cannon	25
Demolisher cannon	40
Demolition charge	5
Eradicator nova cannon	25
Executioner plasma cannon	20
Exterminator autocannon	25
Flamer	7
Frag grenade	0
Grenade launcher	5
Heavy bolter	8
Heavy flamer	17
Heavy stubber	4
Hot-shot lasgun	1
Hot-shot laspistol	1
Hunter-killer missile	6
Krak grenade	0
Krieg combat shotgun	1
Lascannon	20
Lasgun	0
Lasgun array	0
Laspistol	0
Melta bomb	3
Meltagun	12
Missile launcher	20
Mole launcher	18
Mortar	5
Multi-laser	10
Multi-melta	20
Multiple rocket pod	11
Plasma cannon	15
Plasma gun	7
Plasma pistol	5
Punisher gatling cannon	20
Storm bolter	2
Twin lascannon	40
Vanquisher battle cannon	25

DEATH KORPS OF KRIEG MELEE WEAPONS						
WEAPON	POINTS PER WEAPON					
Chainsword	0					
Death Korps hunting lance	2					
Medical scalpels	0					
Power axe	5					
Power fist	10					
Power maul	4					
Power sword	4					
Savage claws	0					

DEATH KORPS OF KRIEG OTHER WARGEAR 👝						
WEAPON	POINTS PER WEAPON					
Medi-pack	10					
Memento Mori	10					
Platoon standard	5					
Regimental standard	5					
Vox-caster	5					

DEATH KORPS OF KRIEG WARGEAR

DEATH KORPS OF KRIE	G RANGED	WEAPONS		122100				
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES		
Acid gas bomb	6"	Grenade 1	*	-2	D3	This weapon wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.		
Autocannon	48"	Heavy 2	7	-1	2	-		
Battle cannon	72"	Heavy D6	8	-2	D3	-		
Bolt pistol	12"	Pistol 1	4	0	1	-		
Boltgun	24"	Rapid Fire 1	4	0	1	-		
Co-axial heavy stubber	36"	Heavy 3	4	0	1	-		
Co-axial storm bolter	24"	Rapid Fire 2	4	0	1	-		
Conqueror battle cannon	48"	Heavy D6	8	-2	D3	-		
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.		
Demolition charge	6"	Grenade D6	8	-3	D3	Each demolition charge can only be used once per battle.		
Eradicator nova cannon	36"	Heavy D6	6	-2	D3	Units attacked by this weapon do not gain any bonus to their saving throw for being in cover.		
Executioner plasma cannon	When attacking with this weapon, choose one of the profiles below:							
- Standard	36"	Heavy D6	7	-3	1	-		
- Supercharge	36"	Heavy D6	8	-3	2	If you make one or more hit rolls of a 1, the bearer suffers D6 mortal wounds after all of this weapon's shots have been resolved.		
Exterminator autocannon	48"	Heavy 4	7	-1	2	-		
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.		
Frag grenade	6"	Grenade D6	3	0	1	-		
Grenade launcher	When atta	cking with this v	veapon	, choose	one of t	he profiles below:		
– Frag grenade	24"	Assault D6	3	0	1	-		
– Krak grenade	24"	Assault 1	6	-1	D3	-		
Heavy bolter	36"	Heavy 3	5	-1	1	-		
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.		
Heavy stubber	36"	Heavy 3	4	0	1	-		
Hot-shot lasgun	18"	Rapid Fire 1	3	-2	1	-		
Hot-shot laspistol	6"	Pistol 1	3	-2	1	-		
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.		
Krak grenade	6"	Grenade 1	6	-1	D3	-		
Krieg combat shotgun	When atta	cking with this v	veapon	, choose o	one of t	he profiles below:		
- Solid shot	12"	Assault 2	4	0	1	-		
- Carcass shot	12"	Assault 2	*	0	2	This weapon wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+. On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Lascannon	48"	Heavy 1	9	-3	D6	-		

NEATH KARDS AF VOICE	DEATH KORPS OF KRIEG RANGED WEAPONS 🗩							
WEAPON			<mark>)</mark> S	AP	D	ABILITIES		
Lasgun	24"	Rapid Fire 1	3	0	1	-		
Lasgun array	24"	Rapid Fire 3	3	0	1	This weapon can only be fired if a unit is embarked upon the vehicle equipped with it.		
Laspistol	12"	Pistol 1	3	0	1	-		
Melta bomb	4"	Grenade 1	8	-4	D6	-		
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Missile launcher	When 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	-		
Mole launcher	24"	Heavy D6	5	-1	1	This weapon does not require line of sight to its target. If this weapon inflicts any unsaved wounds on an enemy unit, that unit cannot Advance in its Movement phase unless it can FLY .		
Mortar	48"	Heavy D6	4	0	1	This weapon can target units that are not visible to the bearer.		
Multi-laser	36"	Heavy 3	6	0	1	-		
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Plasma cannon	When attacking with this weapon, choose one of the profiles below:							
- Standard	36"	Heavy D3	7	-3	1	-		
- Supercharge	36"	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Plasma gun	When atta	cking with this w	veapon,	choose	one of t	he profiles below:		
- Standard	24"	Rapid Fire 1	7	-3	1	-		
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Plasma pistol	When atta	cking with this w	zeapon,	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 is slain.		
Punisher gatling cannon	24"	Heavy 20	5	0	1	-		
Storm bolter	24"	Rapid Fire 2	4	0	1	-		
Twin lascannon	48"	Heavy 2	9	-3	D6	-		
Vanquisher battle cannon	72"	Heavy 1	8	-3	D6	Roll two dice when inflicting damage with this weapon and discard the lower result.		

DEATH KORPS OF KRIEG MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Death Korps hunting lance	Melee	Melee	+2	-2	D3	A model may only attack with this weapon on a turn in which it has charged.
Medical scalpels	Melee	Melee	User	0	1	This weapon wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Savage claws	Melee	Melee	4	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make two additional attacks using this weapon's profile.

ELYSIAN DROP TROOPS POINTS VALUES

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

ELYSIAN DROP TROOPS UNITS								
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not Include wargear)						
Elysian Command Squad	4	7						
Elysian Company Commander	1	40						
Elysian Drop Sentinels	1-3	40						
Elysian Drop Trooper Squad	10	5						
Elysian Heavy Weapons Squad	3	5						
Elysian Lord Commissar	1	60						
Elysian Platoon Commander	1	30						
Elysian Sniper Squad	3	5						
Elysian Special Weapons Squad	6	5						
Elysian Veteran Squad	10	7						
Valkyrie Sky Talon	1	130						

ELYSIAN DROP TROOPS OTHER WARGEAR 💭

UNIT	POINTS PER ITEM
Breacher charge	25
Medi-pack	10
Regimental standard	5
Vox-caster	5

ELYSIAN DROP TROOPS RANGED WEAPONS						
WEAPON	POINTS PER WEAPON					
Bolt pistol	1					
Boltgun	1					
Flamer	7					
Frag grenade	0					
Grenade launcher	5					
Heavy bolter	8					
Heavy flamer	17					
Hellstrike missile	20					
Hunter-killer missile	6					
Krak grenade	0					
Lasgun	0					
Laspistol	0					
Melta bomb	0					
Meltagun	12					
Missile launcher	20					
Mortar	5					
Multi-melta	20					
Multiple rocket pod	11					
Plasma gun	7					
Plasma pistol	5					
Shotgun	0					
Sniper rifle	2					
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ELYSIAN DROP TROOPS MELEE WEAPONS					
WEAPON	POINTS PER WEAPON				
Lascutter	10				
Power fist	10				
Power sword	4				

ELYSIAN DROP TROOPS WARGEAR

ELYSIAN DROP TROOP	'S RANGED	WEAPONS				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Grenade launcher	When atta	cking with this v	veapon,	, choose	one of t	he profiles below:
- Frag grenade	24"	Assault D6	3	0	1	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lasgun	24"	Rapid Fire 1	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Melta bomb	4"	Grenade 1	8	-4	D6	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher	When atta	cking with this v	veapon,	, choose	one of t	he profiles below:
- Frag missile	48"	Heavy D6	4	0	1	-
– Krak missile	48"	Heavy 1	8	-2	D6	-
Mortar	48"	Heavy D6	4	0	1	This weapon can target units not visible to the bearer.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Multiple rocket pod	72"	Heavy D6	5	-1	1	-
Plasma gun	When atta	cking with this v	veapon,	, choose	one of t	he profiles below:
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharged	24"	Rapid Fire 1	8	-3	3	On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When atta	cking with this v	weapon,	, choose	one of t	he profiles below:
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharged	12"	Pistol 1	8	-3	3	On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved.
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Sniper rifle	36"	Heavy 1	4	0	1	A model firing a sniper weapon can target an enemy CHARACTER even if they are not the closest enemy unit. If you roll a wound roll of a 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.

ELYSIAN DROP TROOPS MELEE WEAPONS								
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES		
Breacher charge	Melee	Melee	*	*	*	A model with a breacher charge may use it in the Fight phase instead of attacking normally. If it does this, roll a dice. On a 4+, it inflicts D3 mortal wounds on one enemy unit in the fight; if this is a VEHICLE , BUILDING or a MONSTER , it will instead inflict D6 mortal wounds.		
Lascutter	Melee	Melee	9	-3	D3	When attacking with this weapon, a model may only ever make a single attack.		
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Power sword	Melee	Melee	User	-3	1	-		

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RENEGADES AND HERETICS POINTS VALUES

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

UNITS		
UNIT	MODELS PER UNIT	PDINTS PER MODEL (Does not Include wargear)
Renegade Disciple Squad	5-15	6
Renegade Marauder Squad		
- Marauder	5-10	6
- Brute	0-2	30
Renegade Ogryn Beast Handlers		
- Ogryn Pack Master	1	30
- Chaos Mauler Hounds	3-6	10
Renegade Ogryn Brutes	1-5	30
Renegade Plague Ogryns	3-6	25
Renegade Heavy Weapons Squad	3-6	3
Malefic Lord	1	30
Renegade Command Squad	4	6
Renegade Commander	1	25
Renegade Enforcer	1	30
Rogue Psyker Coven	5	20
Renegade Mutant Rabble	10-50	4
Chaos Spawn	1-5	33
Renegade Militia Squad	10-20	4
Renegade Cultists	10-30	5

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

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Bare hands	0
Befouled fangs and claws	0
Brutal assault weapon	0
Chainsword	0
Hideous mutations	0
Mauler goad	1
Ogryn weapon	1
Ogryn power drill	10
Plague claws	1
Power axe	5
Power fist	10
Power maul	4
Power sword	4
Ripper claw	3

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Autocannon	15
Autogun	0
Autopistol	0
Bolt pistol	1
Boltgun	1
Flamer	7
Frag grenade	0
Grenade launcher	5
Heavy bolter	8
Heavy stubber	4
Krak grenade	0
Lascannon	20
Lasgun	0
Laspistol	0
Meltagun	12
Missile launcher	20
Mortar	5
Plasma gun	7
Plasma pistol	5
Shotgun	0
Sniper rifle	2
Stub gun	0

OTHER WARGEAR	
UNIT	POINTS PER ITEM
Banner of Hate	10
Banner of the Apostate	10
Chaos sigil	10
Command vox net	10
Vox-caster	5

RENEGADES AND HERETICS WARGEAR

RENEGADES AND HERETICS RANGED WEAPONS							
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES	
Autogun	24"	Rapid Fire 1	3	0	1	-	
Autopistol	6"	Pistol 1	3	0	1	-	
Autocannon	48"	Heavy 2	7	-1	2	-	
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Demolition charge	6"	Grenade D6	8	-3	D3	Each demolition charge can only be used once per battle.	
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Grenade launcher	When atta	cking with this v	veapon,	choose	one of tl	ne profiles below:	
- Frag grenade	24"	Assault D6	3	0	1	-	
– Krak grenade	24"	Assault 1	6	-1	D3	-	
Heavy bolter	36"	Heavy 3	5	-1	1	-	
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.	
Heavy stubber	36"	Heavy 3	4	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Lascannon	48"	Heavy 1	9	-3	D6	-	
Lasgun	24"	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	
Melta bomb	4"	Grenade 1	8	-4	D6	-	
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	
Missile launcher When attacking with this weapon, choose one of the profiles below:							
- Frag missile	48"	Heavy D6	4	0	1	-	
- Krak missile	48"	Heavy 1	8	-2	D6	-	
Mortar	48"	Heavy D6	4	0	1	This weapon can target units that are not visible to the bearer.	
Plasma gun	When atta	cking with this v	veapon,	choose	one of tl	he profiles below:	
- Standard	24"	Rapid Fire 1	7	-3	1	-	
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	
Plasma pistol	When atta	cking with this v	veapon,	choose	one of tl	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 is slain.	
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.	
Stub gun	6"	Pistol 1	3	0	1	-	
Sniper rifle	36"	Heavy 1	4	0	1	A model firing a sniper weapon can target an enemy CHARACTER even if they are not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.	

RENEGADES AND HERETICS MELEE WEAPONS							
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Bare hands	Melee	Melee	User	0	1	-	
Befouled fangs and claws	Melee	Melee	User	0	1	A unit that suffers 1 or more unsaved wounds from this weapon adds 1 to the dice roll for the subsequent Morale test.	
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Hideous mutations	Melee	Melee	User	-2	2	-	
Mauler goad	Melee	Melee	User	0	1	Attack with this weapon before the Mauler Hounds make their attacks. If this weapon causes 1 or more unsaved wounds on an enemy unit, the Mauler Hounds get +1 to their hit rolls against the same unit this turn.	
Ogryn weapon	Melee	Melee	+1	-1	2	-	
Ogryn power drill	Melee	Melee	10	-3	D3	Against VEHICLES, re-roll failed wound rolls.	
Plague claws	Melee	Melee	User	-1	D3	Re-roll failed wound rolls against non-VEHICLE models.	
Power axe	Melee	Melee	+1	-2	1	-	
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Power maul	Melee	Melee	+2	-1	1	-	
Power sword	Melee	Melee	User	-3	1	-	
Ripper claw	Melee	Melee	User	-1	D3	-	

QUESTOR IMPERIALIS POINTS VALUES

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

QUESTOR IMPERIALIS UNITS

UNIT	MODELS PER UNIT	PDINTS PER MODEL (Does not Include wargear)
Acastus Knight Porphyrion	1	540
Cerastus Knight-Acheron	1	358
Cerastus Knight-Atropos	1	405
Cerastus Knight-Castigator	1	350
Cerastus Knight-Lancer	1	420
Questoris Knight Magaera	1	440
Questoris Knight Styrix	1	340

QUESTOR IMPERIALIS MELEE WEAPONS						
WEAPON	POINTS PER WEAPON					
Cerastus shock lance	60					
Hekaton siege claw	30					
Reaper chainfist	40					
Reaper chainsword	30					
Tempest warblade	30					
Titanic feet	0					

QUESTOR IMPERIALIS RANGED WEAPONS						
WEAPONS	POINTS PER WEAPON					
Acheron flame cannon	80					
Atropos lascutter	80					
Autocannon	20					
Castigator bolt cannon	120					
Graviton crusher	25					
Graviton singularity cannon	70					
Helios defence missiles	45					
Ironstorm missile pod	16					
Lascannon	25					
Lightning cannon	70					
Phased plasma-fusil	20					
Shock blast	0					
Twin heavy bolter	17					
Twin magna lascannon	100					
Twin rad-cleanser	25					
Volkite chieorovile	80					

QUESTOR IMPERIALIS WARGEAR

QUESTOR IMPERIALIS RANGED WEAPONS							
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES	
Acheron flame cannon	18"	Heavy 2D6	7	-2	3	This weapon automatically hits its target.	
Atropos lascutter (shooting)	9"	Heavy 1	12	-4	6	If an attack with this weapon slays an enemy VEHICLE or MONSTER unit in the Shooting phase, you may immediately make another attack against a separate target within range. This bonus attack does not generate further attacks.	
Atropos lascutter (melee)	Melee	Melee	14	-4	6	You may re-roll failed hit rolls and wound rolls for this weapon against targets with the MONSTER , BUILDING or VEHICLE keyword.	
Autocannon	48"	Heavy 2	7	-1	2	-	
Castigator bolt cannon	36"	Heavy 14	6	-2	2	-	
Graviton crusher	18"	Heavy D3	6	-2	2	If the target unit's armour save is 3+ or better, the damage of this weapon's attacks increase to 3.	
Graviton singularity cannon	36"	Heavy 4	8	-3	3	Roll a D6 each time before this weapon is fired. On a 1 the bearer suffers a mortal wound and the weapon fires normally (if the bearer survives this). On 2-5 the attack is carried out normally using its listed profile. On a 6, the weapon's attacks are instead carried out at Strength 16, AP -4, Damage 6 instead of its normal profile.	
Helios defence missiles	60"	Heavy 2	8	-2	3	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.	
Ironstorm missile pod	72"	Heavy D6	5	0	D3	This weapon can target units that are not visible to the bearer.	
Lascannon	48"	Heavy 1	9	-3	D6	-	
Lightning cannon	48"	Heavy 6	7	-1	D3	Each time you make a wound roll of a 6+ for this weapon, that hit is resolved with an AP of -3 instead of -1 and Damage 3 instead of D3.	
Phased plasma-fusil	24"	Rapid Fire 2	6	-3	2	-	
Shock blast	18"	Heavy 6	6	-1	D3	-	
Twin heavy bolter	36"	Heavy 6	5	-1	1	-	
Twin magna lascannon	72"	Heavy 2D3	12	-3	6	These weapons may not be used to make Overwatch attacks.	
Twin rad-cleanser	9"	Assault 2D6	*	0	3	This weapon hits automatically, and it always wounds of a 3+ except against TITANIC and VEHICLE units, against which it always wounds on a 6+.	
Volkite chieorovile	45"	Heavy 5	8	-3	D6	Each time you make a wound roll of 6+ for this weapon, the weapon scores an additional automatic hit at the weapon's normal profile which is resolved after the initial attacks for the weapon on the same unit. These additional hits do not themselves generate more additional hits.	

QUESTOR IMPERIALIS MELEE WEAPONS							
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES	
Cerastus shock lance	Melee	Melee	+6	-4	6	You may re-roll failed hit rolls with this weapon if the Cerastus Knight-Lancer has successfully charged in your Charge phase.	
Hekaton siege claw	Melee	Melee	x2	-4	6	Subtract 1 from hit rolls made with this weapon.	
Reaper chainfist	Melee	Melee	x2	-4	6	When attacking with this weapon, subtract 1 from the hit roll.	
Reaper chainsword	Melee	Melee	+4	-3	6	-	
Tempest warblade	Melee	Melee	+6	-3	5	If any result of a 6 is rolled on any wound roll with this weapon against a MONSTER or VEHICLE , then an additional D3 mortal wounds are also inflicted on the enemy unit.	
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.	

TITAN LEGIONS POINTS VALUES

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

TITAN LEGIONS UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Includes wargear)
Reaver Battle Titan	1	2,400
Warhound Scout Titan	1	1,500
Warlord Battle Titan	1	4,000

TITAN LEGIONS MELEE WEAPONS						
WEAPON	POINTS PER WEAPON					
Greater titanic stride	0					
Titanic stride	0					
Arioch Titan power claw	0					
Reaver power fist	0					
Reaver chainfist	0					

TITAN LEGIONS RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Mori quake cannon	0
Sunfury plasma annihilator	0
Warlord gatling blaster	0
Apocalypse missile launcher	0
Reaver gatling blaster	0
Reaver laser blaster	0
Saturnyne lascutter	0
Dual turbo-laser destructor	0
Belicosa volcano cannon	0
Titan plasma blastgun	0
Titan mega-bolter	0
Twin Titan mega-bolter	0
Incinerator missile bank	0
Ardex-defensor maulers	0
Ardex-defensor twin lascannon	0
Reaver volcano cannon	0
Reaver melta cannon	0
Titan inferno gun	0
Titan vulcan mega-bolter	0

TITAN LEGIONS WARGEAR

TITAN LEGIONS RANGED	WEAPON	S				
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Apocalypse missile launcher	24"-360"	Heavy 12	7	-2	2	This weapon can target units that are not visible to the bearer.
Ardex-defensor maulers	36"	Heavy 6	6	-2	2	Overwatch attacks with this weapon hit on a 5+ regardless of modifiers.
Ardex-defensor twin lascannon	48"	Heavy 2	9	-3	D6	Overwatch attacks with this weapon hit on a 5+ regardless of modifiers. These weapons may only fire at targets behind the Titan.
Belicosa volcano cannon	180"	Macro D6	30	-6	12	Any wound roll of a 6 made with this attack automatically inflicts an additional D6 mortal wounds on the target.
Dual turbo-laser destructor	96"	Macro 2D3	16	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Incinerator missile bank	24"-360"	Heavy 10	6	-2	2	Against INFANTRY , the number of successful hits rolled for this weapon is doubled. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. This weapon can target units which are not visible to the bearer.
Mori quake cannon	24"-360"	Macro 3D6	20	-5	6	Units hit by this weapon must halve their Move characteristic and cannot Advance in their following Movement phase.
Reaver gatling blaster	72"	Macro 6	8	-3	3	Against INFANTRY units, each successful hit roll inflicted by this weapon instead becomes 3 hits.
Reaver laser blaster	96"	Macro 3D3	10	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Reaver melta cannon	48"	Macro 2D6	16	-4	6	-
Reaver volcanno cannon	180"	Macro D6	25	-5	12	-
Saturnyne lascutter (shooting)	18"	Heavy 1	12	-4	6	After you have rolled a successful hit with this weapon, you may immediately roll for an additional hit against the same target unit, if this additional hit roll is successful, you may roll to hit again and again until either you miss or a total of 12 hits has been achieved. After the total number of hits has been determined for the weapon, resolve the attack.
Saturnyne lascutter (melee)	Melee	Melee	20	-5	12	You may re-roll failed hit rolls for this weapon against targets with the MONSTER , BUILDING or VEHICLE keyword.
Sunfury plasma annihilator	72"	Macro 2D6	10	-4	2D6	After resolving all damage on the target unit, roll a D6 for every other unit within 6" of the target unit; on a 4+ that unit also suffers D3 hits using the weapon's profile.
Titan inferno gun	18"	Heavy 4D6	7	-3	4	This weapon hits automatically.
Titan mega-bolter	72"	Heavy 20	6	-3	2	-
Titan plasma blastgun	This weapo	on has two firing	g modes,	, declare	which is	s being used before the attack is made.
- Normal	72"	Macro 2D6	8	-3	3	-
- Overcharged	72"	Macro 2D6	10	-4	4	When using this firing mode, for each hit roll of a 1, the Titan suffers a mortal wound after all of this weapon's shots have been resolved. These mortal wounds may not be stopped by the Titan's own void shields.
Titan vulcan mega-bolter	72"	Heavy 20	6	-3	2	-
Twin Titan mega-bolter	72"	Heavy 40	6	-3	2	-
Warlord gatling blaster	72"	Macro 12	8	-3	3	Against INFANTRY units, each successful hit inflicted by this weapon instead becomes 3 hits.

TITAN LEGIONS MELEE	WEAPONS					
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Arioch Titan power claw	Melee	Melee	x2	-5	12	If you slay a VEHICLE or MONSTER that does not have the TITANIC keyword, with the Arioch Titan power claw, select an enemy unit within 12" and roll a D6; on a 4+ that unit suffers D6 mortal wounds as the dead body or debris is thrown at it.
Greater titanic stride	Melee	Melee	User	-4	3	Make 4 hit rolls for each attack made with this weapon instead of 1.
Reaver chainfist	Melee	Melee	x2	-5	10	Subtract 1 from hit rolls made with this weapon. Any wound roll of a 6 made with this attack on any VEHICLE , MONSTER or BUILDING automatically inflicts an additional 2D6 mortal wounds on the target.
Reaver power fist	Melee	Melee	x2	-5	10	If you slay a VEHICLE or MONSTER that does not have the TITANIC keyword with the Reaver power fist, select an enemy unit within 12" and roll a D6; on a 4+ that unit suffers D6 mortal wounds as the dead body or debris is thrown at it.
Titanic stride	Melee	Melee	User	-3	3	Make 3 hit rolls for each attack made with this weapon instead of 1.

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