



## SOLDIERS OF THE IMPERIUM

These datasheets allow you to fight Apocalypse battles with your Astra Militarum miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

### KEYWORDS

Throughout these datasheets you will come across the <REGIMENT> keyword. This is shorthand for a keyword of your choosing, as described below.

### <REGIMENT>

Most Astra Militarum units are drawn from a regiment. Some datasheets specify which regiment the unit is drawn from (e.g. Sergeant Harker has the **CATACHAN** keyword, so is drawn from the Catachan Regiment), but where a datasheet does not, it will 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. Units with the **MILITARUM TEMPESTUS** keyword treat this as

their <REGIMENT> keyword in all respects, but the **MILITARUM TEMPESTUS** keyword cannot be used to replace the <REGIMENT> keyword on any other datasheet.

For example, if you were to include a Command Squad in your army, and you decided it was from Vostroya, its <REGIMENT> Faction keyword is changed to **VOSTROYAN** and its Regimental Standard ability would then read: 'Add 1 to the Leadership characteristic of **VOSTROYAN** units whilst they are within 6" of any friendly **VOSTROYAN** units with a Regimental Standard.'

### TURRET WEAPONS LIST

This list includes weapon profiles for the Knight Commander Pask, Tank Commander and Leman Russ Battle Tank datasheets.

#### TURRET WEAPONS LIST

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Eradicator Nova Cannon	Heavy	36"	2	5+	9+	-
Executioner Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Exterminator Autocannon	Heavy	48"	2	6+	8+	-
Punisher Gatling Cannon	Heavy	24"	6	7+	10+	-
Vanquisher Battle Cannon	Heavy	72"	2	10+	4+	-

# LORD CASTELLAN CREED



Lord Castellan Creed is a unit that contains 1 model. It is equipped with: Signature Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	LD	SV
Lord Castellan Creed	6"	3+	3+	1	1	7	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Signature Weapons	Melee	Melee	User	10+	10+	-

## ABILITIES

**Tactical Genius:** If this unit is a Warmaster, and is on the battlefield at the start of the Generate Command Assets step, you generate one extra Command Asset.

**Officer:** At the start of the Generate Command Assets step, if this unit is a **WARLORD** and is on the battlefield, you generate one extra Command Asset.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, CADIAN

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, OFFICER, LORD CASTELLAN CREED

# COLOUR SERGEANT KELL



5



Colour Sergeant Kell is a unit that contains 1 model. It is equipped with: Master-crafted Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Colour Sergeant Kell	6"	3+	3+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Master-crafted Weapons	Melee	Melee	User	9+	10+	-

## ABILITIES

**Colours of the Cadian 8th:** You can re-roll Morale tests taken for friendly **CADIAN** units whilst they are within 6" of this unit.

**Sworn Protector:** At the start of the Damage phase, you can select one friendly **LORD CASTELLAN CREED** unit within 6" of this unit; remove up to D3 blast markers from that **LORD CASTELLAN CREED** and place them next to this unit.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, CADIAN

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, COLOUR SERGEANT KELL

# COLONEL 'IRON HAND' STRAKEN



Colonel 'Iron Hand' Straken is a unit that contains 1 model. It is equipped with: Bionic Arm. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Colonel 'Iron Hand' Straken	6"	2+	3+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bionic Arm	Melee	Melee	User	8+	8+	-

## ABILITIES

**Cold Steel and Courage:** Add 1 to the Attacks characteristic of friendly **CATACHAN INFANTRY** units whilst they are making Fight actions whilst within 6" of this unit.

**Officer:** At the start of the Generate Command Assets step, if this unit is a **WARLORD** and is on the battlefield, you generate one extra Command Asset.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, CATACHAN

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, OFFICER, COLONEL 'IRON HAND' STRAKEN

# SERGEANT HARKER



3



A Sergeant Harker is a unit that contains 1 model. It is equipped with: Payback; Catachan Fang. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Sergeant Harker	6"	3+	3+	1	1	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Payback	Heavy	36"	1	7+	9+	-
Catachan Fang	Melee	Melee	User	10+	10+	-

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, CATACHAN  
**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, SERGEANT HARKER

# SLY MARBO



4



Sly Marbo is a unit that contains 1 model. It is equipped with: Envenomed Blade. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Sly Marbo	6"	2+	2+	1	1	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Envenomed Blade	Melee	Melee	User	8+	8+	-

## ABILITIES

**Deep Strike, Infiltrators**

**Demolitions Expert:** Once per battle, after this unit makes a Move action, select one enemy unit. Place one blast marker next to that unit.

**Loner:** This unit cannot be a **WARLORD**.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, CATACHAN

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, SLY MARBO

# COMPANY COMMANDER



A Company Commander is a unit that contains 1 model. It is equipped with: Officer Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Company Commander</b>	6"	3+	3+	1	1	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Officer Weapons	Melee	Melee	User	10+	11+	-

## ABILITIES

**Officer:** At the start of the Generate Command Assets step, if this unit is a **WARLORD** and is on the battlefield, you generate one extra Command Asset.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, OFFICER, COMPANY COMMANDER

# PLATOON COMMANDER



2



A Platoon Commander is a unit that contains 1 model. It is equipped with: Officer Weapons.

	M	WS	BS	A	W	Ld	Sv
Platoon Commander	6"	3+	3+	1	1	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Officer Weapons	Melee	Melee	User	10+	11+	-

## ABILITIES

**Officer:** At the start of the Generate Command Assets step, if this unit is a **WARLORD** and is on the battlefield, you generate one extra Command Asset.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, OFFICER, PLATOON COMMANDER

# KNIGHT COMMANDER PASK



# 13



Knight Commander Pask is a unit that contains 1 model. It is equipped with: Battle Cannon; Heavy Bolter; Grinding Tracks. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Knight Commander Pask</b>	<b>10"</b>	<b>6+</b>	<b>2+</b>	<b>1</b>	<b>2</b>	<b>6</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Battle Cannon	Heavy	72"	1	6+	6+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Grinding Tracks	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Battle Cannon, this unit can be equipped with one weapon from the *Turret Weapons* list (**Power Rating +1** per Demolisher Cannon or Punisher Gatling Cannon).
- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Heavy Flamer; 1 Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Heavy Flamers; 2 Multi-meltas; 2 Plasma Cannons.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

## ABILITIES

**Knight Commander:** If a friendly **CADIAN LEMAN RUSS** unit starts a Move action within 6" of this unit, that unit can be ordered to go full throttle; add 4" to that unit's Move characteristic whilst making that Move action. A unit can only go full throttle once per turn.

**Grinding Advance:** When this unit makes a Shoot action, if it has remained stationary or moved a distance less than half its Move characteristic this turn, double the Attacks characteristic of its Battle Cannon, Demolisher Cannon, Eradicator Nova Cannon, Executioner Plasma Cannon, Exterminator Autocannon, Punisher Gatling Cannon and Vanquisher Battle Cannon for that action.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, CADIAN

**KEYWORDS:** HEAVY, VEHICLE, CHARACTER, LEMAN RUSS, OFFICER, TANK COMMANDER, KNIGHT COMMANDER PASK

# TANK COMMANDER



12



A Tank Commander is a unit that contains 1 model. It is equipped with: Battle Cannon; Heavy Bolter; Grinding Tracks.

	M	WS	BS	A	W	Ld	Sv
Tank Commander	10"	6+	3+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Battle Cannon	Heavy	72"	1	6+	6+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Grinding Tracks	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Battle Cannon, this unit can be equipped with one weapon from the *Turret Weapons* list (**Power Rating +1** per Demolisher Cannon or Punisher Gatling Cannon).
- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Heavy Flamer; 1 Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Heavy Flamers; 2 Multi-meltas; 2 Plasma Cannons.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

## ABILITIES

**Tank Commander:** If a friendly <REGIMENT> LEMAN RUSS unit starts a Move action within 6" of this unit, that unit can be ordered to go full throttle; add 2" to that unit's Move characteristic whilst making that Move action. A unit can only go full throttle once per turn.

**Grinding Advance:** When this unit makes a Shoot action, if it has remained stationary or moved a distance less than half its Move characteristic this turn, double the Attacks characteristic of its Battle Cannon, Demolisher Cannon, Eradicator Nova Cannon, Executioner Plasma Cannon, Exterminator Autocannon, Punisher Gatling Cannon and Vanquisher Battle Cannon for that action.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** HEAVY, VEHICLE, CHARACTER, LEMAN RUSS, OFFICER, TANK COMMANDER

# TEMPESTOR PRIME



A Tempestor Prime is a unit that contains 1 model. It is equipped with: Officer Weapons.

	M	WS	BS	A	W	Ld	Sv
Tempestor Prime	6"	3+	3+	1	1	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Officer Weapons	Melee	Melee	User	10+	11+	-

## ABILITIES

Deep Strike

**Officer:** At the start of the Generate Command Assets step, if this unit is a **WARLORD** and is on the battlefield, you generate one extra Command Asset.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, MILITARUM TEMPESTUS

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, OFFICER, TEMPESTOR PRIME

# COMMISSAR YARRICK



Commissar Yarrick is a unit that contains 1 model. It is equipped with: Power Klaw. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Commissar Yarrick	6"	2+	2+	1	1	7	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Power Klaw	Melee	Melee	User	9+	10+	-

## ABILITIES

**Aura of Discipline:** Friendly **ASTRA MILITARUM** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**Hero of Hades Hive:** Re-roll hit rolls of 1 for attacks made by friendly **ASTRA MILITARUM** units whilst they are within 6" of this unit. Whilst they are within 6" of this unit, you can re-roll hit rolls for attacks made by friendly **ASTRA MILITARUM** units that target **ORKS** units.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, OFFICIO PRAEFECTUS

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, COMMISSAR, COMMISSAR YARRICK

# LORD COMMISSAR



A Lord Commissar is a unit that contains 1 model. It is equipped with: Commissar Weapons.

	M	WS	BS	A	W	Ld	Sv
Lord Commissar	6"	2+	2+	1	1	7	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Commissar Weapons	Melee	Melee	User	10+	11+	-

## ABILITIES

**Aura of Discipline:** Friendly **ASTRA MILITARUM** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, OFFICIO PRAEFECTUS

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, COMMISSAR, LORD COMMISSAR

# PRIMARIS PSYKER



A Primaris Psyker is a unit that contains 1 model. It is equipped with: Force Weapon.

	M	WS	BS	A	W	Ld	Sv
<b>Primaris Psyker</b>	6"	3+	3+	1	1	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Force Weapon	Melee	Melee	User	10+	10+	-

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, ASTRA TELEPATHICA, SCHOLASTICA PSYKANA

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, PRIMARIS PSYKER

# ASTROPATH



1



An Astropath is a unit that contains 1 model. It is equipped with: Telepathica Stave.

	M	WS	BS	A	W	Ld	Sv
<b>Astropath</b>	6"	5+	6+	1	1	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Telepathica Stave	Melee	Melee	User	11+	11+	-

## ABILITIES

**Astral Divination:** After this unit makes a Move action, select one friendly **LIGHT ASTRA MILITARUM** unit within 3" of it. Until the end of the turn, that unit does not suffer the penalty for attacks made with ranged weapons that target obscured targets.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, ASTRA TELEPATHICA, SCHOLASTICA PSYKANA

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, ASTROPATH

# WYRDVANE PSYKERS



1



Wyrdvane Psykers is a unit that contains 3 models. It can contain 6 models (**Power Rating 2**) or 9 models (**Power Rating 3**). It is equipped with: Force Weapons.

	M	WS	BS	A	W	Ld	Sv
Wyrdvane Psykers (3 models)	6"	5+	4+	1	1	5	10+
Wyrdvane Psykers (6 models)	6"	5+	4+	2	2	5	10+
Wyrdvane Psykers (9 models)	6"	5+	4+	3	3	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Force Weapons	Melee	Melee	User	10+	10+	-

## ABILITIES

**Choir of Minds:** When this unit is selected to manifest a psychic power with a range value, add to that value, in inches, the number of models in this unit.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, ASTRA TELEPATHICA, SCHOLASTICA PSYKANA

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, WYRDVANE PSYKERS

# MILITARUM TEMPESTUS COMMAND SQUAD



3



A Militarum Tempestus Command Squad is a unit that contains 4 models. It is equipped with: Hot-shot Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Militarum Tempestus Command Squad (4 models)	6"	4+	3+	1	1	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hot-shot Lasguns	Small Arms	18"	User	6+	8+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	10+	-

## WARGEAR OPTIONS

- This unit can have a Platoon Standard (**Power Rating +1**). If this unit has a Platoon Standard, it has the following additional abilities: **Platoon Standard**.

## ABILITIES

### Deep Strike

**Platoon Standard:** Add 1 to the Leadership characteristic of **MILITARUM TEMPESTUS** units whilst they are within 6" of any friendly **MILITARUM TEMPESTUS** units with a Platoon Standard.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, MILITARUM TEMPESTUS

**KEYWORDS:** LIGHT, INFANTRY, MILITARUM TEMPESTUS COMMAND SQUAD

# MILITARUM TEMPESTUS SCIONS



3



Militarum Tempestus Scions are a unit that contains 5 models. It can contain 10 models (**Power Rating 5**). It is equipped with: Hot-shot Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Militarum Tempestus Scions (5 models)</b>	6"	4+	3+	1	1	5	8+
<b>Militarum Tempestus Scions (10 models)</b>	6"	4+	3+	2	2	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hot-shot Lasguns	Small Arms	18"	User	6+	8+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	10+	-

## ABILITIES

Deep Strike

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, MILITARUM TEMPESTUS

**KEYWORDS:** LIGHT, INFANTRY, MILITARUM TEMPESTUS SCIONS

# COLONEL SCHAEFFER'S LAST CHANCERS



5



Colonel Schaeffer's Last Chancers is a unit that contains 12 models. It is equipped with: Lasguns; Missile Launcher; Heavy Bolter; Close Combat Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Colonel Schaeffer's Last Chancers (12 models)</b>	<b>6"</b>	<b>3+</b>	<b>3+</b>	<b>2</b>	<b>2</b>	<b>7</b>	<b>10+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Lasguns	Small Arms	24"	User	8+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	7+	9+	-

## ABILITIES

**Down and Dirty:** Re-roll wound rolls of 1 for attacks made by this unit with melee weapons.

**It's Just Us:** This unit is never Out of Command: an Out of Command marker is never placed next to it.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, 13TH PENAL LEGION

**KEYWORDS:** LIGHT, INFANTRY, COLONEL SCHAEFFER'S LAST CHANCERS

# TECH-PRIEST ENGINEER



A Tech-Priest Engineer is a unit that contains 1 model. It is equipped with: Omissionian Axe & Servo-arm.

	M	WS	BS	A	W	Ld	Sv
Tech-Priest Engineer	6"	4+	4+	1	1	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Omissionian Axe & Servo-arm	Melee	Melee	User	8+	7+	-

## ABILITIES

**Master of Machines:** At the end of the Action phase, this unit can attempt to repair one friendly **ASTRA MILITARUM VEHICLE** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **VEHICLE** unit. Only one attempt to repair each unit can be made each turn.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, TECH-PRIEST, ENGINEER

# SERVITORS



2



Servitors are a unit that contains 4 models. It is equipped with: Servo-arms.

	M	WS	BS	A	W	Ld	Sv
<b>Servitors</b>	5"	5+	5+	1	1	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Servo-arms	Melee	Melee	User	8+	8+	-

## WARGEAR OPTIONS

- This unit can also be equipped with up to two of the following (**Power Rating +1** per weapon):  
1 Heavy Bolter; 1 Multi-melta; 1 Plasma Cannon.

## ABILITIES

**Mindlock:** Change this unit's Weapon Skill and Ballistic Skill characteristics to 4+ whilst it is within 6" of at least one friendly **ASTRA MILITARUM TECH-PRIEST** unit.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM

**KEYWORDS:** LIGHT, INFANTRY, SERVITORS

# MINISTORUM PRIEST



3



A Ministorum Priest is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Ministorum Priest	6"	4+	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	10+	10+	-

## ABILITIES

**War Hymns:** Add 1 to the Attacks characteristic of friendly **ADEPTUS MINISTORUM INFANTRY** and **ASTRA MILITARUM INFANTRY** units whilst they are making Fight actions whilst within 6" of any friendly units with this ability.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, MINISTORUM PRIEST

# CRUSADERS



1



Crusaders are a unit that contains 2 models. It can contain 4 models (**Power Rating 2**), 6 models (**Power Rating 3**), 8 models (**Power Rating 4**) or 10 models (**Power Rating 5**). It is equipped with: Crusader Power Swords.

	M	WS	BS	A	W	Ld	Sv
<b>Crusaders (2 models)</b>	6"	3+	4+	1	1	5	6+
<b>Crusaders (4 models)</b>	6"	3+	4+	2	2	5	6+
<b>Crusaders (6 models)</b>	6"	3+	4+	3	3	5	6+
<b>Crusaders (8 models)</b>	6"	3+	4+	4	4	5	6+
<b>Crusaders (10 models)</b>	6"	3+	4+	5	5	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Crusader Power Swords	Melee	Melee	User	8+	8+	-

## ABILITIES

**Ecclesiarchy Battle Conclave:** This unit does not take up slots in a Detachment that contains any **MINISTORUM PRIESTS**.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM

**KEYWORDS:** LIGHT, INFANTRY, ECCLESIArchY BATTLE CONCLAVE, CRUSADERS

# OGRYNS



5



Ogryns are a unit that contains 3 models. It can contain 6 models (**Power Rating 10**) or 9 models (**Power Rating 15**). It is equipped with: Ripper Guns; Ripper Gun Stocks.

	M	WS	BS	A	W	Ld	Sv
<b>Ogryns (3 models)</b>	6"	3+	4+	2	2	6	10+
<b>Ogryns (6 models)</b>	6"	3+	4+	4	4	6	10+
<b>Ogryns (9 models)</b>	6"	3+	4+	6	6	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Ripper Guns	Small Arms	12"	User	6+	9+	-
Ripper Gun Stocks	Melee	Melee	User	6+	8+	-

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, MILITARUM AUXILIA

**KEYWORDS:** LIGHT, INFANTRY, OGRYNS

# BULLGRYNS



4



Bullgryns are a unit that contains 3 models. It can contain 6 models (**Power Rating 8**) or 9 models (**Power Rating 12**). The unit is equipped with: Bullgryn Shields.

	M	WS	BS	A	W	Ld	Sv
<b>Bullgryns (3 models)</b>	6"	3+	4+	2	2	6	6+
<b>Bullgryns (6 models)</b>	6"	3+	4+	4	4	6	6+
<b>Bullgryns (9 models)</b>	6"	3+	4+	6	6	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Grenadier Gauntlets	Heavy	12"	1	7+	9+	-
Bullgryn Maul	Melee	Melee	1	5+	6+	-
Bullgryn Shields	Melee	Melee	User	8+	10+	-

## WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following (**Power Rating +1** per Bullgryn Maul): 1 Bullgryn Maul; Grenadier Gauntlets.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, MILITARUM AUXILIA  
**KEYWORDS:** LIGHT, INFANTRY, OGRYN, BULLGRYNS

# NORK DEDDOG



4



Nork Deddog is a unit that contains 1 model. It is equipped with: Ripper Gun; Thunderous Headbutt. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Nork Deddog	6"	3+	4+	1	1	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Ripper Gun	Small Arms	12"	1	9+	9+	-
Thunderous Headbutt	Melee	Melee	User	8+	8+	-

## ABILITIES

**Loyal to the End:** At the start of the Damage phase, you can select one friendly **LIGHT ASTRA MILITARUM CHARACTER** unit that has at least one blast marker next to it and is within 3" of this unit. Remove up to D3 blast markers from that **CHARACTER** unit and place them next to this unit.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, MILITARUM AUXILIA  
**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, OGRYN, NORK DEDDOG

# RATLINGS



2



Ratlings are a unit that contains 5 models. It can contain 10 models (**Power Rating 3**). It is equipped with: Sniper Rifles; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Ratlings (5 models)</b>	5"	5+	3+	1	1	4	10+
<b>Ratlings (10 models)</b>	5"	5+	3+	2	2	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Sniper Rifles	Small Arms	36"	User	7+	9+	Sniper
Close Combat Weapons	Melee	Melee	User	11+	12+	-

## ABILITIES

Infiltrators, Stealth

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, MILITARUM AUXILIA

**KEYWORDS:** LIGHT, INFANTRY, RATLINGS

# SPECIAL WEAPONS SQUAD



2



A Special Weapons Squad is a unit that contains 6 models. It is equipped with: Lasguns; Special Weapons; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Special Weapons Team (6 models)</b>	6"	4+	4+	1	1	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lasguns	Small Arms	24"	User	8+	10+	Rapid Fire
Sniper Rifles	Small Arms	36"	User	7+	9+	Sniper
Special Weapons	Small Arms	24"	User	6+	8+	-
Close Combat Weapons	Melee	Melee	User	8+	10+	-

## WARGEAR OPTIONS

- Instead of Special Weapons, this unit can be equipped with Sniper Rifles.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** LIGHT, INFANTRY, SPECIAL WEAPONS SQUAD

# COMMAND SQUAD



2



A Command Squad is a unit that contains 4 models. It can contain 1 weapons team model instead of 2 other models (**Power Rating +1**). It is equipped with: Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Command Squad (3/4 models)</b>	6"	4+	3+	1	1	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Mortar	Heavy	48"	1	8+	10+	Barrage
Lasguns	Small Arms	24"	User	8+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	10+	-

## WARGEAR OPTIONS

- This unit can also be equipped with 1 Heavy Flamer (**Power Rating +1**).
- If this unit contains a weapons team model, it must also be equipped with one of the following: 1 Autocannon; 1 Heavy Bolter; 1 Lascannon; 1 Missile Launcher; 1 Mortar.
- This unit can have a Regimental Standard (**Power Rating +1**). If this unit has a Regimental Standard, it has the following additional abilities: **Regimental Standard**.

## ABILITIES

**Regimental Standard:** Add 1 to the Leadership characteristic of <REGIMENT> units whilst they are within 6" of any friendly <REGIMENT> units with a Regimental Standard.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** LIGHT, INFANTRY, VETERANS, COMMAND SQUAD

# MASTER OF ORDNANCE



5



A Master of Ordnance is a unit that contains 1 model. It is equipped with: Artillery Barrage; Close Combat Weapon.

	M	WS	BS	A	W	Ld	Sv
<b>Master of Ordnance</b>	6"	4+	3+	1	1	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Artillery Barrage	Heavy	100"	1	7+	7+	Barrage
Close Combat Weapons	Melee	Melee	User	12+	12+	-

## ABILITIES

**Master of Ballistics:** Re-roll hit rolls of 1 for attacks made with ranged weapons with the Barrage ability by friendly <REGIMENT> **BASILISKS**, **WYVERNS** and **MANTICORES** whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, OFFICER, MASTER OF ORDNANCE

# COMMISSAR



2



A Commissar is a unit that contains 1 model. It is equipped with: Commissar Weapons.

	M	WS	BS	A	W	LD	SV
<b>Commissar</b>	6"	3+	3+	1	1	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Commissar Weapons	Melee	Melee	User	11+	11+	-

## ABILITIES

**Aura of Discipline:** Friendly **ASTRA MILITARUM** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, OFFICIO PRAEFECTUS

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, COMMISSAR

# OFFICER OF THE FLEET



2



An Officer of the Fleet is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Officer of the Fleet	6"	4+	3+	1	1	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	12+	12+	-

## ABILITIES

**Strafing Coordinates:** When you select this unit's Detachment to carry out its order, but before any units in that Detachment make an action (excluding free actions) that phase, you can select one enemy unit visible to this unit. Until the end of the turn, Re-roll hit rolls of 1 for attacks made with ranged weapons by friendly **AERONAUTICA IMPERIALIS** units against the selected unit.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, AERONAUTICA IMPERIALIS

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, OFFICER, OFFICER OF THE FLEET

# INFANTRY SQUAD

**3**

An Infantry Squad is a unit that contains 10 models. It can contain 1 weapons team model instead of 2 other models (**Power Rating +1**). It is equipped with: Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Infantry Squad (9/10 models)	6"	4+	4+	2	2	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Mortar	Heavy	48"	1	8+	10+	Barrage
Lasguns	Small Arms	24"	User	8+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	10+	-

## WARGEAR OPTIONS

- If this unit contains a weapons team model, it must also be equipped with one of the following:  
1 Autocannon; 1 Heavy Bolter; 1 Lascannon; 1 Missile Launcher; 1 Mortar.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** LIGHT, INFANTRY, INFANTRY SQUAD

# CONSCRIPTS



3



Conscripts is a unit that contains 20 models. It can contain 30 models (**Power Rating 4**). It is equipped with: Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Conscripts (20 models)</b>	6"	5+	5+	2	4	4	10+
<b>Conscripts (30 models)</b>	6"	5+	5+	3	6	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lasguns	Small Arms	24"	User	8+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	10+	-

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** LIGHT, INFANTRY, CONSCRIPTS

# VETERANS



4



Veterans are a unit that contains 10 models. It can contain 1 weapons team model instead of 2 other models (**Power Rating +1**). It is equipped with: Veteran Wargear; Chainswords.

	M	WS	BS	A	W	Ld	Sv
<b>Veterans (9/10 models)</b>	6"	4+	3+	1	2	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Mortar	Heavy	48"	1	8+	10+	Barrage
Veteran Wargear	Small Arms	24"	User	8+	10+	Rapid Fire
Chainswords	Melee	Melee	x2	8+	10+	-

## WARGEAR OPTIONS

- This unit can also be equipped with 1 Heavy Flamer (**Power Rating +1**).
- If this unit contains a weapons team model, it must also be equipped with one of the following:  
1 Autocannon; 1 Heavy Bolter; 1 Lascannon; 1 Missile Launcher; 1 Mortar.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** LIGHT, INFANTRY, VETERANS

# SCOUT SENTINELS



4



Scout Sentinels is a unit that contains 1 model. It can contain 2 models (**Power Rating 7**) or 3 models (**Power Rating 10**). It is equipped with: Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
<b>Scout Sentinels (1 model)</b>	9"	4+	4+	1	1	5	8+
<b>Scout Sentinels (2 models)</b>	9"	4+	4+	2	2	5	8+
<b>Scout Sentinels (3 models)</b>	9"	4+	4+	3	3	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-laser	Heavy	36"	1	6+	10+	-
Armoured Feet	Melee	Melee	User	11+	12+	-

## WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following:
  - 1 Autocannon; 1 Heavy Flamer; 1 Lascannon; 1 Missile Launcher; 1 Multi-laser.

## ABILITIES

Infiltrators

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** HEAVY, VEHICLE, SCOUT SENTINELS

# ARMoured SENTINELS



3



Armoured Sentinels is a unit that contains 1 model. It can contain 2 models (**Power Rating 6**) or 3 models (**Power Rating 9**). It is equipped with: Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
<b>Armoured Sentinels (1 model)</b>	8"	4+	4+	1	1	5	6+
<b>Armoured Sentinels (2 models)</b>	8"	4+	4+	2	2	5	6+
<b>Armoured Sentinels (3 models)</b>	8"	4+	4+	3	3	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-laser	Heavy	36"	1	6+	10+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Armoured Feet	Melee	Melee	User	11+	12+	-

## WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following:  
1 Autocannon; 1 Heavy Flamer; 1 Lascannon; 1 Missile Launcher; 1 Multi-laser; 1 Plasma Cannon.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** HEAVY, VEHICLE, ARMoured SENTINELS

# HELLHOUND



A Hellhound is a unit that contains 1 model. It is equipped with: Inferno Cannon; Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
<b>Hellhound</b>	<b>12"</b>	<b>6+</b>	<b>4+</b>	<b>1</b>	<b>2</b>	<b>5</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Inferno Cannon	Heavy	16"	1	5+	8+	Inferno
Multi-melta	Heavy	24"	1	10+	4+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Heavy Flamer; 1 Multi-melta.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

## ABILITIES

**Tank Squadron:** Each Fast Attack slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Fast Attack slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** HEAVY, VEHICLE, HELLHOUND

# BANE WOLF



6



A Bane Wolf is a unit that contains 1 model. It is equipped with: Chem Cannon; Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
<b>Bane Wolf</b>	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Chem Cannon	Heavy	8"	1	4+	12+	Inferno
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Heavy Flamer; 1 Multi-melta.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

## ABILITIES

**Tank Squadron:** Each Fast Attack slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Fast Attack slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** HEAVY, VEHICLE, HELLHOUND, BANE WOLF

# DEVIL DOG



6



A Devil Dog is a unit that contains 1 model. It is equipped with: Melta Cannon; Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Devil Dog	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Melta Cannon	Heavy	24"	2	10+	4+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Heavy Flamer; 1 Multi-melta.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

## ABILITIES

**Tank Squadron:** Each Fast Attack slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Fast Attack slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** HEAVY, VEHICLE, HELLHOUND, DEVIL DOG

# HYDRA



A Hydra is a unit that contains 1 model. It is equipped with: Hydra Quad Autocannon; Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Hydra	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Hydra Quad Autocannon	Heavy	72"	2	8+	6+	Anti-air
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

## ABILITIES

**Tank Squadron:** Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** HEAVY, VEHICLE, HYDRA

# WYVERN



A Wyvern is a unit that contains 1 model. It is equipped with: Wyvern Quad Stormshard Mortar; Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Wyvern	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Wyvern Quad Stormshard Mortar	Heavy	48"	4	7+	9+	Barrage
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

## ABILITIES

**Tank Squadron:** Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** HEAVY, VEHICLE, WYVERN

# BASILISK



A Basilisk is a unit that contains 1 model. It is equipped with: Earthshaker Cannon; Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
<b>Basilisk</b>	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Earthshaker Cannon	Heavy	240"	1	6+	5+	Barrage
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

## ABILITIES

**Tank Squadron:** Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** HEAVY, VEHICLE, BASILISK

# MANTICORE



8



A Manticore is a unit that contains 1 model. It is equipped with: 4 Storm Eagle Rockets; Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Manticore	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Eagle Rocket	Heavy	120"	2	4+	6+	Barrage, One Use Only
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** HEAVY, VEHICLE, MANTICORE

# DEATHSTRIKE



9



A Deathstrike is a unit that contains 1 model. It is equipped with: Deathstrike Missile; Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Deathstrike	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Deathstrike Missile	Heavy	200"	-	-	-	The Hour is Now, Missile, One Use Only
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

## ABILITIES

**The Hour is Now:** The Deathstrike Missile cannot be fired normally. When this unit makes a Shoot action, if it has not already fired its Deathstrike Missile, roll a D6 and add the turn number. If the result is 5 or more, this unit can shoot with its Deathstrike Missile (for example, during the second turn, a roll of 3 or more would be needed for this unit to shoot with its Deathstrike Missile).

**Missile:** When this unit shoots with its Deathstrike Missile, do not make a hit roll for the attack. Instead, select one point on the battlefield within 200" of this unit and place one marker (e.g. a coin) on that point. At the end of the Action phase, roll one D12 for each unit within 6" of that point; on a 3-5 place two blast markers next to the unit being rolled for, on a 6-9 place four blast markers next to the unit being rolled for, and on a 10+ place six blast markers next to the unit being rolled for.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** HEAVY, VEHICLE, DEATHSTRIKE

# LEMAN RUSS BATTLE TANK



10



A Leman Russ Battle Tank is a unit that contains 1 model. It is equipped with: Battle Cannon; Heavy Bolter; Grinding Tracks.

	M	WS	BS	A	W	Ld	Sv
<b>Leman Russ Battle Tank</b>	<b>10"</b>	<b>6+</b>	<b>4+</b>	<b>1</b>	<b>2</b>	<b>5</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Battle Cannon	Heavy	72"	1	6+	6+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Grinding Tracks	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Battle Cannon, this unit can be equipped with one weapon from the *Turret Weapons* list (**Power Rating +1** per Demolisher Cannon or Punisher Gatling Cannon).
- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Heavy Flamer; 1 Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Heavy Flamers; 2 Multi-meltas; 2 Plasma Cannons.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

## ABILITIES

**Tank Squadron:** Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

**Grinding Advance:** When this unit makes a Shoot action, if it has remained stationary or moved a distance less than half its Move characteristic this turn, double the Attacks characteristic of its Battle Cannon, Demolisher Cannon, Eradicator Nova Cannon, Executioner Plasma Cannon, Exterminator Autocannon, Punisher Gatling Cannon and Vanquisher Battle Cannon for that action.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** HEAVY, VEHICLE, LEMAN RUSS, LEMAN RUSS BATTLE TANK

# HEAVY WEAPONS SQUAD



3



A Heavy Weapons Squad is a unit that contains 3 models. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Heavy Weapons Squad (3 models)</b>	6"	4+	4+	1	1	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Mortar	Heavy	48"	1	8+	10+	Barrage
Close Combat Weapons	Melee	Melee	User	8+	10+	-

## WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following:  
1 Autocannon; 1 Heavy Bolter; 1 Lascannon; 1 Missile Launcher; 1 Mortar.

## ABILITIES

**Weapons Teams:** For the purposes of determining what models a unit can transport, models in this unit are weapons team models.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** LIGHT, INFANTRY, HEAVY WEAPONS SQUAD

# BANEHAMMER



26



A Banehammer is a unit that contains 1 model. It is equipped with: Tremor Cannon; Twin Heavy Bolter; Adamantium Tracks.

	M	WS	BS	A	W	Ld	Sv
<b>Banehammer</b>	10"	5+	4+	2	5	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Banehammer Anti-personnel Weapons	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Tremor Cannon	Heavy	60"	6	4+	6+	Tremor
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Adamantium Tracks	Melee	Melee	User	7+	7+	-

## WARGEAR OPTIONS

- This unit can also be equipped with Banehammer Anti-personnel Weapons (**Power Rating +1**).
- This unit can also be equipped with two (**Power Rating +2**) or four (**Power Rating +4**) of the following:  
1 Lascannon and 1 Twin Heavy Bolter; 1 Lascannon and 1 Twin Heavy Flamer.

## ABILITIES

### Open-topped

**Tremor:** If a hit roll for an attack made with this weapon against a unit without the **FLY** keyword is successful, halve that unit's Move characteristic until the end of that turn.

**Firing Deck:** No more than one unit can make use of this unit's Open-topped ability each turn – that unit can contain no more than 10 models.

## TRANSPORT

This unit can transport up to 25 friendly **ASTRA MILITARUM INFANTRY** models. Each weapons team model takes the space of 2 other **INFANTRY** models and each **OGRYN** model takes the space of 3 other **INFANTRY** models.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** SUPER-HEAVY, VEHICLE, TITANIC, TRANSPORT, BANEHAMMER

# BANESWORD



26



A Banesword is a unit that contains 1 model. It is equipped with: Quake Cannon; Twin Heavy Bolter; Adamantium Tracks.

	M	WS	BS	A	W	Ld	Sv
<b>Banesword</b>	<b>10"</b>	<b>5+</b>	<b>4+</b>	<b>2</b>	<b>5</b>	<b>6</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Banesword Anti-personnel Weapons	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Quake Cannon	Heavy	140"	4	7+	3+	Destroyer
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Adamantium Tracks	Melee	Melee	User	7+	7+	-

## WARGEAR OPTIONS

- This unit can also be equipped with Banesword Anti-personnel Weapons (**Power Rating +1**).
- This unit can also be equipped with two (**Power Rating +2**) or four (**Power Rating +4**) of the following: 1 Lascannon and 1 Twin Heavy Bolter; 1 Lascannon and 1 Twin Heavy Flamer.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** SUPER-HEAVY, VEHICLE, TITANIC, BANESWORD

# BANEBLADE



28



A Baneblade is a unit that contains 1 model. It is equipped with: Autocannon; Baneblade Cannon; Demolisher Cannon; Twin Heavy Bolter; Adamantium Tracks.

	M	WS	BS	A	W	Ld	Sv
<b>Baneblade</b>	<b>10"</b>	<b>5+</b>	<b>4+</b>	<b>2</b>	<b>5</b>	<b>6</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Baneblade Anti-personnel Weapons	Heavy	36"	1	8+	10+	-
Baneblade Cannon	Heavy	72"	4	5+	5+	-
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Lascannon	Heavy	48"	1	10+	5+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Adamantium Tracks	Melee	Melee	User	7+	7+	-

## WARGEAR OPTIONS

- This unit can also be equipped with Baneblade Anti-personnel Weapons (**Power Rating +1**).
- This unit can also be equipped with two (**Power Rating +2**) or four (**Power Rating +4**) of the following: 1 Lascannon and 1 Twin Heavy Bolter; 1 Lascannon and 1 Twin Heavy Flamer.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** SUPER-HEAVY, VEHICLE, TITANIC, BANEBLADE

# DOOMHAMMER



25



A Doomhammer is a unit that contains 1 model. It is equipped with: Magma Cannon; Twin Heavy Bolter; Adamantium Tracks.

	M	WS	BS	A	W	Ld	Sv
<b>Doomhammer</b>	<b>10"</b>	<b>5+</b>	<b>4+</b>	<b>2</b>	<b>5</b>	<b>6</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Doomhammer Anti-personnel Weapons	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Magma Cannon	Heavy	60"	3	7+	3+	Destroyer
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Adamantium Tracks	Melee	Melee	User	7+	7+	-

## WARGEAR OPTIONS

- This unit can also be equipped with Doomhammer Anti-personnel Weapons (**Power Rating +1**).
- This unit can also be equipped with two (**Power Rating +2**) or four (**Power Rating +4**) of the following: 1 Lascannon and 1 Twin Heavy Bolter; 1 Lascannon and 1 Twin Heavy Flamer.

## ABILITIES

### Open-topped

**Firing Deck:** No more than one unit can make use of this unit's Open-topped ability each turn – that unit can contain no more than 10 models.

## TRANSPORT

This unit can transport up to 25 friendly **ASTRA MILITARUM INFANTRY** models. Each weapons team model takes the space of 2 other **INFANTRY** models and each **OGRYN** model takes the space of 3 other **INFANTRY** models.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** SUPER-HEAVY, VEHICLE, TITANIC, TRANSPORT, DOOMHAMMER

# HELLHAMMER



30



A Hellhammer is a unit that contains 1 model. It is equipped with: Autocannon; Hellhammer Cannon; Demolisher Cannon; Twin Heavy Bolter; Adamantium Tracks.

	M	WS	BS	A	W	Ld	Sv
<b>Hellhammer</b>	<b>10"</b>	<b>5+</b>	<b>4+</b>	<b>2</b>	<b>5</b>	<b>6</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Hellhammer Anti-personnel Weapons	Heavy	36"	1	8+	10+	-
Hellhammer Cannon	Heavy	36"	6	4+	5+	-
Lascannon	Heavy	48"	1	10+	5+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Adamantium Tracks	Melee	Melee	User	7+	7+	-

## WARGEAR OPTIONS

- This unit can also be equipped with Hellhammer Anti-personnel Weapons (**Power Rating +1**).
- This unit can also be equipped with two (**Power Rating +2**) or four (**Power Rating +4**) of the following: 1 Lascannon and 1 Twin Heavy Bolter; 1 Lascannon and 1 Twin Heavy Flamer.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** SUPER-HEAVY, VEHICLE, TITANIC, HELLHAMMER

# SHADOWSWORD



25



A Shadowsword is a unit that contains 1 model. It is equipped with: Volcano Cannon; Twin Heavy Bolter; Adamantium Tracks.

	M	WS	BS	A	W	Ld	Sv
<b>Shadowsword</b>	<b>10"</b>	<b>5+</b>	<b>4+</b>	<b>2</b>	<b>5</b>	<b>6</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lascannon	Heavy	48"	1	10+	5+	-
Shadowsword Anti-personnel Weapons	Heavy	36"	1	8+	10+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Volcano Cannon	Heavy	72"	4	7+	3+	Destroyer
Adamantium Tracks	Melee	Melee	User	7+	7+	-

## WARGEAR OPTIONS

- This unit can also be equipped with Shadowsword Anti-personnel Weapons (**Power Rating +1**).
- This unit can also be equipped with two (**Power Rating +2**) or four (**Power Rating +4**) of the following: 1 Lascannon and 1 Twin Heavy Bolter; 1 Lascannon and 1 Twin Heavy Flamer.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** SUPER-HEAVY, VEHICLE, TITANIC, SHADOWSWORD

# STORMLORD



26



A Stormlord is a unit that contains 1 model. It is equipped with: Vulcan Mega-bolter; Twin Heavy Bolter; Adamantium Tracks.

	M	WS	BS	A	W	Ld	Sv
<b>Stormlord</b>	10"	5+	4+	2	5	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lascannon	Heavy	48"	1	10+	5+	-
Stormlord Anti-personnel Weapons	Heavy	36"	1	8+	10+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Vulcan Mega-bolter	Heavy	60"	8	4+	9+	-
Adamantium Tracks	Melee	Melee	User	7+	7+	-

## WARGEAR OPTIONS

- This unit can also be equipped with Stormlord Anti-personnel Weapons (**Power Rating +1**).
- This unit can also be equipped with two (**Power Rating +2**) or four (**Power Rating +4**) of the following: 1 Lascannon and 1 Twin Heavy Bolter; 1 Lascannon and 1 Twin Heavy Flamer.

## ABILITIES

### Open-topped

**Extended Firing Deck:** No more than two units can make use of this unit's Open-topped ability each turn – those units combined can contain no more than 20 models.

## TRANSPORT

This unit can transport up to 40 friendly **ASTRA MILITARUM INFANTRY** models. Each weapons team model takes the space of 2 other **INFANTRY** models and each **OGRYN** model takes the space of 3 other **INFANTRY** models.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** SUPER-HEAVY, VEHICLE, TITANIC, TRANSPORT, STORMLORD

# STORMSWORD



26



A Stormsword is a unit that contains 1 model. It is equipped with: Stormsword Siege Cannon; Twin Heavy Bolter; Adamantium Tracks.

	M	WS	BS	A	W	Ld	Sv
<b>Stormsword</b>	<b>10"</b>	<b>5+</b>	<b>4+</b>	<b>2</b>	<b>5</b>	<b>6</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lascannon	Heavy	48"	1	10+	5+	-
Stormsword Anti-personnel Weapons	Heavy	36"	1	8+	10+	-
Stormsword Siege Cannon	Heavy	36"	6	3+	7+	Siege Weapon
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Adamantium Tracks	Melee	Melee	User	7+	7+	-

## WARGEAR OPTIONS

- This unit can also be equipped with Stormsword Anti-personnel Weapons (**Power Rating +1**).
- This unit can also be equipped with two (**Power Rating +2**) or four (**Power Rating +4**) of the following: 1 Lascannon and 1 Twin Heavy Bolter; 1 Lascannon and 1 Twin Heavy Flamer.

## ABILITIES

**Siege Weapon:** This weapon does not suffer any penalties for firing at obscured targets.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** SUPER-HEAVY, VEHICLE, TITANIC, STORMSWORD

# CHIMERA



7



A Chimera is a unit that contains 1 model. It is equipped with: Heavy Bolter; 2 Lasgun Arrays; Multi-laser; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Chimera	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Multi-laser	Heavy	36"	1	6+	10+	-
Lasgun Array	Small Arms	24"	1	8+	10+	Rapid Fire
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- Instead of 1 Multi-laser, this unit can be equipped with one of the following: 1 Heavy Bolter; 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

## TRANSPORT

This unit can transport up to 12 friendly **ASTRA MILITARUM INFANTRY** models. Each weapons team model takes the space of 2 other **INFANTRY** models and each **OGRYN** model takes the space of 3 other **INFANTRY** models.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, CHIMERA

# TAUROX



4



A Taurox is a unit that contains 1 model. It is equipped with: 2 Autocannons; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Taurox	14"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

## TRANSPORT

This unit can transport up to 10 friendly **ASTRA MILITARUM INFANTRY** models. Each weapons team model takes the space of 2 other **INFANTRY** models and each **OGRYN** model takes the space of 3 other **INFANTRY** models.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, <REGIMENT>

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, TAUROX

# VALKYRIE



8



A Valkyrie is a unit that contains 1 model. It is equipped with: Hellstrike Missiles; Multi-laser; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Valkyrie	20"-45"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Hellstrike Missiles	Heavy	72"	1	6+	6+	-
Multi-laser	Heavy	36"	1	6+	10+	-
Multiple Rocket Pod	Heavy	36"	1	7+	8+	-
Armoured Bulk	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Multi-laser, this unit can be equipped with 1 Lascannon.
- Instead of Hellstrike Missiles, this unit can be equipped with 2 Multiple Rocket Pods.
- This unit can also be equipped with 2 Heavy Bolters (**Power Rating +2**).

## ABILITIES

### Supersonic

**Vehicle Squadron:** Each Flyers slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Flyers slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

**Hover Jet:** At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

**Grav-chute Insertion:** Units may disembark from this unit during its Move action. Units that disembark in this manner must be set up more than 9" from any enemy units.

## TRANSPORT

This unit can transport up to 12 friendly **ASTRA MILITARUM INFANTRY** models. Each weapons team model takes the space of 2 other **INFANTRY** models and each Ogryn model takes the space of 3 other **INFANTRY** models.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, AERONAUTICA IMPERIALIS

**KEYWORDS:** HEAVY, VEHICLE, FLY, TRANSPORT, AIRCRAFT, VALKYRIE

# TAUROX PRIME



8



A Taurox Prime is a unit that contains 1 model. It is equipped with: Taurox Battle Cannon; 2 Hot-shot Volley Guns; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
<b>Taurox Prime</b>	14"	6+	3+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Hot-shot Volley Gun	Heavy	24"	1	7+	9+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Taurox Battle Cannon	Heavy	48"	2	6+	6+	-
Taurox Gatling Cannon	Heavy	24"	2	7+	9+	Rapid Fire
Taurox Missile Launcher	Heavy	48"	2	7+	7+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Taurox Battle Cannon, this unit can be equipped with one of the following: 1 Taurox Gatling Cannon; 1 Taurox Missile Launcher.
- Instead of 2 Hot-shot Volley Guns, this unit can be equipped with 2 Autocannons.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

## TRANSPORT

This unit can transport up to 10 friendly **MILITARUM TEMPESTUS** or **OFFICIO PRAEFECTUS INFANTRY** models.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, MILITARUM TEMPESTUS

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, TAUROX PRIME

# COMMISSAR SEVERINA RAINE



4



Commissar Severina Raine is a unit that contains 1 model. It is equipped with: Evenfall. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Commissar Severina Raine	6"	3+	3+	1	1	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Evenfall	Melee	Melee	User	8+	8+	-

## ABILITIES

**Aura of Discipline:** Friendly **ASTRA MILITARUM** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**Leading from the Front:** You automatically pass Morale tests taken for friendly **ASTRA MILITARUM** units whilst they are within 6" of this unit and this unit is within 1" of an enemy unit.

**FACTION KEYWORDS:** IMPERIUM, ASTRA MILITARUM, OFFICIO PRAEFECTUS  
**KEYWORDS:** LIGHT, CHARACTER, INFANTRY, COMMISSAR, SEVERINA RAINE