

WARHAMMER

40,000

CODEx



ASTRA MILITARUM™

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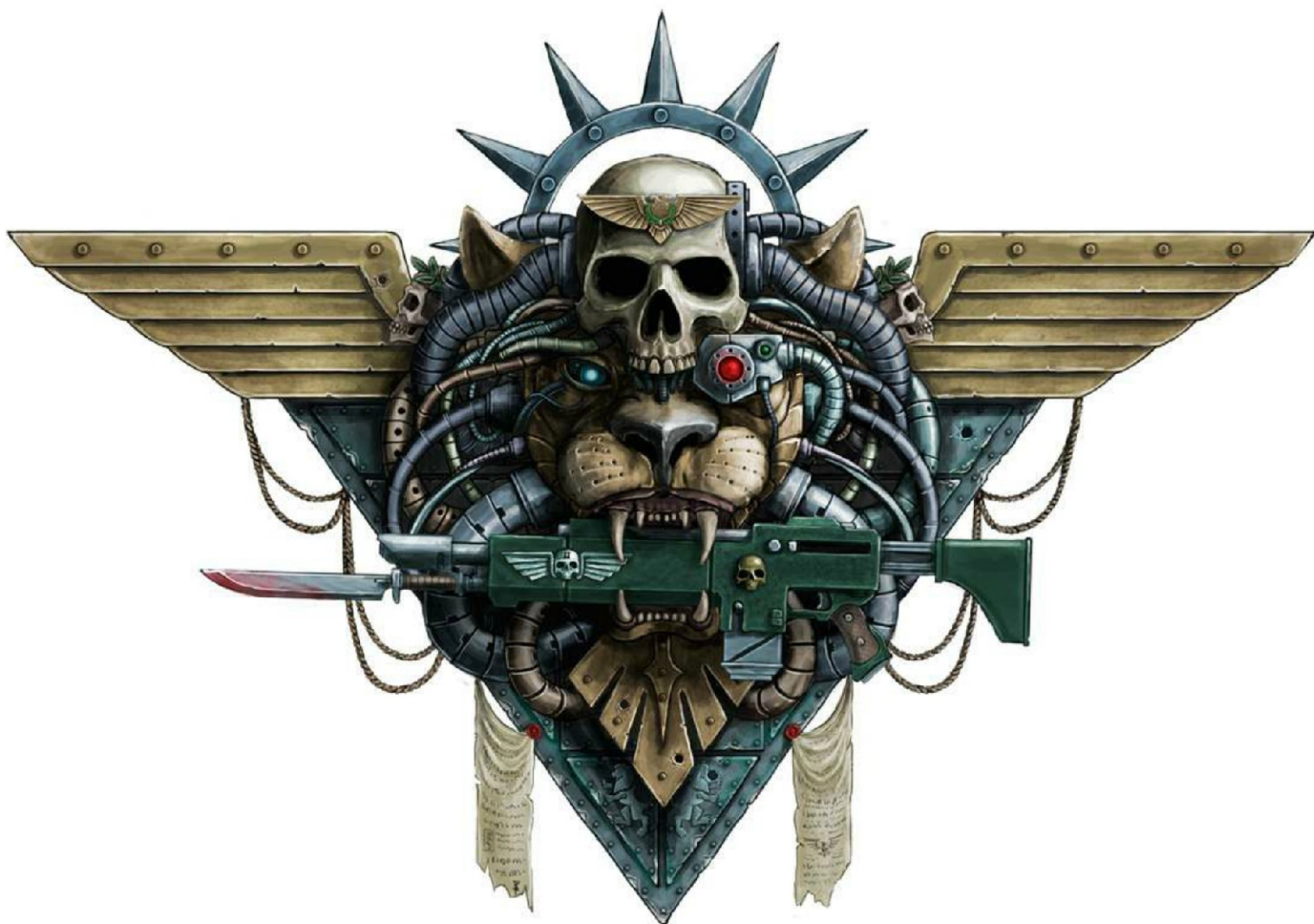
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ASTRA MILITARUM



THE IMPERIAL GUARD

INTRODUCTION



Though they are but mortals in a galaxy of gods and monsters, the Imperial Guard combine vast numbers, mighty armoured vehicles and good honest human courage to win bloody victory in the Emperor's countless wars.

In this dark and terrible age, the Imperium of Mankind is beset upon all sides by threats beyond counting. It is the duty of the Imperial Guard to hold back this endless tide of foes. No matter how many lives victory may cost, an Imperial Guard army will eventually grind their foe to a bloody pulp. This book recounts the history of the Imperial Guard, from their brutal inception amid the blood and horror of the Horus Heresy, through ten thousand years of selfless sacrifice and constant warfare. Take command of this mighty multitude, and you fight in defence of the Imperium itself – but remember, victory in the Emperor's name justifies any sacrifice, for a dutiful death is its own reward...



WARHAMMER 40,000

If you are reading this codex, then you have already taken your first steps into the Warhammer 40,000 hobby. The Warhammer 40,000 rulebook contains all the rules you need to fight battles with your Citadel miniatures, and every army has its own codex that acts as a definitive guide to collecting and unleashing it upon the tabletop battlefields of the Warhammer 40,000 universe. This codex allows you to turn your Astra Militarum collection into the unstoppable Hammer of the Emperor.



ASTRA MILITARUM

An Imperial Guard army presents a grand spectacle. With huge numbers, overwhelming firepower, and enough tanks to crush any opposition, the Imperial Guard appeal to those who want to field a glorious sledgehammer of an army in defence of the Emperor's realm.

HOW THIS CODEX WORKS

Codex: Astra Militarum provides all the information you need to collect a proud force of Imperial Guard and use them to crush your foes in games of Warhammer 40,000. The first section of this codex introduces the Imperial Guard, explaining their bloody origins, logistical organisation and brutal, grinding way of war. After this you will find descriptions of all the characters, units and vehicles available to the Imperial Guard. Each

unit's entry covers its role on the battlefield, its rules and unique skills. Furthermore, you will find full details and rules for the weapons, armour and equipment authorised by the Departamento Munitorum, as well as an army list that enables you to organise your Imperial Guard collection into a deadly tabletop army. Finally, this book contains a showcase of stunning Citadel miniatures from the Astra Militarum range. From single models to vast armies, this is sure to inspire your collection.





THE ASTRA MILITARUM



The Astra Militarum, also known as the Imperial Guard, is the largest coherent fighting force in the galaxy. Billions of men supported by legions of heavy armour and thundering artillery, the Imperial Guard fight a never-ending war for the survival of Mankind. It is by their sacrifice that the Imperium has endured for ten thousand years...

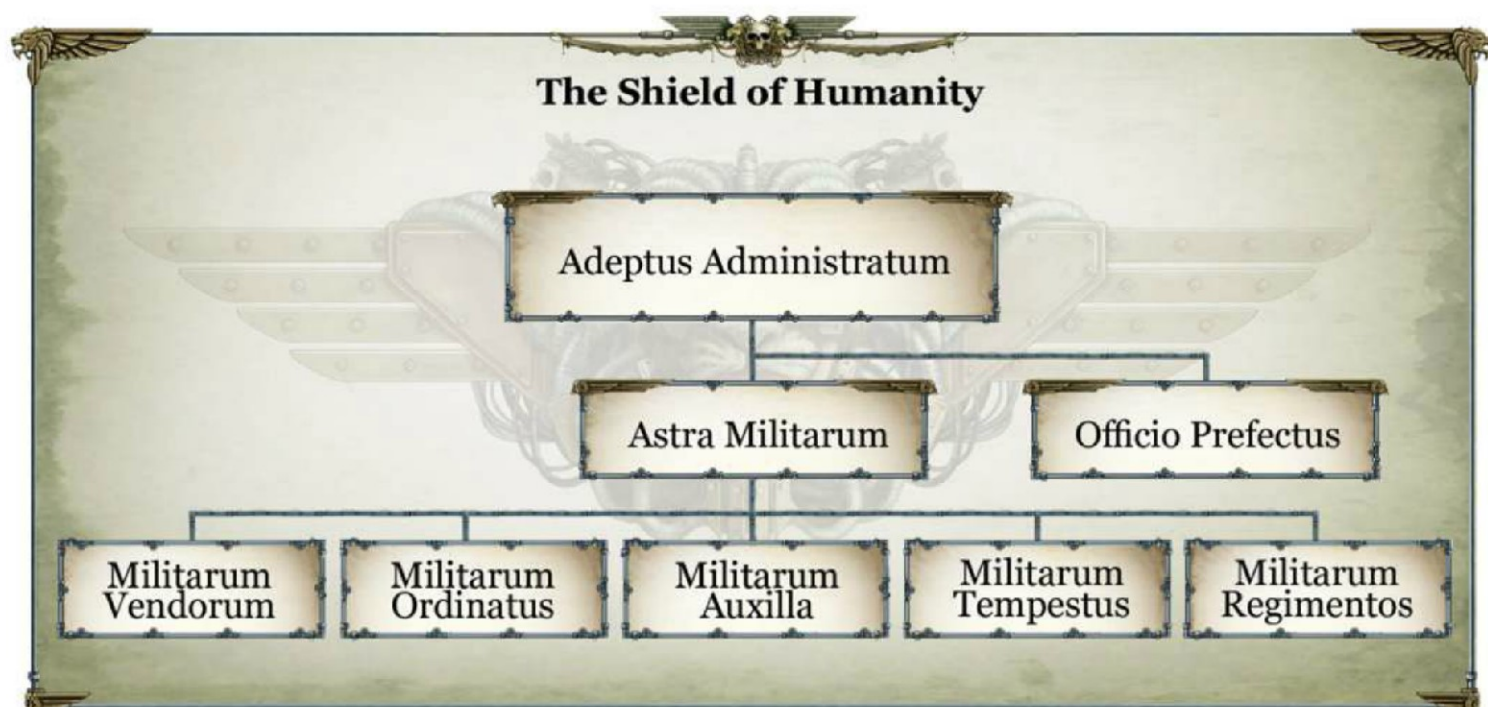
The Imperium is vast on a scale incomprehensible to mortal man. Communication and travel between the glinting motes of this far-flung empire are laden with risk. The inimical realm of the Warp provides the only conduit for interstellar movement or messages yet it also taints or temporally displaces much of that which plunges into its depths, confounding the Imperium's attempts at centralised control or unified strategy. On every border and every battlefield, Humanity's worst nightmares press ever inwards, and are held at bay only through vast and constant sacrifice. In these dark times, warfare on a galactic scale is a matter of soulless, grinding logistics. Only the Astra Militarum can marshal the manpower to fight such a war.

The Imperial Guard fights punishing battles of attrition in which incalculable lives may be expended for each objective achieved. An Imperial Guard army must utilise the twin advantages of vast numbers and overwhelming firepower to annihilate its foes. Where xenos aircraft dance and weave with impossible grace, the Imperial Guard simply fills the sky with a thunderstorm of munitions from which no amount of aerobatic skill can save the foe. Where heretical bastions stand defiant, Imperial Guard commanders call down artillery bombardments that reduce all to rubble with their apocalyptic fury. The greatest enemy threats are torn apart in the crossfire of thousands of heavy weapons, or smashed aside by the gallant charge of hundreds of Imperial tanks. The enemies of Mankind may employ dark sciences or alien weapons beyond Humanity's ken, but such deviance comes to naught in the face of honest human intolerance backed by a sufficient number of guns.



For all the might of its armour and artillery, the true backbone of the Astra Militarum is the countless waves of infantry who take to the field. The sheer scale of the battles fought by the Imperial Guard is dehumanising in the extreme. Entire regiments of brave warriors are reduced to statistics upon the scrolling screens of Imperial strategoes, grains of sand sliding through the fingers of greater and more privileged individuals. Yet every single company, every single squad, every single Imperial Guardsman who lifts their lasgun and takes a stand in defence of their race, is crucial. Without a constant deluge of new recruits, the Imperial Guard would cease to function.

A battle may see the deployment of millions, yet time and again it is a single heroic company who carry their charge to secure a crucial gatehouse or pivotal objective. Squads of desperate men battle impossible odds, with nothing but their courage and faith driving them to hold the line while their valuable betters are evacuated to safety. Every day that the Imperium endures, Imperial Guardsmen stand in the face of beasts more hellish than their worst nightmares. Men charge screaming alongside their comrades into the mouth of hell, lasguns spitting death at the foe even as xenos munitions tear bloodied holes in the human ranks. In a galaxy of never-ending warfare, what makes the perpetually outmatched men of the Imperial Guard so admirable is that they know near constant fear, yet they lift their weapons, plant their feet, and fight on regardless. Their lives may be short and brutal, their sacrifices insultingly thankless, but it is because of the Imperial Guard that the Imperium continues to weather the storm of these dark times.



IN THE EMPEROR'S NAME



The Imperial Guard first came into being during the Horus Heresy. Since those days, in battles beyond number, countless soldiers have forged a roll of honour so mighty that an entire continent of Holy Terra is given over to its immortalisation. Yet every victory is but a drop in an unending ocean of warfare, for new threats assail the Imperium every single day.

The Imperium of Mankind was carved from the stars during the glorious centuries of the Great Crusade. The Emperor himself fought at the forefront of Imperial expansion, supported by his mighty sons the Primarchs, and their gene-progeny the Space Marines. Yet even such illustrious and all-conquering heroes could only be in so many places at once. As the bounds of Mankind's conquests spread ever further outward, so the Space Marines were spread thin.

Rather than risk losing control of conquered worlds, the Emperor commanded that the Imperial Army be formed. Drawn from compliant worlds, these formations appear to have originally comprised a collection of volunteers, mercenaries and the survivors of indigenous armed forces, and were little more than garrisons or peace-keepers. However, the demands of the Great Crusade continually increased; by the time the burgeoning realm of Humanity reached the Eastern Fringe, the Imperial Army was a fully fledged arm of its war machine, fighting on the front lines. Imperial Army forces were self-contained and autonomous, possessing control of their own warships. Vast and sprawling, these potent fighting forces were commonly assigned to Space Marine commanders and could conquer whole worlds in their name. All this changed after the horrors of the Horus Heresy.

When the Warmaster turned upon the Emperor, fully half of the Space Marines turned with him. Compelled by loyalty, fear or personal ambition, so too did the majority of those Imperial Army forces under the traitors' control. Millions upon millions of trained fighting men, possessed of their own dedicated armour units and interstellar transportation, were suddenly set at the nascent Imperium's throat. Worlds burned in the fires of orbital bombardment or were ground beneath the churning treads of countless tanks. Old scores were settled as formerly compliant worlds turned upon those who had brought them enlightenment beneath the muzzle of a gun. One-time comrades fought tooth and nail amid the blasted rubble of loyalist worlds as the Imperial truth was torn down, replaced by heretical idols to ancient and malicious gods. The traitor Space Marines were a terrible threat to the Emperor's domain, yet on every front of the civil war the situation was made worse by the countless ships, tanks and men of the Imperial Army's rebels.



THE WAR AT HOME

Imperial Guardsmen outrank their counterparts who serve in the fighting forces of their homeworld; indeed, many veterans look down on regiments whose only duty is to defend their own planet. These forces are perceived by some Guardsmen as having little combat experience. This is, of course, far from the truth, for the Imperium of Man is beset on all fronts. The relentless raids of pirates and encroachments by aliens are continually opposed by every planet's own military forces. Standing firm in the face of brutal horrors, these brave soldiers fight and die just as well as their comrades in the Imperial Guard, but without the glories and honours won on distant worlds.



In the wake of the resultant bloodshed, measures were implemented to ensure treason on such a scale could never again occur. The Imperial Army ceased to exist and the link between fleet and army was permanently severed. War in the depth of space would be the responsibility of the Imperial Navy, while any and all operations conducted on land would fall to the Imperial Guard. Commissars were introduced: men who were trained and indoctrinated as incorruptible watchdogs, arbiters of Imperial authority who would ensure the swift and public execution of cowards and malcontents. Shorn of their autonomy and watched closely for disloyalty, the Imperial Guard were now a codependent organisation. Operations, structure and command were brutally compartmentalised. Trust and flexibility were sacrificed. Rebellions and insurrections might be inevitable, but now they would be isolated, fragmented, and swiftly crushed.



CHAIN OF COMMAND

The tenets of centralised Imperial strategy are set by the High Lords of Terra themselves. The Lord Commander Militant passes on the dictates of this august gathering to Segmentum Command, who in turn hold responsibility for operations within their own designated regions of the Imperium. In practice, the distance and scale involved in the Imperium's wars render such centralised command elements little more than out of touch figureheads. Tales abound of Astropathic messages being received wildly out of sync with the events to which they pertain. During the infamous War of Foretelling, the Vonost system faced a questing tendril of Hive Fleet Leviathan. Despite initial successes, Imperial efforts were crippled after temporal distortion caused all of Segmentum Command's orders for the entire war to arrive in a single, garbled message. Compelled at gunpoint by the hidebound Commissar Teitzin to follow their orders to the letter, Segmentum Command's strategy fell apart in horrific fashion and Vonost was lost in less than a month. Were frontline officers to await and obey the word of their remote superiors in all matters, Mankind would be swiftly overrun.

Instead, the practicalities of command fall to the officer of highest rank in any given theatre of war. Though assigned the Munitorum rank of general, native honorifics such as lord marshal or high chenzin are often maintained. These officers are supported by a cadre of loyal personnel who between them comprise localised high command. Individual generals vary enormously in their approach, some coordinating their forces from well behind the lines – possibly even from low orbit – while others take to the field amid dedicated retinues of bodyguards. Surrounded by the chatter of servo-skulls, the whispering scratch of auto-quills, and the barking voices of subordinates, wreathed in the reek of promethium-smoke and holy censers, these men direct their mighty armies to victory in the Emperor's name.

There is another rank available to the Imperial Guard, one outside of the conventional strategic command structure. This title, affording absolute authority over all but the most exalted Imperial forces, is that of warmaster. Such power can only be granted by the High Lords themselves. Stigma and superstition often sees this rank renamed, most famously to lord solar, and it is rare to see more than one warmaster in any given stretch of centuries. Such men lead star-spanning crusades, or else the defence of entire Imperial segmentums.



THE UBIQUITOUS LASGUN

The lasgun is the universal battle rifle of the Imperial Guard, but there are many models, marks and patterns in service. The Cadian Shock Troops commonly bear the M36 lasrifle, a weapon well known for its reliability. The Catachan Jungle Fighters bear the Mk 4 lascarbine, the hefty power cells of which give the weapon additional clout both as a short range assault rifle, and an improvised club.

Other common marks include the mass-manufactured Armageddon lasgun, the much sought-after Triplex pattern and the short-barrelled, folding stock models used by mechanised infantry, tank crews and troops on starship detail. More exotic are the intricately wrought heirloom weapons of the Vostroyan Firstborn, and the Accatran pattern Mk IV, much valued for its compactness and utility at short range.



THE BUREAUCRACY OF WAR

While strategic command is vital to Imperial Guardsmen in the field, the true foundation of the Imperial war effort is the Departamento Munitorum. The military arm of the Adeptus Administratum, the Munitorum is a galaxy-spanning logistical monster. Within the vast mechanisms of the Munitorum's relentless bureaucracy, individual men and women are reduced to the most miniscule of cogs.

The remit of the Departamento Munitorum is to ensure that all the material needs of the Imperial Guard are met. From administrating recruitment tithes to overseeing the collection and disposal of slain soldiers, the Munitorum organises and provides for almost every aspect of life in the Imperial Guard. The rations in an Imperial Guardsman's pack, the lasgun he fires and the power-packs it consumes, the bandages and tinctures with which his wounds are treated, and the liquor rations with which he dulls the horrors of each battle, all of these are Munitorum issue. From cultural readjustment to dogmatic primers and nutritional supplements, the Munitorum reaches into every aspect of a Guardsman's life with the intention of ensuring that he performs in battle to the best of his ability. So too is it the remit of the Departamento Munitorum to assess any claim that a war zone is beyond the capacity of currently deployed Imperial forces to secure; no demand for reinforcements can be made through official channels without Munitorum approval stamped in triplicate.



The Departamento Munitorum has a presence on every Imperial world from which regiments are raised. Yet it would be a mistake to believe that with such proliferation comes intelligent application of labour. The Munitorum is a bloated, unfeeling

organisation to which quotas are all, and proper process in the face of desperate demand is the highest form of service to the Emperor. With trillions of souls engaged at monotonous and little-understood administrative tasks every day, errors are common and rarely rectified. A mistaken stroke of an ordinator key may denote, to a lowly menial, nothing more important than a misplaced zero among three hundred pages of tight packed binary code. Yet that same erroneous character, once fully processed, may send whole regiments to their deaths. One wrongly filed form or incomplete requisition order may see an entire army issued the wrong ammunition, or divert vital reinforcements into the deepest gulfs of space. Paperwork stacks as tall as hab-blocks are processed by armies of scribes in mindless, methodical order, with routine reports often taking precedence over desperate cries for help by simple dint of their chronological order of receipt.

It is a testament to the sheer size of the Imperial Guard – and to human courage and ingenuity – that they are able to absorb the Munitorum's frequently disastrous errors only to emerge victorious. Yet for every regiment that overcomes such adversity, another finds itself deployed to inimical environments without vital survival gear, or sent into battle against overwhelming or nonexistent foes.

RAISING THE TITHE

Every world within the Imperium is ruled over by a Governor or commander. Whether such men inherit their title by blood or are awarded it for some great service in the Emperor's name, their responsibilities are the same. These Governors are afforded absolute authority to rule their realm precisely as they see fit. In return, however, each Governor is beholden to the wider Imperium, expected to ensure that a set of key responsibilities are fulfilled without fail. Each Governor is responsible for the day-to-day defence of his or her own realm, for the Imperial Guard cannot be deployed to handle every brush-fire war, piratical raid and minor incursion. To combat such threats, Governors are expected to raise, train and equip their own planetary defence forces to safeguard their holdings. Fortifications must be raised, manned and maintained, the skies must be watched, and the populace must be carefully monitored lest the outer dark creep into the hearts and minds of loyal Imperial citizens.

Perhaps most importantly, there is the Imperial Tithe. Based upon archaic criteria assessed by Munitorum officials, each world must provide one tenth of its total military force to fight for the Imperial Guard. It is an offence punishable by death for a Governor to supply substandard soldiery when the tithe is exacted, or to provide insufficient numbers. Furthermore, it is a capital offence should these soldiers lack proper uniforms, sufficient training, or appropriate levels of genetic purity. For these reasons, though some worlds recruit by caste, population density, geography or even lottery, most Governors are given to pouring their best men into such regimental foundings. This is less out of a sense of altruism or duty than it is an ongoing effort of self-preservation. Nonetheless, on many worlds it is a matter of some honour to be chosen for this duty. Indeed, it is not uncommon for lives to be lost in the fierce competitions that the tithe often spurs. In a

few rare cases, such as the Bardellan Wars of Proving or the Charon's Cluster Schism, localised wars can even be triggered in the lead-up to the month of tithing. Planetary authorities are normally quick to crush such counter-productive disputes, fearful of the concurrent waste of tithe-grade manpower and the apparent loss of control in front of Munitorum officials.

In times of great peril, the Departamento Munitorum is permitted to call upon Governors to raise quantities of forces substantially above their normal tithe. Such measures can see entire cities or continents all but emptied, or key societal strata removed en masse. When the Imperium demands its pound of flesh it is not within a Governor's rights to refuse, and each knows that next time it could so easily be his world that requires the protection of the wider Imperium. Only through compliance with the tithe can such security be guaranteed, for only worlds of proven loyalty may rely upon receiving Imperial aid when their own defences prove insufficient. Isolated worlds will not long survive, and the Munitorum's most economical recourse to punish rebellion is often simply to cut a world loose.



'When the people forget their duty they are no longer human and become something less than beasts. They have no place in the bosom of Humanity, nor in the heart of the Emperor. Let them die and be forgotten.'

**- PRIME EDICTS OF THE HOLY SYNOD OF THE ADEPTUS
MINISTORUM**



REGIMENTAL ORGANISATION

From the greatest crusading armada to the smallest watch-tower garrison, Imperial Guard armies are composed of a mixture of distinct regiments. These basic units of organisation have not changed since the aftermath of the Horus Heresy. Each regiment is raised from a single world, its personnel bringing with them their native dialects, uniforms, customs and loyalties. However, any indigenous military structure is exchanged for the Munitorum-enforced standard. Internal politics, grudges or debts are – for the most part – ignored and allowed to fester so long as the morale and performance of the regiment is not affected. That said, the regiment's attached Commissars will gun down without compunction any who put their own personal vendettas before the wider cause of the Imperium's wars.

Almost without fail, regiments are composed of one primary service arm, be it artillery, infantry, armour, or specialists such as abhumans. Though each regiment can consist of between three and twenty companies, and may number from a couple of hundred men to

tens of thousands, it is a rare regiment that is trained in more than one of the doctrines of warfare practised by the Imperial Guard.

To the casual observer this may seem a weakness, as regiments are, by necessity, compelled to rely upon one another for the combined-arms approach advocated by the *Tactica Imperium*. However, this lack of autonomy is another measure to prevent rebellion, ensuring that even if a whole regiment turns from the light of the Emperor, their lack of versatility will soon see them brought to heel and punished for their disloyalty.

Some planets are able to raise a variety of regiments. Cadia or Armageddon, for example, are huge worlds embroiled in seemingly endless wars whose populace are given ample opportunity to train in various aspects of warfare. By comparison, other worlds take great and often justifiable pride in their reputation for training a specific kind of regiment to exceptional standards. The pale skinned, dark eyed stealth infantry of the night world Prometheron or the clockwork discipline of the Kalatian artillery brigades are excellent examples of this. Feral or feudal worlds, on the other hand, often provide only infantry or Rough Rider regiments, thus circumventing huge potential culture shock.

Leadership at company and regimental level is a duty assigned to officers recruited from the same world, and normally from the same founding, as the regiment they lead. This practice ensures that nobles are placed in charge of those culturally disposed to offer them deference; officers stay with the troopers they have spent months or years training, and disruption to regimental morale is minimised. These officers will be supported and observed by regimental Commissars, attached during their founding by the Munitorum. These men must look to their regiment's morale and loyalty above all else, and will take any measure – no matter how extreme – to ensure the men do not disgrace themselves, whether on or off the field of battle.

Certain regiments of specialists can be an exception to the organisational norm, most notably abhumans, Rough Riders and super-heavy tanks. Though they can conceivably be sent into battle en masse, it is standard practise to break such regiments into companies or even squads before attaching them to more typical regiments where their specialised skills can give their adoptive comrades a much needed edge.



THE SCHOLA PROGENIUM

An institution that has stood for thousands of years, the Schola Progenium is nominally an offshoot of the Departamento Munitorum, though in practice its facilities are staffed by hard-line brethren of the Adeptus Ministorum. Housing the orphans of Imperial worthies, the Schola strives to ensure that children born to those of quality are neither abandoned, nor squandered as a potential resource.

The Schola has many fortified facilities, scattered in secret locations across the

galaxy. It is the belief of those who maintain these institutions that, through sufficient rigour, any youth of appropriate origins can be turned into a valuable servant of the Imperium. Each Schola Progenium facility is run according to meticulous strictures applied by Departamento Munitorum officials. The Schola's orphan wards must undertake a punishing daily routine of prayer, lessons, combat drill and chores that leaves them hollow-eyed and exhausted.

Every Emperor Day, all wards are assessed for aptitude, piety and dedication. Those found to excel in a particular area are split off into special classes, teaching them to become elite troopers of the Militarum Tempestus or even Cadet Commissars ready for transference to the Officio Prefectus. Upon coming of age, most students are sent on their way, unquestioningly adopting the role they have been conditioned for. Those without the aptitude for a role in the wider Imperium form a staff of menials and guards who can look to the needs of their founding orphanage. A very few vanish altogether, swept away under the auspices of mysterious Imperial officials to provide altogether more secretive services to the Imperium.



THE IMPERIAL GUARD AT WAR

In those instances where a threat to the Imperium cannot be repulsed by local defence forces and naval assets, the Departamento Munitorum will sanction immediate deployment of the Imperial Guard. Such a response will be guided by the wisdom imparted in the strategic parables of the Munitorum. This threat response pattern has served the Imperium well for thousands of years.

Initial forces will be drawn from localised assets deemed sufficient for the task at hand. This includes any Guardsmen already mobilised within response range, along with regiments raised from neighbouring worlds. Such forces can be disparate in nature, requiring officers to prove themselves adept at working with whatever materiel is to hand. Should a threat escalate, or prove greater than initial response forces can handle, the Munitorum will expand their designated conflict zone, drawing down relentless waves of reinforcements to crash upon the foe until it is entirely ground to dust. In this way even the onrushing fury of an Ork Waaagh! can be brought to a grinding halt, or the nimble Eldar drowned in manpower and ordnance.

Regiments en route to their designated warzone usually possess some previous military experience, whether culturally inherited or earned through campaigns already fought in the Emperor's name. While aboard their troop-ships these regiments will be further trained to deal with the specifics of the war into which they are being sent. Whether this is learning to recognise and combat particularly inhuman foes, use of environment-specific equipment, or acclimatisation to peculiarities of the destination world, such orientation can be vital. Imperial Guard regiments from feral worlds, for example, would

be rendered catatonic if unprepared for the immensity of an Imperial hive city.

On deployment, Imperial Guard forces operate according to the tenets of the *Tactica Imperium*, stringently enforced by their rigid chains of command. Regiments complement one another's strengths and weaknesses, ensuring that the army as a whole is greater than the sum of its parts. When facing especially ferocious or peculiar enemies, such as Daemons spilling from a Warp rent or the horror of a Tyranid swarm, this standardised method of making war can encounter costly snags. Yet with the constant flow of new manpower enjoyed by high command, individual engagements with casualty rates as high as one hundred percent can be considered rousingly successful, providing the fallen first achieve their allotted tasks or highlight some strategic weakness in the foe.



THE ADEPTUS MINISTORUM

The essential remit of the great and glorious Adeptus Ministorum is the furtherance of the Emperor's veneration. Nowhere is this mission more important than in ministering to the faith of the vast ranks of the Emperor's armies. Many men of faith gravitate toward the Imperial Guard, where their presence is sorely needed both on and off the bloody field of war. Horrors untold bedevil the soldiers of the Imperial Guard, many of whom will barely have made peace with the concept of space flight before they are faced by the unspeakable heresy of the alien or the traitor. Mutation and abomination proliferate while men are slain in graphic and grisly fashion before the eyes of their horrified comrades. Often, the soldiers of the Imperial Guard must do their duty upon battlefields the mere spectacle of which may be so apocalyptic as to shake the reason of the bravest individual. In such circumstances, blind faith can be potent armour for a man's soul.

For this reason, the Ministorum maintains a considerable presence amongst the ranks of the Imperial Guard. Whether orating from the laudhailer-laden pulpit of a shrine-deck, or from atop piled ration crates in a hastily cleared corner of the soldiers' mess, Ministorum clergy have a huge impact upon the confidence and courage of their allotted flock. At the commencement of a campaign, most Guardsmen have been marched amongst thousands into the close-packed hold of a starship, surrounded by strange and often frightening sights and sounds. Their destination a tangle of mystery and rumour, their homes and families never to be seen again, such men find a refuge in the familiarity of Imperial scripture. Many newly founded regiments will cling to their religion like a drowning man clings to driftwood; it is the duty of the Ministorum to shape this fervour into something that high command can use.

If Guardsmen have questions or doubts, the Ministorum must bolster these unfortunates' shield of ignorance before they stray into the wilds of dangerous speculation. Should the slightest sign of Warp-taint or heresy present itself – either within the ranks of the Imperial Guard or without – it is the role of the Ministorum to ensure this is swiftly dealt with. Nothing restores a soldier's faith faster than watching accused seditionists or mutants from amongst another regiment's ranks lashed to stakes and set ablaze for their sins. While such measures are doubtless draconian, none can question the Ministorum's flair for grand and faith-affirming spectacles, nor its value to the morale of the Imperial Guard.



‘There are those who raise their voices in anguish and sorrow for the plight of Mankind. Such faithless folk wail of an end to all days, of a final damnation for us all. I say to you, these fools are wrong! Liars, I name them, heretics and sayers of doom. Listen not to such heathens my brothers, for these are glorious days. Rejoice, for all may stand and fight for a truly righteous cause and any man – no matter how humble – can earn everlasting glory through martyrdom in the Emperor’s

sight.'

- CONFESSOR HULDWYN BEFORE THE BLACK CREEK MASSACRE



THE MECHANICUS AND THE GUARD

The men of the Imperial Guard are not the only element of the Imperial war machine that requires the ministrations of a priesthood. The Adeptus Mechanicus are masters of arcane automation and technological mysticism, who look to the provision and well-being of the Imperial Guard's countless engines of war. Without these lore-keepers of high technology there would be no ships to carry the Imperial Guard between worlds, and no weapons with which to hold back the countless foes that seek to overwhelm Mankind.

Imperial Guard vehicles and equipment fall into two basic categories. The majority of their materiel is bulk-manufactured on an immense, relentless scale on industrial worlds throughout the Imperium. Some planets specialise in a particular pattern of vehicle or weapon, such as Armageddon, with its vast Chimera manufactories, or Sanctus Valorum, with its renowned las-craft workshops. Others like Parabellus III or Kogen's Toil are equipped to turn out a range of the tanks, guns and munitions that the Emperor's many wars demand. To supplement this endless tide of ruggedly built basic equipment, Mechanicus forge worlds will – on occasion – provide compliments of far rarer war machines to aid their Imperial allies. Such vehicles incorporate the higher mysteries of the Omnissiah. The templates to construct these machines may only exist enshrined upon a single forge world, or may have been lost altogether, making deployment of these relics of war a decision of some weight.

The Tech-Priest Enginseers are the best-known Martians within the ranks of the Imperial Guard. These cybernetic holy men stand aloof from the Guardsmen that surround them, concerned only with tending to the machine spirits of their foster-regiment's vehicles and weaponry. Yet there are other, rarer classes of Tech-Priest who aid the Imperial Guard at war. Tacticus Cognosavants sit amid octopoidal tangles of cabling, deep within the bridges of Leviathan Command Crawlers. Logisticus Adepts assist the coordination of Munitorum supply-lines, their servo-scribe harnesses spewing kilometres of parchment every hour. Communication equipment, tactical hololiths, support servitors and countless other vital high command assets are provided by the Mechanicus and continue to function only through the diligence of the mysterious Tech-Priests.



ABHUMANS

When Mankind first spread out amongst the stars, they voyaged to the furthest corners of the galaxy. Worlds were settled with diverse and unusual environmental conditions that were to shape and change the peoples that called them home. After the Age of Strife, as the Imperium regained contact with the scattered seeds of Humanity, they discovered human populations who had devolved into entirely separate subspecies. Some of these were freakishly altered or irredeemably hostile and deserved only annihilation. A few, most notably the lumbering Ogryns and keen-eyed Ratlings, were accepted into the Imperial fold, albeit with hesitance and distaste. These races are known as abhumans, and their thinly spread populations contribute regiments to the *Militarum Auxilla*.

The small numbers and specialised abilities of abhuman soldiers means that Ogryn and Ratling regiments are almost always split for distribution to more conventional Imperial Guard formations. Abhumans evoke revulsion in their genetic cousins, for whom the degenerate inhumanity of their forms is only a step from the heresy of mutation. They must be constantly watched by Commissars and Priests alike for any signs of excess deviancy, and are taught self-disgust and a desire to atone for their failures of birth through honest toil in the Emperor's name. However, these squads have proven their worth time and again; such units as Magogg's Ratling Rifles in the Damocles Crusade, or the Bullgryns who carried the breach during the siege of Gregoria, have won great fame.

THE SCHOLASTICA PSYKANA

There are those whose value to the Imperial Guard outweighs the rabid moral repugnance they evoke. Most notable amongst these are the Warp-sensitive psykers of the *Scholastica Psykana*. The untrained psyker is a beacon to the Daemons of the Warp, his lack of control and improper absence of self-loathing presenting a deadly danger to all. To counter such hazards, the Black Ships of the Inquisition ply the space lanes of the Imperium, endlessly harvesting nascent psykers and proven witches to take back to Terra for assessment and classification. The fate of many is to feed the infernal mechanisms of the Golden Throne or be yoked to the blazing beacon of the Astronomican. The most stable find a different calling, fighting amongst the ranks of the Imperial Guard as Wyrdvane Psykers.

There are numerous Scholastica Psykana training facilities in remote locations across the Imperium, isolated from populated systems and known Warp anomalies. Security at such facilities is nigh impenetrable, intended as much to keep the students in as to ensure outside threats are repulsed. Within the austere surroundings of these psionically shielded scholas, the Wyrdvane Psykers meditate. They gain understanding of and train to control their potent abilities, learning how they may better serve the forces of the Imperium. Alongside their mental and spiritual training, those psykers marked for service are taught the basics of close quarters combat and battlefield survival, but it is the Warp-fuelled devastation these individuals can unleash that has won the Imperial Guard so many battles.



‘For every unsettling sight the galaxy paraded before my eyes, still some of the strangest came from within our own ranks. Take the Tech-Priests for one. All glowing eyes and waving cables, nests of wires and wasted flesh. To think that any man might choose to do that to himself voluntarily – it fair sets my teeth on edge. And they’re secretive too, always removed, always aloof. Dealing with them was tougher than getting a biletick off your boot. Yet for all that, my boys wouldn’t have lasted a day in the field without the red-robos. Getting engines running again, fixing up weapons systems, calming angry machine spirits – they’d walk through fire to save one of their precious tanks, those Tech-Priests, even if they couldn’t care less about the men inside.’

**- FROM THE COLLECTED MEMOIRS OF GENERAL KURTIS HICKS,
CATACHAN IV ARMY GROUP**





DE GLORIA MACHARIUS



At the dawn of the 41st Millennium, a leader arose from the ranks of Humanity, a genius of warfare whose seven-year crusade saw one thousand worlds returned to the bosom of the Emperor. That man was Lord Solar Macharius, greatest warmaster since Horus' betrayal, a peerless strategist and leader whose like has not been seen in the Imperium since.

Great Macharius was a mortal man, yet in his magnificence he became the figurehead of Imperial conquest, a god of war. At the head of seven army groups, each led by a general appointed by the Lord Solar himself, Macharius' crusade cut a swathe through the Segmentum Pacificus. This relentless pilgrimage of conquest stretched even beyond the reach of the Astronomican's guiding light, faltering only when those who followed in Macharius' shadow could go no further. At this, the Lord Solar is said to have wept hot tears of rage and frustration as he looked out upon unknown worlds denied to the Imperium only through human frailty.

During the seven glorious years of his crusade, Lord Solar Macharius was an unstoppable force. His zeal was unmatched, his piety a blazing beacon, and his abilities as a strategist spanned all theatres of war. From the inspirational leadership of individual men to system-wide wars of extermination, the Lord Solar was without equal. This tactical breadth he demonstrated during such battles as the Ravenstokh Blitz. During that bloody conflict, Macharius left off theatre-wide command of seventeen million fighting men after days of constant warfare, descending to the firefields in his personal lander and leading the final charge against the defenders of the Basalt Ark with his blade in his hand.

Macharius was said by his generals to possess a passion so great that to linger in the overwhelming presence of this man was like looking too long into the heart of a star. None could withstand the force of Macharius' anger, nor stay the course of his convictions. It is said that even Space Marine Captain Barus of the Swords Sanguine Chapter was cowed to silence when he incurred Macharius' wrath during the deadlock above Tulassa III. The Lord Solar's word was law, his approval everything.

Upon the field of battle, the Lord Solar was a raging lion. Sejanus wrote that the mere knowledge of Macharius' presence on the battlefield was worth legions

beyond counting. Macharius insisted always that he lead his men from the front, never straying far from the white-hot furnace of war. His oratory was inspirational beyond even the most bombastic Ministorum Preacher or forbidding Lord Commissar. Macharius, it was said, could fell the walls of the mightiest fortress with but a single word, and could compel the men under his command to advance upon the foe even armed with nought but their bare hands, and still claim victory at battle's end.

The Lord Solar was neither a patient nor a compassionate man, for the virtue of kindness will turn swiftly to the sin of complacency. Should a world manage to slow his conquest, Macharius would simply obliterate its defenders from the cold void of space. In the course of the crusade the Lord Solar sanctioned the apocalyptic deaths of fifty worlds, and the genocide of another seventeen planetary populations besides. Yet Macharius could also be magnanimous, sparing those who impressed him with their courage or honour.

It is hard, perhaps, to understand the mind of a man of Lord Solar Macharius' greatness. There are those base detractors who claim that he was a tyrannical despot who would have driven his men forever onwards into the jaws of damnation had they not failed him at the last. Yet to refute the heroism and glory of Macharius is the vilest form of heresy. For seven glorious years the Lord Solar led in person many hundreds of victorious battles. Yet even amongst these conquests, certain of Macharius' deeds are immortalised in the records of his awed generals as amongst his finest moments.

At Kallastin, Lord Solar Macharius did conclude his conquest in but a single day. His swift success was won despite the presence upon that world of no fewer than seven enemy continental fortresses and over twenty-three billion Orks. This was sworn as truth by General Arrian the Sainted.

At the culmination of the siege of the Aver system, Lord Solar Macharius took to the field at the head of over one hundred regiments of valorous Cadian infantry. Despite casualties in excess of ninety three percent, and though he himself was grievously wounded no fewer than eight times, the Lord Solar successfully carried the Rhamatra Highlands. This was sworn as truth by General Crassus the Sainted.

Lord Solar Macharius was the greatest hero the Imperium had known since the Emperor bestrode the stars. When his crusade drew to a close, Lord Macharius died before he was able to return to his home world. On that planet, now named Macharia, the Lord Solar was interred in a mighty sepulchre upon which were laid the swords of over one hundred officers, including the six blades of his surviving generals. Every year, numbers of the faithful beyond counting attempt the Pilgrimage of Macharius, giving up their every material possession in order to travel the space lanes along the routes that the Lord Solar's armies fought. Many of these pious souls die in the attempt, and few indeed complete a quest that, though it took Macharius a mere seven years, can often prove the journey of a

lifetime for lesser men. Those who follow in Macharius' footsteps cannot know his grace nor his glory, yet always they must strive to emulate his achievements in the Emperor's name. If by the blood of billions the Imperium can succeed in this grand endeavour then so they must, for only through such sacrifice can the Imperium of Mankind know an end to these dark days.

REGIMENTS OF DISTINCTION



Countless human worlds provide regiments for the tithe. Although this recruitment base fluctuates with the boundaries of the Imperium itself, there are those planets that have been proudly contributing regiments to the Imperial Guard for thousands of years. Of these, a handful are renowned throughout the Imperium for their exceptional soldiery.

CADIAN SHOCK TROOPS

The Eye of Terror is surrounded by roiling Warp storms through which the hordes of Chaos must forge a dangerous path in order to strike at the Imperium of Man. The region known as the Cadian Gate – at the heart of which lies the fortress world of Cadia itself – is the only stable space lane to provide egress from these Daemon-haunted depths. The importance of this region to the Imperium cannot be overstated. Should it fall to the Ruinous Powers, they would pour forth in an unstoppable tide of blood and madness.

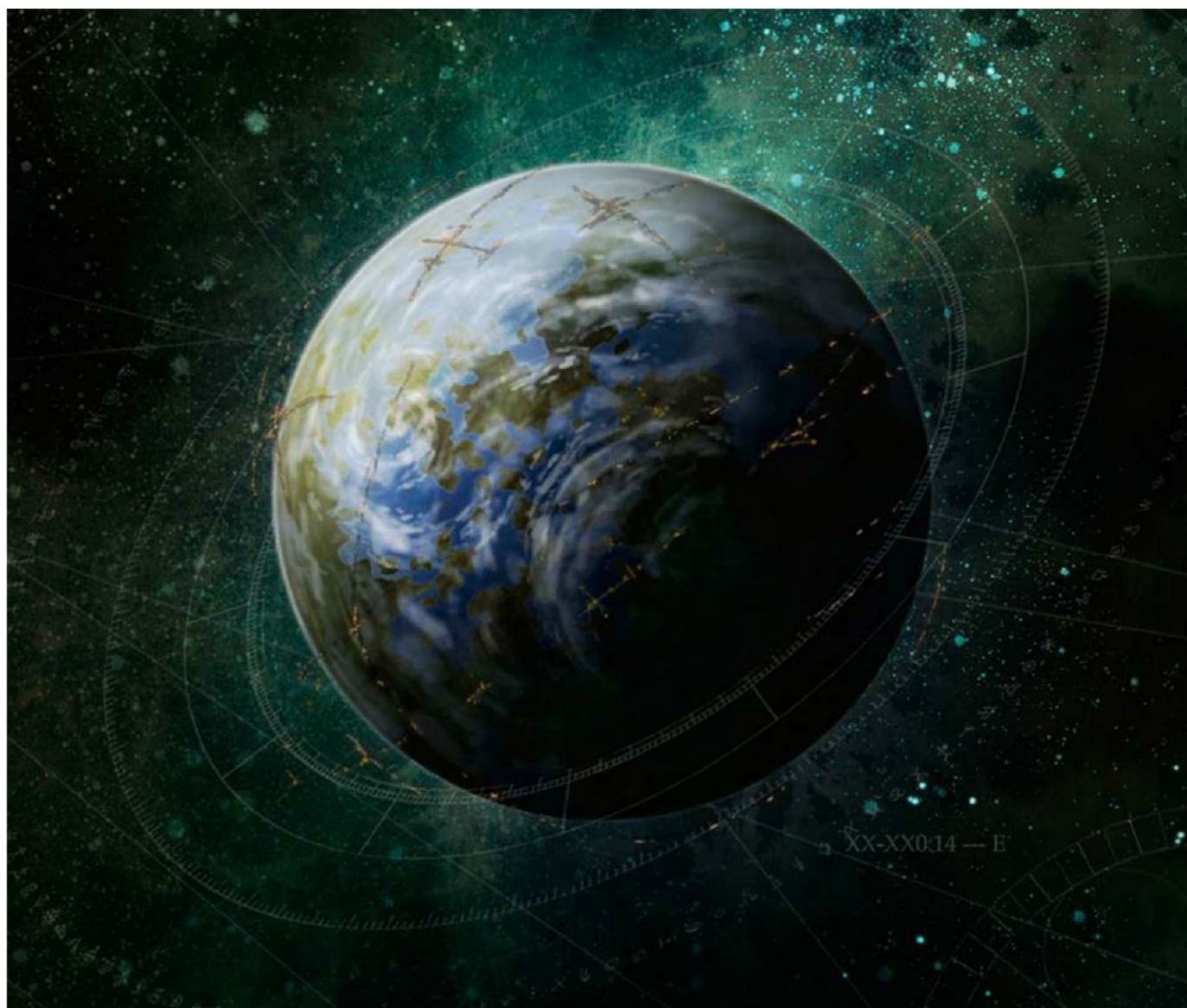
For thousands of years, the people of Cadia have known nought but war. Fighting always to hold back the infernal hosts of Chaos, the Cadians have evolved a robust warrior culture. All Cadians – no matter their age, gender or station – must know how to fight, and be capable of facing all the horrors that proliferate in the 41st Millennium with unwavering courage. The birth and recruitment rates on Cadia are synonymous, every generation undergoing total military indoctrination. By the age of five most Cadians can strip and reassemble a lasgun. By six, most are deadly shots, and before their seventh birthdays they have received a no-nonsense introduction to the horrors of Psyker-taint and mutation. This approach leaves Cadian youths mentally and spiritually fortified, with a matter-of-fact acceptance of horrors that would send lesser humans screaming in terror. By the age of sixteen all Cadians are adept in endurance training, weapons handling, hand-to-hand combat, and vehicular and chemical warfare drills, and are raring to prove themselves in Cadia's youth army. These so-called Whiteshields are comparable to the conscripts of many worlds, recognisable by the thick white stripe that runs front to back on their helms. Whiteshield battalions are not carelessly flung into battle by Cadian high command, yet neither are they afforded any special consideration. Expected to fight as frontline troops alongside their older and more experienced comrades, perhaps half of all Whiteshield inductees survive to claim their rank as a fully fledged Imperial Guardsman.



The Cadian Shock Troops are believed by many to be without equal in the entirety of the Imperial Guard. Displaying enviable levels of discipline, excellent marksmanship, and a cynical gallows humour, Cadian soldiers hold true to the tenet that to do your best and give your life for the Emperor is the highest form of honour. The Shock Troops are armed and equipped to extremely high standards, and the constant warfare experienced by these regiments results in a high proportion of grizzled Veterans and skilled officers. It is impossible to list the encyclopedia of worlds and warzones that have known the glorious victories of the Cadian Shock Troops; for ten millennia the Cadians have hammered out a reputation unparalleled in all of human history.

Across the length and breadth of the Imperium, the soldiers of Cadia are embroiled in countless bloody wars. The Shock Troops are in constant demand, for a single Cadian regiment is said to be worth ten such formations of lesser men. For thousands of years, these grim, courageous people have done their duty with uncompromising nobility and determination. Yet now, as Abaddon's thirteenth Black Crusade batters the Cadian Gate, Cadian officers galaxy wide are requesting redeployment to defend their homeworld. Stories proliferate, brought by newly founded Cadian regiments, that their world burns with the fires of war. Wave after wave of traitor forces ploughs into Cadian space, striking mercilessly at the fortress world and her sister planets despite all Imperial efforts to deny them. What loyal Cadian – and there are few indeed who are anything but – could resist

the call to defend the proud world of their birth? Yet it is a testament to the sheer discipline and piety of these soldiers that, whether permitted to defend their home or not, Cadian regiments across the galaxy fight on regardless. Indeed, the fires of their deadly determination are only stoked higher by the war that even now engulfs their planet.



Cadia is a mighty fortress world. Every city, or kasr, is designed to repulse invasion, protected by vast fortifications and void shield generators. The remainder of Cadia is no more welcoming, a craggy wilderness in which only the resilient and resourceful can survive.

CATACHAN JUNGLE FIGHTERS

Catachan is one of the most notorious death worlds in the Imperium, and its planet-wide jungles are lethal beyond reason. Yet despite the exceptionally perilous nature of the Catachan ecosystem, the servants of the Emperor inhabit this vast world in surprising numbers. Thanks to the brutal environment in which they are raised, Catachans are physically and mentally resilient on a level that much of Humanity simply cannot match.

Cunning, resourceful and uncompromising, Catachans must be born survivors simply to reach adulthood. It speaks volumes of the Catachans that they maintain a population capable not only of fighting their own battle for survival, but of sending forces to fight the wider wars of the Imperium as well.

Catachan raises dozens of regiments for the Imperial Guard every year, their skills honed to a knife-edge upon the world of their birth. Viewing daily survival upon Catachan as but a microcosm of Humanity's wider struggle, the death world's warriors proudly answer the Emperor's call to arms. Each regiment raised is exchanged with the Departmento Munitorum for much-needed medical and military supplies. These in turn allow the Catachan settlements to maintain their daily fight for life. This arrangement has stood for thousands of years, and though the Catachans bleed more than most for the Imperium of Man, they would have it no other way.

This is not to say that Catachan regiments are considered perfect soldiers. The very factors that shape the Jungle Fighters into such exceptional warriors also leave them proud, aggressive and insular. Catachans prize individuality, often customising their uniforms, wargear and fighting vehicles in all manner of non-standard ways. However, every Jungle Fighter is issued a red bandana symbolic of the blood oath sworn by each newly founded regiment, just as every Catachan soldier will carry a steel-alloy combat knife known as a Catachan Fang. These brutal weapons are an implement of war, tool of survival and badge of status combined, and it is considered a rite of passage to hand craft your own Catachan Fang. Catachans are notoriously dismissive of shiny medals and the pompous, remote officers who wear them. Rank and status within the Jungle Fighters is instead displayed through the inking of specific tattoos, or by the winning of additional Catachan knives such as the Night Reaper or Devil's Claw.

Catachan troopers take pride in the fact that their leaders suffer through every hardship alongside them. Catachan officers enjoy no special privileges, and are often renowned amongst their subordinates for having personally saved the lives of half the men in their company. Rather than treat their men as servile underlings, Catachan officers command with crude banter that conceals an underlying mutual respect. Though inarguably effective within Catachan ranks, this style of leadership makes the job of outsiders such as Commissars doubly difficult and often extremely dangerous when they are attached to Catachan regiments.



For all their faults, the men of Catachan excel in close quarter, fast-paced fire fights. The Jungle Fighters excel when deployed into unusually hazardous warzones, whether these be spore-choked arboreal hells or the tangled duct networks of rebellious underhives.

Catachans possess natural survival instincts and approach peril as another man might relish sitting down to a good meal. This predilection toward danger is expressed in the Catachans' chosen weapons of war: flamers and demo-charges that force them to close with the foe. The Jungle Fighters claim they can only make sure of the kill by looking their enemy square in the eye. This ruthless diligence is epitomised in Catachan's exceptional snipers, who endure unspeakable hardships to get the perfect shot at the perfect moment. A popular pearl of wisdom amongst Catachans is 'if you want it done right, send a Jungle Fighter.'

To the rest of the Imperium, the Catachans can appear crude and abrasive, rarely endearing themselves to their allies. Yet every boast that a Catachan makes is, to him, nothing more than the honest truth. To overcome the psychological horrors of life on Catachan its people must shield themselves behind a wall of bravado and disdain. To allow oneself even a moment of self-doubt in the green hell of the Catachan jungle is to know death, and should a man display any form of weakness he immediately becomes a burden that his comrades must carry. The Jungle Fighters are neither thugs nor fools; in truth they are loyal and determined heroes of the Imperium, men whose courage and skill at arms have saved countless worlds.



To date no species of flora or fauna has been discovered on Catachan that is not predatory, poisonous or both. Stranglevines and enslaving brainleaf fronds, sentient strains of exsanguinating Void-flux, explosive barking toads, spinebore leeches and the terrifying Catachan Devil are but a handful of the deadly dangers that proliferate within the planet's lethal jungles.

COVERED IN GLORY

The Imperial Guard is as infinite in its variety as the Imperium itself, and the war zones across which it fights are quite literally as numerous as the stars in the sky. Ten thousand years of war on such a scale has seen enough valiant heroes pass into darkness that no memorial could successfully commemorate their loss. Individual names are as meaningless in this eternal battle as the oceans of paperwork responsible for sending these soldiers to their unsung deaths, but the archives of Holy Terra overflow with regiments whose contribution to the Imperial Guard has been considered worthy of permanent record.

In the turbulent years following the mass rebellions of the Horus Heresy, the newly raised regiments of the Imperial Guard were eager to prove their loyalty. Such zealous

dedication was coupled with a burning desire for revenge against those who had turned traitor, leading many loyalist regiments to perform great and glorious deeds. The thunderous charge of the Ritterghast 18th against the Cult of the Emperor Dethroned, the capture of Petrov's Fastness by three companies of Janiverden Tunnelrats, and the final destruction of Lord Morloth's Terminator retinue under the guns of eleven thousand Vespertine Guard, all are deeds commemorated upon dust-smothered scrolls of honour.

Yet the regiments of past millennia do not hold a monopoly on deeds of legend. During every age of the Imperium, countless worlds have produced companies of men who have earned reputations for excellence and heroism. Even today, in the Imperium's darkest hour, there are those regiments who stand above all others in the selfless valour of their deeds. However such regiments earn their name, they are vital assets for any Imperial commander. Their mere presence provides inspiration for their more parochial comrades, and can mean the difference between victory and defeat.

COMBINING REGIMENTS

With few exceptions, badly mauled Imperial Guard forces are merged to form composite regiments. Where possible, the formations in question are from the same world, as was the case when the Cadian 12th and 78th were merged after the fall of Ice Hive Magnox, forming the 12th/78th Cadian. Sometimes, two very different regiments are combined with unexpected benefits, as happened with the 182nd Catachan and 90th Elysian, the combined regiment named as the 314th Prosan. Despite an initial clash of cultures, the new regiment became expert in airmobile jungle warfare after being issued Valkyries during the Saikong Justification wars. However, the unthinking sublimation of regimental remnants can prove disastrous. During the liberation of Seraph's Fall, tensions between elements of the Necromundan 86th and Savlar 14th saw their entire regiment dissolve into barbarous internecine warfare after their Commissars were lynched. The rebellion was eventually brutally suppressed by several Cadian regiments, but not before the feuding regiment's running gun-battle blew an entire supply depot sky high.





TALLARN DESERT RAIDERS

The Tallarn Desert Raiders are experts in the art of guerilla warfare. Specialising in lightning hit-and-run raids, Tallarn infantry and vehicle crews alike are well known for their flair and flexibility in battle. Many Tallarns are also expert

craftsmen, and their officers regularly wield ornate weapons that are both beautiful and deadly in equal measure.



VOSTROYAN FIRSTBORN

The stoic Vostroyan Firstborn are tied to a life-debt they can never repay. Since their failure to send aid during the Horus Heresy, every Vostroyan family has given their first-born sons to the tithe, each regiment raised erasing a tiny

portion of Vostroya's shame. Yet the Firstborn do not begrudge their duty, and are well known for their irascible courage and fortitude in defence of the Emperor's realm.



THE DEATH KORPS OF KRIEG

Death Korps regiments fight without fear of death, disdaining retreat or surrender. This uncompromising nature is reflected in the Krieg troopers' sinister appearance, many soldiers adorning their uniforms and weapons with skulls

and other grisly symbols of mortality. They seek to martyr themselves for the Imperium, and excel at grinding down their foes in bloody, protracted sieges.



VALHALLAN ICE WARRIORS

The people of Valhalla are stubborn beyond words. They flatly refuse to acknowledge their hardships and would rather die than admit defeat. Valhallans are notorious for their dismissive attitude to adversity, and seem to hold little

regard for the value of human life. Relentless on the attack and pugnacious in defence, the Valhallans are as cold and hard as the world of their birth.



ARMAGEDDON STEEL LEGION

The Armageddon Steel Legion are a fully mechanised assault force, their regiments roaring to battle aboard great columns of Chimeras. Often recruited from amongst the underhive gangs that proliferate in the cities of Armageddon,

and hardened in battle with the Orks that still swarm across their world, these men can fight dirty and survive against any odds.



MORDIAN IRON GUARD

Mordian is a hellish night world, its close-packed hives ruled over by the iron fist of the Tetrarchy. It is this totalitarian system that has given rise to the unquestioningly obedient Mordian Iron Guard. Eschewing cover as the refuge of

cowards, the Mordians press relentlessly forward unleashing constant volleys of lasfire upon their foes.



TANITH FIRST AND ONLY

The only survivors to escape the destruction of their home world, the Tanith 1st Regiment are courageous if uncultured warriors who excel in wilderness survival. Though infamous for their ill discipline, the Tanith are a superb light

infantry regiment. The Guardsmen of the Tanith First and Only wear distinctive camo-cloaks, and are experts in both scouting and infiltration.



ELYSIAN DROP TROOPS

Battling the incessant piracy that besets their home system, the men of Elysia have become experts in boarding operations and grav-chute assaults. The Elysians often ride to war aboard flights of Valkyrie and Vendetta assault

carriers, and have a reputation for heroics just the right side of insane. No matter how deadly or thankless their mission, the Elysians take to it with relish.

NORTHERN JUNGLE

DAY 10 - III
INFANTRY ENCIRCLE
ORKS, DIG IN, BEGIN
AGGRESSIVE PATROLS
TO SOUTH / EAST

GORVASH HEIGHTS

DAY 29 - BARDESHI
46TH CROSS HATH
GORGE, STEALTH
DEPLOYMENT

RUST SWAMPS

DAY 68 - LEGIO
VINDICTAT
WARHOUNDS LOST
TO AMBUSH IN
RUST SWAMPS

Hath Gorge

ORK STRONGHOLD

Greenskin
Fortification
Lines

DAY 31 - BARDESHI
46TH ADVANCE
OVER RAZORWALL,
LAST VOX AT 06:44
HOURS, MISSING
PRESUMED MARTYRED

MINES!

DAY 42 - XI
INFANTRY / XXXI
RECON SECOND
THUNDERHEAD
RIDGE OFFENSIVE,
GRINDING
STALEMATE,
INCONCLUSIVE

The Razorwall

MINES!

RUINS OF HATHA

DAY 24 - XXXI
RECON / DETACHED
VI INFANTRY
ELEMENTS / IRON
THUNDER ADVANCE,
CAPTURE HATHA

THUNDERHEAD RIDGE

DAY 12 - XXXI
RECON SECURE
HATHAN APPROACH

DAY 6 - VI INFANTRY
ADVANCE AND DIG
IN, HEAVY LOSSES

SOUTHERN JUNGLE

DAY 30 - VOSTOKH
33RD ATTEMPT
FLANKING ASSAULT,
REPELLED

DAY 1 - GENERAL
LOGAN ESTABLISHES
FORWARD COMMAND
POST 'CAMP
CARNADON'

THE TRATICAN WAR



<MY LORD, PLEASE FIND BELOW THE TRANSCRIPTS AS REQUESTED FOR THE CAMPAIGN ON TRATICA. NOTE THAT THESE RECORDS ARE ANCIENT, AND ONLY PARTIALLY RECOVERED, YET WE HAVE DONE WHAT WE COULD TO SURMISE THE WAR'S KEY EVENTS. I REMAIN YR OBDT SERVANT, OSTACE PHONG>

VIII CATACHAN ARMY GROUP

Logistical and Strategic disposition at commencement of Tratica Campaign

Note VIII Army Group strength at time of log-extract approximated by Munitorum at 15.72%

CATACHAN HIGH COMMAND

- General Griff Logan and Command Staff
- Adeptus Ministorum 87th Missionary
- Adeptus Mechanicus Vehicular Support Maniple Phi Rho 1101
- Lord Commissar Pieter Damastarian

CATACHAN INFANTRY ELEMENTS

- Catachan XI Infantry Regiment 'The Swampfangs'
- Catachan III Infantry Regiment 'The Green Devils'
- Catachan VI Infantry Regiment 'The Death Cobras'

ARMY GROUP ARMOUR ELEMENTS

- Maelok 7th Armoured Regiment
- Vostokh 33rd Armoured Regiment (serious morale concerns, note additional Officio Prefectus presence)
- Catachan XXXI Armoured Recon Regiment 'The Wirewasps'
- Cadian 14th Super Heavy Regiment 'Iron Thunder'

SUPPORT ELEMENTS

- Warhound Titan Hunting Pack Vindictat
- Elements of Borhut 17th Ogryn Regiment
- Deathstrike Missile Battery 'Omega Finalis'
- Imperial Navy XI, XX and XXII strike wings (Vendetta and Valkyrie squadrons at a 1:3 deployment ratio)
- Bardeshi 46th Militarum Tempestus Regiment

*<Extract Commences> **Tratica Campaign, Day 46.** Today we attempted another push on Thunderhead Ridge, our third such engagement to date. Sound plan. If we could've broken the greens there it was a straight run to the Razorwall. Didn't work out. We hit the Ork lines hard and made major progress for almost three hours. The Maelok boys even got their tanks onto the flat, looked like we were going to break the Orks in half. But them greens love to fight, by the Emperor don't they? Bugged us down while we were at a full advance. And then the Stompas came, more than I've ever seen in once place. It was like the end of days, like a living firestorm that just chewed up tanks and men and mud and spat 'em all back out as blood and mulch. This war is going against us, but it's the Orks who'll lose in the end, 'cos Catachans don't give up.*

***Tratica Campaign, Day 53.** Word from high command today, we're cut off now. Tratica Secundus and Tratica Tertius have gone silent, and the navy boys have had to pull out of orbit. Too many of those greenskin junk-ships in nearspace, so they said. Navy never were worth a damn, is what I say. They're callin' it a Waaagh! now, officially. I could've told them that weeks ago. Doesn't matter, we're Catachans and we don't give up. All we need to win this thing is the Emperor's light and our straight steel.*

***Tratica Campaign, Day 70.** Lost the Vindictat Titans in the Rust Swamps two days ago. Seems that decided it. General Logan's calling it do or die. Bigger green attacks every day now, all along the lines. We're not hemming them in any more, they're surrounding us...*

So it's one last big attack, a diversion with everything we got left. Even emptying the medicae tents; if you can fire a lasgun you're on the lines. They've given Sergeant Mortlin's squad some kinda' bomb, came out of the warhead of one of the Deathstrikes. If he can get that thing into the reactor-hub in Fort Blackskar, high command figure he can set off a chain reaction that'll burn right through the planet's crust and set off every volcano on Tratica. Burn the greens and us along with 'em, not that there'll be many of us left alive to see that glorious sight even if it works out. Sounds like a good enough ending to me though, and if it works then 'boom', no more Waaagh! Figure the Emperor would be pleased with that, know I would be. My platoon are getting ready to go now, so this is probably the last I'll write. Who knows, maybe someone'll even read it? Either way, this is...

<Extract Ends>

DARK MILLENNIUM

The Imperial Guard have fought the Emperor's wars for ten thousand years, and for every hero immortalised upon a marble plinth, a million have died unmarked and unmourned. Yet never have the days been darker than now. Never have the Imperial Guard faced greater dangers than in this last terrible millennium. Never have they been needed more...

139.M41 THE GOTHIC WAR

During the sprawling conflict referred to by Imperial strategoes as the 12th Black Crusade, Abaddon the Despoiler leads a vast horde of traitors against the Gothic Sector of Segmentum Obscurus. Countless tides of Imperial Guardsmen are committed to the Gothic warzone alongside three whole Titan Legions and numerous Space Marine battlegroups. During the final Imperial victory at Schindlegeist, the Elysian 234th win posthumous commendations for a suicidal boarding action that results in the scuttling of the Hades-class heavy cruiser *Injustice*.



216.M41 THE RELIEF OF BAUDENVOST

During fierce fighting on the world of Segrenstokh, Baudenvost city is surrounded by Khornate Chaos Cultists. Numbering in the thousands, this frothing tide hurl themselves against the Cadian defenders again and again. The Cadians garrison every building and block the enemy advance with walls of Bullgryns, but the sheer maddened rage of the Cultists carries them through every crossfire and over one line of barricades after another until the Imperial forces look sure to fall. Yet relief arrives at the eleventh hour in the form of the Vostroyan 45th Regiment, who deploy Manticores and Deathstrike missiles to purge the foe en masse. The death toll is horrific, but Baudenvost is saved.

414.M41 THE CRIMSON RIDGE ATROCITY

444.M41 THE FIRST WAR FOR ARMAGEDDON

Angron, blasphemous Daemon Primarch of the World Eaters, descends on Armageddon at the head of a mighty Chaos host. The continent of Armageddon Prime falls swiftly, yet Armageddon Secundus' battle lines hold strong, newly drafted regiments of Steel Legion rallying around the stubborn defence of the Space Wolves. Ultimately Armageddon is saved and Angron banished, but millions of Imperial Guardsmen have already lost their lives. The cost of victory spirals higher as the Inquisition instigates a series of brutal purges to contain the knowledge of what has transpired. Massed regiments are sterilised and confined to Imperial labour camps, and whole planets are exterminated to ensure the silence of some regiments. Segmentum Command are put to death en masse by their own

Commissarial advisors, who then voluntarily submit themselves for Inquisitorial mindwipe. The final tally of lives lost is never disclosed, but defies easy calculation.



742.M41 THE DAMOCLES CRUSADE

The Tau Empire expands into Imperial space. Numerous worlds defect, initiating the protracted Damocles Crusade. Notable victories are won by the Brimlock Dragoons and dauntless Drookian Fen-Guard, whose sergeants wield huge ceremonial swords as they lead their men screaming into battle. However, after only three years, the encroaching Tyranid threat leads Imperial forces to withdraw, surrendering in weeks the territory paid for in years of blood and toil.

745.M41 UNSUNG HEROES

The First Tyrannic War erupts as Hive Fleet Behemoth ploughs headlong into the Realm of Ultramar. The heroism of the Ultramarines in defeating this monstrous invasion is well documented – yet they do not fight alone. Across Ultramar, the soldiers of over forty-seven regiments of the planetary defence force join their masters in the defence of their realm. Ravening, nameless horrors are met by disciplined torrents of lasgun fire, desperate men fight and die in order to buy the Ultramarines time to fight back, and the death-toll mounts with astronomical speed. Yet the sacrifices of these brave men remain unsung, and will stand forever overshadowed by the losses suffered by their masters.



755.M41 THE SABBAT WORLDS CRUSADE

The Sabbat Worlds Crusade is the largest military offensive since the Macharian Conquests. Under the leadership first of Warmaster Slaydo, and following his death the relatively young Macaroth, the Crusade wrests world after world from the foetid clutches of the Ruinous Powers.



762.M41 THE KATO CAMPAIGN

The Catachan MXIV ‘Unseen Lurkers’, led by Colonel ‘Steel Eye’ Black, battle Orks of the Death Skulls clan on the shadow world of Kato. Dire visibility and exceptionally rough terrain reduce the war to a never-ending string of bloody skirmishes that test the Catachan infantry to their limits. Neither side can gain an advantage until Sentinel teams locate and destroy the Orks’ Stompa factory, hidden deep in the Widow Valley. The greenskins respond with an all-out final offensive but, their attack is caught in the jaws of a series of Catachan ambushes, the coolly strategic Colonel Black dissecting and

destroying the remaining xenos forces over three days of brutal bloodshed.

793.M41 OPERATION SOLEMNACE

Five full regiments of Catachan infantry are requisitioned by Inquisitor Helynna Valeria for undisclosed operations upon the world of Solemnace. Though Inquisitor Valeria returns from her mission mere months later, none of the Imperial Guardsmen who accompany her to Solemnace are ever heard from again.

795.M41 THE KRANDOR REBELLION

The Cadian 23rd 'Punishers' are instrumental in crushing a heretical uprising on Krandor III. Squadrons of Wyvern Suppression Tanks are deployed, their withering bombardments of shrapnel cutting apart the masses of tight-packed cultists filling the streets. Casualties are high on both sides, for the cultists fight furiously, swarming the loyalist defences time and again with tides of malformed horrors.



801.M41 STORMSURGE

A momentary flicker of the Astronomican sees thousands of Imperial Guard troop-ships flung off course. Many translate to realspace hundreds of light years astray of their destination, or decades out of synch. Countless others do not reappear at all.

813.M41 THE SIEGE OF VRAKS

853.M41 KRANDOR OVERRUN

The rebellion thought crushed on Krandor III rises once again. As the war escalates and the involvement of Traitor Space Marines is confirmed, the planet is deemed lost, and virus-bombed into oblivion. Forty-two regiments of Krandorian Guard remain in service, deployed far from their home world. Learning of its annihilation, these regiments vow to exact revenge against the followers of the Ruinous Powers.

863-883.M41 THE SAINT CYLLIA AFTERMATH

Nearly a full Titan Legio turns traitor on Saint Cyllia's World, instigating a massacre of unthinkable proportions. The celebrated Knight Commander Pask successfully rallies elements of the Cadian 423rd and makes a break for the safety of Yggdrasil Spaceport. Pask and his forces score no fewer than four confirmed engine kills during their escape, most notably the rebel Reaver Titan *Oblivion's Angel*. Imperial forces finally encircle the traitor Legio upon the Planus Steppes, and Pask and the Cadian 423rd spearhead the largest armoured offensive since the battle of Tallarn, hoping to finish the traitors once and for all. Over eight thousand tank companies and thirty-five super-heavy detachments are annihilated during the continent-spanning, year long war that follows. With the support of three full houses of Imperial Knights, Pask's forces finally corner the surviving

Titans in Shadowshroud Pass and destroy them one by one.



925.M41 WAAAGH! GRAX

Orks in their billions descend upon the Ryza system. Regiments are raised from every planet within ten light years, including the worlds of Barac, Ulani, and Catachan. The expanding war zone, centred around the forge world of Ryza, becomes a meat grinder as planet after planet is swallowed by the bloody conflict.

926.M41 THE DULMA'LIN CLEANSING

A single regiment of Catachan warriors – led by the bombastic Colonel Straken – are the only survivors of planetfall on the world of Dulma'lin. The Catachans fight a year-long guerrilla war against Ork invaders in the subterranean depths of the planet's caverns. The decisive moment comes when Catachan scouts locate the greenskins' city in a massive underground cavern known as the Mommothian Vault. Straken leads a handpicked team of demolitions experts into the heart of the Ork settlement, and is seriously injured when he drags Ork Warlord Killzkar into the path of a stampeding Squiggoth. Straken's men succeed in destroying the vault's primary support stacks and carry the Colonel's broken body to safety before the entire cavern collapses. Imperial reinforcements arrive two days later, led by a haughty Purbech officer, High Praetor Osh'preen. Taking complete credit for the cleansing of Dulma'lin, Osh'preen is awarded a thoroughly undeserved governorship of the planet while the men of the Catachan II are unceremoniously redeployed to the Ulani system.



928.M41 OSH'PREEN'S REWARD

High Praetor Osh'preen's disastrously lax reign over Dulma'lin opens the way for an heretical uprising by the Slaaneshi Cult of Frantic Flensing. The Catachan II are the only regiment close enough to offer assistance but, thanks to a mysterious series of communication failures that bedevil the Catachans, Osh'preen and his corrupt government are left to their remarkably horrible fate.



927.M41 THE SENTENCING OF THE HAMMERONT IV

Daemons overrun the world of Fallax. Though they fight bravely in their desperate attempts to defend the civilian population, the Hammeront IV regiment are lost to the last man against the hideous tide of Warp-spawn. Such is the Departmento Munitorum's administrative backlog that the Hammeront IV's demise goes unreported, and they are

subsequently ordered to the liberation of the Abraxis Citadel on Prassium. When the Hammeront fail to deploy as ordered, the Departamento Munitorum charges the regiment with desertion. They are all posthumously sentenced to death.

931.M41 WARMASTER BRABASTIS' TRIUMPH

941.M41 THE SECOND WAR FOR ARMAGEDDON

Warlord Ghazghkull Mag Uruk Thraka, self-proclaimed prophet of the Ork gods Gork and Mork, invades the industrial hive world of Armageddon at the head of an almighty Waaagh! Commissar Yarrick, on Armageddon to assist in the founding of the 4th Armageddon Regiment, recognises in Ghazghkull a cunning and deadly foe. Ignoring Yarrick's warnings, Herman von Strab, the planet's overlord, banishes the Commissar to Hades Hive – far from the seat of government. The uncontrollable Ork assault sweeps von Strab's forces aside and only upon reaching Hades Hive do the surging tides falter before Yarrick's well-ordered defences. The momentum of the Ork onslaught bleeds away during the ensuing battle, Ghazghkull being out-smarted at every turn by the shrewd Yarrick. Though Hades Hive eventually falls to the Ork invasion, and Yarrick is grievously wounded by Ghazghkull himself, the Commissar's stoic defence succeeds in delaying the Orks long enough for reinforcements to arrive. Spearheaded by three Space Marine Chapters, resurgent Imperial forces drive the greenskins from Armageddon, forcing Ghazghkull to flee the world. Clinging to life, Yarrick is one of the few survivors found in Hades Hive and is lauded as the Saviour of Armageddon.



976.M41 THE RYZA ESCALATION

A second, even larger Ork invasion smashes into the western sector of Segmentum Ultima. The resurgent Waaagh! Grax is denied from taking key forge worlds by the staunch efforts of Imperial Guard regiments from more than twenty worlds.

992.M41 CREED'S TRIUMPH

Eldar forces attack Cadian holdings on Aurent. Ursarkar Creed implements a complex web of contingency plans and sealed, time-delayed orders coupled with psychic obfuscation provided by an entire coven of Primaris Psykers. Creed's tactical genius overcomes even the vaunted Eldar powers of prescience, securing an overwhelming Cadian victory at the very gates of Aurent's Hive Primus.



996.M41 THE TUNDRA WOLVES UNLEASHED



997.M41 THE DEVOURER RISES

The twin tendrils of Hive Fleet Leviathan strike at the underbelly of the Imperium. Billions of Imperial Guardsmen are conscripted and deployed to face this new threat. Departamento Munitorum tithe-takers report a worrying number of worlds unable to fulfil their demands for manpower, leading several dozen planetary governors to face summary execution.

998.M41 THE THIRD WAR FOR ARMAGEDDON

On the day of the Feast of the Emperor's Ascension, fifty-seven years to the day after his first invasion of the planet, Ghazghkull Thraka returns to Armageddon. Ghazghkull opens the war by completely obliterating Hades Hive from orbit, a clear challenge to Commissar Yarrick. The 'Old Man' returns to oppose the Ork Warlord, this time taking command of the entire world's armed forces. The *Fortress of Arrogance* is salvaged from ruined Golgotha, and with it Yarrick leads the fight against the Orks. Though billions lose their lives, Yarrick stops Ghazghkull's hordes from overwhelming Armageddon's major hive cities and the conflict degenerates into a gruelling war of attrition. Ghazghkull himself is repulsed from the world and Yarrick pursues his nemesis, determined to make the Warlord pay for the death and destruction visited upon Armageddon.



452.999.M41 THE FELLGUARD INCIDENT

The fortress world of Kelthorn turns to Chaos, and dozens of Imperial Guard regiments are sent to quell the insurrection. The Cadian 39th assault the planet's capital, Fellguard, but are repulsed when Daemons rise from the bloody mire to slaughter Guardsman and Cultist alike. Only when the Great Unclean One at their head is slain by Castellan Blakov's heroism does the daemoniac tide recede.

757.999.M41 WAR ZONE DAMOCLES

Though the Imperium recovers numerous Tau-held worlds during the Zeist Campaign, these victories prove to be a distraction allowing Tau forces to overrun the defenders of the hive world Agrellan. Unable to contend with previously unseen Tau war-suits of huge size and power, Agrellan's defence forces are driven from their world in short order. The planet's location as a gateway world to neighbouring systems renders this loss strategically disastrous. Segmentum Command escalate operations in War Zone Damocles, centred on Agrellan itself. Waves of reinforcements begin a desperate rearguard action to slow the Tau advance. Meanwhile, a mighty armada of Imperial warships departs for Agrellan, bearing over one thousand regiments of Cadian, Catachan, Elysian, Tallarn and Cthonol Guardsmen, several full Battle Companies of Dark Hunters

and Exsanguinators Space Marines, and the Titans of Legio Absolutium. The hammer of Imperial retribution bears inexorably down upon the attacking Tau, its wielders determined to crush the upstart xenos once and for all.



992.999.M41 NIGHT OF A THOUSAND REBELLIONS

Countless rebellions erupt simultaneously across the breadth of Segmentum Pacificus. Despite the brave efforts of the Imperial Guard garrisons, even the supposedly secure strongholds of Enceladus, Darkhold and Minisotira are overrun. Panic spreads as contact is lost with large swathes of the segmentum.



THE 13TH BLACK CRUSADE

795.999.M41 THE DEAD ARISE

In the sectors bordering the Cadian system, diseased space hulks burst from the Warp and drift toward core Imperial worlds. Though many are destroyed, some reach their destinations and the hideous zombie plague takes hold. Planetary defence forces are overrun as the dead vomit forth from heaving plague pits to consume the living. Apocalyptic cults arise, proclaiming the end of days.

890.999.M41 THE STORM GATHERS

As madness and death spreads through the Cadian Gate, this outpouring of horror and zealotry echoes in the Immaterium. Warp storm Baphomael expands rapidly into the Cadian system, bringing with it visions of burning worlds overrun by cackling daemonic hosts. The mysterious Cadian pylons begin to resonate at an amplitude similar to that of a Gellar Field, and are found to be developing alarming hairline cracks. Outlying worlds including Dentor, Sarlax and Amistel are left blackened husks by mysterious raiders. On Lelithar a demagogue of terrifying power leads the faithful into heresy. Across the system, planetary defence forces and Cadian garrisons desperately attempt to quell the spreading rebellion.



975.999.M41 THE BATTLE OF TYROK FIELDS

Increasingly concerned by the havoc spreading through neighbouring systems, Cadian High Command orders a general muster on Cadia. Millions of Guardsmen are already assembled outside Kasr Tyrok when the previously trustworthy Volscani Cataphracts spring a suicidal trap. Confusion reigns as the traitors open fire upon their former comrades, slaughtering hundreds before any response can be coordinated. The intent of the Volscani's treason is revealed when they swarm aboard the Leviathan command vehicle of the Governor Primus, *Fortress Imperium*. Though they fight hard, Cadian High Command are wiped out in a single stroke. At the darkest moment, Ursarkar Creed rallies

the reeling Cadian regiments and orders the counter-attack. Accompanied as always by his trusted second, Jarran Kell, Creed orders the Cadian 8th to link up with the 7th and advance towards the captured Leviathan. Kell is wounded when he intercepts a las-round intended for Creed but refuses medical attention and continues onwards. In an impressive feat of military coordination, Creed utilises artillery cover to scatter the traitors and bring down the *Fortress Imperium's* void shields mere moments before his charge crashes home. The Leviathan is soon recaptured, the colours of the Cadian 8th flying proudly from its command deck. Shortly after, Ursarkar Creed is appointed 'Lord Castellan of Cadia' and the Cadian 8th are renamed 'The Lord Castellan's Own' in his honour.

976.999.M41 BRACING THE GATE

Now convinced that an attack on an unprecedented scale will soon fall upon the Cadian Gate, Ursarkar Creed takes what steps he can to prepare the defences. Though heavy with portents of doom, the Emperor's Tarot is consulted time and again in the hope of gleaning insight into the movements of the foe. New fortifications are raised across Cadia and her surrounding worlds. Astropathic choirs begin broadcasting a deafening call for aid. Though it incinerates the minds of countless psykers, Creed orders that Cadia's distress call must ring ceaselessly through the Warp. The Munitorum respond with uncharacteristic speed, mobilising vast forces, but with aid weeks away at best the defenders of the Cadian Gate must stand alone.

994.999.M41 FIRST BLOOD

Cadian High Command sends a force of Tempestus Scions out to the very edge of the Eye of Terror in an attempt to gauge where the first blow will fall. Making planetfall upon the benighted world of Urthwart, the expeditionary force finds no sign of life until it breaches the primary planetary shelters. As the vault doors swing open, a billion moaning dead spill from the darkness. Meanwhile, in orbit, a vast traitor armada thunders from the Empyrean, its vanguard elements completely annihilating the expedition's transports in an inescapable storm of plasma-torpedoes.



995.999.M41 THE GREAT EYE OPENS

Abaddon's armada blots out the stars with its sheer volume; mutants and heretics pour from the Eye in numbers beyond count. Despite being overwhelmingly outnumbered, Imperial Navy forces under Admiral Quarren do what they can to stem the tide. Quarren's fleet fights with nobility and distinction, but the heavy toll they exact upon the foe is as drops in the ocean. Forced to disengage, the survivors limp back to Cadia as harbingers of the oncoming storm. Abaddon's forces arrive just hours after Quarren's, the sheer fury of their attack setting the Warp aboil. The skies of Cadia fill with fire as twisted landing craft

descend like clouds of flies, and invaders in their millions spill onto the surface. Yet a sliver of hope remains, for Cadia's defenders know that Space Marines, Titans, and unnumbered regiments of Guardsmen are rushing to their aid. Creed defends his world with a strategic brilliance not witnessed since the days of Macharius, and rumours begin to spread that the Lord Castellan is preparing some as-yet unguessed masterstroke. Whatever the truth, all know that they must fight to the bitter end with no thought for themselves. If the Cadian Gate should fall then the unbridled fury of the Warp will spill forth into the Imperium, sweeping all of Mankind away in a tide of horror and madness.



HEROES BEYOND NUMBER



This section of the book details the forces used by the Imperial Guard – their weapons, their units and the special characters that lead them to war. Each entry describes a unit and gives the specific rules you will need to use it in your games. The army list refers back to these entries.

ASTRA MILITARUM SPECIAL RULES

The Astra Militarum army uses a number of special rules that are common to several of its units. These are collected and explained here, in full, for your convenience. Special rules that are unique to particular units are presented in the relevant entry instead. Other, more common, rules are simply listed by name – these are described in full in the Special Rules section of your *Warhammer 40,000* rulebook.



HEAVY WEAPONS TEAM

Infantry heavy weapons are typically crewed by a team of two men; one fires the weapon while the other supplies the ammunition, and between them they can relocate their weapon if needs be.

For all game purposes, each Heavy Weapons Team or Veteran Weapons Team is treated as a single model with the Bulky special rule – it may only fire one weapon in the Shooting phase, only gains one additional Attack for charging, and only counts as one model for Morale checks, for example.

WARLORD TRAITS

When generating his Warlord Traits, an Astra Militarum Warlord may either roll on one

of the Warlord Traits tables in the *Warhammer 40,000* rulebook, or instead roll on the table to the right. Note that if your Warlord is a Tank Commander, he must roll a D3 on the table to the right instead of a D6 – he can never roll on any other Warlord Traits table.



Warlord Traits Table

D6 WARLORD TRAIT

1 Grand Strategist: *In the hands of this Warlord, a map and a vox-caster can prove far more potent weapons than the swords and guns of his peers.*

Nominate D3 units in your primary detachment. These units gain the Outflank special rule.

2 Old Grudges: *This Warlord considers one particular foe his nemesis, and has learned their weaknesses through decades of unrelenting battle.*

During Deployment, before deploying Infiltrators and before Scouts redeploy, choose one Warhammer 40,000 codex. The Warlord and his unit have the Preferred Enemy special rule against all enemy units chosen from that codex.

3 Draconian Disciplinarian: *This Warlord believes firmly that to spare the lash will spoil the soldier, and is never hesitant in handing out despotic punishments. His men fear their master's wrath more than any foe.*

Friendly units from *Codex: Astra Militarum* within 12" of the Warlord do not take Morale tests for suffering 25% or more casualties.

4 Implacable Determination: *This Warlord is known for leading grinding, inexorable advances in the face of even the strongest opposition. Few impediments can check the momentum of his army's unstoppable offensive.*
The Warlord and his unit have the Relentless special rule.

5 Bellowing Voice: *Every order given by this Warlord is transmitted to his men with perfect clarity, ensuring those under his command know his will and act on it with deadly efficacy.*

Your Warlord has the Voice of Command special rule. If your Warlord already has the Voice of Command special rule, he can issue orders to friendly units from *Codex: Astra Militarum* that are within 18" of him.

6 Master of Command: *This Warlord commands his forces with a masterful knowledge of their abilities, ensuring he gets the best from the men around him.*
Your Warlord has the Voice of Command special rule. If your Warlord already has the Voice of Command special rule, he can issue one additional order each turn.



VOICE OF COMMAND



A good Imperial Guardsman does not think for himself. Rather, he follows without question or hesitation the orders of his superior officers. These men in turn must command without doubt or weakness, for a well-timed order can win an entire war.

A model with this special rule is known as an officer. An officer can issue one order each turn. Orders are issued and their effects resolved at the start of your Shooting phase. If you have more than one officer, or if you have an officer that has a special rule allowing it to issue more than one order a turn, issue and resolve each order one at a time.

An officer can attempt to issue an order provided he is not locked in combat, embarked in a vehicle or building, falling back, or has gone to ground. Issuing an order does not prevent the officer's unit from acting (shooting, Running etc.) later in that phase.

ISSUING AN ORDER

To issue an order, declare the order your officer is attempting to issue and select a single friendly non-vehicle unit from *Codex: Astra Militarum* that is within 12" of the officer – this can be the officer's own unit if you wish. We call this unit the 'ordered unit'. The ordered unit must then take a Leadership test to see if the order has been understood and acted upon. If the test is passed, the order takes effect as specified in its description.

If the test is failed, the order does not take effect.

Unless an order causes the ordered unit to make a shooting attack or Run, receiving it does not prevent the ordered unit from acting later in that phase, whether the order was successful or not.

Orders cannot be issued to embarked units or units that previously received an order that phase (whether or not that order was successful). Unless otherwise stated, orders cannot be issued to units that are locked in combat, are falling back, or have gone to ground.

INSPIRED TACTICS

If a double 1 is rolled for the ordered unit's Leadership test, once the order has been resolved all further orders issued, by any officer, are automatically successful for the remainder of this turn.

INCOMPETENT COMMAND

If a double 6 is rolled for the ordered unit's Leadership test, the order does not take effect, and no further orders can be issued, by any officer, for the remainder of this turn.





ASTRA MILITARUM ORDERS



‘Take Aim!’

Aiming carefully, the officer bids his men steady themselves and recall page one hundred and nine of the Imperial Infantryman’s Uplifting Primer – the Litany of Accuracy.

The ordered unit must make a shooting attack. When resolving this shooting attack, all models in the ordered unit have the Precision Shot special rule.



‘Smite at Will!’

The officer gives his men free rein to fire their weaponry when and where their shots will be most effective.

The ordered unit must make a shooting attack. When resolving this shooting attack, the ordered unit has the Split Fire special rule.



‘First Rank, Fire! Second Rank, Fire!’

The Guardsmen pour a fusillade of lasgun fire into the enemy to the tempo of the officer’s bellowed commands.

The ordered unit must make a shooting attack. When resolving this shooting attack, all models firing with lasguns or hot-shot lasguns fire one additional shot.



‘Forwards, for the Emperor!’

The officer commands his men to grit their teeth, open fire and advance towards the enemy’s lines.

The ordered unit must make a shooting attack. Once this shooting attack has been resolved, the ordered unit must Run, even though a unit cannot normally Shoot and Run in the same phase.



‘Move! Move! Move!’

The officer exhorts his troops to sprint towards their objective, be it a point of strategic importance or shelter from incoming enemy fire. Heads down and lasguns held close, the squad dash across the battlefield with all possible haste.

The ordered unit must Run. When determining how far the unit Runs, roll three dice and use the highest result.



‘Suppressive Fire!’

The officer exhorts his troops to rain fire upon the foe, forcing the enemy to keep their heads down lest they lose them altogether.

The ordered unit must make a shooting attack. When resolving this shooting attack, all weapons in the ordered unit have the Pinning special rule.



‘Bring it Down!’

Enemy war machines and alien monstrosities are equally high priority targets for the commanders of the Imperial Guard.

‘Bring it Down!’ can only be issued by a model with the Senior Officer special rule. The ordered unit must make a shooting attack. When resolving this shooting attack, all models in the ordered unit have the Tank Hunters and Monster Hunter special rules.



‘Fire on my Target!’

Assisted by targeting matrices or just a good pair of magnoculars, the officer gives his men the coordinates for a pinpoint fusillade.

‘Fire on my Target!’ can only be issued by a model with the Senior Officer special rule. The ordered unit must make a shooting attack. When resolving this shooting attack, all weapons in the ordered unit have the Ignores Cover special rule.



‘Get Back in the Fight!’

More afraid of death by summary execution than of the foe, the fleeing squad steels themselves for more.

‘Get Back in the Fight!’ can only be issued by a model with the Senior Officer special rule. Unlike other orders, ‘Get Back in the Fight!’ can only be issued to a unit that is falling back or that has gone to ground. The ordered unit immediately regroups if falling back, but it does not make a 3" move. If the unit has gone to ground, the effects of going to ground are immediately cancelled instead. In either case, the ordered unit can act (shoot, run, charge etc.) normally for the remainder of the turn.

COMPANY COMMAND SQUADS



Standing proud amid the blood and thunder of the front lines, the battle-scarred soldiers of the Company Command Squad set an unfaltering example to the men they lead. By Munitorum regulations, each Company Command Squad is led by a Commander, though in truth the titles held by these officers are as wildly varying as the worlds from whence they hail. An Imperial army on campaign may contain companies led by majors, captains, hetmen, demiconsuls, knights militant, chieftains and dozens more. However their soldiers address them, Company Commanders all bear the same responsibilities. In the face of nightmarish foes, they must provide their men with a bulwark of unwavering courage and decisive leadership. Most are hard-bitten heroes, skilled combatants and pragmatic strategists whose first loyalty is to the Emperor of Mankind. Some rare men of rank may be ineffective fops with commissions awarded through inheritance or politicking, but the hour is too dark for the Munitorum to suffer fools for long. Those who cannot discharge their duties soon discover that being the governor's son means little to a merciless Commissar.

The remainder of each Company Command Squad is comprised of hardened veterans who support their commander in the field. These squads are often provided with specialist equipment and additional training. Expert voxmen relay the Company Commander's orders to the men on the frontlines. Talented field surgeons stand a tense vigil over their comrades, ready to staunch wounds or administer doses of whatever chemical stimulants are required. Should a rank-and-file trooper display exceptional valour and dedication, they may be given the honour of bearing the Regimental Standard. To earn such a position a man must have performed some deed considered notably above and beyond the call of duty, such as gunning down a swathe of rampaging foes in defence of a field hospital or felling a ravaging Daemon Engine with a well-placed grenade.

Many Company Command Squads include grizzled special weapons operators or Veteran Weapons Teams, proven crack-shots to a man – the presence of such potent weapons close at hand allows Company Commanders personally to oversee the destruction of vital targets such as lumbering heretic tanks or monstrous xenos beasts. Equally, should the situation deteriorate and the Company Command Squad find themselves threatened by bellowing mobs of greenskins or a looming traitor Helbrute, these same lethal firearms can mean the difference between life and death.

No matter whether the Company Commander is a cynical career officer, a cold tactician, or a bellowing, barrel-chested Imperial hero, he and his Company Command Squad form the strategic nexus of the Imperial Guard army. The Company Commander's orders crackle across the vox network, bolstering the courage of his men and ensuring that his army functions with precise coordination far superior to anything exhibited by the

heretical hordes they face. The squad's firepower strikes at key points, expertly directed to support the efforts of the massed Imperial Guardsmen on the frontline.

	WS	BS	S	T	W	I	A	Ld	Sv
Company Commander	4	4	3	3	3	3	3	9	5+
Veteran	3	4	3	3	1	3	1	7	5+
Veteran Weapons Team	3	4	3	3	2	3	2	7	5+

UNIT TYPE: Veterans and Veteran Weapons Teams are **Infantry**. Company Commander is **Infantry (Character)**.

WARGEAR:

Company Commander: Flak armour, laspistol, close combat weapon, frag grenades, refractor field.

Veteran: Flak armour, lasgun, frag grenades.

Veteran Weapons Team: Flak armour, lasgun, frag grenades.

SPECIAL RULES:

Heavy Weapons Team (Veteran Weapons Team only), **Voice of Command** (Company Commander only).

Senior Officer (Company Commander only): This model can issue up to two orders each turn.



REGIMENTAL ADVISORS



The Adeptus Munitorum can call upon a vast array of esoteric personnel to advise Company Commanders in battle. Be they enigmatic astrosavants, starch-collared representatives or grizzled officers, these regimental advisors can swiftly transform a Company Command Squad into an eclectic entourage of skilled specialists. While many senior officers resent the peculiar proclivities or bombastic second-guessing of such advisors, none can deny their strategic value in the heat of battle.

Astropaths – for example – may unsettle their comrades with their hollow, eyeless gaze and the susurrus of telepathic murmurs that fogs the air around them. Yet their ability to project their thoughts, or to influence the thoughts of others, can make them a potent weapon on the battlefield. Other advisors serve as representatives of different arms of the Imperial war machine. The Master of Ordnance, for example, utilises complex equipment to coordinate devastating long range artillery strikes from support weapons far beyond the front line; a seconded Officer of the Fleet can order wings of naval air power to waylay enemy reinforcements, denying the foe crucial manpower and weaponry, or call upon bulk landers and pools of reserve transports to swiftly ferry reinforcements to where they are needed most.

	WS	BS	S	T	W	I	A	Ld	Sv
Astropath	3	4	3	3	1	3	1	7	5+
Master of Ordnance	3	4	3	3	1	3	1	7	5+
Officer of the Fleet	3	4	3	3	1	3	1	7	5+

UNIT TYPE: Infantry.

WARGEAR: Flak armour, close combat weapon, frag grenades.

SPECIAL RULES:

Psyker (Mastery Level 1) (Astropath only).

Artillery Bombardment (Master of Ordnance only): The Master of Ordnance may make a shooting attack with the following profile:

Range - Infinite

S - 9

AP - 3

Type - Ordnance 1, Barrage, Large Blast

An Artillery Bombardment is resolved separately from other Barrage weapons fired by the same unit in the same Shooting phase, but must choose the same target as the rest of the unit.

If a hit is rolled on the scatter dice, the blast marker scatters 2D6" in the direction shown by the arrow on the 'Hit' symbol. If an arrow is rolled, the blast marker scatters an additional D6". If the Master of Ordnance has line of sight to his target then he reduces the total distance scattered by his Ballistic Skill.

Navy Orders (Officer of the Fleet only): An Officer of the Fleet may take a Leadership test at the beginning of your turn, before any Reserve rolls are made. If the test is successful, choose one of the following Navy Orders to immediately take effect. If you have more than one Officer of the Fleet, all modifiers are cumulative.

- **Coordinate Reserves**

The Officer directs Navy transports to deliver troops to the front line.

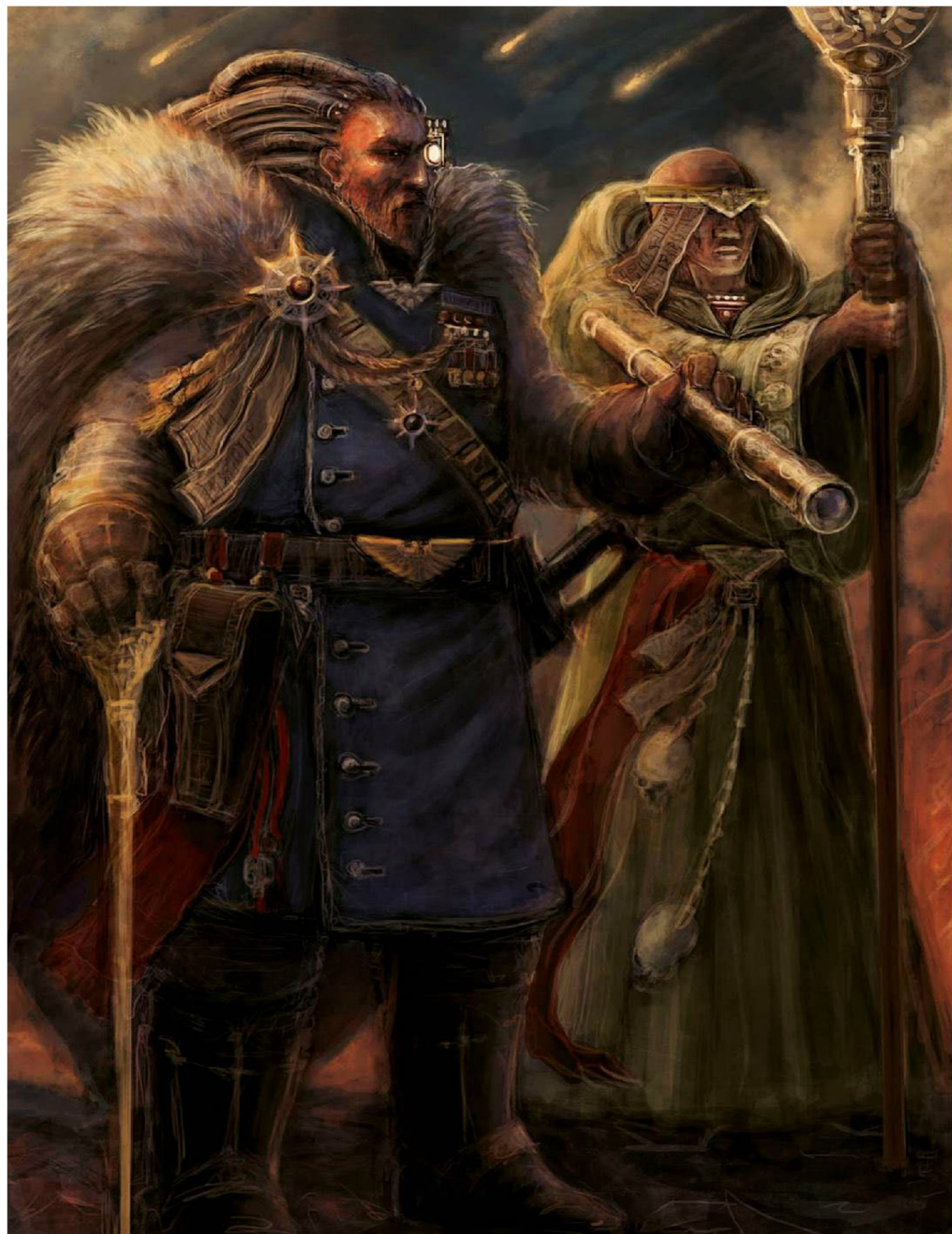
You receive a +1 bonus to all Reserve Rolls during your turn.

- **Intercept Reserves**

The Officer orders Navy fighters to disrupt enemy supply lines.

Your opponent suffers a -1 penalty to all Reserve Rolls during his next turn, but will always pass a Reserve Roll on a 6.

PSYKER: Astropaths generate their powers from the **Telepathy** discipline.



TANK COMMANDERS



A Tank Commander rides to battle in the cupola of a mighty Leman Russ battle tank. These grizzled men are virtually one with their machine, possessing an implicit knowledge of armoured warfare in all its forms. Granted their pick of the armoured fighting vehicles available to their regiment, they are further entitled to pick their crew from the finest veterans. The average Tank Commander is therefore a steely eyed ace, heading up a crew of the very best their regiment has to offer.

A Tank Commander will always be found leading a squadron of Leman Russ battle tanks, their coolly delivered orders greatly augmenting the effectiveness of their squadmates. Whether directing deadly salvos into onrushing xenos or clashing with colossal enemy war machines, the Tank Commander and his squadron have few equals. However, for all their armoured might, it is a Tank Commander's fusion of combat experience and bellicose leadership that makes them especially deadly.

These veteran armour commanders will often be assigned temporary leadership of infantry or artillery assets. This may see the Tank Commander's' squadron line-breaking at the head of an overwhelming infantry offensive, or digging in to provide close cover for thundering batteries of big guns. Whatever the case, the Tank Commander's strategic cunning and deadly armoured steed can anchor an entire battle line, or smash that of the foe asunder. Infantrymen may grumble when assigned to the command of a 'tread-head', mistrusting such a man's grasp of the hardships faced by honest footsloggers, yet such complaints soon turn to cheers when the commander's tank squadron rolls into the foe's ranks, all guns blazing and tracks churning enemy bodies to bloody paste.

	WS	BS	S	T	W	I	A	Ld	Sv
Tank Commander	-	4	-	-	-	-	-	-	-

SPECIAL RULES:

Leman Russ Commander: A Tank Commander starts the game in a Leman Russ tank, leading a Leman Russ Squadron. Note that any type of Leman Russ can be taken as the Tank Commander's vehicle, and that it can have any upgrades usually available to that type of tank. The Tank Commander's tank is a character, has Ballistic Skill 4 and can be chosen as your army's Warlord. If his tank is Wrecked or suffers an Explodes! result, the Tank Commander is killed.

A Tank Commander and his Leman Russ Squadron count as an HQ choice for the entire of the battle. The Tank Commander's Leman Russ cannot leave the unit or join another unit, even if the rest of his squadron are destroyed.

Tank Orders: A Tank Commander can roll 2D6 at the beginning of the Shooting phase. If the total result is 9 or less, choose one of the following Tank Orders to immediately take effect.

- **‘Full Throttle!’**

The officer leads a glorious tank charge that grinds the enemy beneath his treads.

The Tank Commander's unit immediately moves Flat Out, moving up to 6+D6", even though they are Heavy.

- **‘Gunners, Kill on Sight!’**

The officer gives his men free rein to unleash discretionary fire.

The Tank Commander's unit immediately makes a shooting attack. The Tank Commander must shoot at a different target to the rest of his unit. The Tank Commander must resolve his shooting attack first. Once this shooting attack has been resolved, resolve the shooting attacks made by the rest of the unit. These must be at a different target, which cannot be a unit forced to disembark as a result of the Tank Commander's initial shooting attack.

- **‘Strike and Shroud!’**

The squadron fires a volley before activating their smoke launchers.

The Tank Commander's unit must make a shooting attack. After this shooting attack has been resolved, all vehicles in the unit that have not already done so must use their smoke launchers.



COMMISSARS



Every Imperial citizen recognises the distinctive cap and greatcoat of the Commissar, whether from hab-block propaganda frescoes or grainy Munitorum recruitment pictis. To the masses of humanity, these men are symbols of Imperial authority whose sole remit is to ensure that all do their duty in the Emperor's name. Yet the truth of these high-ranking officers is rather more complex.

Commissars are recruited from amongst the students of the widespread Schola Progenium. While the majority of the Schola's wards go on to become Adepts or join the Militarum Tempestus, only the best of the best will be recommended for service in the Officio Prefectus. Inductees must have absolute faith in the Imperium. They must display the proper levels of sincere totalitarian idealism. They must be able to fight as well as any hive-spire duellist while fulfilling the conflicting roles of merciless taskmaster and inspiring hero with equal ease. It is further the duty of a Commissar to learn the culture and customs of the regiment to which he is attached. He must command equal respect whether assigned to dutiful Vostroyans or hard-bitten, insular Catachans. Should discipline or morale falter, it is the task of the Commissar to take whatever steps necessary to restore order, and to do so in the absolute knowledge that his actions are just. Under the steely gaze of such a man, Imperial Guardsmen must be inspired to deeds they never believed possible. In extremis, a Commissar must be prepared to execute wavering soldiers or incompetent officers without a moment's remorse; few things enforce discipline better than a malcontent or coward being shot dead for their failings, and this message is all the stronger when a mass-reactive bolt shell sprays a Guardsman's brains across his horrified comrades in a shower of gore.

Amongst the ranks of the Officio Prefectus there are many heroic individuals who have become legend through their deeds. A Lord Commissar is expected to exemplify everything the Imperium strives toward. These accomplished men must still discharge their duties as grim-faced arbiters of disciplinary retribution, but are given substantially more scope thanks to their seniority. A Lord Commissar is as likely to lead a heroic raid against a key location as he is to order motivational bombardments by batteries of artillery upon fleeing Imperial Guard forces. After all, in dark days such as these, true heroism rarely stems from kind acts.

	WS	BS	S	T	W	I	A	Ld	Sv
Commissar	4	4	3	3	1	3	2	9	5+
Lord Commissar	5	5	3	3	3	3	3	10	5+

UNIT TYPE: Infantry (Character).

WARGEAR:

Commissar: Flak armour, bolt pistol, close combat weapon, frag grenades, krak grenades.

Lord Commissar: Flak armour, bolt pistol, close combat weapon, frag grenades, krak grenades, refractor field.

SPECIAL RULES:

Independent Character (Lord Commissar only), **Stubborn**.

Aura of Discipline (Lord Commissar only): Any friendly unit from *Codex: Astra Militarum* within 6" of a Lord Commissar uses his Leadership for any Fear, Morale or Pinning tests.

Chain of Command (Lord Commissar only): A Lord Commissar may only be your Warlord if you have no models with the Senior Officer special rule in your primary detachment.

Summary Execution: If the Commissar's unit fails a Fear, Morale or Pinning test, after any re-rolls it is entitled to, the owning player can opt to have his Commissar summarily execute one of the Astra Militarum models in the unit. Roll a D6; on a 3+ you choose which model is executed, on a 1-2 your opponent chooses instead – note that neither player can ever choose to execute the Commissar himself. The executed model is immediately removed as a casualty with no saves of any kind allowed. Provided a model was executed, the unit is then treated as having passed the test.



REGIMENTAL SPECIALISTS



MINISTORUM PRIESTS

Every regiment of the Imperial Guard is required to have at least one attached Ministorum Priest. These holy men have a crucial role to play within the ranks of the Imperial Guard, providing a religious crutch upon which the common soldiery can lean. Whether by taking the dignified confessional of an officer forced to send waves of men to their deaths, or leading rousing regimental prayers, Ministorum Priests provide this essential support.

Ever ready to martyr themselves upon the altar of Imperial victory, Priests will stride willingly into the fires of war. Yet it is for their effect upon their comrades that Imperial Commanders value Priests most highly. Their fiery oratory and bellicose war hymns can steady a battle line in the face of overwhelming odds or drive their flock into an impassioned frenzy in which men shrug off mortal wounds and fight with a passion bordering on madness. Many Imperial Guardsmen speak of seeing seraphs soaring on the hot winds of war, called to battle by the exhortations of Ministorum Priests. Whether these miraculous phenomena can be attributed to mass hysteria or the manifest powers of the Emperor matters little – countless battles have been won by Imperial Guardsmen in the grip of religious fervour.

	WS	BS	S	T	W	I	A	Ld	Sv
Ministorum Priest	3	3	3	3	1	3	2	7	5+

UNIT TYPE: Infantry (Character).

WARGEAR: Flak armour, laspistol, close combat weapon, frag grenades, rosarius.

SPECIAL RULES: Independent Character, Zealot.

War Hymns: A Ministorum Priest can take a Leadership test at the beginning of each Fight sub-phase in which he is locked in combat. If the test is successful, choose one of the following war hymns to immediately take effect.

- **The Emperor Protects**

As the Priest's impassioned calls ring out across the battlefield, the faithful feel the

blessing of the God-Emperor upon them.
The Ministorum Priest and his unit re-roll all failed armour and invulnerable saves until the end of the phase.

• **The Emperor’s Strength**
Shouting out the prime canticle of Saint Brutos the Belligerent, the Priest calls upon the Emperor to help him smite his foes.
Until the end of the phase, the Ministorum Priest has the Smash special rule.

• **The Righteousness of the Emperor**
The Priest bellows psalms of vengeance into the faces of the foe, exhorting his men to excel in the Emperor’s sight.
The Ministorum Priest and his unit re-roll failed rolls To Wound until the end of the phase.

PRIMARIS PSYKERS

Loathed and feared as witches by their superstitious comrades, Primaris Psykers are nonetheless valuable assets to any commander. Though it hardly lessens the constant suspicion they are held in by the Officio Prefectus, each of these psykers possess abilities and control far beyond those of lesser Scholastica Psykana initiates. Their dominance over the powers at their command means they are permitted to operate independently upon the battlefield. Development to such a stage requires remarkable strength of character, and most Primaris Psykers possess hard-won wisdom that can avail those senior officers with the wit to hear it.

Each Primaris Psyker exhibits different abilities, manipulating the energies of the Warp in unique ways. Some are able to conjure searing ectoplasmic bolts that can tear holes in enemy fortifications, or engulf the foe’s massed ranks in roiling flame. Others use their minds to summon domes of protective energy that shield their comrades from fire or render them invisible. When serving on the front line, Primaris Psykers bear deadly force weapons, crackling with power, with which they are even able to rip the very souls from their screaming foes. Whatever their particular talent, Primaris Psykers are as lethal to the enemy as they are disturbing to their comrades, for their psychic might turns them into unnatural weapons that evoke both superstition and terror.

	WS	BS	S	T	W	I	A	Ld	Sv
Primaris Psyker	4	4	3	3	2	3	2	9	5+

UNIT TYPE: Infantry (Character).

WARGEAR: Flak armour, laspistol, force weapon, frag grenades, refractor field.

SPECIAL RULES: Independent Character, Psyker (Mastery Level 1).

It's For Your Own Good: If a Primaris Psyker suffers Perils of the Warp whilst in the same unit as a Commissar (of any type), the Primaris Psyker will be executed – after resolving the usual effects, remove the Primaris Psyker as a casualty.

PSYKER: Primaris Psykers generate their powers from the **Biomancy**, **Divination**, **Pyromancy** and **Telekinesis** disciplines.



ENGINEERS

Tech-Priest Engineers serve as custodians for the vehicles of the Imperial Guard. With binary prayers and mystic rites, the Engineers soothe the machine spirits of their tracked congregation. Without the diligent maintenance of the Engineers, the Imperial Guard would soon find themselves without the heavy armour vital to their very survival. Clad in sanctified power armour and wielding cog-toothed power axes, Tech-Priest Engineers wade fearlessly into combat to protect the valuable technologies entrusted to their care. They are able to affect battlefield repairs, and can even rouse the war spirits of Imperial tanks to wrath, causing weapons to track and fire independent of their shocked crew's commands.

	WS	BS	S	T	W	I	A	Ld	Sv
Engineer	3	3	3	3	1	3	1	8	3+

UNIT TYPE: Infantry (Character).

WARGEAR: Power armour, laspistol, power axe, servo-arm, frag grenades, krak grenades.

SPECIAL RULES: Independent Character.

Awaken the Machine: In each of your Shooting phases, instead of firing his weapons, the Engineer may choose a single friendly Astra Militarum vehicle within 12". That vehicle gains the Power of the Machine Spirit special rule until the end of the turn.

Blessings of the Omnissiah: In each of your Shooting phases, instead of firing his weapons, an Engineer may choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add 1 for each Servitor with a servo-arm in his unit. If the result is 5 or more, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.

SERVITORS

Many Tech-Priest Engineers are accompanied on the battlefield by retinues of mindless Servitors. These lobotomised slaves are often vat-grown, though some were vicious criminals or heretics prior to their enforced conversion. Regardless of their origins, most Servitors will sport industrial cybernetics allowing them to aid their master in his work. Others are fitted with hefty heavy weapons whose chattering volleys drive back the foe and permit the Engineer to make his repairs without interruption.

	WS	BS	S	T	W	I	A	Ld	Sv
Servitor	3	3	3	3	1	3	1	8	4+

UNIT TYPE: Infantry.

WARGEAR: Servo-arm.

SPECIAL RULES:

Mindlock: Unless it includes an Enginseer, an unengaged unit that contains at least one model with this special rule must roll a D6 at the start of its turn. On a roll of a 4+, this special rule has no effect this turn. On a roll of a 1, 2 or 3, the unit is mindlocked until the start of its following turn. A mindlocked unit may not voluntarily move, shoot or charge, and orders issued to it have no effect. A mindlocked unit must still complete compulsory moves, such as Pile In and Fall Back moves.



INFANTRY PLATOONS



From the steaming jungles of Catachan to the war-torn fortress world of Cadia, the humble Infantry Platoon provides the ironclad backbone of the Imperial Guard. All Imperial Guard infantry regiments are, without fail, built around a solid base of multiple Infantry Platoons. Even armour and artillery regiments often include one or more such Platoons for close support duties. Imperial Guard Infantry Platoons are as numerous and ubiquitous as the lasguns with which they are armed, and perhaps even cheaper for the Munitorum to replace.

A junior officer, usually referred to in Munitorum texts as the Platoon Commander, leads each Infantry Platoon. While Company Commanders must endeavour to hold back and retain a strategic overview, Platoon Command Squads lead from the front with little more than guts and determination to carry them through. Fighting to emulate this daring example, the remainder of the Platoon is composed of multiple ten-man infantry squads and small teams of well armed support specialists.

These disparate elements are trained to work as a whole, to create something far greater than the sum of its parts. Without heavy and special weapons, the men of the Infantry Squads would soon fall prey to some armoured behemoth or monstrous horror. Without those same infantrymen, however, the Heavy Weapons Squads and Special Weapons Squads would be overrun and torn apart in short order. Without their commanding officers, meanwhile, Infantry Platoons would be robbed of the dynamism and cohesion that can make them so deadly. Whether dug in to defend an assigned objective, or charging pell-mell across the mud and fire of no man's land, Infantry Platoons can achieve miracles if properly led and well supported.

Of course, the reverse is also true – even a well supplied and well situated Infantry Platoon can be brought to ruin if they are ill-used by their commanding officer. The records of the Munitorum are replete with tales of Imperial Guardsmen squandered needlessly in suicidal charges, or left without support to weather enemy offensives they had no hope of stopping. For every courageous defence or well executed attack, there are dozens of last stands, ill-timed assaults and anarchic massacres to chill the blood of freshly trained Platoon Commanders. Of course, particularly callous senior officers may work just such apparent disasters into their plans. After all, nothing is more likely to fill a foe with over-confidence than the swift massacre of a whole Platoon of Imperial Guardsmen. Little do such enemies realise, as they rampage over the corpses of the slain, that pre-ranged batteries of Basilisks are bringing their weapons to bear...

Their potentially sacrificial nature aside, the strengths of an Infantry Platoon lie in discipline, numbers, and sheer firepower. Be it an onrushing wall of roaring Orks, a tide

of chittering Tyranids or the implacable advance of a phalanx of Necrons, there is no threat in the galaxy that enough Imperial Guardsmen, working in concert, cannot lay low. Certainly, that's what the Commissars claim.

PLATOON COMMAND SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Platoon Commander	4	4	3	3	1	3	2	8	5+
Guardsman	3	3	3	3	1	3	1	7	5+
Heavy Weapons Team	3	3	3	3	2	3	2	7	5+

UNIT TYPE: Guardsmen and Heavy Weapons Teams are **Infantry**. Platoon Commander is **Infantry (Character)**.

WARGEAR:

Platoon Commander: Flak armour, laspistol, close combat weapon, frag grenades.

Guardsman: Flak armour, lasgun, frag grenades.

Heavy Weapons Team: Flak armour, lasgun, frag grenades.

SPECIAL RULES:

Heavy Weapons Team (Heavy Weapons Team only), **Voice of Command** (Platoon Commander only).

INFANTRY SQUAD

An Infantry Squad consists of ten Imperial Guardsmen, including a Sergeant who leads them, and is issued additional specialist or heavy weaponry as required. From forlorn assaults to desperate line-defence, Infantry Squads fight and die for the Emperor in their millions.

SPECIAL WEAPONS SQUAD

Whether dedicated snipers, demolitions experts or infantry support troopers, the men of the Special Weapons Squads wield an array of deadly weapons to assist their comrades in the field.

HEAVY WEAPONS SQUAD

The big guns of any Infantry Platoon, Heavy Weapons Squads can lay down hails of

deadly firepower to slaughter scores of foes, or tear through enemy armour.

CONSCRIPTS

Conscripts are raised in times of desperation, barely trained masses of expendable bodies best employed manning fortifications or impeding the foe's movements.

	WS	BS	S	T	W	I	A	Ld	Sv
Guardsmen	3	3	3	3	1	3	1	7	5+
Sergeant	3	3	3	3	1	3	2	8	5+
Heavy Weapons Team	3	3	3	3	2	3	2	7	5+
Conscript	2	2	3	3	1	3	1	5	5+

UNIT TYPE: Guardsmen, Conscripts, and Heavy Weapons Teams are **Infantry**. Sergeants are **Infantry (Character)**.

WARGEAR:

Guardsmen: Flak armour, lasgun, frag grenades.

Sergeant: Flak armour, laspistol, close combat weapon, frag grenades.

Heavy Weapons Team: Flak armour, lasgun, frag grenades.

Conscript: Flak armour, lasgun.

SPECIAL RULES:

Heavy Weapons Team (Heavy Weapons Team only).

Combined Squad (Infantry Squads only): Infantry Squads have the option of forming Combined Squads. The decision to form Combined Squads must be made immediately before determining your Warlord Traits.

If the Astra Militarum player wishes to deploy his forces in this way, then any Infantry Squad may join another Infantry Squad from the same platoon. For example, an Infantry Platoon consisting of a Platoon Command Squad and three 10-man Infantry Squads can instead choose to deploy as a Platoon Command Squad and a single 30-man Infantry Squad, or a Platoon Command Squad, a 10-man Infantry Squad and a 20-man Infantry Squad. If you decide to form Combined Squads in this manner, they are treated as a single unit for whole of the game.

Hold until relieved. Those were the orders he had been given just two hours

earlier. Hold until relieved. Three short words. How could so many men have died for three short words? Yet they had – and still were. Platoon Commander Yentzer came back to himself with a jolt as something big detonated against the bunker roof. Around him, men were screaming, yelling, snapping shots through the bunker's vision slits into the smoke beyond. The fires were so bad now you couldn't even see the Orks out there. They were there though, oh yes, and in numbers Yentzer didn't want to even start imagining. The rattle and roar of their guns was a constant thunder, making it hard for Yentzer to even think, let alone issue orders.

He had to do something, though, his boys were out there, manning the Aegis lines. Dying amongst them, by the sounds of it. The commander steadied himself before grabbing the vox-horn from trooper Hustins. With a confidence he didn't feel, Yentzer began to bark orders. He squinted against the glare as his remaining lascannons cut loose, firing on invisible coordinates chattered from the vox-skull floating at his shoulder. He felt a stab of vicious pleasure as something big exploded amid the smoke, and the enemy fire slackened off. They were still out there though, he could hear their filthy xenos voices as they yelled at one another. Over the vox he reassured his surviving men, telling them to form up again at the barricades. Telling them it couldn't be long now, reinforcements were on the way. Telling them to hold until relieved.





VETERANS



Often the last survivors of regiments winnowed down through the brutal attrition of battle, Imperial Guard Veterans are hardy and skilful survivors. Such men have faced down horrors that would drive a lesser man mad, and endured a gauntlet of war that has honed their abilities to exceptional levels. From armoured shock troops to expert scouts, all Veterans are allowed a degree of leeway. They are permitted to choose their own armaments, often begging, borrowing or outright stealing all manner of non-standard equipment. Such grizzled, individualistic warriors tend to give their best when allowed to fight on their own terms.

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	3	4	3	3	1	3	1	7	5+
Veteran Sergeant	3	4	3	3	1	3	2	8	5+
Veteran Weapons Team	3	4	3	3	2	3	2	7	5+

UNIT TYPE: Veterans and Veteran Weapons Teams are **Infantry**. Veteran Sergeants are **Infantry (Character)**.

WARGEAR:

Veteran: Flak armour, lasgun, frag grenades.

Veteran Sergeant: Flak armour, laspistol, close combat weapon, frag grenades.

Veteran Weapons Team: Flak armour, lasgun, frag grenades.

SPECIAL RULES:

Heavy Weapons Team (Veteran Weapons Team only).



The jungle was thick with drifting smoke, echoing to the sound of the furious fighting up ahead. Harker prowled between the trees, signature weapon slung easily from one shoulder. Up ahead, Brond and Nils ducked as something big went up, the tangled undergrowth momentarily limned with a fiery glare. Harker didn't even flinch. Out there, some bunch of green-as-leaves infantry were hanging onto bunker 67 by the skin of their teeth. Harker had been ordered

to relieve them before the Orks broke through, and that was what he meant to do. Spitting in the mud, Harker swung Payback up onto one hip and gestured for his Hellraisers to form up. They knew where the Orks were alright – even in all this smoke, the greenskinned grox-lovers were making enough noise to wake the dead. Harker’s men adopted a tight, offensive formation, readying personalised guns and blades and whispering banter about the coming fight. Harker shot them a quick nod before stepping from the undergrowth and squeezing his heavy bolter’s trigger. The weapon roared to life, punching shells through the smoke and blowing Orks off their feet. As his men opened up in a storm around him, Harker heard ragged cheering from the direction of the bunker line. That’s right, he thought with a scowl; praise the Emperor, rookies, the Hellraisers are here.



SERGEANT HARKER

‘Stonetooth’ Harker is tough as they come. The Sarge only takes the best of the best in his squad, ‘Harker’s Hellraisers’, and his strength is such that he carries his heavy bolter, ‘Payback’, as easily as a normal man might carry a rifle.

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant Harker	4	4	4	3	1	3	2	8	5+

UNIT TYPE: Infantry (Character).

WARGEAR: Flak armour, close combat weapon, frag grenades, krak grenades.

SPECIAL RULES: Relentless.

HEIRLOOM OF CONQUEST

Payback: Sergeant Harker’s favourite heavy bolter, ‘Payback’, has served him well in countless hostile war zones.

Range - 36"

S - 5

AP - 4

Type - Heavy 3, Rending



MILITARUM TEMPESTUS



Militarum Tempestus Scions are cold, proficient killers whose deadly firepower can reduce swathes of foes to smouldering heaps of corpses. Trained in the Schola Progenium, these men commit to a rigorous program of physical and mental indoctrination that raises them to the peak of human conditioning. Loyal to the Emperor above all else, Tempestus Scions provide High Command with a core of flexible, nigh-incorruptible soldiers. Deployed sparingly, they can be depended upon to complete any mission, no matter how deadly. Racing into battle aboard armoured transports or plummeting down on grav-chutes, the Scions are the sharp edge of the Imperial Guard war machine.

TEMPESTUS COMMAND SQUAD

Each Militarum Tempestus Platoon is led into battle by a grizzled officer known as a Tempestor Prime. Such men are promoted on battlefield record alone, their courage and discipline unshakeable. The Command Squad that accompanies them comprise cold-eyed killers whose every thought and deed is intended to further the Imperial cause. Able to operate on their own initiative in a way entirely alien to the majority of the Imperial Guard, these men lead their Progenium brethren into battle with merciless efficiency.

	WS	BS	S	T	W	I	A	Ld	Sv
Tempestus Scion	3	4	3	3	1	3	1	7	4+
Tempestor Prime	4	4	3	3	2	4	2	9	4+

UNIT TYPE: Tempestus Scions are **Infantry**. Tempestor Primes are **Infantry (Character)**.

WARGEAR:

Tempestus Scion: Carapace armour, hot-shot lasgun, frag grenades, krak grenades.

Tempestor Prime: Carapace armour, hot-shot laspistol, close combat weapon, frag grenades, krak grenades.

SPECIAL RULES: Deep Strike, Move Through Cover, Voice of Command (Tempestor Prime only).

Clarion Vox-net: Any friendly unit from the same Militarum Tempestus Platoon within 18" of the Tempestor Prime can use his Leadership for any Fear, Morale or Pinning tests.

TEMPESTUS SCIONS

Each squad of Tempestus Scions consists of veteran warriors, trained and equipped to the highest standard. Protected by rigid armaplas and reinforced ceramite plates, Scions wield a sophisticated range of high-powered weapons that perfectly complement their shock assault role, and their discipline is such that they can direct their deadly firepower to absolute optimum effect.

Militarum Tempestus Scions are often viewed with fear or resentment by the regular troops – nicknames such as ‘glory boys’ and ‘big toy soldiers’ are common. Yet this rancour is nothing to the Scions themselves. Trained in covert operations and rapid insertion strike-tactics, they go to battle confident that their every deed is for the good of the Imperium itself.

	WS	BS	S	T	W	I	A	Ld	Sv
Tempestus Scion	3	4	3	3	1	3	1	7	4+
Tempestor	3	4	3	3	1	3	2	8	4+

UNIT TYPE: Tempestus Scions are **Infantry**. Tempestors are **Infantry (Character)**.

WARGEAR:

Tempestus Scion: Carapace armour, hot-shot lasgun, frag grenades, krak grenades.

Tempestor: Carapace armour, hot-shot laspistol, close combat weapon, frag grenades, krak grenades.

SPECIAL RULES: Deep Strike, Move Through Cover.



CHIMERAS



The Chimera is the most prolific and popular armoured transport used by the Imperial Guard. It is rugged, versatile, and easy to produce in huge numbers. For thousands of years it has been accepted wisdom that the Chimera punches well above its weight in a firefight; the tank itself mounts a variety of punishing anti-personnel weaponry, while passengers can lay down additional fire from its spacious top hatch and flank-mounted lasgun arrays.

With its slab-like frontal armour the Chimera is well suited to so-called 'armoured fist' assaults. Roaring forward through withering fire, the Chimera shields its human cargo long enough to disgorge them directly into forward positions from which they can breach the enemy's lines. Such squads lend speed and flexibility to the rigid formations of the Imperial Guard, and the impact of such armoured charges has won numerous victories for the Imperium of Man.

Over the millennia, the Chimera has been employed in countless war zones, demonstrating its adaptability time and again. High-gain, securely encrypted vox-arrays allow the Chimera to function as a mobile command bunker. The tank's amphibious capabilities permit transportation of Guardsmen across supposedly impassable swamps and rivers to strike at unguarded enemy flanks.

The strategic value of the Chimera was amply demonstrated during the cleansing of Pelos IV. In the face of an overwhelming traitor offensive along the north bank of the River Fireflow, Catachan General Henk Oberstein mounted three full companies of his finest Jungle Fighters into Chimeras and had them ford the river in a wide flanking manoeuvre. Caught between Oberstein's heavy weapons emplacements and the shock assault of the armoured spearhead roaring out of the river's churning waters, the traitors were swiftly and efficiently crushed.

It is for these reasons and many more that the Chimera is seen as the faithful workhorse of the Imperial Guard. Equal to almost any strategic challenge from convoy escort to the brutal rigours of the most apocalyptic battles, the Chimera APC is one of the finest weapons in an Imperial Guard Commander's arsenal, and should never be underestimated.



		┌	Armour	┐	
	BS	F	S	R	HP
Chimera	3	12	10	10	3

UNIT TYPE: Vehicle (Tank, Transport).

WARGEAR: Multi-laser, heavy bolter, searchlight, smoke launchers.

TRANSPORT:

Transport Capacity: Twelve models.

Fire Points: Two models can fire from the Chimera's top hatch. Note that a model with the Heavy Weapons Team special rule counts as a single model.

Access Points: A Chimera has one Access Point at the rear.

SPECIAL RULES:

Amphibious: A Chimera treats all water features as open terrain when it moves.

Lasgun Arrays: A Chimera has two separate arrays of three lasguns – one array located above each side of its hull. Up to six models in the embarked unit (a maximum of three per array) may fire one lasgun each from these lasgun arrays, provided those models are not using the Chimera's Fire Points this turn. To represent the unusual nature of these weapons, use the Chimera's Ballistic Skill for these shots – the lasgun arrays can shoot at this Ballistic Skill regardless of how far the Chimera has moved. If the Chimera has suffered a Crew Stunned or Crew Shaken result, the lasgun arrays can only make Snap Shots. Lastly, each array may shoot at a different target to the Chimera's other weaponry, though all lasguns in the same array must shoot at the same target.

Mobile Command Vehicle: An officer embarked within a Chimera may still issue orders to squads. Measure range from any part of the Chimera's hull.

TAUROXES



The Taurox APC is designed to hit hard and fast, exploiting gaps in the enemy battle line or plugging those torn in the Imperium's. Though lightly armoured, the Taurox packs a punch, mounting twin-linked autocannons to mow down enemy forces as it roars into the breach. Meanwhile, its rugged 'Castellan' quad-track unit allows the Taurox to negotiate even the most tangled terrain with ease.

The Taurox's capacity to punch through seemingly impossible terrain makes it an ideal counter-attack asset. Imperial Guard commanders will often hold back squads of short ranged, hard-hitting infantry in Taurox APCs, throwing them in to blunt enemy breakthroughs before they can build momentum. However the Taurox's ability to traverse rough terrain also finds it regularly employed as a light recon vehicle, or running escort duties on columns of artillery. Here it will swiftly deploy squads of heavy infantry, countering unexpected threats with overwhelming firepower until reinforcements can be brought to bear.

		⌈	Armour	⌋	
	BS	F	S	R	HP
Taurox	3	11	10	10	3

UNIT TYPE: Vehicle (Transport).

WARGEAR: Twin-linked autocannon.

TRANSPORT:

Transport Capacity: Ten models.

Fire Points: The Taurox has two Fire Points on each side of the hull.

Access Points: The Taurox has one Access Point on each side of the hull and one at the rear.

SPECIAL RULES:

All-terrain APC: This vehicle re-rolls all failed Dangerous Terrain tests.



TAUROX PRIME

A variant of the Taurox built for use by Militarum Tempestus, the Prime's design is efficient and flexible. The vehicle's chassis incorporates arcane technologies that allow it to sustain Tempestus Scions operating in extremely hostile environments, or even the cold vacuum of space. The vehicle can be internally pressurised, and features a suite of life-support systems. Further, its engines can be compelled – using the proper rituals and prayers – to channel magnetic force into the Prime's tracks. This enables the vehicle to cling to vertical surfaces, and even operate in zero gravity conditions. The Taurox Prime's weapon load-out is equally versatile – whether blasting enemy infantry apart with hails of missiles and gatling cannon fire, or bringing down tanks and fortifications with their lightweight battle cannons, these vehicles are the ideal transport for the elite forces of the Militarum Tempestus.

	BS	┌	Armour		┐	HP
		F	S	R		
Taurox Prime	4	11	10	10	3	

UNIT TYPE: Vehicle (Fast, Transport).

WARGEAR: Taurox battle cannon, twin-linked hot-shot volley gun.

TRANSPORT:

Transport Capacity: Ten models.

Fire Points: The Taurox Prime has two Fire Points on each side of the hull.

Access Points: The Taurox Prime has one Access Point on each side of the hull and one at the rear.

SPECIAL RULES:

All-terrain APC: This vehicle re-rolls failed Dangerous Terrain tests.

WYRDVANE PSYKERS



Wyrdvane Psykers transform the howling might of the Warp into a deadly weapon of Imperial supremacy. They are formed from those Scholastica Psykana inductees not able to control their burgeoning powers without guidance and aid. Some have not yet completed the gruelling training to become a Primaris Psyker. Others will never achieve that goal, introverted beyond rescue by the horrors of their own minds. As individuals, such psykers are unpredictable and unsafe. Yet working in concert, these deadly mutants can be a valuable asset.

Eerily attuned to one another, Wyrdvane Psykers draw strength from communion. A Ministorum choir may entwine voices of varying ability into a strong and harmonious whole. So do squads of Wyrdvanes link their thoughts, the better to slaughter the foes of Mankind. Corposant lightning crackles around the Wyrdvane Psykers as they marshal their powers. Moans and wails spill from their lips, tangled amid stringy ropes of vomited ectoplasm. Armoured battle tanks buckle inwards as the psykers focus their power, crumpling upon their horrified crews like a ration-pack in an Ogryn's fist. Heretics are incinerated amid billowing clouds of psychic flame, domes of protective telekinetic force enfold quivering Imperial Guardsmen, while pervasive many-voiced whispers talk warriors into madness or horrified self-destruction.



The night was black as pitch. Around the Valhallans' position, unseen things moved in the darkness, drawing slowly, inexorably closer. Wirten mopped at his bloody nose with a rag and tried to ignore the muttering of the infantrymen around him. His squad had lost men in the ambush just like the rest of them, yet to listen to these blunts you'd think the Wyrdvanes had pulled the triggers themselves. He squashed the familiar spike of resentment as he caught the words 'mutant' and 'cursed'. These are not bad men, he told himself, just scared, and ignorant. Yet that might make them dangerous. It was time to remind them that the Wyrdvane Psykers were powerful servants of the Emperor, and not witches to burn for luck. Closing his eyes and opening his mind, Wirten reached out and found his brothers. Poor Stocht, gibbering and rocking. Holsul, his mind a placid lake. Eurum, his anger burning as bright as the fires he could conjure with a thought. Like a choir of voices rising in harmony, the Wyrdvanes entwined their thoughts as they had been trained. Gathering power to themselves and shutting out the whispered temptations of the Warp, the psykers' spirits quested outward, the gloom no obstacle to their witchsight. There, amongst the ruins, lithe xenos forms crept ever closer to the unsuspecting Valhallans. Rising to their feet, the

exhilaration of unity singing through their minds, Wirlen and his brothers focussed their powers to a single, furious point. The night lit up with psychic fire as a roaring bolt of energy lashed out, engulfing the screaming Dark Eldar and turning them to ash. As he returned to his body Wirlen noted the Valhallans were now wide-eyed and silent. Let them think on that, he smiled to himself, before reaching out with his mind in search of fresh xenos to slaughter.



Only once a choir of Wyrdvane Psykers have proven their ability to work as a controlled, cohesive whole will they be permitted to take to the field unsupervised. The psykers are formed into potential squads based on the omens of the Emperor's tarot, and must endure numerous inhumane tests before they are declared battle-ready. They must demonstrate their ability to guard one another's minds, to stabilise their companions' more volatile powers and enhance those that flounder or fail. Many will not survive the trials to which they are subjected, and even those that do are still destined to be treated with fear, revulsion and mistrust. Many commanders will leave a Commissar or two in close proximity to a group of Battle Psykers, just to be safe.

Insular in the extreme, squads of Wyrdvane Psykers rarely mix with the common troopers – they are only too aware of their comrades' superstitious disgust, and do what they can to avoid antagonising them. Yet for all this, Wyrdvane Psykers are loyal and dedicated soldiers of the Imperium, risking their very souls to fight in defence of the Emperor's realm. Indeed, while most officers would be loathe to admit it, a squad or two of Wyrdvane Psykers is often worth several times their number of 'proper' Imperial Guardsmen.

Of course, this is not always the case. After all, the dangers of manipulating the powers of the Warp are very real, and the psykers' comrades fear their unnatural abilities for good reason. Horror stories abound amongst the Imperial Guard of Wyrdvane Psykers bursting spontaneously aflame in the midst of battle, or else becoming possessed by terrible entities and slaughtering friend and foe alike. However, the Scholastica Psykana's screening stamps out many such potential disasters before they can occur, and for every uncontrolled explosion of Warp energy there are a dozen battles where the Wyrdvanes prove their worth.

As Humanity's psychic potential squirms ever closer to the surface, Wyrdvane Psykers become an increasingly common sight in the ranks of the Imperial Guard. Indeed, as the hour darkens and Mankind's cause becomes ever more desperate, some whisper darkly that these dangerous mutants may one day replace good honest soldiers altogether.

	WS	BS	S	T	W	I	A	Ld	Sv
Wyrdvane Psyker	2	3	2	3	1	3	1	8	5+

UNIT TYPE: Infantry.

WARGEAR: Flak armour, laspistol, close combat weapon.

SPECIAL RULES:

Brotherhood of Psykers (Mastery Level 1).

PSYKER: Wyrdvane Psykers generate their powers from the **Biomancy**, **Divination**, **Pyromancy** and **Telekinesis** disciplines.

RATLINGS



Though less resilient than their human comrades, Ratlings are naturally excellent shots. It is said that Ratling marksmen can take the head off a heretic from over a kilometre away. Coupled with their knack for staying out of harm's way, this makes Ratlings formidable snipers who can take a surprising toll upon superior enemy forces. Inevitably, the abhuman Ratlings face prejudice from the men they serve alongside, yet their skill as thieves, fences and black marketeers tends to win them acceptance. Indeed, Guardsmen who give the Ratlings too much grief will often find themselves mysteriously short of ammunition in the heat of battle, while their diminutive tormentors watch gleefully through telescopic sights.



'Hit him from here? Are you serious, longshanks? Do I look like a cross-eyed Catachan? I could take his head off from twice this range, just watch this...'

- 'MADEYE' MCGRIFFIN, RATLING SNIPER



Regardless of their small stature, and their questionable status as sanctioned aberrants, Ratlings have proven invaluable to the Imperium's armies time and again. On Crastille, during the War of Weeping, a single squad of Ratlings held the narrow bridge over the tumultuous Widowash River for three full days. Six times the Tau attempted to dislodge Manvolio Grand's Ratling Sharpshooters, and six times they were hurled back by pinpoint fire. Kroot Shapers and Pathfinder Shas'ui tumbled into the river's surging flow, neat holes blown through eye-sockets and throats. When a pack of Kroot Hounds was loosed across the bridge, the Ratlings put each down with a single shot, the last beast skidding to a halt on its face a good three metres short of Manvolio's snipers. Eventually, the Tau were forced to commit several Stealth Teams to the fight – against these near-invisible foes, the Ratlings stood little chance. Most of the abhumans were slaughtered before they could flee, but Manvolio and his closest cronies made it back to Imperial lines alive, there to be hailed as heroes for their efforts.

Though devious, duplicitous and morally dubious, Ratlings possess such unique talents that they will always find a place in the armies of the Imperium. Whether killing off enemy officers or procuring black-market amasec for their own, these devious abhumans have certainly found their niche.



	WS	BS	S	T	W	I	A	Ld	Sv
Ratling	2	4	2	2	1	4	1	6	5+



UNIT TYPE: Infantry.

WARGEAR: Flak armour, sniper rifle, laspistol.

SPECIAL RULES: Infiltrate, Stealth.

Shoot Sharp and Scarper: Ratlings can make a shooting attack and then Run in the same Shooting phase.



Driving snow swept down upon Kadyusha City, driven almost horizontal by the howling wind. Even over the screaming gale, the thunder of war was palpable. The roar of archaic bolters mingled with the revving of engines, the hiss of lasguns, and the whoop and boom of artillery shells as the Mordian 10th advanced on the Mausoleum District. Dug in to receive the attack in the Square of Contemplation, a force of Iron Warriors strafed their shots through the tight-packed ranks of Mordians as they struggled up the snowy streets. The Imperial Guard advance was losing momentum with every passing minute, flames dancing amid the blizzard as one Leman Russ after another was disabled by renegade heavy weapons.

Suddenly, the Warsmith commanding the traitors spun on his heel and toppled into the snow, a neat black hole punched front-to-back through his helm. A moment later, several more key Iron Warriors were pitched off their feet, helmet lenses crazed and gorgets punctured by sniper fire. Heavy bolters and lascannons tumbled from their dead hands, and as the traitors' fire slackened the Mordians surged forward once more. In the mayhem, few noticed the band of short, wiry figures swathed in camo-patched furs. The Ratlings scrambled from the first floor windows of the Chambers Munificent, dropping to the roadway and setting off in search of a new vantage point.





OGRYNS



Ogryns are a crude and exceptionally resilient breed of abhuman hailing from primitive, high gravity worlds. Lacking in intellect, Ogryns compensate for their stupidity with overwhelming physicality – the brutish creatures stand around three metres tall and can shrug off wounds that would kill an Imperial Guardsman several times over. These qualities mean that Ogryns make exceptional shock troops. Anyone that has witnessed an enraged Ogryn tear the head from a Traitor Marine with a single brutal wrench will think twice before questioning the huge abhumans' value.

It is fair to say that Ogryns do have their limitations. Their equipment must be simple and exceptionally rugged, as anything within arm's reach is likely to see brief and violent service as an improvised club. Their heavily built ripper guns must also be fitted with burst limiters to stop thirty seconds of noisy enjoyment leaving the abhumans without ammunition before battle even begins. Ogryns are easily confused, meaning they work best when given simple, straightforward missions. Their lack of personal hygiene borders on the criminal, making them deeply unpleasant company for common Guardsmen during the long, confined weeks of Warp-travel. However, once indoctrinated into the Imperial creed they are doggedly loyal, and the Ogryns' strength and resilience make them a potent weapon.

	WS	BS	S	T	W	I	A	Ld	Sv
Ogryn	4	3	5	5	3	2	3	6	5+
Ogryn Bone 'ead	4	3	5	5	3	2	4	7	5+

UNIT TYPE: Ogryns are **Infantry**. Ogryn Bone 'eads are **Infantry (Character)**.

WARGEAR: Flak armour, ripper gun, frag grenades.

SPECIAL RULES: Hammer of Wrath, Stubborn, Very Bulky.

BULLGRYNS

Bullgryns are clad in custom-made carapace armour and carry crude assault weaponry to capitalise on the abhumans' stature and resilience. While some wield power mauls and buckler-like brute shields, the simple but effective slab shields are their trademark, locking together to form a mobile defence line. So deployed, these units provide their

comrades with a wall of walking cover as they advance across the battlefield, soaking up vast volumes of enemy fire in the process.

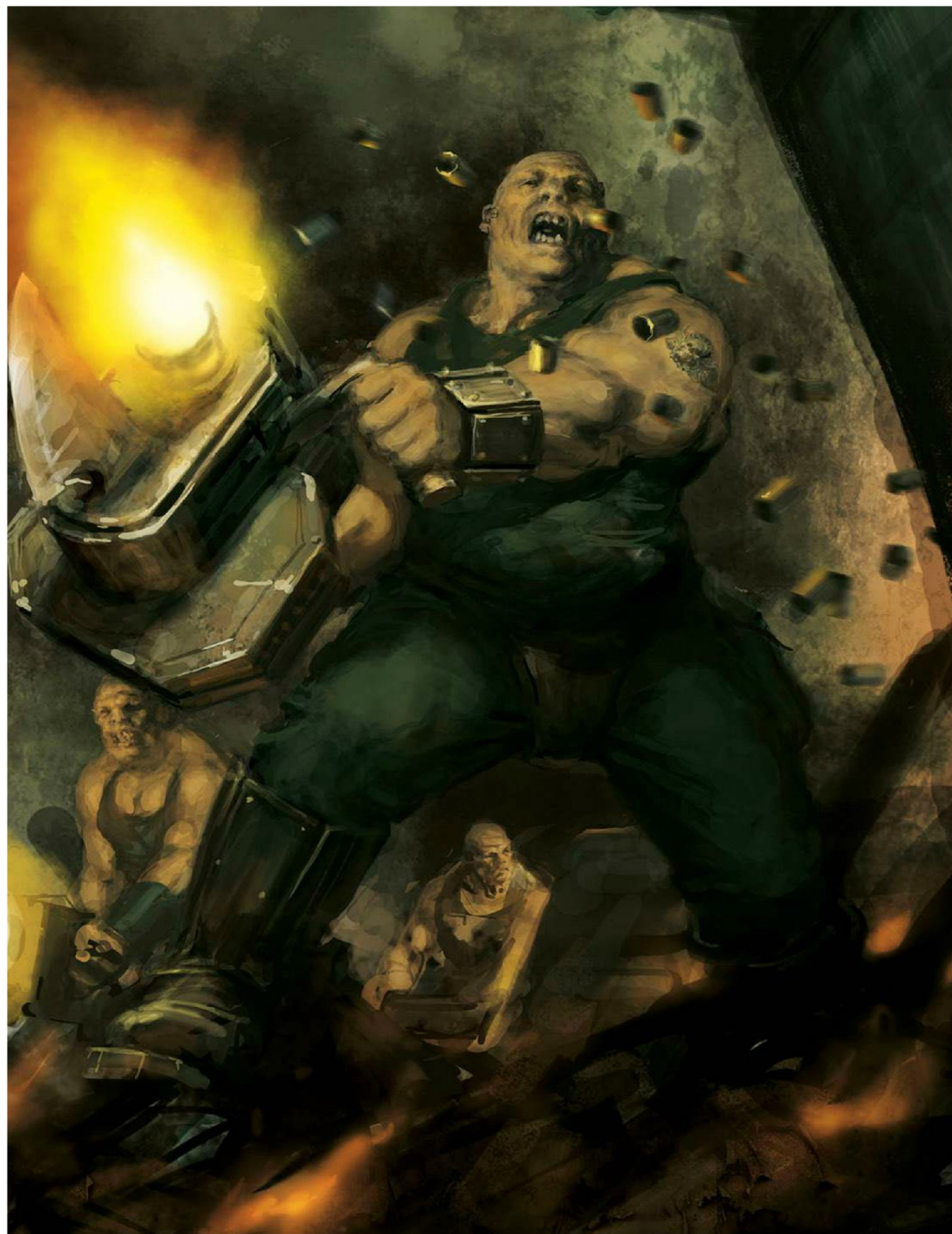
The Ogryns take their protective duties very seriously and will often form a line at the slightest sound of gunfire, which can be most inconvenient in crowded trenches. Yet Guardsmen advancing behind a Bullgryn squad swiftly forget such mishaps as shots whine harmlessly from the Ogryns' shields, leaving those soldiers crouched in their lee unharmed. Needless to say, casualties are high among the abhumans themselves, but the close range bombardments of the Ogryns' grenadier gauntlets exact brutal revenge soon enough. The foe are left reeling and shell-shocked even before the maul-wielding Ogryns charge into their midst and bludgeon the survivors to a red paste.

	WS	BS	S	T	W	I	A	Ld	Sv
Bullgryn	4	3	5	5	3	2	3	6	4+
Bullgryn Bone 'ead	4	3	5	5	3	2	4	7	4+

UNIT TYPE: Bullgryns are **Infantry**. Bullgryn Bone 'eads are **Infantry (Character)**.

WARGEAR: Carapace armour, grenadier gauntlet, frag grenades, slabshield.

SPECIAL RULES: Hammer of Wrath, Stubborn, Very Bulky.



ROUGH RIDERS

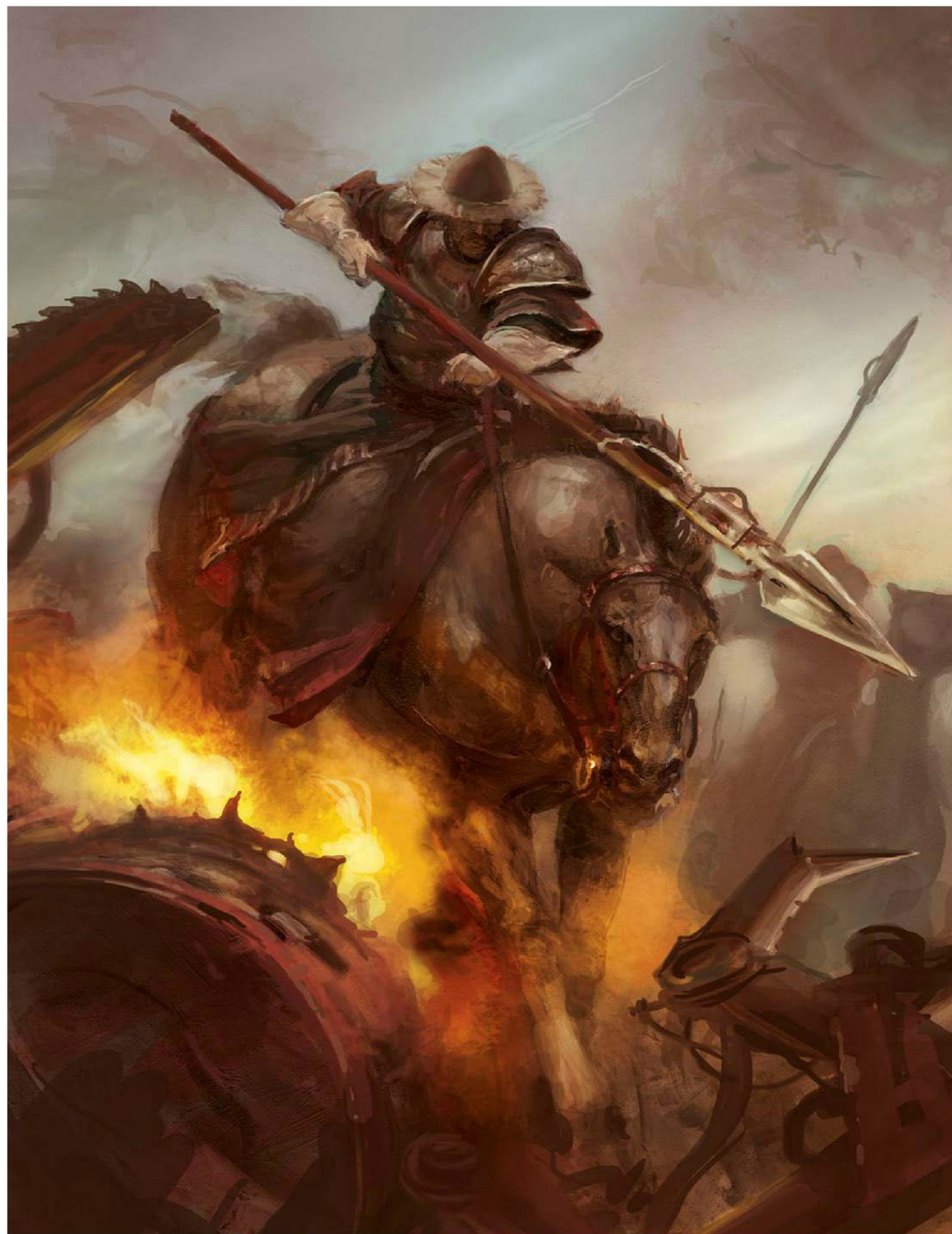


In a galaxy overrun by vast engines of war, many would deem the notion of men on horseback a worthless anachronism, yet Rough Riders hailing from worlds such as Attila put the lie to this belief. Commonly recruited from the backwards populations of feral or feudal worlds, Rough Rider units use their heritage as expert cavalymen to perform a number of disparate tactical roles for the Imperial Guard in battle. These fierce men and their equally irascible steeds can move far faster than ground-slogging infantry, even over rough terrain, and thus fulfil duties as long range scouts or counter-charging shock troops with equal ease.

	WS	BS	S	T	W	I	A	Ld	Sv
Rough Rider	3	3	3	3	1	3	1	7	5+
Rough Rider Sergeant	3	3	3	3	1	3	2	8	5+

UNIT TYPE: Rough Riders are **Cavalry**. Rough Rider Sergeants are **Cavalry (Character)**.

WARGEAR: Flak armour, hunting lance, laspistol, close combat weapon, frag grenades, krak grenades.



SENTINELS



The Sentinel is a fast-moving combat walker employed to scout dense terrain and provide close infantry fire support. With surprising speed and locomotive dexterity, Sentinels can traverse terrain that would confound other armoured vehicles. The lighter-armoured Scout Sentinels, in particular, are used to range ahead of the main battle line, setting up brutal ambushes or launching pin-point raids. The enclosed forms of Armoured Sentinels fulfil a different role, exchanging the Scout Sentinels' agility for increased durability and a wider range of heavy weapons to duel with enemy tanks.

	[Armour]								
	WS	BS	S	F	S	R	I	A	Sv
Scout Sentinel	3	3	5	10	10	10	3	1	2
Armoured Sentinel	3	3	5	12	10	10	3	1	2

UNIT TYPE: Scout Sentinels are **Vehicle (Walker, Open-topped)**. Armoured Sentinels are **Vehicle (Walker)**.

WARGEAR: Multi-laser.

SPECIAL RULES (Scout Sentinel only): **Scout, Move Through Cover.**



LEMAN RUSS BATTLE TANKS



The Leman Russ battle tank is an ironclad declaration of might made manifest. They are the mainstay of the Imperial Guard's armoured forces, lumbering slabs of armour and intolerance whose inexorable advance has ground a billion foes of the Imperium to bloody ruin.

What the Leman Russ lacks in speed, it more than makes up for in brute force and survivability. Enemy fire patters from its inches-thick armour like dust on the wind. Between its sponsons, hull and turret the Russ carries enough firepower to pound almost any foe into submission. The tank's rugged simplicity and ease of manufacture ensures that the Imperium can field whole companies of Leman Russ with ease, burying the outnumbered foe beneath waves of irresistible armoured fury.

Dedicated Leman Russ tank companies play a key role in Imperial strategy, and the greatest Imperial tank offensives will see armoured formations many miles in breadth sweep all before them in a rumbling tide. However, it is common to see armoured companies broken into squadrons to support infantry and artillery elements in the field. The presence of even one Leman Russ can bolster the fighting strength and morale of Imperial Guard infantry enormously, while a whole squadron of such armoured brutes wields serious destructive power. Leman Russ squadrons can be deployed to spearhead an all-out offensive, reduce an enemy breakthrough to a tangle of blood-soaked wreckage, or safeguard the thundering guns of an artillery company from attack. With its many common variants, the Leman Russ is a versatile and deadly tool in the arsenal of any Imperial Guard commander.



LEMAN RUSS BATTLE TANK

The standard Leman Russ' versatile weapon-fit and hefty battle cannon ensure it is capable of facing down almost any battlefield target.

	⌈ Armour ⌋				
	BS	F	S	R	HP
Leman Russ Battle Tank	3	14	13	10	3

UNIT TYPE: Vehicle (Tank, Heavy).

WARGEAR: Battle cannon, heavy bolter, searchlight, smoke launchers.



LEMAN RUSS EXTERMINATOR

The Exterminator mounts a fearsome twin autocannon and specialises in perforating enemy light vehicles and infantry.

	BS	┌ Armour ┐			HP
		F	S	R	
Leman Russ Exterminator	3	14	13	10	3

UNIT TYPE: Vehicle (Tank, Heavy).

WARGEAR: Exterminator autocannon, heavy bolter, searchlight, smoke launchers.



LEMAN RUSS VANQUISHER

The Vanquisher mounts a deadly, long barrelled anti-tank gun and is many a commander's steed of choice.

	⌈ Armour ⌋				
	BS	F	S	R	HP
Leman Russ Vanquisher	3	14	13	10	3

UNIT TYPE: Vehicle (Tank, Heavy).

WARGEAR: Vanquisher battle cannon, heavy bolter, searchlight, smoke launchers.



LEMAN RUSS ERADICATOR

The Eradicator's nova cannon unleashes irradiated shock-waves that pound dug-in infantry to smouldering ash.

	⌈ Armour ⌋				
	BS	F	S	R	HP
Leman Russ Eradicator	3	14	13	10	3

UNIT TYPE: Vehicle (Tank, Heavy).

WARGEAR: Eradicator nova cannon, heavy bolter, searchlight, smoke launchers.



LEMAN RUSS DEMOLISHER

The utter lethality of the Demolisher's primary armament makes it the undisputed king of the close range firefight.

	⌈ Armour ⌋				
	BS	F	S	R	HP
Leman Russ Demolisher	3	14	13	11	3

UNIT TYPE: Vehicle (Tank, Heavy).

WARGEAR: Demolisher siege cannon, heavy bolter, searchlight, smoke launchers.



LEMAN RUSS PUNISHER

The Punisher is an unsubtle bullet-hose that applies the simple principle of overwhelming firepower to slaughter its targets.

	BS	┌ Armour ┐			HP
		F	S	R	
Leman Russ Punisher	3	14	13	11	3

UNIT TYPE: Vehicle (Tank, Heavy).

WARGEAR: Punisher gatling cannon, heavy bolter, searchlight, smoke launchers.



LEMAN RUSS EXECUTIONER

The Executioner's plasma weapons fire with the fury of a miniature sun.

	⌈ Armour ⌋				
	BS	F	S	R	HP
Leman Russ Executioner	3	14	13	11	3

UNIT TYPE: Vehicle (Tank, Heavy).

WARGEAR: Executioner plasma cannon, heavy bolter, searchlight, smoke launchers.



VALKYRIES & VENDETTA GUNSHIPS



The Valkyrie Assault Carrier and its sister gunship the Vendetta are well-armed, twin-engine attack craft. The durable armour and versatile payload of the Valkyrie chassis combine with the aircraft's powerful engines and stable handling to make it a popular choice for a broad spectrum of battlefield roles.

Sporting a troop transport capacity on par with the ubiquitous Chimera, the Valkyrie is often used to swiftly redeploy squads of infantry. Strikes at key targets by cadres of Tempestus Scions, reinforcement of buckling battle lines by grim faced bands of Veterans, even hasty transportation for ranking officers – all of these and more are the duty of the Valkyrie. By comparison, the Vendetta Gunship cuts its transport capacity to make room for additional fuel cells and servo-capacitors. Though these modifications subject unfortunate passengers to waves of noise and heat, this is more than made up for by the substantial up-gunning of the aircraft itself. A battery of lascannons jut aggressively from the Vendetta's wings and muzzle, a fearsome payload for an aircraft of its size which permits the airborne hunting of heavy armour and monstrous beasts alike.

With a few notable exceptions, most Imperial Guard formations will have small numbers of Valkyries and Vendettas attached to them on a temporary basis; such craft are, first and foremost, the property of the Imperial Navy. During extended ground operations, however, they are usually repainted to match their assigned regiment, and their pilots report directly to that regiment's senior officer.

With vectored engines permitting vertical take-off and landing, these versatile aircraft can twist and turn through the rigours of low-altitude dogfights, or hover while troops rappel from their holds. Alternatively, every Valkyrie and Vendetta is equipped with sufficient grav-chutes for all passengers, allowing expedient, if hazardous, high-speed deployment. These aircraft have a storied history of service alongside Imperial infantry and armour regiments, and are sometimes referred to by Imperial Guardsmen as the Wings of the Emperor. Certainly those Guardsmen who have seen a ravaging Carnifex cut apart from on high by a Vendetta's lascannons, or been lifted from the path of an onrushing Ork horde in the rugged confines of a Valkyrie, have nothing but respect for these exceptional aircraft.

		┌ Armour ┐			
	BS	F	S	R	HP
Valkyrie	3	12	12	10	3
Vendetta	3	12	12	10	3

UNIT TYPE: Vehicle (Flyer, Hover, Transport).

WARGEAR:

Valkyrie: Multi-laser, two hellstrike missiles, searchlight, extra armour.

Vendetta: Three twin-linked lascannons, searchlight, extra armour.

TRANSPORT:

Transport Capacity: *Valkyrie:* twelve models. *Vendetta:* six models.

Fire Points: None.

Access Points: Valkyries and Vendettas have one Access Point on each side of the hull and one at the rear.

SPECIAL RULES:

Grav Chute Insertion: If a Valkyrie or Vendetta has moved more than 6", passengers may disembark, but they must do so as follows. Nominate any point over which the Valkyrie or Vendetta moved this turn and deploy the unit as if it were deep striking onto that point. If the unit scatters, every model must immediately take a dangerous terrain test. If any of the models cannot be deployed, the unit is destroyed.



HYDRAS



Whether faced by lightning-fast xenos fighters or daemonic, leather-winged monstrosities, the Hydra Flak Tank is ideally equipped to blow aerial foes out of the sky. The Hydra's predictive logic-spirit singles out and locks onto its targets with the tenacity of a predatory beast. Autoloaders engage with a rising whine as the Hydra's turret traverses, its autocannons howling as they fill the air with sawing lines of deadly firepower. Few airborne enemies, no matter how debased or unnatural, can survive for long once they are locked in the Hydra's sights.

Though the Hydra has sufficient armour to weather a fair degree of punishment, it is intended primarily as a support vehicle rather than a main line battle tank. Faced by ground targets, the Hydra has only a limited range of options for its own defence and may face being overwhelmed by a determined assault. However, when attached to armour or infantry formations, the doughty tank really comes into its own. Even a lone Hydra can throw up a storm of flak, swatting enemy aircraft from the skies with an adamantine fist. When several of these vehicles draw up and open fire, the devastation wrought on airborne foes is spectacular. With sufficient infantry or tanks to guard them from direct attack, the Hydras can remain safe from harm while concentrating their efforts on keeping the skies clear.

For most Imperial Guardsmen, be they artillery crew, tankers or foot-slogging infantry, the screaming approach of enemy aircraft is a sound that evokes absolute dread. When the black shadow of monstrous wings falls across them, the men of the Guard have little defence besides prayer. So it is that the Hydra has acquired a reputation as an omen of good luck. With nicknames ranging from 'steel saviours' to the more colloquial 'bug-zapper', Hydras are viewed with comradely affection by most Imperial Guardsmen. A common tradition amongst the men of many regiments is to rap their knuckles against the hull of a Hydra before battle; this so-called 'angel's knock' is performed in solemn silence and intended to draw the vigilance of the Hydra's machine spirit in the battle to come. Hydra crews share in their vehicles' popularity, enjoying something approaching folk-hero status amongst their comrades and a place around any squad's campfire. Some Hydra crewmen revel in the regard of their comrades and the adrenaline rush of their duty, while others find the weight of responsibility uncomfortable, but few are foolish enough to believe the camaraderie of their fellows is untainted by self-interest.

Regardless of their crews' attitudes or affectations, when Hydras roll into battle they can make all the difference to an Imperial Guard army. On Sarentos III, during the battle of the Sandsea, the Cadian 1652nd Armoured were tasked with breaking the Necron line. Roaring across the dunes, the Leman Russ squadrons of the 1652nd directed a withering rain of fire into their deathless foes. Great geysers of crimson sand were blown high into

the air as the Necron line disintegrated before the tankers' armoured charge. Then came the Doom Scythes. Screaming over the battlefield on howling repulsor-jets, several wings of the ominous alien craft began to strafe the Imperial tanks with the glowing beams of their death rays. Flames billowed and black smoke gouted forth as first one Leman Russ and then another exploded. For a perilous moment it appeared as though the 1652nd would be hurled back in disarray – yet their commander had issued his own call for support, and barrelling over the crest of a nearby dune came three Hydras. Tracks churning spumes of sand in their wake, the flak tanks marked their targets and opened fire, filling the sky with fury. One after another, the Necron attack craft were riddled with holes – flurries of sparks and crackling green lightning wreathed their hulls as the Doom Scythes plummeted to the dunes below, tumbling end over end and exploding with enormous force. As the last of the enemy aircraft turned tail and fled, the surviving tanks of the 1652nd pushed forward again, their route to victory now covered by the watchful guns of the Hydras.

	BS	⌈ Armour ⌋			HP
		F	S	R	
Hydra	3	12	10	10	3

UNIT TYPE: Vehicle (Tank, Open-topped).

WARGEAR: Two twin-linked Hydra autocannons, heavy bolter, searchlight, smoke launchers.



BASILISKS



When the Imperial Guard go to war, they march to the thunderous report of batteries of Basilisks whose guns can flatten cities and end worlds. Instantly recognisable for the long, looming barrel of its earthshaker cannon, the Basilisk boasts a prodigious range.

The far-reaching, massed firepower of these tanks is one of the most deadly and reliable tools at the disposal of High Command. Gaping holes can be blown in enemy battle lines to pave the way for spearhead assaults. The mightiest bastions can be crushed to rubble beneath remorseless bombardments that last for days. Enemy mobility is restricted by rolling carpets of explosions that creep inexorably forward, leaving nothing in their wake but corpse-strewn craters and smouldering wreckage. Fast moving or elusive threats such as Dark Eldar raiding parties or Tyranid scout-beasts find their unnatural abilities useless as they are caught in blast-zones many kilometres across. Most importantly, long range bombardment by Basilisks can eliminate at a distance those threats too powerful or potentially corrupting for Guard forces to face at close quarters. Towering Bio-titans, waves of gibbering Daemons, Tau battlesuits with the power to atomise columns of attacking armour – all are pounded to ruin by the relentless attentions of massed artillery fire.

Individual Basilisks or batteries thereof are often broken away from their parent formations and attached to infantry and armour regiments. Such an arrangement allows the artillery vehicles to perform the same tasks as a full company but on a localised scale. Under the muzzles of the Basilisks' guns, howling mobs of Orks disappear in blizzards of shrapnel. Fortifications are broken open, ready for assault by grim-faced waves of Guardsmen. Spike-studded heretic battle-tanks are left as ruptured wrecks, while xenos warriors that would leave trails of Guardsmen dead in their wake are contemptuously blown to pieces amid volleys of plummeting shells. No matter how unnaturally gifted the foe, their deviant blessings are as nought in the face of such earth-shaking firepower.



'Identify your target. Concentrate your fire on it to the exclusion of all else. When it is destroyed, choose another target. That is the way to secure victory!'

- THE TACTICA IMPERIUM



Imperial Guard infantry derive huge benefits from being assigned dedicated Basilisks to

support them in the field. Indeed, among many regiments it is considered a manifest sign of good luck to be assigned ordnance cover. However it should not be forgotten that the arrangement is mutually beneficial. The galaxy is teeming with foes that can make short work of slow moving, cumbersome targets like Basilisks at close quarters – a few good squads of foot-sloggers to scrape the xenos off your hull can mean the difference between life and death for Imperial artillerymen.

From the earliest days of the Imperium, Basilisks have proved their worth on battlefields beyond counting. At the siege of Kanza, batteries of Basilisks threw down the gates of the Endless Fortress amid a rain of flame and fury, clearing the way for tank columns to press home the attack. During the Jourgol Blitz, when the traitor Titan End of Days broke through the Vostroyan lines and annihilated High Marshal Gostov’s command Leviathan, it was a point-blank bombardment of Basilisk fire that brought down the monstrous Daemon Engine’s shields and brought it to its knees. No matter the foe, every Imperial Guard commander knows that there is nothing that cannot be solved with enough big guns.

⌈ Armour ⌋					
	BS	F	S	R	HP
Basilisk	3	12	10	10	3

UNIT TYPE: Vehicle (Tank, Open-topped).

WARGEAR: Earthshaker cannon, heavy bolter, searchlight, smoke launchers.



WYVERNS



The Wyvern Suppression Tank exchanges the Hydra's anti-aircraft autocannons for a pair of twin-linked stormshard mortars. The tank excels in the claustrophobic environment of urban warfare, raining curtains of shrapnel down upon luckless enemy infantry without ever exposing itself to harm.

Utilising a bastardised version of the Hydra's auto-targeting systems, the Wyvern runs constant proximity sweeps for concentrations of enemy infantry. The machine spirits of these vehicles are renowned for their malicious streak – they actively seek the most tight-packed or vulnerable groupings of the foe and strain to target them, sometimes even overriding the commands of their crews. When the tanks do let fly, their stormshard mortars emit a distinctive, whooshing roar as they spew clouds of shells high into the air. This sound becomes the dread of enemy forces facing batteries of Wyverns in dense terrain – it is inevitably followed by the howl of those same shells descending, the crackling booms of their detonation and the harrowing screams of the maimed and dying.



‘Hiding in the trees are they? Let’s see those grox-lovers hide from this!’

- GUNNERY SENESCHAL BROMNER, WYVERN ‘RAIN OF ABSOLUTION’



Specialising in close-ranged saturation bombardment, the Wyvern fills a very different niche to the Basilisk. Though lacking the all-out stopping power to fell heavy war engines, Wyverns excel in generating an all-consuming storm of shrapnel from which there can be no escape. A battery of these belligerent artillery tanks can fill a street from end to end with whistling, razor-edged death, relentlessly pounding enemy infantry until nothing is left but bloody mulch and drifting smoke. Cover will not avail their victims, for their shells plunge down from on high and there is nowhere that their airbursting rounds cannot reach. Undergrowth is torn to shreds, flakboard and barricades perforated. Those crouched in craters, trenches or gun-pits find their sanctuaries turned suddenly to death-traps as they fill with whizzing metal and spattering blood.

In a galaxy where many of Mankind's enemies leave Imperial Guardsmen with a feeling of powerlessness and inadequacy, so vindictive a weapon is popular amongst the men. Nothing restores an Imperial Guardsman's faith like watching arrogant Eldar or terrifying Daemons reduced to flailing, frantic madness by the relentless shelling of a Wyvern

battery. For their sheer spectacle alone these tanks are worth their weight in gold, not only devastating the enemy’s forces but reducing them to a powerless, terrified mass as they die.

The Wyvern is a very versatile weapon for an artillery tank – whole batteries of them can certainly be drawn up to pound a foe into oblivion, but more often they are attached in small numbers to other formations. Even a single Wyvern can provide an Infantry Platoon with invaluable close-range fire support, fending off waves of enemies that might otherwise overrun the hapless Imperial Guardsmen. When deployed in support of other tanks, Wyverns prove invaluable in keeping at bay those infantry threats that would attack the vehicles’ vulnerable flanks and rear.

Wyverns can strike directly at concentrations of the foe in order to clear a path, or spread their fire out in ‘area-denial’ bombardments that force even the most tenacious defenders to quit their posts or die. Even ultra-fast targets such as jetbikes find themselves cut to pieces by experienced Wyvern crews, who will lead their fire so as to ensure airburst directly above the victim just as it passes through the target area. Each such successful hit elicits a growl of satisfaction from the Wyvern’s bloodthirsty machine spirit, even as its sensors hunt eagerly for the next luckless victim.

	BS	┌ Armour ┐			HP
		F	S	R	
Wyvern	3	12	10	10	3

UNIT TYPE: Vehicle (Tank, Open-topped).

WARGEAR: Two twin-linked stormshard mortars, heavy bolter, searchlight, smoke launchers.



MANTICORES



The Manticore Rocket Launcher is an ancient siege engine that dates back to the earliest days of the Imperium. Once, these potent artillery tanks mounted a variety of devastating warheads. Over time, as forge worlds have fallen and technological lore has been lost behind the veil of mythology, the Manticore's versatility has lessened. Though some variants still exist in far flung corners of the Imperium, it is the Munitorum standard for Manticores to go into battle bearing four mighty storm eagle rockets. These munitions are by far the most powerful remaining Manticore armament, and are more than capable of causing unsustainable levels of damage to any foe.

Each storm eagle rocket is a self-contained arsenal. Mounted upon a single-stage booster and fitted with guidance and detonation-augurs, these munitions are capable of extreme range bombardment. The storm eagle warhead contains concentric racks of high explosive bomblets, each soaked in sacred unguents of the Mechanicus and hand-scribed with the One Hundred Canticles of Wrath. Soaring across the battlefield upon a contrail of flame, the storm eagle descends upon its target like an avenging angel. The deafening roar of the rocket's approach causes foes to abase themselves in terror, or flee screaming in a hopeless attempt at self-preservation. Directly above the target-zone the blessed warhead fragments to unleash its payload, bomblets raining down across a wide area. Tanks are sent cart-wheeling, or are pulverised by concussive blasts. Infantry are atomised or hurled into the air, blackened bodies tumbling down around the blast-zone like fallen leaves. Each warhead spawns a thunderous carpet of detonations that leave nought but wrath-strewn ashes in their wake.

Though its potency is undeniable, the Manticore is an ancient machine and prone to exhibiting considerable technological eccentricities. To reload a Manticore requires several hours of careful, uninterrupted ministration by a crew of Tech-Priests and specialist Servitors. This process absolutely cannot be undertaken in the field, rendering the tank's ammunition reserve finite. This is coupled with the fact that the sheer antiquity of the surviving Manticores has rendered their machine spirits truculent and temperamental. If prevailing conditions are not to the tank's liking or its systems are treated without due delicacy, the Manticore has been known to malfunction in a most wilful manner. Storm eagle rockets deviate wildly off course, fall uselessly out of the air, or ignore the depression of launch runes with curmudgeonly indifference. A Manticore crew will commonly bow to their machine before and after combat, beg its permission before discharging its weapons, and maintain a near-constant mantra of prayer and obeisance in battle with the aim of mollifying their armoured steed, yet still these difficulties are commonplace.

Despite the Manticore's unpredictable streak, many commanders consider the rewards of

their successful employment more than worth the gamble. A single Manticore is adjudged by the Munitorum to be equal in material value to an entire battery of lesser ordnance, and with good reason. When the tanks are attached to Imperial Guard regiments for support, most officers employ them as terror weapons at a pivotal moment, using the might of the Manticore to deliver the decisive killing blow.

	┌ Armour ┐				
	BS	F	S	R	HP
Manticore	3	12	10	10	3

UNIT TYPE: Vehicle (Tank).

WARGEAR: Heavy bolter, searchlight, smoke launchers, storm eagle rockets.

SPECIAL RULES:

Limited Ammunition: A Manticore Rocket Launcher carries a rack of four rockets. Only a single rocket can be fired by a Manticore Rocket Launcher in each of the Manticore's Shooting phases. Furthermore, until it has been used, each rocket counts as a separate weapon when determining Weapon Destroyed results. Make a note each time a rocket is fired or destroyed; once the Manticore Rocket Launcher has fired all of its rockets it has run out of ammunition and cannot be fired again.



DEATHSTRIKES



A rare few weapons within the Imperial Guard arsenal are considered so destructive that to sanction their deployment without due cause and clear purpose is a capital offence. Such weapons are designated 'Ordnance Extremis' by the Munitorum. Chief among these implements of destruction is the Deathstrike Missile Launcher.

The Deathstrike exhibits huge range and destructive capability, launching a single intercontinental ballistic missile of intimidating size. Able to visit the wrath of the Emperor upon targets half a world away, the Deathstrike can mount a variety of horrifying payloads. Until recently, however, it was a weapon in decline. The deployment of a single Deathstrike Missile Launcher requires a huge investment of resources; the acquisition of these weapons is a process littered with religious and administrative complexities, and can take months. As a slow moving asset whose deployment is time-consuming and arcane, the Deathstrike often requires its own dedicated escort and presents the foe with a valuable and relatively soft target. For the Departmento Munitorum, simple logistics has precluded its deployment in all but the most extreme circumstances.

This is not to say that Deathstrike Missile Launchers have not seen use, for their formidable value and situational versatility are legendary. With a single successful launch the Deathstrike can bring down an enemy Titan, punching the towering war engine from its feet amid the false sun of a reactor meltdown. One well placed warhead can deliver virulent pathogens to the heart of an army, wipe out the entire command structure of the foe in a holocaust of billowing plasma, or crush the morale of a wavering enemy with its sudden, god-like wrath. Most terrifying of all are the venerated Vortex missiles. These warheads are able to sunder reality itself in a roiling wave of Warp energy that guarantees the annihilation of anything caught in their blast. Vortex warheads are so rare that the improper launch of one is punishable by immediate summary execution.

It is a mark of how dark the days of the Imperium have become of late that a brutal new tactic has appeared, one that has seen the Deathstrike experience a renaissance. Held behind Imperial lines, Deathstrikes lurk out of sight, remaining undetected while they await their moment. When enemy forces threaten catastrophic breakthrough, or a suitably valuable target presents itself, waves of infantry are sent to bog the enemy down. Fed short range combat-launch coordinates, the Deathstrike Missile Launchers discharge their terrifying weapons directly into the heart of battle. As the missile descends, friend and foe alike risk immolation amid the unleashed blast-wave. Such measures are as inhumane as they are desperate, yet in these times no sacrifice is too great to ensure the survival of Mankind.

	┌ Armour ┐				
	BS	F	S	R	HP
Deathstrike	3	12	12	10	3

UNIT TYPE: Vehicle (Tank).

WARGEAR: Deathstrike missile, heavy bolter, searchlight, smoke launchers.

SPECIAL RULES:

No Ordinary Weapon: A deathstrike missile cannot be destroyed by a Weapon Destroyed result, only delayed. Similarly a Crew Stunned or Crew Shaken result does not prevent a Deathstrike missile from launching (see below).

The Hour is Nigh: The Deathstrike Missile Launcher may not fire on the first turn of the game, or if it has moved earlier in the turn it wishes to fire. In the Shooting phase, if you wish to fire the Deathstrike Missile, roll a D6 with the following modifiers:

- Each full, consecutive game turn in which the Deathstrike Missile Launcher has not moved: +1.
- Each Weapon Destroyed result applied to the Deathstrike Missile itself: -1.

If the result is a 4 or more, the Deathstrike missile can be fired. Note that a natural roll of a 6 will always result in the missile firing, regardless of negative modifiers.



HELLHOUNDS



Sacrificing the Chimera's transport capacity for larger engines and bulky canisters of volatile promethium, the Hellhound sports a monstrous turret-mounted flame-thrower that discharges a self-igniting chemical. Typically deployed in dense terrain, the Hellhound excels at flushing dug-in infantry from their bunkers and boltholes. The roar and hiss of chemical flames fills the air as the Hellhound's inferno cannon opens fire. Fat sizzles and ammunition explodes as enemy infantry reel screaming from cover, ablaze from head to toe. As oily, reeking smoke fills the air, the survivors fall back in desperate disarray.

The Hellhound's only real disadvantage is the comparatively short range of its primary armament, a limitation that forces it to close with the foe during battle. When coupled with the understanding that a fully fuelled Hellhound is a massive firebomb waiting to happen, it is unsurprising that most Hellhound crews are drawn from punishment details and somewhat unhinged volunteers. These men, however, take a perverse pride in their maverick reputations. Many Hellhound crews, treated to the front-row spectacle of heretics and aliens burning in the fires of Imperial justice, begin to see their duties as akin to religious cleansing – such pious pyromania leads to fatalism and risk-taking, but also encourages deadly, enthusiastic efficiency.

DEVIL DOG

The Devil Dog replaces the Hellhound's primary armament with a snub-nosed melta cannon. Acquiring its name from the high-pitched howl this weapon makes upon firing, the Devil Dog is capable of punching far above its weight in armoured combat. Indeed, many Devil Dog crews style themselves as big game hunters or monster slayers, excelling in the eradication of enemy armour and exceptionally heavy infantry assets. A foe forced to fight protracted campaigns in dense terrain against the Imperial Guard soon learns to dread the hunched silhouette of the Devil Dog – those who don't soon find their vehicles reduced to molten slag by this aggressive and fast moving tank hunter.



'We flooded that bunker with fire and watched the heretics burn till they was nothin' but ash on the wind. It was beautiful Sarge, just... beautiful.'

- GUNNER 'SCORCH' HENNESSEY, CATACHAN IX ARMoured



BANE WOLF

A deceptively simple adaptation of the Hellhound, the Bane Wolf replaces its promethium with bulky canisters of toxic gas. This incredibly corrosive fume has been certified by the Adeptus Biologis as inimical to almost every lifeform in the galaxy. Ejected from the tank's chem cannon in hissing jets, the hideous substance chews through ceramite and chitin alike in microseconds. The victim is dissolved by the virulent chemicals, blood boiling and organs rupturing even as their skin erupts into bubbling lesions and sloughs from their crumbling bone until the targets are reduced to a slick of organic sludge to be ground beneath the tank's whirring tracks. Commonly, Bane Wolf crews are remote, taciturn individuals who do not mix with other Guardsmen. Their vehicles are as likely to see action quelling the uprisings of traitorous human cults as they are against deadly xenos threats, and to deploy the chem cannon against fellow humans, no matter how debased, can be a harrowing experience. It takes a particular kind of nihilist to crew such a short ranged and grotesque terror weapon.

		┌ Armour ┐			
	BS	F	S	R	HP
Hellhound	3	12	12	10	3
Devil Dog	3	12	12	10	3
Bane Wolf	3	12	12	10	3

- UNIT TYPE:** Vehicle (Fast, Tank).
- WARGEAR:**
- Hellhound:* Heavy bolter, inferno cannon.
 - Devil Dog:* Heavy bolter, melta cannon.
 - Bane Wolf:* Heavy bolter, chem cannon.



COMMISSAR YARRICK

HERO OF HADES HIVE



Commissar Yarrick is a peerless Imperial hero. During the Second War for Armageddon, Yarrick rallied the defenders of Hades Hive against the Ork hordes of Warlord Ghazghkull Thraka when the city's fall seemed inevitable. Yarrick's courage and tenacity were an inspiration to his followers, carrying them through hardships untold to eventual victory despite a terrible cost in lives.



'Heroes of Armageddon! You have withstood the evil savagery of the Orks, and they have nothing left for you to fear. So raise high the black banners of vengeance – now is our time!'

- COMMISSAR YARRICK, FINAL ADDRESS TO THE DEFENDERS OF ARMAGEDDON



Yarrick's body is a patchwork of scars and bionics, yet the old Commissar fights on unbowed. In combat with the hulking Warboss Ugulhard during the final battle for Hades Hive, Yarrick lost an arm. He took the Ork's head in return, replacing his severed limb with Ugulhard's own power claw. When he lost an eye in a vicious fire fight, Yarrick ensured it was replaced with a powerful laser-bionic, playing to the Ork fear of his supposed 'evil eye'. Without the tireless efforts of Commissar Yarrick, Armageddon and its surrounding systems would surely have been lost to Ghazghkull's hordes, and his crusade to finally slay 'the Beast of Armageddon' continues to this day.

	WS	BS	S	T	W	I	A	Ld	Sv
Commissar Yarrick	5	5	3	4	3	3	3	10	4+

UNIT TYPE: Infantry (Character).

WARGEAR: Carapace armour, bolt pistol, storm bolter, close combat weapon, power claw, frag grenades, krak grenades.

WARLORD TRAIT: Draconian Disciplinarian.

SPECIAL RULES: Aura of Discipline, Chain of Command, Eternal Warrior, Independent Character, Preferred Enemy (Orks), Senior Officer, Summary Execution, Voice of Command.

Iron Will: If Yarrick loses his last Wound, place him on his side instead of removing him. At the start of your next turn, roll a D6. On a 3+ he regains a single Wound – place Yarrick as close to his previous position as possible whilst remaining more than 1" from any enemy models or impassable terrain. On a 1 or 2, Yarrick is removed as a casualty.



HEIRLOOMS OF CONQUEST

Bale Eye: *The Orks of Armageddon believed that Old Man Yarrick could kill with but a glance, a superstition that the Commissar was keen to exploit to his advantage. The forbidding bale eye implanted in place of his own can project a powerful short-range blast of laser energy that will core out an opponent's skull at ten paces.*

The Bale Eye can be used in the Shooting phase in addition to firing another weapon.

Range - 6"

S - 3

AP - 3

Type - Pistol

Power Field: *Yarrick is protected by a thrumming power field, a potent personal shield generator that bleeds the force from incoming attacks amid crackling skeins of golden lightning until it stops them altogether.*

The Power Field gives Yarrick a 4+ invulnerable save.





LORD CASTELLAN CREED

COMMANDER OF THE CADIAN 8TH



Lord Castellan Ursarkar E. Creed was found, an orphan child, in the war-torn ruins of Kasr Gallan. Clutching a service pistol and a tattered copy of 'De Gloria Macharius', this hard eyed boy was adopted by the Guardsmen of the Cadian 8th who had found him. From a young age, Creed excelled as both soldier and tactician, rising swiftly through the Cadian Whiteshields to earn a command of his own. This stocky and intense young warrior possessed an intuitive grasp of strategy and was a natural leader. From squad-level decisions to exercises with vast regiments of military might, Creed displayed a genius that some whispered echoed that of Macharius himself. Blistering assaults, devious traps and impenetrable defences were Creed's trademarks, and within three decades the ragged orphan boy had earned acclaim as Cadia's greatest living commander. Only the strict structure of rank and privilege that governs the militarised society of Cadia now held Creed's meteoric career in check.

This was to change when an insidious Chaos plot saw the Cadian Governor Primus treacherously slain. Into the vacuum stepped Creed, who in the wake of his valiant counter-offensive at Tyrok Fields was publicly named Lord Castellan and Commander-in-Chief of the Cadian Military. The Lord Castellan rose immediately to this new challenge, beginning his tireless work to strengthen the defences of the Cadian Gate. His efforts came not a moment too soon, for the hour has grown late and deadly foes stir once more within the Eye of Terror.

Wherever Creed goes, so too walks the bullish figure of Colour Sergeant Jarran Kell. Friends for decades, Kell would gladly give his life to preserve that of his oldest comrade. His vox-amplified voice rolls along the Imperial lines, ensuring the Lord Castellan's orders are followed to the letter.

	WS	BS	S	T	W	I	A	Ld	Sv
Lord Castellan Creed	4	4	3	3	3	3	3	10	4+
Colour Sergeant Kell	4	4	3	3	2	4	2	8	4+

UNIT TYPE: Infantry (Character).

WARGEAR:

Creed: Carapace armour, two hot-shot laspistols, frag grenades, refractor field.

Kell: Carapace armour, laspistol, power sword, power fist, frag grenades, regimental standard.

SPECIAL RULES:

Creed: Voice of Command.

Supreme Commander: Creed can issue up to three orders a turn. Creed can issue orders that can only be issued by models with the Senior Officer special rule. Failed orders issued by Creed must be re-rolled.

Tactical Genius: If Creed is your Warlord he has 2 Warlord Traits instead of 1. You can either roll twice on the same Warlord Traits table or once each on two different Warlord Traits tables (if rolling twice on the same Warlord Traits table, re-roll any duplicate results).

Kell: Listen Up, Maggots!: If Kell is in the same unit as Creed, Leadership tests for orders issued by Creed can be taken on Kell's Leadership, not that of the ordered unit.

Look Out – Arghh!: If a Wound is allocated to a character in this model's unit (other than another model with this special rule), that character automatically passes its Look Out, Sir test if it can make one. The Wound must be allocated to the model with this special rule instead. If there is more than one model with this special rule in a unit when a Wound is allocated to a character, the owning player can choose which of them to re-allocate the Wound to.

Sworn Protector: Kell must declare a Glorious Intervention whenever possible and will automatically pass the test to take the place of a friendly character in an ongoing challenge.



COLONEL 'IRON HAND' STRAKEN

CATACHAN'S MAN OF ADAMANTIUM



Colonel 'Iron Hand' Straken is Catachan's most notorious and storied commanding officer. A veteran of decades of constant warfare, Straken has fought at the forefront of more battles and survived more wounds than most Imperial Guardsmen have eaten hot meals. Irascible and gutsy in the extreme, Colonel Straken leads from the front with a vigour that belies his years. Having worked his way up from footslogging grunt to colonel of the entire Catachan II 'Green Vipers', Straken continues to share every hardship of the common soldier. Larger than life and twice as violent, Straken can always be found where the fighting is thickest. Bellowing a constant stream of orders and invective, the Colonel stands shoulder to shoulder with his fellow Catachans. Straken's lack of tolerance for any display of incompetence or cowardice is legendary, and his men redouble their efforts in their determination to live up to Straken's exacting standards.

Straken's high personal standards and ethic of 'getting stuck in' are matched by a determination never to waste good Catachan lives for ephemeral gains. The Colonel has nothing but scorn for officers who fritter away lives to further their own careers. This fact has caused endless friction with the commanders of other regiments, yet Straken displays the same contempt for upper-echelon politics as he does for the foe. Straken's men all but deify their gung-ho commander, and have carried his battered body to safety almost as often as he has dragged theirs.

Regardless of the top brass' opinion, none can argue with Straken's breathtaking service record. Fighting initially under his mentor, the infamous Colonel Greiss, Straken has distinguished himself at the Battle of Moden's Ridge, the Dulma'lin Cleansing, the Ulani Aftermath and the evacuation of Vartol City to name but a few. On Ulani IV Straken dragged a wounded comrade to safety across half a continent. On Vendal's Landing he repulsed a phalanx of Daemon Engines with only twenty-two men, ten lasguns and a case of short-fused mining charges. At the battle of the Red Rain Straken personally defeated the notorious Dark Eldar Archon Yrekh Drash in single combat, crushing the degenerate xenos' head in his whirring bionic fist.



'Medic! Stop whining, Brook, you've got another damned leg!'

- COLONEL 'IRON HAND' STRAKEN, BATTLE OF MODEN'S RIDGE



During his years of service the Colonel has suffered dozens of wounds in the line of duty,

amongst the most serious being the arm he lost to a Miral land shark. This and a plethora of other grave injuries should, by rights, have killed the indomitable Catachan several times over. Straken, however, fights on with undiminished determination, his ravaged body riddled with an ever increasing number of gleaming bionics, and his orders punctuated by yells of ‘Do I have to do everything myself?!’.

	WS	BS	S	T	W	I	A	Ld	Sv
Colonel Straken	5	4	6	4	3	3	3	9	3+

UNIT TYPE: Infantry (Character).

WARGEAR: Flak armour, plasma pistol, shotgun, close combat weapon, frag grenades, refractor field.

WARLORD TRAIT: Implacable Determination.

SPECIAL RULES: Fearless, Monster Hunter, Senior Officer, Smash, Voice of Command.

Cold Steel and Courage: Colonel Straken and all friendly units from *Codex: Astra Militarum* within 6" of him have the Counter-attack and Furious Charge special rules.

Gung-ho: Colonel Straken must always issue and accept a challenge whenever possible.



NORK DEDDOG

THE ULTIMATE BODYGUARD



Nork Deddog is an Ogryn bodyguard of legendary repute. Upon his recruitment into the Imperial Guard, Nork quickly displayed an uncommon level of mental aptitude. The surprisingly developed abhuman could sign his own name, count to four, and even speak in short sentences. It was not long before Nork was assigned to special duties as a regimental lifeguard for Colonel Greiss of the Catachan II.

When the regiment was committed to the ongoing war on Balor, it was soon apparent that Nork had found his sizeable niche. While Greiss was as vocally warlike as any good Catachan officer should be, he was old and physically frail. The men of the regiment soon became used to the old Colonel bellowing orders from the shelter of Nork's massive frame, the Ogryn's ripper gun mowing down the foe with shredding bursts as shots rebounded harmlessly from his bulky armour. After the disaster at Hill Gamma Zero, Deddog's reputation was cemented when he carried the badly wounded Greiss to safety through hostile territory, dragging the wreckage of the Colonel's Chimera behind him for cover the entire way.

Since that bloody conflict, Nork's skills as a bodyguard have been in great demand. His loyalty is beyond question, and the hulking Ogryn would rather sustain terrible wounds than permit a single scratch upon his master. When Orks overran the command dugout at the battle of Chabda Bridge, Nork was the only one to stand his ground beside Sub-overlord Ven Vambold. During the ensuing brawl, Deddog bullied his way into the Orks' midst and subjected the xenos Warboss to a headbutt so ferocious that the monstrous Ork was hurled from the dugout to its death in the sizzling acid of the Chabda River far below.

Nork has saved the lives of well over one hundred officers, earning himself a chest-full of medals in the process. Dozens of war zones that would have descended into anarchy have instead seen the banners of Imperial victory raised high thanks to Nork's constant, selfless heroism. During the brief periods of peace between deployments, Nork experiences chronic discomfort whenever compelled to accompany his latest master to a social function or parade drill. However, such embarrassments only encourage Nork to fight all the harder when he returns to the field of battle, determined to prove his worth and bask in the satisfying glow of being the Imperial Guard's finest bodyguard.

	WS	BS	S	T	W	I	A	Ld	Sv
Nork Deddog	4	3	5	5	3	3	4	8	4+

UNIT TYPE: Infantry (Character).

WARGEAR: Carapace armour, ripper gun, frag grenades.

SPECIAL RULES: Feel No Pain, Hammer of Wrath, Look Out – Arghh!, Stubborn, Very Bulky.

Heroic Sacrifice: If Nork loses his last Wound in close combat, he may immediately make his full complement of Attacks against the unit that killed him at the same Initiative step, even if he has already made his Attacks in that Fight sub-phase. These Attacks may be exchanged for a Thunderous Headbutt as described below. Nork re-rolls failed To Hit and To Wound rolls when making the attack(s) granted by this rule. He is then removed as a casualty.

Loyal to the End: Nork must declare a Glorious Intervention whenever possible and will automatically pass the test to take the place of a friendly character in an ongoing challenge. In addition, a Commissar or Lord Commissar will never shoot Nork as a result of the Summary Execution special rule.

Thunderous Headbutt: Nork may elect to exchange his normal attacks in close combat for a single Thunderous Headbutt with the following profile:

Range -

S - +3

AP - 3

Type - Melee, Concussive



KNIGHT COMMANDER PASK

CADIA'S ARMoured BLADE



Knight Commander Pask is Cadian's best-known tank ace, and his grizzled visage has graced propaganda bills across the Cadian Gate for decades. Yet it is on the field of battle, amid the fires of war and the snarl of engines, that Pask is truly at home. Possessing an instinctive nous for armoured combat on any scale, Pask claims to feel the tank he commands as an extension of his own body, and has left the wreckage of foes uncounted blazing in his wake.

'The Victor lives in honour; the Vanquished dies in shame.'

- DEPARTMENTO MUNITORUM STRATEGIC PARABLES 27:2

The Knight Commander began his rise to fame as gunnery seneschal aboard the Leman Russ *Hand of Steel*, serving as part of the Cadian 423rd armoured regiment. Deployed onto the planet Cyris, the regiment formed part of a battle group tasked with halting the relentless advance of Waaagh! Gutcutta. At the battle of Genna's Rift the 423rd found themselves directly in the path of Gutcutta's final, massive armoured push. As the two lines of war machines crashed together, a lumbering Ork Battle Fortress ground its way over the *Hand of Steel*, crushing the tank's turret and commanding officer in the process.

Swiftly taking command of the battered vehicle, Pask had the driver swing around and, drawing a bead on the Ork war engine still grinding through the Cadian lines, executed it with a single pinpoint blast of lascannon fire. The Battle Fortress went up like the Saint Vanus Day fireworks and, as its flaming wreckage rained from the sky, Pask went on to rally the Cadian counter-attack, claiming a further fourteen confirmed armour-kills before the battle's end.

On the planet of Haytor's Hole, the *Hand of Steel* was wrecked by the last survivor of a squadron of Eldar Fire Prisms, though not before Pask's Leman Russ had cut its killer in half with its last, dying salvo. Declining the honour of commanding one of his regiment's mighty Baneblades, Pask instead chose to demonstrate his solidarity with the tankers of the 423rd. Claiming another Leman Russ as his new steed, Pask renamed her the *Hand of Steel*.

This ritual has been repeated on a dozen occasions in the decades since. Whether felling heretic Titans on Saint Cyllia's World or battling bio-titans amongst the Tyranid swarms

in the Batran Traverse, it is a brave or foolish foe indeed that strays into the gun sights of Knight Commander Pask and his *Hand of Steel*.

	WS	BS	S	T	W	I	A	Ld	Sv
Knight Commander Pask	-	4	-	-	-	-	-	-	-

WARLORD TRAIT: Old Grudges.

SPECIAL RULES: Leman Russ Commander, Tank Orders.

Crack Shot: Shots made by Pask’s Leman Russ can re-roll armour penetration rolls against vehicles, including glancing or penetrating hits, but the second result must be kept. Furthermore, the turret-mounted weapon of Pask’s vehicle gains an additional benefit depending on its type:

- When firing a battle cannon, vanquisher battle cannon, demolisher siege cannon or eradicator nova cannon, Pask can re-roll To Hit rolls.
- An exterminator autocannon or punisher gatling cannon fired by Pask has the Rending special rule.
- When firing an executioner plasma cannon, Pask may choose to fire an incandescent plasma blast instead of using the weapon’s normal profile. This has the following profile:

Range - 36"

S - 7

AP - 2

Type - Heavy 1, Large Blast, Blind, Gets Hot



ARMOURY OF THE IMPERIUM



This section of the book lists the weapons and equipment used by the Imperial Guard, along with the rules for using them in your games of Warhammer 40,000. Equipment that is carried by named special characters is detailed in the appropriate entry in the Heroes Beyond Number section, while weapons and equipment used by all other types of units are detailed here.

RANGED WEAPONS



Profiles for the following ranged weapons are listed in the Glossary. Their full rules can be found in the *Warhammer 40,000* rulebook.

Autocannon	Lasgun
Autogun	Laspistol
Battle cannon	Meltagun
Bolt pistol	Missile launcher
Boltgun	Multi-laser
Flamer	Multi-melta
Heavy bolter	Plasma cannon
Heavy flamer	Plasma gun
Heavy stubber	Plasma pistol
Hot-shot lasgun	Shotgun
Hot-shot laspistol	Sniper rifle
Inferno cannon	Storm bolter
Lascannon	

CHEM CANNON

The chem cannon belches hideous clouds of toxic gas. So virulent and acidic is this weapon's payload that even the desecrated power armour of the reviled Traitor Legions cannot long withstand its roiling caress. Flesh and ceramite alike dissolve, running like blighted candle wax.

Range - Template

S - 1

AP - 3

Type - Heavy 1, Poisoned (2+)

DEATHSTRIKE MISSILE

Though these deadly artefacts are unpredictable and relatively rare, few weapons can unleash the same devastation as a Deathstrike missile. Mounting a variety of exceptionally deadly warheads and able to strike at targets across vast distances, they descend upon the foe like the fiery sword of the Emperor's justice.

The Deathstrike missile cannot fire directly.

Range - 12"-Unlimited

S - 10

AP - 1

Type - Ordnance 1, Apocalyptic Blast, Barrage, Ignores Cover, One use only

Apocalyptic Blast: This weapon uses a 10" blast marker, but otherwise obeys all the rules for Blast weapons. If you do not have this blast marker, once the final impact point of the blast has been determined, measure 5" from the impact point. All models even partially within this radius are hit.

DEMOLISHER SIEGE CANNON

Short ranged but deadly, the demolisher siege cannon trades reach for power. Each demolisher shell is at least three times the size of a normal battle cannon round, its huge weight and high explosive core ensuring it will annihilate almost anything it hits.

Range - 24"

S - 10

AP - 2

Type - Ordnance 1, Large Blast

DEMOLITION CHARGE

These man-portable explosives excel at destroying enemy armour, though the risks to those tasked with hurling them into the foes' midst are high.

Range - 6"

S - 8

AP - 2

Type - Assault 1, Large Blast, One use only

EARTHSHAKER CANNON

The distinctive, looming barrel of the earthshaker cannon is a sight capable of striking fear into the Imperium's many foes. These long-necked artillery guns have an impressive

range and can maintain a fearsome rate of fire, lobbing shell after shell into foes and reducing them to blasted ruin.

Range - 36-240"

S - 9

AP - 3

Type - Ordnance 1, Barrage, Large Blast

ERADICATOR NOVA CANNON

Firing shells that contain a sub-atomic core, the eradicator nova cannon is especially useful during sieges and urban warfare. Though it lacks the punch of more conventional ordnance, the shockwave produced by its shells' detonation is impossible to hide from, pulping even the most dug in enemy infantry.

Range - 36"

S - 6

AP - 4

Type - Heavy 1, Large Blast, Ignores Cover

EXECUTIONER PLASMA CANNON

A relic of ancient days, the executioner plasma cannon is a rare and incredibly potent weapon. Drawing its power from Ganymede-class plasma coils and able to spread its fury across a wide area, the executioner lives up to its name, bathing whole squads of the enemy's elite in searing plasma until they are nothing but ash.

Range - 36"

S - 7

AP - 2

Type - Heavy 3, Blast, Gets Hot

EXTERMINATOR AUTOCANNON

Able to mow down swathes of infantry or light vehicles with ease, the churning thunder of the exterminator autocannon has been the last sound many foes of the Imperium have heard.

Range - 48"

S - 7

AP - 4

Type - Heavy 4, Twin-linked

GRENADE LAUNCHER

Grenade launchers can fire a range of deadly rounds.

Name - Frag grenade

Range - 24"

S - 3

AP - 6

Type - Assault 1, Blast

Name - Krak grenade

Range - 24"

S - 6

AP - 4

Type - Assault 1

GRENADIER GAUNTLET

These simple gauntlets lob frag-bombs into the midst of the foe.

Range - 12"

S - 4

AP - 6

Type - Assault 1, Blast

HELLFURY MISSILES

Hellfury missiles saturate their targets with blazing submunitions.

Range - 72"

S - 4

AP - 5

Type - Heavy 1, Large Blast, Ignores Cover, One use only

HELLSTRIKE MISSILES

These missiles can tear through heretic armour and xenos flesh alike.

Range - 72"

S - 8

AP - 3

Type - Ordnance 1, One use only

HOT-SHOT VOLLEY GUN

These weapons are borne into battle by Tempestus Scions to deal with armoured enemy infantry. Perfect for bringing down Traitor Space Marines or xenos warriors, hot-shot volley guns fire with a distinctive spitting howl.

Range - 24"

S - 4

AP - 3

Type - Salvo 2/4

HYDRA AUTOCANNON

Essentially a long-barrelled, outsized autocannon on an anti-aircraft mount, the Hydra autocannon is guided by its predictive logic spirit to fill the skies with sawing lines of deadly fire.

Range - 72"

S - 7

AP - 4

Type - Heavy 2, Skyfire

MELTA CANNON

This weapon swiftly reduces armoured targets to molten slag.

Range - 24"

S - 8

AP - 1

Type - Heavy 1, Blast, Melta

MULTIPLE ROCKET POD

These pods fire salvos of short-fused fragmentation missiles.

Range - 24"

S - 4

AP - 6

Type - Heavy 1, Large Blast

MORTAR

Mortar barrages can swiftly slaughter tight-packed enemy infantry.

Range - 48"

S - 4

AP - 6

Type - Heavy 1, Barrage, Blast

PUNISHER GATLING CANNON

An unsubtle anti-infantry weapon that epitomises the Departamento Munitorum's approach to warfare, the punisher slaughters its targets through the application of its overwhelming rate of fire.

Range - 24"

S - 5

AP - -

Type - Heavy 20

RIPPER GUN

These huge, drum-fed guns are as crude and direct as their wielders.

Range - 12"

S - 5

AP - -

Type - Assault 3

STORM EAGLE ROCKETS

Each storm eagle rocket delivers multiple high explosive warheads into the heart of enemy formations.

Storm eagle rockets cannot fire directly.

Range - 24-120"

S - 10

AP - 4

Type - Ordnance D3, Barrage, Large Blast

STORMSHARD MORTAR

The hollow shells fired by the stormshard mortar are packed with thousands of inch-long steel flechettes, each industrially sharpened into the shape of an aquila. Thus when a stormshard shell airbursts above the foe it fills the target zone with lethal, whistling clouds of inescapable Imperial justice.

Range - 48"

S - 4

AP - 6

Type - Heavy 2, Barrage, Blast, Ignores Cover, Shred

TAUROX BATTLE CANNON

A light artillery piece, the Taurox battle cannon is fitted with advanced recoil-pardoners and auto-targeters that allow it to fire effectively whilst on the move.

Range - 48"

S - 7

AP - 4

Type - Heavy 1, Blast

TAUROX GATLING CANNON

Though smaller than the monstrous punisher cannon from which it was adapted, the Taurox gatling cannon is nonetheless a fearsome weapon. These weapons lay down an impressive curtain of anti-infantry fire, scything down those foes who would seek to overrun their Militarum Tempestus passengers in the field.

Range - 24"

S - 4

AP - -

Type - Heavy 10

TAUROX MISSILE LAUNCHER

The Taurox missile launcher is extremely versatile, able to fire spreads of missiles over long distances and suppress enemy infantry or armour with equal ease.

Name - Frag missile

Range - 48"

S - 4

AP - 6

Type - Heavy 2, Blast

Name - Krak missile

Range - 48"

S - 8

AP - 3

Type - Heavy 2

VANQUISHER BATTLE CANNON

A weapon for the true tank ace, the vanquisher battle cannon is the pinpoint rapier to the battle cannon's crunching mace, firing shaped, high explosive shells that can punch through the thickest armour to the ruin of their hapless target.

Range - 72"

S - 8

AP - 2

Type - Heavy 1, Armourbane



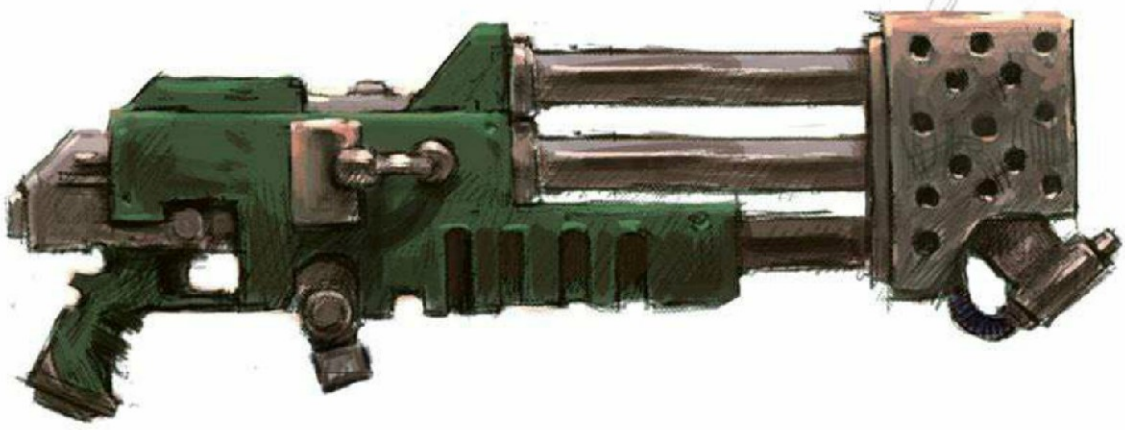
Las pistol



Hot-shot lasgun



Sniper rifle



Heavy flamer



Grenade launcher



Lasgun



Power sword



Chainsword

MELEE WEAPONS



Profiles for the following melee weapons are listed in the Glossary. Their full rules can be found in the *Warhammer 40,000* rulebook.

Close combat weapon	Power fist
Force weapons	Power weapons

HUNTING LANCE

Tipped with a single-use explosive head, on the charge the hunting lance hits home with punishing force sufficient to tear even a Chaos Space Marine in two.

A hunting lance is a close combat weapon. However, the first time a model with a hunting lance charges into close combat, for the duration of that phase it adds +2 to its Initiative and counts as being armed with a weapon with the following profile:

Range - -

S - +2

AP - 3

Type - Melee, Specialist Weapon, One use only



SERVO-ARM

Tech-Priest Enginseers and their Servitor minions often sport powerful servo-arms. These mechanised limbs can be turned with equal ease to complex battlefield repairs, or crushing the life from the foe. Though these weapons are slow to strike, once the blessed hydraulics of the servo-arm's claw have locked in and begun to squeeze, foes face a hideous and inexorable death.

Range - -

S - x2

AP - 1

Type - Melee, Specialist Weapon, Unwieldy

SPECIAL ISSUE WARGEAR

Profiles for the following melee weapons are listed in the Glossary. Their full rules can be found in the *Warhammer 40,000* rulebook.

Frag grenades*
Krak grenades

Melta bombs
*See assault grenades

BRUTE SHIELD

These shields resemble large and resilient energised bucklers. They are carried by some

Bullgryns, serving equally well in combat as a defensive measure and handy bludgeon.

A brute shield confers a 5+ invulnerable save. In addition, a model with a brute shield re-rolls failed To Wound rolls when resolving Hammer of Wrath hits.

CAMO GEAR

Whether sophisticated cameleoline cloaks, artfully attached foliage or primitive face-paint, camo gear provides its wearer with a modicum of concealment in dense terrain.

A model with camo gear counts its cover save as being 1 point better than normal. Note that this means it always has a cover save of at least 6+, even in the open.

MEDI-PACK

Medi-packs contain all the necessary drugs, dressings and surgical tools to get a wounded Imperial Guardsman back in the fight, or save the lives of vital personnel.

A unit that contains at least one model with a medi-pack has the Feel No Pain special rule.

PLATOON STANDARD

Flying proudly above the Imperial Guard lines, these standards serve as vital rallying points in the chaos of battle.

A unit that contains a model with a platoon standard counts as scoring an additional Wound for the purposes of calculating assault results.



REFRACTOR FIELD

Often carried by high-ranking officers and Imperial heroes, shimmering refractor fields refract incoming energy around their bearer, batting aside blasts and swinging blades that would otherwise lay them low.

A refractor field confers a 5+ invulnerable save.

REGIMENTAL STANDARD

Memorials to the regiment's fallen and honour-totems to those who still fight,

regimental standards are potent symbols of Imperial pride; any Guardsmen that fight in the shadow of such a banner are inspired to acts of selfless valour.

A regimental standard follows the same rules as a platoon standard. In addition, any friendly units from *Codex: Astra Militarum* within 12" of a model with a regimental standard re-roll failed Morale, Fear and Pinning tests.

ROSARIUS

A rosarius is a badge of faith common amongst members of the Ecclesiarchy. Each incorporates a powerful conversion field that protects its wearer from the weapons of the God-Emperor's enemies.

A rosarius confers a 4+ invulnerable save.



SLABSHIELD

The slabshield is a towering wall of protective armaplas. Heavy-duty magnetic strips along the shield's edges allow it to be locked together with others of its kind for maximum protective effect.

If a model with a slabshield is in base contact with one or more models with a slabshield from the same unit, it adds +1 to its Armour Save. Furthermore, if a target (friend or foe) is partially obscured from the firer's view by at least one model with a slabshield, it receives +1 to its cover save.

SNARE MINES

Snare mines consist of Munitorum issue proximity detonators or snare-wire, hooked up to whatever explosives can be scraped together.

Enemy units that charge a unit with snare mines count as having made a disordered charge.

VOX-CASTER

A vox-caster is a reliable communications array connected to the tactical command net

via tight-beam transmitters.

Failed Leadership tests for orders issued to a unit with a vox-caster can be re-rolled, provided the officer's unit also has a vox-caster. An officer may not use a vox-caster's ability on his own unit.

ARMOUR

CARAPACE ARMOUR

Carapace armour is made up of large, rigid plates of armaplas or ceramite moulded to fit the wearer.

Carapace armour confers a 4+ Armour Save.

FLAK ARMOUR

Cheap and easy to produce, flak armour comprises several layers of ablative thermoplas materials and impact absorbent carbifibres.

Flak armour confers a 5+ Armour Save.

POWER ARMOUR

Made from thick ceramite plates and electronically motivated fibre-bundles, power armour is some of the best protective armour available to the servants of the Imperium. Amongst the ranks of the Imperial Guard it is a rarity reserved for Tech-Priest Enginseers.

Power armour confers a 3+ Armour Save.

ASTRA MILITARUM VEHICLE EQUIPMENT

**Profiles for the following melee weapons are listed in the Glossary.
Their full rules can be found in the *Warhammer 40,000* rulebook.**

Dozer blade
Extra armour
Heavy stubber
Hunter-killer missile

Searchlight
Smoke launchers
Storm bolter

AUGUR ARRAY

These 'spyboxes' feed intelligence back to command elements behind the lines. Strategic servitors compile and redistribute this data in order to refine the coordinates issued to support elements in the field.

If you attempt to bring a unit on from reserve using Deep Strike, and the location chosen for its deployment is within 6" of a vehicle with an augur array, that unit does not scatter. The augur array must have been on the battlefield at the start of the turn in order for it to be used.

CAMO NETTING

Whether rare cameleoline netting or crude webbing woven with local flora, camo netting helps conceal a vehicle from prying eyes.

A vehicle with camo netting counts its cover save as being 1 point better than normal. Note that this means it always has a cover save of at least 6+, even if it is in the open.

ENCLOSED CREW COMPARTMENT

Some artillery vehicles are fitted with additional armour plating to protect the exposed crew carriage.

Vehicles with the enclosed crew compartment upgrade no longer have the 'Open-topped' portion of their unit type.



FIRE BARRELS

Though discouraged by the Officio Prefectus, some crews lash short-fused barrels of promethium to their tanks' hulls. In a pinch, these barrels can be set alight and cut loose, showering nearby enemies in blazing fuel.

The first time an enemy unit attempts to charge a vehicle with fire barrels, that unit suffers D6 Strength 4 AP5 hits. These hits are Randomly Allocated.

RECOVERY GEAR

Many crews load their vehicles with collections of tools, tow cables and other useful kit that can make the difference between digging an immobilized vehicle out of a tight spot

or having to abandon it to its fate.

If a vehicle with recovery gear is Immobilised, then in subsequent turns it may attempt to repair itself. To make the attempt, roll a D6 at the end of the Movement phase; on the roll of a 6, the vehicle is no longer Immobilised. Note that this does not restore a Hull Point.

RELIC PLATING

Occasionally a crew will achieve an empathic relationship with the machine spirit of their battle tank. When such a crew perishes, their remains may be interred within their vehicle, spirits lingering protectively to drive away the baleful energies of the void.

A vehicle with the relic plating upgrade has the Adamantium Will special rule.

HEIRLOOMS OF CONQUEST



The sacred relics of the Imperial Guard are items of incredible rarity. Only one of each of the following items may be chosen per army – there is only one of each of these items in the galaxy!

THE TACTICAL AUTO-RELIQUARY OF TYBERIUS

Built into the gold-chased skull of Lord Commander Lucellin Tyberius himself, this device contains a web of psycho-circuitry containing Tyberius' memory engrams and tactical acumen – and with it, his curmudgeonly and overbearing personality. Borne aloft by its own gravitic motors, the device observes and evaluates an officer's decisions. The moment it considers an order poorly chosen, the skull cuts into the vox and loudly overrides its exasperated owner. In imperious, static-laden tones, the auto-reliquary will countermand the officer's orders and issue a barrage of its own from Tyberius' store of tactical insights.

When rolling Leadership tests for orders issued by an officer with the Tactical Auto-Reliquary, any successful Leadership test that results in a double will count as Inspired Tactics. However, if you roll a double 1 while using the Tactical Auto-Reliquary, you still benefit from Inspired Tactics, though the officer has 'accidentally' shut the device out of the vox network – it may no longer be used this game.

THE LAURELS OF COMMAND

The Laurels of Command are a callous and controversial means to ensure obedience. Concealed within their peerless artistry is a band of empathic-impulsion circuitry which allows the wearer limited control over the minds of indoctrinated individuals via subliminal suggestion. Under their effects even cowards fight to the last, while orders are executed in perfect synchronisation. However, if the officer wearing the Laurels is slain, the echoes of his death can leave his subordinates reeling in confusion.

Whenever a friendly unit from *Codex: Astra Militarum* within 6" of the bearer is required to take a Morale check, the bearer of the Laurels may choose whether they pass or fail. However, if the model with the Laurels is removed as a casualty, all friendly units from *Codex: Astra Militarum* within 6" must take an immediate Pinning test.



KUROV'S AQUILA

General Kurov was one of the most gifted officers in Imperial history. Upon retirement, he recorded dozens of tactical treatises that were translated into vox-ghosts by the Adeptus Mechanicus and uploaded into a two-headed avian servitor referred to as 'Kurov's Aquila'. A senior officer who possesses this prestigious tool can turn to it for tactical guidance, addressing his questions to the hunched machine-bird. In response, the servitor's blindfolded head will vocalise the most relevant vox-ghost in Kurov's stentorian tones. The other head's eyes glow above its bound-shut beak as they project a hololithic display of Kurov himself, arms folded and dress uniform immaculate, his imago flickering as it reveals the secrets of the foe.

The officer, and all friendly units from *Codex: Astra Militarum* within 6", have the Preferred Enemy special rule. In addition, the bearer may re-roll a single failed Leadership test per turn.

THE BLADE OF CONQUEST

The greatest Imperial Guard commander ever to bestride the stars, Warmaster Solar Macharius reclaimed a thousand worlds for the Emperor. Upon his death he was enshrined as a saint; the six ornate blades of his subordinate generals laid upon the altar to his glory. Only one of these weapons has been reclaimed to active service. The Blade of Conquest is a beautiful example of bladesmithing, but its true worth lies in the authority it symbolises. Any man who wields this sword can light a righteous fire in the hearts of his men, for they fight in the shadow of Saint Solar himself.

Range - -

S - +1

AP - 3

Type - Melee, Master-crafted

THE EMPEROR'S BENEDICTION

Wielded by a succession of brutal, uncompromising Commissars, this masterwork bolt pistol is feared by all. Its elementary but bloodthirsty machine spirit has been blamed for a series of unfortunate 'accidents' on the field of battle. In spite of this, the Officio Prefectus view the Emperor's Benediction as an artefact of some distinction – some say

that it can taste cowardice even before the reprehensible act has been committed.

Range - 12"

S - 5

AP - 4

Type - Pistol, Precision Shot, Master-crafted

THE DEATHMASK OF OLLANIUS

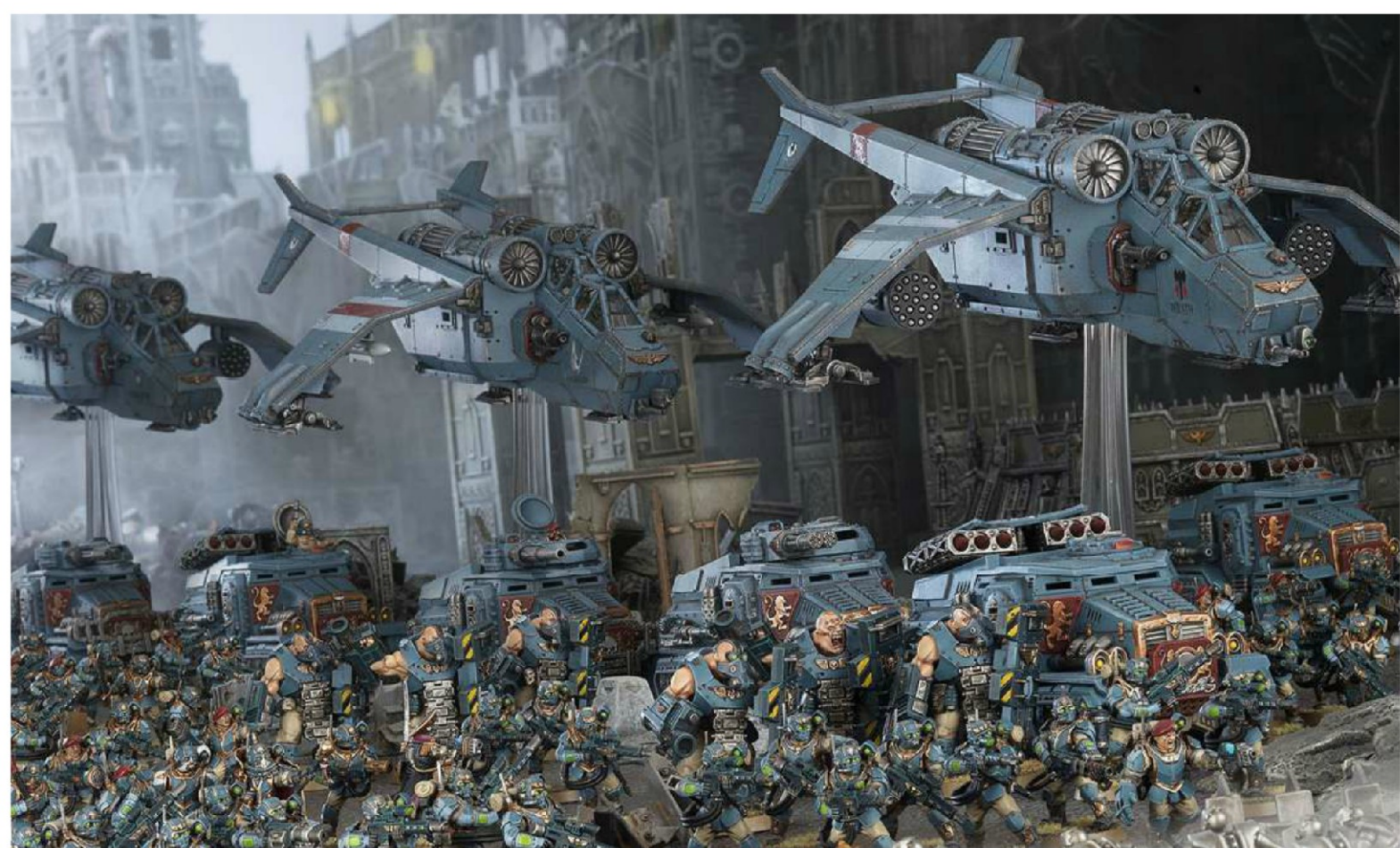
Ollanius the Pious is the epitome of Imperial sainthood, believed martyred at the hands of Horus himself. In the millennia since his passing, Ollanius' deathmask has been revered as a holy relic; whosoever wears this ancient artefact is granted the determination and endurance of the famous martyr himself. The mask is a terrifying piece of craftsmanship, depicting in obsidian and void-fired bronze the agonised visage of a tortured angel. It is said that, in the presence of traitors, the Deathmask will weep tears of blood.

The bearer of the Deathmask of Ollanius gains a 4+ invulnerable save, and has the It Will Not Die and Fear special rules.

REGIMENTAL COLOURS



An Astra Militarum army presents an exciting challenge for modellers and painters alike. The wide range and broad scope of models available makes for a varied collection, while the ordered ranks of Imperial Guardmen gives them an impressive tabletop presence. Infantry, artillery, aircraft and tanks, the Imperial Guard have it all.





Colonel 'Iron Hand' Straken



Lord Castellan Ursarkar Creed



Colour Sergeant Jarran Kell



Ministorum Priest with plasma gun



Officer of the Fleet



Astropath



Master of Ordnance



Servitor with plasma cannon



Engineer



Primaris Psyker



Wyrdvane Psyker



Wyrdvane Psykers

OFFICIO PREFECTUS



Lord Commissar with bolt pistol and power sword



**Commissar Yarrick and Commissar with plasma pistol
and power sword**



A staunch Cadian officer bellows orders, commanding his men to advance upon the foe.



The massed ranks of the Imperial Guard, drawn up for battle.



Cadian Company Command Squad



Cadian Officers



Cadian Guardsmen with sniper rifles



Cadian Guardsman with plasma gun (left)
Cadian Guardsman with meltagun (right)



A selection of Cadian Guardsmen including a Sergeant (bottom left) and a Guardsman wielding a flamer (top left)



Cadian Conscript



Cadian Guardsmen



Cadian Heavy Weapons Teams



Catachan Company Command Squad



Sergeant Harker



Catachan officers are tough, grizzled fighters.



Catachan Heavy Weapons Team with mortar



Catachan Heavy Weapons Team with autocannon



These Catachan Scout Sentinels are equipped for infantry support duties and painted in camouflage schemes.



Catachan Guardsmen with lasguns



These Catachan Veterans are armed and equipped for a range of combat situations, and posed to look both heroic and hard-bitten.



Catachan Guardsman with heavy flamer



Catachan Guardsmen with sniper rifles



A Catachan Infantry Platoon advances alongside their armoured support.



Tallarn Guardsman



Tallarn Sergeant with plasma pistol



Mordian Guardsman



Mordian Guardsman with grenade launcher



Valhallan Guardsmen with lasguns



Valhallan Sergeant with bolt pistol and chainsword



Valhallan Guardsmen with lasguns



Armageddon Steel Legion Company Commander



Armageddon Steel Legion Guardsman with grenade launcher





Armageddon Steel Legion Guardsmen with lasguns



Armageddon Steel Legion Chimera



**As the fires of war rage around them, the men of the
Vostroyan Firstborn stand firm.**



Vostroyan Guardsman with regimental standard



Vostroyan Company Commander



Vostroyan Guardsman with medi-pack



Vostroyan Sergeant



Vostroyan Guardsman with vox-caster



Vostroyan Firstborn



Cadian Taurox with twin-linked autocannon



Vostroyan Chimera with multi-laser, storm bolter and dozer blade



Catachan Hellhound Flame Tank



Cadian Basilisks draw up in formation, ready to bombard the foe.



**A Cadian Leman Russ battle tank acting as the mount
for a Tank Commander**



Catachan Leman Russ Punisher with sponson-mounted plasma cannons



Leman Russ Executioner



**A Cadian Tank Commander marshals his squadron of
Leman Russ battle tanks and advances with infantry
support.**

MILITARUM TEMPESTUS



Tempestus Scion with platoon standard (Left)

Tempestor Prime (Right)





Taurox Prime



Tempestus Scion with vox-caster



Tempestus Scion with grenade launcher



Tempestus Scion with medi-pack



Tempestus Scion with hot-shot lasgun



Tempestus Scion with hot-shot lasgun



Tempestus Scion with hot-shot volley gun



Tempestus Scion with plasma gun



Tempestor



A Tempestor Prime disembarks to seize a crucial battlefield objective.

MILITARUM AUXILLA



Ogryn with ripper gun



Nork Deddog





Ogryns with ripper guns



Bullgryn with grenadier gauntlet and slabshield



Bullgryn with power maul and brute shield



Bullgryn Bone 'ead with grenadier gauntlet and slabshield



Bullgryn with power maul and brute shield



Bullgryn with grenadier gauntlet and slabshield



Bullgryn with power maul and brute shield



Ratlings with sniper rifles



Bullgryns advance, enemy fire rattling harmlessly from their upraised slabshields.



Valkyrie Assault Carrier with lascannon and hellstrike missiles



Wyvern Suppression Tank in urban camouflage



Cadian Hydra Flak Tank



THE HAMMER OF THE EMPEROR



The following army list enables you to field an army of valiant Imperial Guardsmen, using them to fight battles using the missions included in the *Warhammer 40,000* rulebook and other supplements.

USING THE ARMY LIST

The Astra Militarum army list is split into six sections: HQ, troops, dedicated transports, elites, fast attack and heavy support. All of the squads, vehicles and characters in the army are placed into one of these categories depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle.

Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can proceed to pick your army following the guidelines given in the *Warhammer 40,000* rulebook.

ARMY LIST ENTRIES

Each entry in the army list represents a different unit.

More information about the background and rules for the Imperial Guard and their options can be found in the Heroes Beyond Number section, while examples of the Citadel miniatures you will need to represent them can be found in the Regimental Colours section.

1

130 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Ogryn	4	3	5	5	3	2	3	6	5+
Ogryn Bone 'ead	4	3	5	5	3	2	4	7	5+

2

3

Unit Type: Infantry, Infantry (Character)

4

Unit Composition: 2 Ogryns, 1 Ogryn Bone 'ead

5

Wargear: Flak armour, Ripper gun, Frag grenades

6

Special Rules: Hammer of Wrath, Stubborn, Very Bulky

7

Options:

• May include up to seven additional Ogryns.....40 pts/model

• The squad may take a Chimera or Taurox as a Dedicated Transport.

Each unit entry in the Astra Militarum army list contains the following information:

- 1. Unit Name:** At the start of each army list entry you will find the name of the unit alongside the points cost of the unit before any upgrades.
- 2. Unit Profile:** This section will show the profile of any models the unit can include, even if they are upgrades.
- 3. Unit Type:** This refers to the unit type rules in the Warhammer 40,000 rulebook. For example, a unit may be classed as Infantry, Cavalry or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.
- 4. Unit Composition:** Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken. If the Unit Composition includes the word 'Unique', then you may only include one of this unit in your army.
- 5. Wargear:** This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit name.
- 6. Special Rules:** Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail in either the Heroes Beyond Number section of this book or the Special Rules section of the Warhammer 40,000 rulebook.
- 7. Options:** This section lists all of the upgrades you may add to the unit if you wish to

do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points', and 'pts/model' stands for 'points per model'.

Dedicated Transport: Where applicable, this option refers to any Transports the unit may take. These have their own army list entries. Dedicated Transports do not use up any Force Organisation chart selections, but otherwise function as separate units. The Transports section of the Warhammer 40,000 rulebook explains how Dedicated Transports work.

Warlord Traits: Sometimes an entry will have a specific Warlord Trait, in which case it will be listed here in its army list entry.

Heirlooms of Conquest: Some entries have unique Heirlooms of Conquest, listed here in its army list entry.

ASTRA MILITARUM WARGEAR LIST



These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the army list that follows may include wargear options from one or more of these lists – in each instance, the army list entry will tell you (in bold text) exactly which of these lists you may use.

Ranged Weapons

A model can replace his laspistol with one of the following:

- Bolt pistol.....1 pt
- Boltgun.....1 pt
- Plasma pistol.....15 pts

Special Weapons

- Sniper rifle ¹2 pts
- Flamer.....5 pts
- Grenade launcher.....5 pts
- Hot-shot volley gun ²10 pts
- Meltagun.....10 pts
- Plasma gun.....15 pts
- Demolition charge ³20 pts

¹ *Cannot be taken by Rough Riders, Militarum Tempestus Scions or Militarum Tempestus Command Squad.*

² *Militarum Tempestus Scions and Militarum Tempestus Command Squad only.*

³ *Special Weapons Squad only.*

Heavy Weapons

- Mortar.....5 pts
- Autocannon or heavy bolter.....10 pts
- Missile launcher (with frag and krak missiles).....15 pts
- May also take flakk missiles.....10 pts
- Lascannon.....20 pts

Special Issue Wargear

- Krak grenades.....2 pts
- Carapace armour.....5 pts
- Melta bombs.....5 pts
- Camo gear.....10 pts

Melee Weapons

A model can replace his close combat weapon with one of the following:

- Power weapon.....15 pts
- Power fist.....25 pts

Heirlooms of Conquest

Only one of each heirloom may be taken per army.

- The Emperor's Benediction ¹5 pts
- The Laurels of Command ²25 pts
- The Tactical Auto-Reliquary of Tyberius ²25 pts
- The Blade of Conquest ³25 pts
- The Deathmask of Ollanius.....30 pts
- Kurov's Aquila ²60 pts

¹ Lord Commissar only. Replaces bolt pistol.

² Company Commander only.

³ Replaces the character's close combat weapon.

ASTRA MILITARUM VEHICLE EQUIPMENT

A model can take up to one of each of the following:

- Searchlight.....1 pt
- Relic plating.....3 pts
- Dozer blade ¹5 pts
- Heavy stubber or storm bolter ¹5 pts
- Recovery gear.....5 pts
- Smoke launchers.....5 pts
- Extra armour.....10 pts
- Fire barrels ¹10 pts
- Hunter-killer missile.....10 pts
- Camo netting.....15 pts
- Enclosed crew compartment ²15 pts
- Augur array.....25 pts

¹ *May not be taken by Armoured Sentinels or Scout Sentinels.*

² *Open-topped Tanks only.*



HQ



COMMISSAR YARRICK

145 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Commissar Yarrick	5	5	3	4	3	3	3	10	4+

Unit Type:

Infantry (Character)

Unit Composition:

1 (Unique)

Wargear:

- Carapace armour
- Bolt pistol
- Storm bolter
- Close combat weapon
- Power claw
- Frag grenades
- Krak grenades
- Heirlooms of Conquest:
- Bale Eye
- Power Field

Warlord Trait:

- Draconian Disciplinarian

Special Rules:

- Aura of Discipline
- Chain of Command
- Eternal Warrior
- Independent Character
- Iron Will
- Preferred Enemy (Orks)
- Senior Officer
- Summary Execution

- Voice of Command

HQ



COMPANY COMMAND SQUAD

60 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Company Commander	4	4	3	3	3	3	3	9	5+
Veteran	3	4	3	3	1	3	1	7	5+
Veteran Weapons Team	3	4	3	3	2	3	2	7	5+
Astropath	3	4	3	3	1	3	1	7	5+
Master of Ordnance	3	4	3	3	1	3	1	7	5+
Officer of the Fleet	3	4	3	3	1	3	1	7	5+

Unit Type:

Infantry. Company Commander is Infantry (Character).

Unit Composition:

1 Company Commander

4 Veterans

Wargear (Company Commander):

- Flak armour
- Laspistol
- Close combat weapon
- Frag grenades
- Refractor field

Wargear (Veterans):

- Flak armour
- Lasgun
- Frag grenades

Wargear (Veteran Weapons Team):

- Flak armour
- Lasgun
- Frag grenades

Wargear (Astroth, Master of Ordnance and Officer of the Fleet):

- Flak armour
- Close combat weapon
- Frag grenades

Special Rules (Company Commander):

- Senior Officer
- Voice of Command

Special Rules (Veteran Weapons Team):

- Heavy Weapons Team

Special Rules (Astroth):

- Psyker (Mastery Level 1)

Special Rules (Master of Ordnance):

- Artillery Bombardment

Special Rules (Officer of the Fleet):

Navy Orders

Psyker:

Astroths generate their powers from the **Telepathy** discipline.

Options:

- May add any of the following:
 - One Astroth.....*25 pts*
 - One Master of Ordnance*20 pts*
 - One Officer of the Fleet.....*20 pts*

Any of these may exchange their close combat weapon for a laspistol.....*free*

- The Company Commander may take items from the **Melee Weapons, Ranged Weapons, Special Issue Wargear** and/or **Heirlooms of Conquest** lists.

- The Company Commander may replace his laspistol with a shotgun.....*free*

- Any Veteran may replace his lasgun with a laspistol and close combat weapon.....*free*

- One Veteran may carry a vox-caster.....*5 pts*

- One other Veteran may replace his lasgun with a heavy flamer.....*10 pts*

- One other Veteran may carry a medi-pack.....*15 pts*

- One other Veteran may carry a regimental standard.....*15 pts*

- Two other Veterans may form a Veteran Weapons Team who **must** take one item from

the **Heavy Weapons** list.

- Any remaining Veteran that has not been upgraded with one of the options above may replace his lasgun with one item from the **Special Weapons** list.
- All Veterans (including any Veteran Weapons Team) may take any of the following:
 - Krak grenades.....*1 pt/model*
 - Carapace armour.....*2 pts/model*
 - Camo gear..... *2 pts/model*
- The squad may take a Chimera or Taurox as a Dedicated Transport.

HQ



LORD CASTELLAN CREED

80 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Lord Castellan Creed	4	4	3	3	3	3	3	10	4+

One Company Command Squad in your army may replace its Company Commander with Lord Castellan Creed.

Unit Type:

Infantry (Character)

Unit Composition:

1 (Unique)

Wargear:

- Carapace armour
- Two hot-shot laspistols
- Frag grenades
- Refractor field

Warlord Trait:

- If Creed is your Warlord, he receives 2 Warlord Traits instead of the usual 1.

Special Rules:

- Supreme Commander
- Tactical Genius
- Voice of Command

COLOUR SERGEANT KELL

75 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Colour Sergeant Kell	4	4	3	3	2	4	2	8	4+

If a Company Command Squad includes Lord Castellan Creed then it may replace one Veteran with Colour Sergeant Kell.

Unit Type:

Infantry (Character)

Unit Composition:

1 (Unique)

Wargear:

- Carapace armour
- Laspistol
- Power fist
- Power sword
- Frag grenades
- Regimental standard

Special Rules:

- Listen Up, Maggots!
- Look Out – Arghh!
- Sworn Protector

No Veteran may carry a regimental standard in a Company Command Squad that includes Kell.

HQ



COLONEL 'IRON HAND' STRAKEN

130 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Colonel Straken	5	4	6	4	3	3	3	9	3+

One Company Command Squad in your army may replace its Company Commander with Colonel 'Iron Hand' Straken.

Wargear:

- Flak armour
- Plasma pistol
- Shotgun
- Close combat weapon
- Frag grenades
- Refractor Field

Warlord Trait:

- Implacable Determination

Special Rules:

- Cold Steel and Courage
- Fearless
- Gung-ho
- Monster Hunter
- Senior Officer
- Smash
- Voice of Command

HQ



NORK DEDDOG

85 Points

	WS	BS	S	T	W	I	A	Ld	Sv
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Nork Deddog	4	3	5	5	3	3	4	8	4+
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One Company Command Squad in your army may add Nork Deddog.

Unit Type:

Infantry (Character)

Unit Composition:

1 (Unique)

Wargear:

- Carapace armour
- Ripper gun
- Frag grenades

Special Rules:

- Feel No Pain
- Hammer of Wrath
- Heroic Sacrifice
- Look Out – Arghh!
- Loyal to the End
- Stubborn
- Thunderous Headbutt
- Very Bulky

HQ



TANK COMMANDER

30 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Tank Commander	-	4	-	-	-	-	-	-	-

Unit Type:

Vehicle (Tank, Heavy, Character)

Unit Composition:

1 Tank Commander

Special Rules:

- Leman Russ Commander
- Tank Orders

Options:

- The Tank Commander **must** take one Leman Russ from those listed in the Heavy Support section.
- The Tank Commander's squadron **must** include 1-2 other Leman Russ tanks chosen from those listed in the Heavy Support section.
- Tanks in the Tank Commander's Leman Russ Squadron may take upgrades as for a normal Leman Russ.
- One Tank Commander may be upgraded to Knight Commander Pask (see below).....40 pts

KNIGHT COMMANDER PASK

	WS	BS	S	T	W	I	A	Ld	Sv
Knight Commander Pask	-	4	-	-	-	-	-	-	-

Unit Type:

Vehicle (Tank, Heavy, Character)

Unit Composition:

1 (Unique)

Special Rules:

- Crack Shot
- Leman Russ Commander
- Tank Orders

Warlord Trait:

- Old Grudges

HQ



LORD COMMISSAR

65 Points

	WS	BS	S	T	W	I	A	Ld	Sv
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Lord Commissar	5	5	3	3	3	3	3	10	5+
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Unit Type:

Infantry (Character)

Unit Composition:

1 Lord Commissar

Wargear:

- Flak armour
- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades
- Refractor field

Special Rules:

- Aura of Discipline
- Chain of Command
- Independent Character
- Stubborn
- Summary Execution

Options:

• May take items from the **Melee Weapons**, **Special Issue Wargear** and/or **Heirlooms of Conquest** lists.

• May replace his bolt pistol with one of the following:

- Boltgun.....*free*
- Plasma pistol.....*15 pts*

HQ



COMMISSAR	25 Points								
	WS	BS	S	T	W	I	A	Ld	Sv
Commissar	4	4	3	3	1	3	2	9	5+

You may include one Commissar for every Company Command Squad or Platoon Command Squad in your army. They do not take up a Force Organisation slot, and do not qualify as a mandatory HQ selection. Before the battle, immediately after determining Warlord Traits, each Commissar must be assigned to a different unit from the following list, which they then cannot leave: Company Command Squad, Platoon Command Squad, Infantry Squad, Special Weapons Squad, Heavy Weapons Squad, Conscripts, Veterans, Ogryns, Bullgryns, Militarum Tempestus Command Squad, Militarum Tempestus Scions. Only one Commissar can join each unit in this manner.

Unit Type:

Infantry (Character)

Unit Composition:

1 Commissar

Wargear:

- Flak armour
- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules:

- Stubborn
- Summary Execution

Options:

- May take items from the **Melee Weapons** list.
- May replace his bolt pistol with one of the following:
 - Boltgun.....*free*

- Plasma pistol.....*15 pts*

HQ

MINISTORUM PRIEST

25 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Ministorum Priest	3	3	3	3	1	3	2	7	5+

Each Astra Militarum detachment may include 0-3 Ministorum Priests. They do not take up a Force Organisation slot, and do not qualify as a mandatory HQ selection.

Unit Type:

Infantry (Character)

Unit Composition:

1 Ministorum Priest

Wargear:

- Flak armour
- Laspistol
- Close combat weapon
- Frag grenades
- Rosarius

Special Rules:

- Independent Character
- War Hymns
- Zealot

Options:

- May take one of the following:
 - Autogun.....*free*
 - Plasma gun.....*15 pts*

HQ



PRIMARIS PSYKER

50 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Primaris Psyker	4	4	3	3	2	3	2	9	5+

Each Astra Militarum detachment may include 0-3 Primaris Psykers. They do not take up a Force Organisation slot, and do not qualify as a mandatory HQ selection.

Unit Type:

Infantry (Character)

Unit Composition:

1 Primaris Psyker

Wargear:

- Flak armour
- Laspistol
- Force weapon
- Frag grenades
- Refractor field

Special Rules:

- Independent Character
- It's For Your Own Good
- Psyker (Mastery Level 1)

Psyker:

- Primaris Psykers generate their powers from the **Biomancy**, **Divination**, **Pyromancy**, and **Telekinesis** disciplines.

Options

- May upgrade to Psyker (Mastery Level 2).....25 pts

HQ



ENGINESEER

40 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Engineer	3	3	3	3	1	3	1	8	3+

Each Astra Militarum detachment may include 0-3 Engineers, and you may include one unit of Servitors for every Engineer in your army. These selections do not take up a Force Organisation slot, and do not qualify as a mandatory HQ selection.

Unit Type:

Infantry (Character)

Unit Composition:

1 Engineer

Wargear:

- Power armour
- Laspistol
- Power axe
- Servo-arm
- Frag grenades
- Krak grenades

Special Rules:

- Awaken the Machine
- Blessings of the Omnissiah
- Independent Character

Options:

- May take melta bombs.....5 pts

SERVITORS

10 Points

	WS	BS	S	T	W	I	A	Ld	Sv
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Servitor	3	3	3	3	1	3	1	8	4+
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Unit Type:

Infantry

Unit Composition:

1 Servitor

Wargear:

- Servo-arm

Special Rules:

- Mindlock

Options:

- May include up to four additional Servitors.....*10 pts/model*
- Up to two Servitors may replace their servo-arm with a:
 - Heavy bolter or multi-melta.....*10 pts/model*
 - Plasma cannon.....*15 pts/model*

TROOPS



INFANTRY PLATOON

Composition: 1 Platoon Command Squad, 2-5 Infantry Squads, 0-5 Heavy Weapons Squads, 0-3 Special Weapons Squads and 0-1 Conscripts Squad. Each Infantry Platoon counts as a single Troops slot on the force organisation chart.

PLATOON COMMAND SQUAD									30 Points
	WS	BS	S	T	W	I	A	Ld	Sv
Platoon Commander	4	4	3	3	1	3	2	8	5+
Guardsmen	3	3	3	3	1	3	1	7	5+
Heavy Weapons Team	3	3	3	3	2	3	2	7	5+

Each Infantry Platoon **must** include one (and only one) Platoon Command Squad.

Unit Type:

Infantry. Platoon Commander is Infantry (Character).

Unit Composition:

1 Platoon Commander
4 Guardsmen

Wargear:

- Flak armour
- Lasgun (Guardsmen/Heavy Weapons Team only)
- Laspistol (Platoon Commander only)
- Close combat weapon (Platoon Commander only)
- Frag grenades

Special Rules:

- Heavy Weapons Team (Heavy Weapons Team only)
- Voice of Command (Platoon Commander only)

Options:

- The Platoon Commander may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.

- The Platoon Commander may take melta bombs.....*5 pts*
- Any Guardsman may replace his lasgun with a laspistol and close combat weapon.....*free*
- One Guardsman may carry a vox-caster.....*5 pts*
- One other Guardsman may replace his lasgun with a heavy flamer.....*10 pts*
- One other Guardsman may carry a platoon standard.....*10 pts*
- One other Guardsman may carry a medi-pack.....*15 pts*
- Two other Guardsmen may form a Heavy Weapons Team who **must** take one item from the **Heavy Weapons** list.
- Any remaining Guardsman that has not been upgraded with one of the options above may replace his lasgun with one item from the **Special Weapons** list.
- The entire squad may take krak grenades.....*1 pt/model*
- The squad may take a Chimera or Taurox as a Dedicated Transport.

INFANTRY SQUAD

50 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	3	3	3	3	1	3	1	7	5+
Sergeant	3	3	3	3	1	3	2	8	5+
Heavy Weapons Team	3	3	3	3	2	3	2	7	5+

Each Infantry Platoon **must** include between two and five Infantry Squads.

Unit Type:

Infantry. Sergeant is Infantry (Character).

Unit Composition:

9 Guardsmen

1 Sergeant

Wargear:

- Flak armour
- Lasgun (Guardsman/Heavy Weapons Team only)
- Laspistol (Sergeant only)
- Close combat weapon (Sergeant only)
- Frag grenades

Special Rules:

- Combined Squad
- Heavy Weapons Team (Heavy Weapons Team only)

Options:

- The Sergeant may take items from the **Ranged Weapons** list.
- The Sergeant may replace his close combat weapon with a power weapon.....*15 pts*
- The Sergeant may take melta bombs.....*5 pts*
- One Guardsman may carry a vox-caster.....*5 pts*
- Two other Guardsmen may form a Heavy Weapons Team who **must** take one item from the **Heavy Weapons** list.
- One remaining Guardsman that has not been upgraded with one of the options above may replace his lasgun with one item from the **Special Weapons** list.
- The entire squad may take krak grenades.....*1 pt/model*

- The squad may take a Chimera or Taurox as a Dedicated Transport.

HEAVY WEAPONS SQUAD

45 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Heavy Weapons Team	3	3	3	3	2	3	2	7	5+

Each Infantry Platoon may include up to five Heavy Weapons Squads.

Unit Type:

Infantry

Unit Composition:

3 Heavy Weapons Teams

Wargear:

- Flak armour
- Lasgun
- Frag grenades

Special Rules:

- Heavy Weapons Team

Options:

- Each Heavy Weapons Team **must** take one item from the **Heavy Weapons** list.
- The entire squad may take krak grenades.....3 pts

SPECIAL WEAPONS SQUAD									30 Points
	WS	BS	S	T	W	I	A	Ld	Sv
Guardsmen	3	3	3	3	1	3	1	7	5+

Each Infantry Platoon may include up to three Special Weapons Squads.

Unit Type:
 Infantry

Unit Composition:
 6 Guardsmen

- Wargear:**
- Flak armour
 - Lasgun
 - Frag grenades

- Options:**
- Three Guardsmen **must** replace their lasgun with one item from the **Special Weapons** list.
 - The entire squad may take krak grenades.....6 pts

CONSCRIPTS							60 Points		
	WS	BS	S	T	W	I	A	Ld	Sv
Conscript	2	2	3	3	1	3	1	5	5+

Each Infantry Platoon may include one squad of Conscripts.

Unit Type:
Infantry

Unit Composition:
20 Conscripts

Wargear:

- Flak armour
- Lasgun
- Frag grenades

Options:

- May include up to 30 additional Conscripts.....*3 pts/model*

TROOPS



VETERANS

60 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	3	4	3	3	1	3	1	7	5+
Veteran Sergeant	3	4	3	3	1	3	2	8	5+
Veteran Weapons Team	3	4	3	3	2	3	2	7	5+

Unit Type:

Infantry. Veteran Sergeant is Infantry (Character).

Unit Composition:

- 9 Veterans
- 1 Veteran Sergeant

Wargear:

- Flak armour
- Lasgun (Veteran/Veteran Weapons Team only)
- Laspistol (Veteran Sergeant only)
- Close combat weapon (Veteran Sergeant only)
- Frag grenades

Special Rules:

- Heavy Weapons Team (Veteran Weapons Team only)

Options:

- The Veteran Sergeant may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- Any Veteran may replace his lasgun with a shotgun.....*free*
- One Veteran may carry a vox-caster.....*5 pts*
- One other Veteran may replace his lasgun with a heavy flamer.....*10 pts*
- Two other Veterans may form a Veteran Weapons Team who **must** take one item from the **Heavy Weapons** list.
- Up to two (or three, if no heavy flamer is taken) remaining Veterans that have not been

upgraded with one of the options above may replace their lasgun with one item from the **Special Weapons** list.

- The squad may take a Chimera or Taurox as a Dedicated Transport.
- The squad may take krak grenades.....*10 pts*
- The squad can choose any of the following doctrines:
 - **Grenadiers:** The squad replaces its flak armour with carapace armour.....*15 pts*
 - **Forward Sentries:** The squad has camo gear and snare mines.....*10 pts*
 - **Demolitions:** The entire squad has melta bombs. One Veteran carries a demolition charge in addition to his other equipment.....*30 pts*

SERGEANT HARKER									55 Points
	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant Harker	4	4	4	3	1	3	2	8	5+

One squad of Veterans in your army may replace its Veteran Sergeant with Sergeant Harker. If a squad includes Sergeant Harker it may not take the Grenadiers doctrine.

Unit Type:
 Infantry (Character)

Unit Composition:
 1 (Unique)

- Wargear:**
- Flak armour
 - Close combat weapon
 - Frag grenades
 - Krak grenades

Heirloom of Conquest:

- Payback

Special Rules:

- Relentless

DEDICATED TRANSPORTS



CHIMERA					65 Points
	BS	 F	Armour S	 R	HP
Chimera	3	12	10	10	3

Unit Type:
Vehicle (Tank, Transport)

Unit Composition:
1 Chimera

Wargear:

- Multi-laser
- Heavy bolter
- Searchlight
- Smoke launchers

Special Rules:

- Amphibious
- Lasgun Arrays
- Mobile Command Vehicle

Transport Capacity:

- Twelve models

Options:

- May take items from the **Astra Militarum Vehicle Equipment** list.
- May replace heavy bolter with a heavy flamer.....*free*
- May replace multi-laser with either a heavy flamer or a heavy bolter.....*free*

DEDICATED TRANSPORTS



TAUROX		50 Points			
	BS	⌈ F	Armour S	⌋ R	HP
Taurox	3	11	10	10	3

Unit Type:
Vehicle (Transport)

Unit Composition:
1 Taurox

Wargear:
• Twin-linked autocannon

Special Rules:
• All-terrain APC

Transport Capacity:
• Ten models

Options:
• May take items from the **Astra Militarum Vehicle Equipment** list.

DEDICATED TRANSPORTS



TAUROX PRIME					80 Points
	BS	 F	Armour S	 R	HP
Taurox Prime	4	11	10	10	3

Unit Type:

Vehicle (Fast, Transport)

Unit Composition:

1 Taurox Prime

Wargear:

- Taurox battle cannon
- Twin-linked hot-shot volley gun

Special Rules:

- All-terrain APC

Transport Capacity:

- Ten models

Options:

- May take items from the **Astra Militarum Vehicle Equipment** list.
- May replace Taurox battle cannon with:
 - Twin-linked Taurox gatling cannon.....*10 pts*
 - Taurox missile launcher.....*20 pts*
- May replace twin-linked hot-shot volley gun with twin-linked autocannon.....*free*

ELITES



OGRYNS

130 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Ogryn	4	3	5	5	3	2	3	6	5+
Ogryn Bone 'ead	4	3	5	5	3	2	4	7	5+

Unit Type:

Infantry. Ogryn Bone 'ead is Infantry (Character).

Unit Composition:

- 2 Ogryns
- 1 Ogryn Bone 'ead

Wargear:

- Flak armour
- Ripper gun
- Frag grenades

Special Rules:

- Hammer of Wrath
- Stubborn
- Very Bulky

Options

- May include up to seven additional Ogryns.....*40 pts/model*
- The squad may take a Chimera or Taurox as a Dedicated Transport.

ELITES



BULLGRYNS

145 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Bullgryn	4	3	5	5	3	2	3	6	4+
Bullgryn Bone 'ead	4	3	5	5	3	2	4	7	4+

Unit Type:

Infantry. Bullgryn Bone 'ead is Infantry (Character).

Unit Composition:

- 2 Bullgryns
- 1 Bullgryn Bone 'ead

Wargear:

- Carapace armour
- Grenadier gauntlet
- Frag grenades
- Slabshield

Special Rules:

- Hammer of Wrath
- Stubborn
- Very Bulky

Options:

- May include up to seven additional Bullgryns.....*45 pts/model*
- Any model may replace his grenadier gauntlet and slabshield with a power maul and brute shield.....*15 pts/model*
- The squad may take a Chimera or Taurox as a Dedicated Transport.

ELITES



RATLINGS

30 Points

WS	BS	S	T	W	I	A	Ld	Sv
2	4	2	2	1	4	1	6	5+

Ratling

Unit Type:

Infantry

Unit Composition:

3 Ratlings

Wargear:

- Flak armour
- Laspistol
- Sniper rifle

Special Rules:

- Infiltrate
- Shoot Sharp and Scarper
- Stealth

Options:

- May include up to seven additional Ratlings.....*10 pts/model*

ELITES



WYRDVANE PSYKERS

60 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Wyrdvane Psyker	2	3	2	3	1	3	1	8	5+

Unit Type:
Infantry

Unit Composition:
5 Wyrdvane Psykers

Wargear:

- Flak armour
- Laspistol
- Close combat weapon

Special Rules:

- Brotherhood of Psykers (Mastery Level 1)

Psyker:
Wyrdvane Psykers generate their powers from the **Biomancy**, **Divination**, **Pyromancy**, and **Telekinesis** disciplines.

Options:

- May include up to five additional Wyrdvane Psykers.....*12 pts/model*
- The squad may take a Chimera or Taurox as a Dedicated Transport.

ELITES



MILITARUM TEMPESTUS PLATOON

Each Militarum Tempestus Platoon **must** include between one and three squads of Militarum Tempestus Scions and may include a Militarum Tempestus Command Squad.

MILITARUM TEMPESTUS COMMAND SQUAD									85 Points
	WS	BS	S	T	W	I	A	Ld	Sv
Tempestus Scion	3	4	3	3	1	3	1	7	4+
Tempestor Prime	4	4	3	3	2	4	2	9	4+

Each Militarum Tempestus Platoon may include one (and only one) Militarum Tempestus Command Squad.

Unit Type:

Infantry. Tempestor Prime is Infantry (Character).

Unit Composition:

4 Tempestus Scions

1 Tempestor Prime

Wargear:

- Carapace armour
- Hot-shot lasgun (Tempestus Scion only)
- Hot-shot laspistol (Tempestor Prime only)
- Close combat weapon (Tempestor Prime only)
- Frag grenades
- Krak grenades

Special Rules:

- Clarion Vox-net
- Deep Strike
- Move Through Cover
- Voice of Command (Tempestor Prime only)

Options:

- The Tempestor Prime may take items from the **Melee Weapons** list.
- The Tempestor Prime may replace his hot-shot laspistol with one of the following:
 - Bolt pistol.....*free*
 - Plasma pistol.....*15 pts*
- One Tempestus Scion may carry a vox-caster.....*5 pts*
- One other Tempestus Scion may carry a platoon standard.....*10 pts*
- One other Tempestus Scion may carry a medi-pack.....*15 pts*
- Up to four Tempestus Scions that have not been upgraded with one of the options above may replace their hot-shot lasgun with one item from the **Special Weapons** list.
- The squad may take a Chimera or Taurox Prime as a Dedicated Transport.

MILITARUM TEMPESTUS SCIONS

70 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Tempestus Scion	3	4	3	3	1	3	1	7	4+
Tempestor	3	4	3	3	1	3	2	8	4+

Each Militarum Tempestus Platoon in your army **must** include between one and three squads of Militarum Tempestus Scions.

Unit Type:

Infantry. Tempestor is Infantry (Character).

Unit Composition:

4 Tempestus Scions

1 Tempestor

Wargear:

- Carapace armour
- Hot-shot lasgun (Tempestus Scion only)
- Hot-shot laspistol (Tempestor only)
- Close combat weapon (Tempestor only)
- Frag grenades
- Krak grenades

Special Rules:

- Deep Strike
- Move Through Cover

Options:

- May include up to five additional Tempestus Scions.....*12 pts/model*
- The Tempestor may take items from the **Melee Weapons** list.
- The Tempestor may replace his hot-shot laspistol with one of the following:
 - Bolt pistol.....*free*
 - Plasma pistol.....*15 pts*
- One Tempestus Scion may carry a vox-caster.....*5 pts*
- Up to two Tempestus Scions that have not been upgraded with one of the options above may replace their hot-shot lasgun with one item from the **Special Weapons** list.
- The squad may take a Chimera or Taurox Prime as a Dedicated Transport.

FAST ATTACK



SCOUT SENTINEL SQUADRON

35 Points

	[Armour]								
	WS	BS	S	F	S	R	I	A	HP
Scout Sentinel	3	3	5	10	10	10	3	1	2

Unit Type:

Vehicle (Walker, Open-topped)

Unit Composition:

1 Scout Sentinel

Wargear:

- Multi-laser

Special Rules:

- Move Through Cover
- Scout

Options:

- May include up to two additional Scout Sentinels.....*35 pts/model*
- Any Scout Sentinel may take items from the **Astra Militarum Vehicle Equipment** list.
- Any Scout Sentinel may replace its multi-laser with one of the following:
 - Heavy flamer.....*free*
 - Autocannon.....*5 pts/model*
 - Missile launcher.....*5 pts/model*
 - Lascannon.....*10 pts/model*

FAST ATTACK



ARMoured SENTINEL SQUADRON

40 Points

	「Armour」								
	WS	BS	S	F	S	R	I	A	HP
Armoured Sentinel	3	3	5	12	10	10	3	1	2

Unit Type:

Vehicle (Walker)

Unit Composition:

1 Armoured Sentinel

Wargear:

- Multi-laser

Options:

- May include up to two additional Armoured Sentinels.....40 pts/model
- Any Armoured Sentinel may take items from the **Astra Militarum Vehicle Equipment** list.
- Any Armoured Sentinel may replace its multi-laser with one of the following:
 - Heavy flamer.....free
 - Autocannon.....5 pts/model
 - Missile launcher.....5 pts/model
 - Lascannon.....10 pts/model
 - Plasma cannon.....10 pts/model

FAST ATTACK



ROUGH RIDERS

55 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Rough Rider	3	3	3	3	1	3	1	7	5+
Rough Rider Sergeant	3	3	3	3	1	3	2	8	5+

Unit Type:

Cavalry. Rough Rider Sergeant is Cavalry (Character).

Unit Composition:

4 Rough Riders
1 Rough Rider Sergeant

Wargear:

- Flak armour
- Laspistol
- Close combat weapon
- Hunting lance
- Frag grenades
- Krak grenades

Options:

- May include up to five additional Rough Riders.....11 pts/model
- The Rough Rider Sergeant may replace his laspistol and/or close combat weapon with one of the following:
 - Plasma pistol.....15 pts
 - Power weapon.....15 pts
- The Rough Rider Sergeant may take melta bombs.....5 pts
- Up to two Rough Riders may replace their hunting lance with one item from the **Special Weapons** list.

FAST ATTACK



HELLHOUND SQUADRON				VARIOUS	
	BS	F	Armour S	R	HP
Hellhound	3	12	12	10	3
Devil Dog	3	12	12	10	3
Bane Wolf	3	12	12	10	3

Unit Type:
Vehicle (Tank, Fast)

Unit Composition:
1 Hellhound, 1 Devil Dog **or** 1 Bane Wolf

Points:
Hellhound - *125 pts*
Devil Dog - *135 pts*
Bane Wolf - *130 pts*

Wargear:

- Heavy bolter
- Inferno cannon (Hellhound only)
- Melta cannon (Devil Dog only)
- Chem cannon (Bane Wolf only)

Options:

- May include up to two additional Hellhounds, Devil Dogs or Bane Wolves in any combination for the points costs listed above.
- Any model may take items from the **Astra Militarum Vehicle Equipment** list.
- Any model may replace its heavy bolter with one of the following:
 - Heavy flamer.....*free*
 - Multi-melta.....*10 pts/model*

FAST ATTACK



VALKYRIE SQUADRON					125 Points
	BS	┌ F	Armour S	┐ R	HP
Valkyrie	3	12	12	10	3

Unit Type:

Vehicle (Flyer, Hover, Transport)

Unit Composition:

1 Valkyrie

Wargear:

- Multi-laser
- Two hellstrike missiles
- Extra armour
- Searchlight

Special Rules:

- Grav Chute Insertion

Transport Capacity:

- Twelve models

Options:

- May include up to two additional Valkyries.....*125 pts/model*
- Any Valkyrie may replace its multi-laser with a lascannon.....*10 pts/model*
- Any Valkyrie may replace both of its hellstrike missiles with two multiple rocket pods.....*10 pts/model*
- Any Valkyrie may take a pair of sponsons armed with heavy bolters.....*20 pts/model*

FAST ATTACK



VENDETTA SQUADRON					170 Points
	BS	┌ F	Armour S	┐ R	HP
Vendetta	3	12	12	10	3

Unit Type:

Vehicle (Flyer, Hover, Transport)

Unit Composition:

1 Vendetta

Wargear:

- Three twin-linked lascannons
- Extra armour
- Searchlight

Special Rules:

- Grav Chute Insertion

Transport Capacity:

- Six models

Options:

- May include up to two additional Vendettas.....*170 pts/model*
- Any Vendetta may replace two twin-linked lascannons with two hellfury missiles.....*free*
- Any Vendetta may take a pair of sponsons armed with heavy bolters.....*20 pts/model*

HEAVY SUPPORT



LEMAN RUSS SQUADRON

VARIOUS

	BS	F	Armour S	R	HP
Leman Russ Battle Tank	3	14	13	10	3
Leman Russ Exterminator	3	14	13	10	3
Leman Russ Vanquisher	3	14	13	10	3
Leman Russ Eradicator	3	14	13	10	3
Leman Russ Demolisher	3	14	13	11	3
Leman Russ Punisher	3	14	13	11	3
Leman Russ Executioner	3	14	13	11	3

Unit Type:

Vehicle (Tank, Heavy)

Unit Composition:

1 Leman Russ Tank of any kind

Points:

Leman Russ Battle Tank - *150 pts*
 Leman Russ Exterminator - *130 pts*
 Leman Russ Vanquisher - *135 pts*
 Leman Russ Eradicator - *120 pts*
 Leman Russ Demolisher - *170 pts*
 Leman Russ Punisher - *140 pts*
 Leman Russ Executioner - *155 pts*

Wargear:

- Heavy bolter
- Searchlight
- Smoke launchers
- Battle cannon (Leman Russ Battle Tank only)
- Exterminator autocannon (Leman Russ Exterminator only)
- Vanquisher battle cannon (Leman Russ Vanquisher only)
- Eradicator nova cannon (Leman Russ Eradicator only)

- Demolisher siege cannon (Leman Russ Demolisher only)
- Punisher gatling cannon (Leman Russ Punisher only)
- Executioner plasma cannon (Leman Russ Executioner only)

Options:

- May include up to two additional Leman Russ Battle Tanks, Exterminators, Vanquishers, Eradicators, Demolishers, Punishers or Executioners in any combination for the points costs listed above.
- Any model may take items from the **Astra Militarum Vehicle Equipment** list.
- Any model may replace its heavy bolter with one of the following:
 - Heavy flamer.....*free*
 - Lascannon.....*10 pts/model*
- Any model may take a pair of sponsons armed with:
 - Heavy flamers.....*10 pts/model*
 - Heavy bolters.....*20 pts/model*
 - Multi-meltas.....*20 pts/model*
 - Plasma cannons.....*30 pts/model*

HEAVY SUPPORT



HYDRA BATTERY					70 Points
	BS	 F	Armour S	 R	HP
Hydra	3	12	10	10	3

Unit Type:

Vehicle (Tank, Open-topped)

Unit Composition:

1 Hydra

Wargear:

- Two twin-linked Hydra autocannons
- Heavy bolter
- Searchlight
- Smoke launchers

Options:

- May include up to two additional Hydras.....*70 pts/model*
- Any Hydra may take items from the **Astra Militarum Vehicle Equipment** list.
- Any Hydra may replace its heavy bolter with a heavy flamer.....*free*

HEAVY SUPPORT



BASILISK BATTERY					125 Points
	BS	 F	Armour S	 R	HP
Basilisk	3	12	10	10	3

Unit Type:

Vehicle (Tank, Open-topped)

Unit Composition:

1 Basilisk

Wargear:

- Heavy bolter
- Searchlight
- Smoke launchers
- Earthshaker cannon

Options:

- May include up to two additional Basilisks.....*125 pts/model*
- Any Basilisk may take items from the **Astra Militarum Vehicle Equipment** list.
- Any Basilisk may replace its heavy bolter with a heavy flamer.....*free*

HEAVY SUPPORT



WYVERN BATTERY					65 Points
	BS	 F	Armour S	 R	HP
Wyvern	3	12	10	10	3

Unit Type:

Vehicle (Tank, Open-topped)

Unit Composition:

1 Wyvern

Wargear:

- Two twin-linked stormshard mortars
- Heavy bolter
- Searchlight
- Smoke launchers

Options:

- May include up to two additional Wyverns.....*65 pts/model*
- Any Wyvern may take items from the **Astra Militarum Vehicle Equipment** list.
- Any Wyvern may replace its heavy bolter with a heavy flamer.....*free*

HEAVY SUPPORT



MANTICORE					170 Points
	BS	 F	Armour S	 R	HP
Manticore	3	12	10	10	3

Unit Type:

Vehicle (Tank)

Unit Composition:

1 Manticore

Wargear:

- Storm eagle rockets
- Heavy bolter
- Searchlight
- Smoke launchers

Special Rules:

- Limited Ammunition

Options:

- May take items from the **Astra Militarum Vehicle Equipment** list.
- May replace its heavy bolter with a heavy flamer.....*free*

HEAVY SUPPORT



DEATHSTRIKE					160 Points
	BS	 F	Armour S	 R	HP
Deathstrike	3	12	12	10	3

Unit Type:

Vehicle (Tank)

Unit Composition:

1 Deathstrike

Wargear:

- Deathstrike missile
- Heavy bolter
- Searchlight
- Smoke launchers

Special Rules:

- No Ordinary Weapon
- The Hour is Nigh

Options:

- May take items from the **Astra Militarum Vehicle Equipment** list.
- May replace its heavy bolter with a heavy flamer.....*free*

PROFILES



HQ

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Astropath	3	4	3	3	1	3	1	7	5+	In
Colonel 'Iron Hand' Straken	5	4	6	4	3	3	3	9	3+	In (ch)
Colour Sergeant Kell	4	4	3	3	2	4	2	8	4+	In (ch)
Commissar	4	4	3	3	1	3	2	9	5+	In (ch)
Commissar Yarrick	5	5	3	4	3	3	3	10	4+	In (ch)
Company Commander	4	4	3	3	3	3	3	9	5+	In (ch)
Enginseer	3	3	3	3	1	3	1	8	3+	In (ch)
Knight Commander Pask	-	4	-	-	-	-	-	-	-	Tk, Hv (ch)
Lord Castellan Creed	4	4	3	3	3	3	3	10	4+	In (ch)
Lord Commissar	5	5	3	3	3	3	3	10	5+	In (ch)
Master of Ordnance	3	4	3	3	1	3	1	7	5+	In
Ministorum Priest	3	3	3	3	1	3	2	7	5+	In (ch)
Nork Deddog	4	3	5	5	3	3	4	8	4+	In (ch)
Officer of the Fleet	3	4	3	3	1	3	1	7	5+	In
Primaris Psyker	4	4	3	3	2	3	2	9	5+	In (ch)
Servitor	3	3	3	3	1	3	1	8	4+	In
Tank Commander	-	4	-	-	-	-	-	-	-	Tk, Hv (ch)
Veteran	3	4	3	3	1	3	1	7	5+	In
Veteran Weapons Team	3	4	3	3	2	3	2	7	5+	In

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Conscript	2	2	3	3	1	3	1	5	5+	In
Guardsmen	3	3	3	3	1	3	1	7	5+	In
Heavy Weapons Team	3	3	3	3	2	3	2	7	5+	In
Platoon Commander	4	4	3	3	1	3	2	8	5+	In (ch)
Sergeant	3	3	3	3	1	3	2	8	5+	In (ch)
Sergeant Harker	4	4	4	3	1	3	2	8	5+	In(ch)
Veteran	3	4	3	3	1	3	1	7	5+	In
Veteran Sergeant	3	4	3	3	1	3	2	8	5+	In (ch)
Veteran Weapons Team	3	4	3	3	2	3	2	7	5+	In

DEDICATED TRANSPORTS

	┌ Armour ┐					
	BS	F	S	R	HP	Unit Type
Chimera	3	12	10	10	3	Tk, T
Taurox Prime	4	11	10	10	3	F, T
Taurox	3	11	10	10	3	T

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Bullgryn	4	3	5	5	3	2	3	6	4+	In
Bullgryn Bone 'ead	4	3	5	5	3	2	4	7	4+	In (ch)
Ogryn	4	3	5	5	3	2	3	6	5+	In
Ogryn Bone 'ead	4	3	5	5	3	2	4	7	5+	In (ch)
Ratling	2	4	2	2	1	4	1	6	5+	In
Tempestor	3	4	3	3	1	3	2	8	4+	In (ch)
Tempestor Prime	4	4	3	3	2	3	2	9	4+	In (ch)
Tempestus Scion	3	4	3	3	1	3	1	7	4+	In
Wyrdvane Psyker	2	3	2	3	1	3	1	8	5+	In

FAST ATTACK

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Rough Rider	3	3	3	3	1	3	1	7	5+	Cv
Rough Rider Sergeant	3	3	3	3	1	3	2	8	5+	Cv (ch)

┌ Armour ┐

	WS	BS	S	F	S	R	I	A	HP	Unit Type
Armoured Sentinel	3	3	5	12	10	10	3	1	2	W
Bane Wolf	-	3	-	12	12	10	-	-	3	Tk, F
Devil Dog	-	3	-	12	12	10	-	-	3	Tk, F
Hellhound	-	3	-	12	12	10	-	-	3	Tk, F
Scout Sentinel	3	3	5	10	10	10	3	1	2	W, O
Valkyrie	-	3	-	12	12	10	-	-	3	Fl, H, T
Vendetta	-	3	-	12	12	10	-	-	3	Fl, H, T

HEAVY SUPPORT

	┌ Armour ┐					
	BS	F	S	R	HP	Unit Type
Basilisk	3	12	10	10	3	Tk, O
Deathstrike	3	12	12	10	3	Tk
Hydra	3	12	10	10	3	Tk, O
Leman Russ Battle Tank	3	14	13	10	3	Tk, Hv
Leman Russ Exterminator	3	14	13	10	3	Tk, Hv
Leman Russ Vanquisher	3	14	13	10	3	Tk, Hv
Leman Russ Eradicator	3	14	13	10	3	Tk, Hv
Leman Russ Demolisher	3	14	13	11	3	Tk, Hv
Leman Russ Punisher	3	14	13	11	3	Tk, Hv
Leman Russ Executioner	3	14	13	11	3	Tk, Hv
Manticore	3	12	10	10	3	Tk
Wyvern	3	12	10	10	3	Tk, O

RANGED WEAPONS

Weapon	Range	S	AP	Type
Autocannon	48"	7	4	Heavy 2
Battle cannon	72"	8	3	Ordnance 1, Large Blast
Boltgun	24"	4	5	Rapid Fire
Bolt pistol	12"	4	5	Pistol
Chem cannon	Template	1	3	Heavy 1, Poisoned 2+
Deathstrike missile	12"-Unltd	10	1	Ordnance 1, Apocalyptic Blast, Barrage, Ignores Cover, One use only
Demolisher cannon	24"	10	2	Ordnance 1, Large Blast
Demolition charge	6"	8	2	Assault 1, Large Blast, One use only
Earthshaker cannon	36-240"	9	3	Ordnance 1, Barrage, Large Blast
Eradicator nova cannon	36"	6	4	Heavy 1, Large Blast, Ignores Cover
Executioner plasma cannon	36"	7	2	Heavy 3, Blast, Gets Hot
Exterminator autocannon	48"	7	4	Heavy 4, Twin-linked
Flamer	Template	4	5	Assault 1
Frag grenade	8"	3	-	Assault 1, Blast
Grenade launcher				
- Frag grenade	24"	3	6	Assault 1, Blast
- Krak grenade	24"	6	4	Assault 1
Grenadier gauntlet	12"	4	6	Assault 1, Blast
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1

RANGED WEAPONS

Weapon	Range	S	AP	Type
Heavy stubber	36"	4	6	Heavy 3
Hellfury missiles	72"	4	5	Heavy 1, Large Blast, Ignores Cover, One use only
Hellstrike missiles	72"	8	3	Ordnance 1, One use only
Hot-shot lasgun	18"	3	3	Rapid Fire
Hot-shot laspistol	6"	3	3	Pistol
Hot-shot volley gun	24"	4	3	Salvo 2/4
Hydra autocannon	72"	7	4	Heavy 2, Skyfire
Inferno cannon	Template	6	4	Heavy 1, Torrent
Krak grenade	8"	6	4	Assault 1
Lascannon	48"	9	2	Heavy 1
Lasgun	24"	3	-	Rapid Fire
Laspistol	12"	3	-	Pistol
Melta cannon	24"	8	1	Heavy 1, Blast, Melta
Meltagun	12"	8	1	Assault 1, Melta
Missile launcher				
- Frag missile	48"	4	6	Heavy 1, Blast
- Krak missile	48"	8	3	Heavy 1
- Flakk missile	48"	7	4	Heavy 1, Skyfire
Multi-laser	36"	6	6	Heavy 3

RANGED WEAPONS

Weapon	Range	S	AP	Type
Multi-melta	24"	8	1	Heavy 1, Melta
Multiple rocket pod	24"	4	6	Heavy 1, Large Blast
Mortar	48"	4	6	Heavy 1, Barrage, Blast
Taurox battle cannon	48"	7	4	Heavy 1, Blast
Taurox gatling cannon	24"	4	-	Heavy 10
Taurox missile launcher				
- Frag missile	48"	4	6	Heavy 2, Blast
- Krak missile	48"	8	3	Heavy 2
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot
Plasma gun	24"	7	2	Rapid Fire, Gets Hot
Plasma pistol	12"	7	2	Pistol, Gets Hot
Punisher gatling cannon	24"	5	-	Heavy 20
Ripper gun	12"	5	-	Assault 3
Shotgun	12"	3	-	Assault 2
Sniper rifle	36"	X	6	Heavy 1, Sniper
Storm bolter	24"	4	5	Assault 2
Storm eagle rockets	24-120"	10	4	Ordnance D3, Barrage, Large Blast
Stormshard mortar	48"	4	6	Heavy 2, Barrage, Blast, Ignores Cover, Shred
Vanquisher battle cannon	72"	8	2	Heavy 1, Armourbane

MELEE WEAPONS

Weapon	Range	S	AP	Type
Close combat weapon	-	User	-	Melee
Force axe	-	+1	2	Melee, Force, Unwieldy
Force stave	-	+2	4	Melee, Concussive, Force
Force sword	-	User	3	Melee, Force
Hunting lance	-	+2	3	Melee, Specialist Weapon, One use only
Krak grenade	-	6	4	-
Melta bomb	-	8	1	Armourbane, Unwieldy
Power axe	-	+1	2	Melee, Unwieldy
Power fist	-	x2	2	Melee, Specialist Weapon, Unwieldy
Power lance	-	+1/-	3/4	Melee
Power maul	-	+2	4	Melee, Concussive
Power sword	-	User	3	Melee
Servo-arm	-	x2	1	Melee, Specialist Weapon, Unwieldy

GLOSSARY



ADAMANTIUM WILL

A unit that contains at least one model with this special rule receives a +1 bonus to Deny the Witch rolls (see the *Warhammer 40,000* rulebook).

ALL-TERRAIN APC

This vehicle re-rolls failed Dangerous Terrain tests.

AMPHIBIOUS

A Chimera treats all water features as open terrain when it moves.

APOCALYPTIC BLAST

This weapon uses a 10" blast marker, but otherwise obeys all the rules for Blast weapons. If you do not have this blast marker, once the final impact point of the blast has been determined, measure 5" from the impact point. All models even partially within this radius are hit.

ARMOURBANE

If a model has this special rule, or is attacking with a Melee weapon that has this special rule, it rolls 2D6 for armour penetration in close combat. Similarly, if a model makes a shooting attack with a weapon that has this special rule, it rolls 2D6 for armour penetration. In either case, this special rule has no effect against non-vehicle models.

ARTILLERY BOMBARDMENT

The Master of Ordnance may make a shooting attack with the following profile:

Range - Infinite

S - 9

AP - 3

Type - Ordnance 1, Barrage, Large Blast

An Artillery Bombardment is resolved separately from other Barrage weapons fired by the same unit in the same Shooting phase, but must choose the same target as the rest of the unit.

If a hit is rolled on the scatter dice, the blast marker scatters 2D6" in the direction shown by the arrow on the 'Hit' symbol. If an arrow is rolled, the blast marker scatters an

additional D6". If the Master of Ordnance has line of sight to his target then he reduces the total distance scattered by his Ballistic Skill.

ASSAULT

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

ASSAULT GRENADES

Shooting

When a unit armed with assault grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

Range - 8"

S - 3

AP - -

Type - Assault 1, Blast

Assault

Models equipped with assault grenades don't suffer the penalty to their Initiative for charging enemies through difficult terrain.

AUGUR ARRAY

If you attempt to bring a unit on from reserve using Deep Strike, and the location chosen for its deployment is within 6" of a vehicle with an augur array, that unit does not scatter. The augur array must have been on the battlefield at the start of the turn in order for it to be used.

AURA OF DISCIPLINE

Any friendly unit from *Codex: Astra Militarum* within 6" of a Lord Commissar uses his Leadership for any Fear, Morale or Pinning tests.

AUTOCANNON

Range - 48"

S - 7

AP - 4

Type - Heavy 2

AUTOGUN

Range - 24"

S - 3

AP -

Type - Rapid Fire

AWAKEN THE MACHINE

In each of your Shooting phases, instead of firing his weapons, the Enginseer may choose a single friendly Astra Militarum vehicle within 12". That vehicle gains the Power of the Machine Spirit special rule until the end of the turn.

BALE EYE

The Bale Eye can be used in the Shooting phase in addition to firing another weapon.

Range - 6"

S - 3

AP - 3

Type - Pistol

BARRAGE

All Barrage weapons use blast markers and consequently use the rules for Blast & Large Blast weapons, as indicated by their profile, with the following exceptions:

- Barrage weapons can fire indirectly. This means they can fire at a target that they do not have line of sight to and/or a target that is within the weapon's minimum range (if it has one). When firing indirectly, the Ballistic Skill of the firer is not subtracted from the scatter distance; unless a Hit! is rolled on the scatter dice, the blast marker always scatters a full 2D6".
- To determine whether a unit wounded by a Barrage weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.
- All Barrage weapons have the Pinning special rule.

Multiple barrages

If a unit fires more than one shot with the Barrage special rule, they fire together, as follows:

- The Barrage weapon closest to the target unit fires first. Place the blast marker over the target, then roll for scatter as described earlier.

- Once the first marker is placed, roll a scatter dice for each other Barrage weapon shot fired by the unit. If an arrow is rolled, place the marker in the direction indicated so that it is next to and touching the edge of the first marker placed.
- If a Hit! is rolled, the firing player places the marker so that it touches any part of any marker in the group that has already been placed. Note that it is perfectly fine if some markers are placed overlapping one another (including being directly over the top of a previous marker).
- Once all of the markers are in place, resolve hits and Wounds separately for each, remembering to allocate any Wounds caused to the model closest to the centre of the appropriate blast marker.

BATTLE CANNON

Range - 72"

S - 8

AP - 3

Type - Ordnance 1, Large Blast

BELLOWING VOICE

Your Warlord has the Voice of Command special rule. If your Warlord already has the Voice of Command special rule, he can issue orders to friendly units from *Codex: Astra Militarum* that are within 18" of him.

THE BLADE OF CONQUEST

Replaces the character's close combat weapon.

Range - -

S - +1

AP - 3

Type - Melee, Master-crafted

BLAST

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast

marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts

If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls

If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots

Blast weapons cannot be fired as Snap Shots.

BLESSINGS OF THE OMNISSIAH

In each of your Shooting phases, instead of firing his weapons, an Enginseer may choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add 1 for each Servitor with a servo-arm in his unit. If the result is 5 or more, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.

BLIND

Any unit hit by a model or weapon with this special rule must immediately take an Initiative test. If the test is passed, all is well – a shouted warning has caused the warriors to avert their gaze. If the Initiative test is failed, all models in the unit are reduced to Weapon Skill and Ballistic Skill 1 until the end of their next turn. Should the attacking unit hit themselves, we assume they are prepared and they automatically pass the test. Furthermore, any model that does not have an Initiative characteristic (for example non-walker Vehicles, Fortifications etc) are unaffected by this special rule.

BOLT PISTOL

Range - 12"

S - 4

AP - 5

Type - Pistol

BOLTGUN

Range - 24"

S - 4

AP - 5

Type - Rapid Fire

‘BRING IT DOWN!’

‘Bring it Down!’ can only be issued by a model with the Senior Officer special rule. The ordered unit must make a shooting attack. When resolving this shooting attack, all models in the ordered unit have the Tank Hunters and Monster Hunter special rules.

BROTHERHOOD OF PSYKERS

A unit with this special rule counts as a Mastery Level 1 Psyker. The unit follows all the normal rules for Psykers, with the following clarifications:

- The unit uses the Leadership of its character, if there is one (and he is alive), or the unit, if there isn’t a character (or he is dead), for Psychic tests. The unit can never use the Leadership of an Independent Character for Psychic tests.
- If the unit suffers the Perils of the Warp, or any other attack that specifically targets Psykers, it is resolved against the character, if there is one (and he is alive), or against a random, non-character model in the unit, if there is no character (or he is dead).

BRUTE SHIELD

A brute shield confers a 5+ invulnerable save. In addition, a model with a brute shield re-

rolls failed To Wound rolls when resolving Hammer of Wrath hits.

BULKY

Bulky models count as two models for the purposes of Transport Capacity.

CAMO GEAR

A model with camo gear counts its cover save as being 1 point better than normal. Note that this means it always has a cover save of at least 6+, even in the open.

CAMO NETTING

A vehicle with camo netting counts its cover save as being 1 point better than normal. Note that this means it always has a cover save of at least 6+, even if it is in the open.

CARAPACE ARMOUR

Carapace armour confers a 4+ Armour Save.

CHAIN OF COMMAND

May only be your Warlord if you have no models with the Senior Officer special rule.

CHARACTER

Characters are dynamic units with many special abilities on the battlefield. The rules for characters can be found on in the *Warhammer 40,000* rulebook

CHEM CANNON

Range - Template

S - 1

AP - 3

Type - Heavy 1, Poisoned (2+)

CLARION VOX-NET

Any friendly unit from the same Militarum Tempestus Platoon within 18" of the Tempestor Prime can use his Leadership for any Fear, Morale or Pinning tests.

CLOSE COMBAT WEAPON

Range - -

S - User

AP - -

Type - Melee

COLD STEEL AND COURAGE

Colonel Straken and all friendly units from *Codex: Astra Militarum* within 6" of him have the Counter-attack and Furious Charge special rules.

COMBINED SQUAD

Infantry Squads have the option of forming Combined Squads. The decision to form Combined Squads must be made immediately before determining your Warlord Traits.

If the Astra Militarum player wishes to deploy his forces in this way, then any Infantry Squad may join another Infantry Squad from the same platoon. For example, an Infantry Platoon consisting of a Platoon Command Squad and three 10-man Infantry Squads can instead choose to deploy as a Platoon Command Squad and a single 30-man Infantry Squad, or a Platoon Command Squad, a 10-man Infantry Squad and a 20-man Infantry Squad. If you decide to form Combined Squads in this manner, they are treated as a single unit for whole of the game.

CONCUSSIVE

A model that suffers one or more unsaved Wounds from a weapon with this special rule is reduced to Initiative 1 until the end of the following Assault phase.

CO-ORDINATE RESERVES

You receive a +1 bonus to all Reserve Rolls during your turn.

COUNTER-ATTACK

If a unit contains at least one model with this special rule, and that unit is charged, it must immediately take a Leadership test. If the test is successful, every model with the Counter-attack special rule in the unit gets +1 Attack until the end of the phase. If, when charged, the unit was already locked in combat, the Counter-attack rule has no effect.

CRACK SHOT

Shots made by Pask's Leman Russ can re-roll armour penetration rolls against vehicles, including glancing or penetrating hits, but the second result must be kept. Furthermore, the turret-mounted weapon of Pask's vehicle gains an additional benefit depending on its type:

- When firing a battle cannon, vanquisher battle cannon, demolisher siege cannon or eradicator nova cannon, Pask can re-roll To Hit rolls.
- An exterminator autocannon or punisher gatling cannon fired by Pask has the Rending special rule.

- When firing an executioner plasma cannon, Pask may choose to fire an incandescent plasma blast instead of using the weapon's normal profile. This has the following profile:

Range - 36"

S - 7

AP - 2

Type - Heavy 1, Large Blast, Blind, Gets Hot

THE DEATHMASK OF OLLANIUS

The bearer of the Deathmask of Ollanius gains a 4+ invulnerable save, and has the It Will Not Die and Fear special rules.

DEATHSTRIKE MISSILE

The Deathstrike missile cannot fire directly.

Range - 12"-Unlimited

S - 10

AP - 1

Type - Ordnance 1, Apocalyptic Blast, Barrage, Ignores Cover, One use only

DEEP STRIKE

In order for a unit to be able to Deep Strike, all models in the unit must have the Deep Strike special rule and the unit must start the game in reserve. When placing the unit in reserve, you must tell your opponent that it will be arriving by Deep Strike (sometimes called Deep Strike reserve).

Some units must arrive by Deep Strike. They always begin the game in reserve and always arrive by Deep Strike. When working out how many units can be placed in reserve, units that must be deployed by Deep Strike (along with any models embarked upon them) are ignored. In addition, a unit that must arrive by Deep Strike (such as a Drop Pod) must do so even if you are playing a special mission where the Reserves special rule is not being used. Of course, all the Eternal War missions presented later do use Reserves, so you won't usually need to worry about this distinction.

Arriving by Deep Strike

Roll for the arrival of all deep striking units as specified in the rules for Reserves and then deploy them as follows:

- First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a

vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.

- Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model in a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.
- Models deploying via Deep Strike treat all difficult terrain as dangerous terrain. In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain. In that turn's Shooting phase, these units can fire (or Run/Turbo-boost/move Flat Out) as normal, and obviously count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Cruising Speed (even immobile vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill (see *Warhammer 40,000* rulebook).

In that turn's Assault phase, however, these units cannot charge. This also applies to units that have disembarked from Transports that arrived by Deep Strike that turn.

Deep Strike Mishaps

Deep striking onto a crowded battlefield may prove dangerous, as one may arrive miles from the intended objective or even materialise inside solid rock! If any of the models in a deep striking unit cannot be deployed, because at least one model would land partially or fully off the table, in impassable terrain, on top of a friendly model, or on top of or within 1" of an enemy model, something has gone wrong. The controlling player must roll on the Deep Strike Mishap table and apply the results. If the unfortunate unit is also a Transport, the Deep Strike Mishap result applies to both the unit and anything embarked within it.

DEMOLISHER SIEGE CANNON

Range - 24"

S - 10

AP - 2

Type - Ordnance 1, Large Blast

DEMOLITION CHARGE

Range - 6"

S - 8

AP - 2

Type - Assault 1, Large Blast, One use only

DISORDERED CHARGE

If a unit declares that it is charging multiple units, its charge is disordered. A unit making a disordered charge does not gain the +1 Charge Bonus to its number of Attacks usually gained from a charge.

DOZER BLADE

Vehicles equipped with dozer blades can re-roll failed Dangerous Terrain tests.

DRACONIAN DISCIPLINARIAN

Friendly units from *Codex: Astra Militarum* within 12" of the Warlord do not take Morale tests for suffering 25% or more casualties.

EARTHSHAKER CANNON

Range - 36-240"

S - 9

AP - 3

Type - Ordnance 1, Barrage, Large Blast

THE EMPEROR'S BENEDICTION

Lord Commissar only. Replaces bolt pistol.

Range - 12"

S - 5

AP - 4

Type - Pistol, Precision Shot, Master-crafted

ENCLOSED CREW COMPARTMENT

Vehicles with the enclosed crew compartment upgrade no longer have the 'Open-topped' portion of their unit type.

ERADICATOR NOVA CANNON

Range - 36"

S - 6

AP - 4

Type - Heavy 1, Large Blast, Ignores Cover

ETERNAL WARRIOR

A model with this special rule is immune to the effects of Instant Death. A model with this special rule is immune to the effects of Instant Death.

EXECUTIONER PLASMA CANNON

Range - 36"

S - 7

AP - 2

Type - Heavy 3, Blast, Gets Hot

EXTERMINATOR AUTOCANNON

Range - 48"

S - 7

AP - 4

Type - Heavy 4, Twin-linked

EXTRA ARMOUR

Vehicles equipped with extra armour count Crew Stunned results from the Vehicle Damage table as a Crew Shaken result instead.

FEAR

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck. If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

FEARLESS

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (see the *Warhammer 40,000* rulebook).

FEEL NO PAIN

When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

FIRE BARRELS

The first time an enemy unit attempts to charge a vehicle with fire barrels, that unit suffers D6 Strength 4 AP5 hits. These hits are Randomly Allocated.

‘FIRE ON MY TARGET!’

‘Fire on my Target!’ can only be issued by a model with the Senior Officer special rule. The ordered unit must make a shooting attack. When resolving this shooting attack, all weapons in the ordered unit have the Ignores Cover special rule.

‘FIRST RANK, FIRE! SECOND RANK, FIRE!’

The ordered unit must make a shooting attack. When resolving this shooting attack, all models firing with lasguns or hot-shot lasguns fire one additional shot.

FLAK ARMOUR

Flak armour confers a 5+ Armour Save.

FLAKK MISSILES

Range - 48"

S - 7

AP - 4

Type - Heavy 1, Skyfire

FLAMER

Range - Template

S - 4

AP - 5

Type - Assault 1

FORCE

If a Psyker inflicts one or more unsaved Wounds with a Force weapon, he can immediately choose to activate it by expending a Warp Charge point and taking a Psychic test (see *Warhammer 40,000* rulebook). If the test is failed, or the bearer has no Warp Charge points to spend, then there is no additional effect.

If the test is passed, all unsaved Wounds inflicted by the Force weapon that turn have the Instant Death special rule (see the *Warhammer 40,000* rulebook). Deny the Witch rolls cannot be taken against Force weapons.

Force weapons have no additional effect against vehicles or models that do not have a Wounds characteristic.

FORCE WEAPONS

Types of Force Weapons

Force weapons come in all shapes and sizes, but for the purposes of our game, we have three simple categories of force weapon: Force axe, Force stave and Force sword.

If a model's wargear says it has a Force weapon which has no further special rules, look at the model to tell which type of Force weapon it has: if it's a sword or dagger, it's a Force sword; if it's an axe or halberd, it's a Force axe; if it's a blunt weapon like a mace or staff, it's a Force stave.

Force sword

Range - -

S - User

AP - 3

Type - Melee, Force

Force axe

Range - -

S - +1

AP - 2

Type - Melee, Force, Unwieldy

Force stave

Range - -

S - +2

AP - 4

Type - Melee, Concussive, Force

Unusual Force Weapons

Many models have unusual Force weapons that have one or more unique rules. If a Force weapon has its own unique close combat rules, treat it as an AP3 Melee weapon with the additional rules and characteristics presented in its entry.

‘FORWARDS, FOR THE EMPEROR!’

The ordered unit must make a shooting attack. Once this shooting attack has been resolved, the ordered unit must Run, even though a unit cannot normally Shoot and Run in the same phase.

FRAG GRENADES

Frag grenades are assault grenades.

When used in the Shooting phase, they have the following profile:

Range - 8"

S - 3

AP - -

Type - Assault 1, Blast

FRAG MISSILES

Range - 48"

S - 4

AP - 6

Type - Heavy 1, Blast

FURIOUS CHARGE

In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of that phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge (see the *Warhammer 40,000* rulebook).

‘GET BACK IN THE FIGHT!’

‘Get Back in the Fight!’ can only be issued by a model with the Senior Officer special rule.

Unlike other orders, 'Get Back in the Fight!' can only be issued to a unit that is falling back or that has gone to ground. The ordered unit immediately regroups if falling back, but it does not make a 3" move. If the unit has gone to ground, the effects of going to ground are immediately cancelled instead. In either case, the ordered unit can act (shoot, run, charge etc.) normally for the remainder of the turn.

GETS HOT

When firing a weapon that Gets Hot, roll To Hit as normal. For each To Hit roll of 1, the firing model immediately suffers a Wound (armour saves or invulnerable saves can be taken) – a vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3.

Gets Hot and Weapons That Do Not Roll To Hit

Weapons that do not roll To Hit (such as Blast weapons) must roll a D6 for each shot immediately before firing. On a 2+, the shot is resolved as normal. For each roll of a 1, the weapon Gets Hot; the firing model suffers a Wound (armour saves or invulnerable saves can be taken) and that shot is not fired. A vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3 each time the weapon Gets Hot.

Gets Hot and Re-rolls

If a model has the ability to re-roll its rolls To Hit (including because of BS 6+, or Twin-linked), a Wound is only suffered if the To Hit re-roll is also a 1; it may also re-roll Gets Hot results of 1 for weapons that do not roll To Hit.

GRAND STRATEGIST

Nominate D3 units in your primary detachment. These units gain the Outflank special rule.

GRAV CHUTE INSERTION

If a Valkyrie or Vendetta has moved more than 6", passengers may disembark, but they must do so as follows. Nominate any point over which the Valkyrie or Vendetta moved this turn and deploy the unit as if it were deep striking onto that point. If the unit scatters, every model must immediately take a dangerous terrain test. If any of the models cannot be deployed, the unit is destroyed.

GRENADE LAUNCHER

Frag grenade

Range - 24"

S - 3

AP - 6

Type - Assault 1, Blast

Krak grenade

Range - 24"

S - 6

AP - 4

Type - Assault 1

GRENADIER GAUNTLET

Range - 12"

S - 4

AP - 6

Type - Assault 1, Blast

GUNG-HO

Colonel Straken must always issue and accept a challenge whenever possible.

‘GUNNERS, KILL ON SIGHT!’

The Tank Commander’s unit immediately makes a shooting attack. The Tank Commander must shoot at a different target to the rest of his unit. The Tank Commander must resolve his shooting attack first. Once this shooting attack has been resolved, resolve the shooting attacks made by the rest of the unit. These must be at a different target, which cannot be a unit forced to disembark as a result of the Tank Commander’s initial shooting attack.

HAMMER OF WRATH

If a model with this special rule charges and ends its charge move in base contact with one or more enemy models, it makes one additional Attack that hits automatically and is resolved at the model’s unmodified Strength with an AP of –. This Attack is resolved during the Fight sub-phase at the Initiative 10 step. This does not grant the model an additional Pile In move at the Initiative 10 step.

If a model with this special rule charges a Transport vehicle or building, the Hammer of Wrath hit is resolved against the Transport vehicle or building, not the occupants.

HATRED

Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from *Codex: Orks*, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

HEAVY

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

HEAVY BOLTER

Range - 36"

S - 5

AP - 4

Type - Heavy 3

HEAVY FLAMER

Range - Template

S - 5

AP - 4

Type - Assault 1

HEAVY STUBBER

Range - 36"

S - 4

AP - -

Type - Heavy 3

HEAVY WEAPONS TEAM

For all game purposes, each Heavy Weapons Team or Veteran Weapons Team is treated as a single model with the Bulky special rule – it may only fire one weapon in the Shooting phase, only gains one additional Attack for charging, and only counts as one model for Morale checks, for example.

HELLFURY MISSILES

Range - 72"

S - 4

AP - 5

Type - Heavy 1, Large Blast, Ignores Cover, One use only

HELLSTRIKE MISSILES

Range - 72"

S - 8

AP - 3

Type - Ordnance 1, One use only

HEROIC SACRIFICE

If Nork loses his last Wound in close combat, he may immediately make his full complement of Attacks against the unit that killed him at the same Initiative step, even if he has already made his Attacks in that Fight sub-phase. These Attacks may be exchanged for a Thunderous Headbutt as described below. Nork re-rolls failed To Hit and To Wound rolls when making the attack(s) granted by this rule. He is then removed as a casualty.

HOT-SHOT LASGUN

Range - 18"

S - 3

AP - 3

Type - Rapid Fire

HOT-SHOT LASPISTOL

Range - 6"

S - 3

AP - 3

Type - Pistol

HOT-SHOT VOLLEY GUN

Range - 24"

S - 4

AP - 3

Type - Salvo 2/4

THE HOUR IS NIGH

The Deathstrike Missile Launcher may not fire on the first turn of the game, or if it has

moved earlier in the turn it wishes to fire. In the Shooting phase, if you wish to fire the Deathstrike Missile, roll a D6 with the following modifiers:

- Each full, consecutive game turn in which the Deathstrike Missile Launcher has not moved: +1.
- Each Weapon Destroyed result applied to the Deathstrike Missile itself: -1.

If the result is a 4 or more, the Deathstrike missile can be fired. Note that a natural roll of a 6 will always result in the missile firing, regardless of negative modifiers.

HUNTER-KILLER MISSILE

A hunter-killer missile is an additional weapon, fired using the vehicle's Ballistic Skill.

Range - Unlimited

S - 8

AP - 3

Type - Heavy 1, One use only

HUNTING LANCE

A hunting lance is a close combat weapon. However, the first time a model with a hunting lance charges into close combat, for the duration of that phase it adds +2 to its Initiative and counts as being armed with a weapon with the following profile:

Range - -

S - +2

AP - 3

Type - Melee, Specialist Weapon, One use only

HYDRA AUTOCANNON

Range - 72"

S - 7

AP - 4

Type - Heavy 2, Skyfire

IGNORES COVER

Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

IMPLACABLE DETERMINATION

The Warlord and his unit have the Relentless special rule.

INCOMPETENT COMMAND

If a double 6 is rolled for the ordered unit's Leadership test, the order does not take effect, and no further orders can be issued, by any officer, for the remainder of this turn.

INDEPENDENT CHARACTER

Independent Characters can join other units. They cannot, however, join vehicle squadrons (see the *Warhammer 40,000* rulebook) or units that always consist of a single model (such as most vehicles and Monstrous Creatures). They can join other Independent Characters, though, to form a powerful multi-character unit!

Joining and Leaving a Unit

An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in reserve, by informing your opponent of which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that he is within the 2" unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within 2" of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to (or cannot) join a unit, it must (where possible) remain more than 2" away from it at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that, after an Independent Character joins a unit, that unit can move no further that Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it. He cannot join or leave during any other phase – once shots are fired or charges are declared, it is too late to join in or duck out!

An Independent Character cannot leave a unit while either he or the unit is locked in combat, falling back or has gone to ground.

He cannot join a unit that is locked in combat or falling back. If an Independent Character joins a unit, and all other models in that unit are killed, he again becomes a unit of one model at the start of the following phase.

While an Independent Character is part of a unit, he counts as part of the unit for all rules purposes, though he still follows the rules for characters.

Look Out, Sir!

Independent Characters pass Look Out, Sir rolls on a 2+.

Heroic Morale

A unit that contains one or more Independent Characters does not need a double 1 to Regroup if reduced to below 25% of its starting numbers, but instead tests as if it had at

least 25% remaining.

Special Rules

When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.

Independent Characters and Ongoing Effects

Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the character leaves the unit, both he and the unit continue to be affected by the effect, so you'll need to mark the character accordingly.

For example, Farseer Mehiledrin and his unit of Eldar Guardians are set ablaze by a weapon with the Soul Blaze special rule. If Mehiledrin leaves the unit, both he and the Guardians will still be ablaze and the ongoing effects of the Soul Blaze rule must be resolved separately.

Conversely, if a character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after himself having been the target of an ongoing effect) benefits and penalties from that effect are not shared.

For example, Crimson Fists Tactical Squad Hemanex is suffering the effects of the Blind special rule. If Captain Cruiz joins the unit, he does not suffer the results of the Blind special rule as he was not there when it happened!

INFERNO CANNON

Range - Template

S - 6

AP - 4

Type - Heavy 1, Torrent

INFILTRATE

Units that contain at least one model with this special rule are deployed last, after all other units (friend and foe) have been deployed. If both sides have Infiltrators, the players roll-off and the winner decides who goes first, then alternate deploying these units.

Infiltrators can be set up anywhere on the table that is more than 12" from any enemy unit, as long as no deployed enemy unit can draw line of sight to them. This includes in a building, as long as the building is more than 12" from any enemy unit. Alternatively, they

can be set up anywhere on the table more than 18" from any enemy unit, even in plain sight.

A unit that deploys using these rules cannot charge in the first turn.

Having Infiltrate also confers the Outflank special rule to units of Infiltrators that are kept as Reserves. If a unit with Infiltrate is deployed inside a Dedicated Transport, they may Infiltrate or Outflank along with their Transport, but if they do, they must deploy/move onto the table embarked within it. An Independent Character without the Infiltrate special rule cannot join a unit of Infiltrators during deployment.

INSPIRED TACTICS

If a double 1 is rolled for the ordered unit's Leadership test, once the order has been resolved all further orders issued, by any officer, are automatically successful for the remainder of this turn.

INTERCEPT RESERVES

Your opponent suffers a -1 penalty to all Reserve Rolls during his next turn, but will always pass a Reserve Roll on a 6.

IRON WILL

If Yarrick loses his last Wound, place him on his side instead of removing him. At the start of your next turn, roll a D6. On a 3+ he regains a single Wound – place Yarrick as close to his previous position as possible whilst remaining more than 1" from any enemy models or impassable terrain. On a 1 or 2, Yarrick is removed as a casualty.

IT WILL NOT DIE

At the end of each friendly turn, roll a D6 for each model with this special rule that has less than its starting number of Wounds or Hull Points, but has not been removed as a casualty or destroyed. On a roll of 5+, that model regains a Wound, or Hull Point, lost earlier in the battle.

IT'S FOR YOUR OWN GOOD

If a Primaris Psyker suffers Perils of the Warp whilst in the same unit as a Commissar (of any type), the Primaris Psyker will be executed – after resolving the usual effects, remove the Primaris Psyker as a casualty.

KRAK GRENADES

Shooting

When a unit armed with krak grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

Range - 8"

S - 6

AP - 4

Type - Assault 1

Assault

Unless used against vehicles or Monstrous Creatures, krak grenades have no effect. When used in assaults against vehicles or Monstrous Creatures, krak grenades have the following profile:

Range - -

S - 6

AP - 4

Type - -

KRAK MISSILES

Range - 48"

S - 8

AP - 3

Type - Heavy 1

KUROV'S AQUILA

Company Commander only.

The officer, and all friendly units from *Codex: Astra Militarum* within 6", have the Preferred Enemy special rule. In addition, the bearer may re-roll a single failed Leadership test per turn.

LARGE BLAST

See *Blast*.

LASCANNON

Range - 48"

S - 9

AP - 2

Type - Heavy 1

LASGUN

Range - 24"

S - 3

AP - -

Type - Rapid Fire

LASGUN ARRAYS

A Chimera has two separate arrays of three lasguns – one array located above each side of its hull. Up to six models in the embarked unit (a maximum of three per array) may fire one lasgun each from these lasgun arrays, provided those models are not using the Chimera's Fire Points this turn. To represent the unusual nature of these weapons, use the Chimera's Ballistic Skill for these shots – the lasgun arrays can shoot at this Ballistic Skill regardless of how far the Chimera has moved. If the Chimera has suffered a Crew Stunned or Crew Shaken result, the lasgun arrays can only make Snap Shots. Lastly, each array may shoot at a different target to the Chimera's other weaponry, though all lasguns in the same array must shoot at the same target.

LASPISTOL

Range - 12"

S - 3

AP - -

Type - Pistol

THE LAURELS OF COMMAND

Company Commander only.

Whenever a friendly unit from *Codex: Astra Militarum* within 6" of the bearer is required to take a Morale check, the bearer of the Laurels may choose whether they pass or fail. However, if the model with the Laurels is removed as a casualty, all friendly units from *Codex: Astra Militarum* within 6" must take an immediate Pinning test.

LEMAN RUSS COMMANDER

A Tank Commander starts the game in a Leman Russ tank, leading a Leman Russ Squadron. Note that any type of Leman Russ can be taken as the Tank Commander's vehicle, and that it can have any upgrades usually available to that type of tank. The Tank Commander's tank is a character, has Ballistic Skill 4 and can be chosen as your army's Warlord. If his tank is Wrecked or suffers an Explodes! result, the Tank Commander is killed.

A Tank Commander and his Leman Russ Squadron count as an HQ choice for the entire of the battle. The Tank Commander's Leman Russ cannot leave the unit or join another

unit, even if the rest of his squadron are destroyed.

LIMITED AMMUNITION

A Manticore Rocket Launcher carries a rack of four rockets. Only a single rocket can be fired by a Manticore Rocket Launcher in each of the Manticore's Shooting phases. Furthermore, until it has been used, each rocket counts as a separate weapon when determining Weapon Destroyed results. Make a note each time a rocket is fired or destroyed; once the Manticore Rocket Launcher has fired all of its rockets it has run out of ammunition and cannot be fired again.

LISTEN UP, MAGGOTS!

If Kell is in the same unit as Creed, Leadership tests for orders issued by Creed can be taken on Kell's Leadership, not that of the ordered unit.

LOOK OUT - ARGHH!

If a Wound is allocated to a character in this model's unit (other than another model with this special rule), that character automatically passes its Look Out, Sir test if it can make one. The Wound must be allocated to the model with this special rule instead. If there is more than one model with this special rule in a unit when a Wound is allocated to a character, the owning player can choose which of them to re-allocate the Wound to.

LOYAL TO THE END

Nork must declare a Glorious Intervention whenever possible and will automatically pass the test to take the place of a friendly character in an ongoing challenge. In addition, a Commissar or Lord Commissar will never shoot Nork as a result of the Summary Execution special rule.

MASTER OF COMMAND

Your Warlord has the Voice of Command special rule. If your Warlord already has the Voice of Command special rule, he can issue one additional order each turn.

MASTER-CRAFTED

Weapons with the Master-crafted special rule allow the bearer to re-roll one failed roll To Hit per turn with that weapon.

MEDI-PACK

A unit that contains at least one model with a medi-pack has the Feel No Pain special rule.

MELEE

Weapons with the Melee type can only be used in close combat.

MELTA

Ranged weapons with this special rule roll an additional D6 when rolling to penetrate a vehicle's Armour at half range or less. If the weapon is more than half its maximum range away, it rolls to penetrate as normal. See the Vehicles rules in the *Warhammer 40,000* rulebook for more details on armour penetration.

MELTA BOMBS

When used in assaults against vehicles or Monstrous Creatures, melta bombs have the following profile:

Range - -

S - 8

AP - 1

Type - Armourbane, Unwieldy

MELTA CANNON

Range - 24"

S - 8

AP - 1

Type - Heavy 1, Blast, Melta

MELTAGUN

Range - 12"

S - 8

AP - 1

Type - Assault 1, Melta

MINDLOCK

Unless it includes an Enginseer, an unengaged unit that contains at least one model with this special rule must roll a D6 at the start of its turn. On a roll of a 4+, this special rule has no effect this turn. On a roll of a 1, 2 or 3, the unit is mindlocked until the start of its following turn. A mindlocked unit may not voluntarily move, shoot or charge, and orders issued to it have no effect. A mindlocked unit must still complete compulsory moves, such as Pile In and Fall Back moves.

MISSILE LAUNCHER

All missile launchers come with frag and krak missiles as standard, and some have the option to upgrade to include flakk missiles. Each time a missile launcher fires, the controlling player must choose which type of missile is being used.

Frag missile

Range - 48"

S - 4

AP - 6

Type - Heavy 1, Blast

Krak missile

Range - 48"

S - 8

AP - 3

Type - Heavy 1

Flakk missile

Range - 48"

S - 7

AP - 4

Type - Heavy 1, Skyfire

MOBILE COMMAND VEHICLE

An officer embarked within a Chimera may still issue orders to squads. Measure range from any part of the Chimera's hull.

MONSTER HUNTER

A unit that contains at least one model with this special rule re-rolls all failed To Wound rolls against Monstrous Creatures and Flying Monstrous Creatures.

MORTAR

Range - 48"

S - 4

AP - 6

Type - Heavy 1, Barrage, Blast

‘MOVE! MOVE! MOVE!’

The ordered unit must Run. When determining how far the unit Runs, roll three dice and use the highest result.

MOVE THROUGH COVER

A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain. In most circumstances, this will mean that the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests. The Move Through Cover special rule has no effect on charge range rolls or Impact tests (see the *Warhammer 40,000* rulebook).

MULTI-LASER

Range - 36"

S - 6

AP - 6

Type - Heavy 3

MULTI-MELTA

Range - 24"

S - 8

AP - 1

Type - Heavy 1, Melta

MULTIPLE ROCKET POD

Range - 24"

S - 4

AP - 6

Type - Heavy 1, Large Blast

NAVY ORDERS

An Officer of the Fleet may take a Leadership test at the beginning of your turn, before any Reserve rolls are made. If the test is successful, choose one of the following Navy Orders to immediately take effect. If you have more than one Officer of the Fleet, all modifiers are cumulative.

- **Coordinate Reserves**

The Officer directs Navy transports to deliver troops to the front line.

You receive a +1 bonus to all Reserve Rolls during your turn.

- **Intercept Reserves**

The Officer orders Navy fighters to disrupt enemy supply lines.

Your opponent suffers a -1 penalty to all Reserve Rolls during his next turn, but will always pass a Reserve Roll on a 6.

NO ORDINARY WEAPON

A deathstrike missile cannot be destroyed by a Weapon Destroyed result, only delayed. Similarly a Crew Stunned or Crew Shaken result does not prevent a Deathstrike missile from launching (see *The Hour is Nigh*).

OLD GRUDGES

During Deployment, before deploying Infiltrators and before Scouts redeploy, choose one Warhammer 40,000 codex. The Warlord and his unit have the Preferred Enemy special rule against all enemy units chosen from that codex.

ONE USE ONLY

A weapon that is noted as being one use only can only be fired once per game – use it carefully!

ORDNANCE

When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase and cannot fire it as Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result!

OUTFLANK

During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction.

When an Outflanking unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other

Reserves. If such units are picked from their army list with a Dedicated Transport, they may Outflank along with their Transport, but if they do, they must move onto the table embarked within it.

PAYBACK

Range - 36"

S - 5

AP - 4

Type - Heavy 3, Rending

PINNING

If a non-vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it must immediately take a Leadership test. This is called a Pinning test.

If the unit fails the test, it is pinned and must immediately Go to Ground (see the *Warhammer 40,000* rulebook). As the unit has already taken its saves, going to ground does not protect it against the fire of the Pinning weapon that caused the test (or indeed from any other weapon fired by the same unit that phase) – it's too late!

As long as the test is passed, a unit can be called upon to take multiple Pinning tests in a single turn, but only once for each unit shooting at them. If a unit has already gone to ground, no further Pinning tests are taken. If the special rules of a unit specify that the unit can never be Pinned, the unit automatically passes Pinning tests. Such units can still Go to Ground voluntarily if they wish.

PISTOL

All Pistols are effectively Assault 1 weapons. A Pistol also counts as a close combat weapon in the Assault phase (see the *Warhammer 40,000* rulebook).

Gunslinger

All models with two pistols can fire both in the Shooting phase. This follows the normal rules for shooting.

PLASMA CANNON

Range - 36"

S - 7

AP - 2

Type - Heavy 1, Blast, Gets Hot

PLASMA GUN

Range - 24"

S - 7

AP - 2

Type - Rapid Fire, Gets Hot

PLASMA PISTOL

Range -12"

S - 7

AP - 2

Type - Pistol, Gets Hot

PLATOON STANDARD

A unit that contains a model with a platoon standard counts as scoring an additional Wound for the purposes of calculating assault results.

POISONED

If a model has the Poisoned special rule, or is attacking with a Melee weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required, when attacking in close combat. In addition, if the Strength of the wielder (or the poisoned weapon) is the same or higher than the Toughness of the victim, the wielder must re-roll failed rolls To Wound in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required. If no number is shown in brackets, the rule is Poisoned (4+). Unless otherwise stated, Poisoned weapons are treated as having a Strength of 1. The Poisoned special rule has no effect against vehicles.

POWER ARMOUR

Power armour confers a 3+ Armour Save.

POWER FIELD

The Power Field gives Yarrick a 4+ invulnerable save.

POWER FIST

Range -

S - x2

AP - 2

Type - Melee, Specialist Weapon, Unwieldy

POWER KLAW

Range -

S - x2

AP - 2

Type - Melee, Specialist Weapon, Unwieldy

POWER OF THE MACHINE SPIRIT

In a turn in which the vehicle neither moves Flat Out nor uses smoke launchers, the vehicle can fire one more weapon at its full Ballistic Skill than normally permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to the normal rules for shooting.

POWER WEAPONS

A power weapon is sheathed in the lethal haze of a disruptive energy field that eats through armour, flesh and bone with ease.

Types of Power Weapons

Power weapons come in all shapes and sizes, but for the purposes of our game, we have four simple categories of power weapons: power axes, power mauls, power swords and power lances.

If a model's wargear says it has a power weapon which has no further special rules, look at the model to tell which type of power weapon it has: if it's a sword or dagger, it's a power sword; if it's an axe or halberd, it's a power axe; if it's a blunt weapon like a mace or staff, it's a power maul; if it's a spear or lance, it's a power lance.

Power sword

Range -

S - User

AP - 3

Type - Melee

Power axe

Range -

S - +1

AP - 2

Type - Melee, Unwieldy

Power maul

Range -

S - +2

AP - 4

Type - Melee, Concussive

Power lance

Range -

S - +1/User*

AP - 3/4*

Type - Melee

**Power lances have two profiles for both Strength and AP. The first is used only on a turn in which a model charges; the second is used at all other times.*

Unusual Power Weapons

Many models have unusual power weapons that have one or more unique rules. If a power weapon has its own unique close combat rules, treat it as an AP 3 Melee weapon with the additional rules and characteristics presented in its entry.

PRECISION SHOTS

Wounds from Precision Shots are allocated against a model (or models) of your choice in the target unit, as long as it is in range and line of sight of the firing model, rather than following the normal rules for Wound allocation. This means that Precision Shots can be allocated against enemies with specialist weaponry, or even characters!

A character that has a Precision Shot Wound allocated to it can still make a Look Out, Sir roll.

Note that Snap Shots and shots from weapons that scatter, or do not roll To Hit, can never be Precision Shots.

PREFERRED ENEMY

This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

PSYKER

A model with this special rule is a Psyker. Rules for Psykers are covered in full detail in their own section in the Warhammer 40,000 rulebook.

PUNISHER GATLING CANNON

Range - 24"

S - 5

AP - -

Type - Heavy 20

RAPID FIRE

A model armed with a Rapid Fire weapon can fire two shots at a target up to half the weapon's maximum range away. Alternatively, it can instead fire one shot at a target over half the weapon's range away, up to the weapon's maximum range.

If a unit shooting Rapid Fire weapons is found to be partially within half range of the target, the firing models within half range fire two shots, while those further away fire one.

Models that shoot with Rapid Fire weapons in the Shooting phase cannot charge in the ensuing Assault phase.

RECOVERY GEAR

If a vehicle with recovery gear is Immobilised, then in subsequent turns it may attempt to repair itself. To make the attempt, roll a D6 at the end of the Movement phase; on the roll of a 6, the vehicle is no longer Immobilised. Note that this does not restore a Hull Point.

REFRACTOR FIELD

A refractor field confers a 5+ invulnerable save.

REGIMENTAL STANDARD

A regimental standard follows the same rules as a platoon standard. In addition, any friendly units from *Codex: Astra Militarum* within 12" of a model with a regimental standard re-roll failed Morale, Fear and Pinning tests.

RELENTLESS

Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

RELIC PLATING

A vehicle with the relic plating upgrade has the Adamantium Will special rule.

RENDING

If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that his close combat attacks will strike a critical blow. For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of his Toughness. These Wounds are resolved at AP 2.

Similarly, if a model makes a shooting attack with a weapon that has the Rending special rule, a To Wound roll of 6 wounds automatically, regardless of Toughness, and is resolved at AP 2.

In either case, against vehicles, each armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total (these hits are not treated as AP2).

RIPPER GUN

Range - 12"

S - 5

AP - -

Type - Assault 3

ROSARIUS

A rosarius confers a 4+ invulnerable save.

SALVO

Salvo weapons have two numbers on their profile (listed after their type) separated by a '/'. A model armed with a Salvo weapon can move and fire at a target up to half its maximum range away. In this case, the number of shots is equal to the first number. If the model has not moved, it can instead fire a greater number of shots at a target up to the weapon's maximum range. In this case, the number of shots is equal to the second number.

Models that shoot with Salvo weapons in the Shooting phase cannot charge in the ensuing Assault phase.

SCOUT

After both sides have deployed (including Infiltrators), but before the first player begins his first turn, a unit containing at least one model with this special rule can choose to

redeploy. If the unit is Infantry, Artillery, a Walker or a Monstrous Creature, each model can redeploy anywhere entirely within 6" of its current position. If it is any other unit type, each model can instead redeploy anywhere entirely within 12" of its current position. During this redeployment, Scouts must remain more than 12" away from any enemy unit. A unit that makes a Scout redeployment cannot charge in the first turn. A unit cannot embark or disembark as part of a Scout redeployment.

If both sides have Scouts, roll-off; the winner decides who redeploys first. Then alternate redeploying Scout units. If a unit with this special rule is deployed inside a Dedicated Transport, it confers the Scout special rule to the Transport (though a disembarkation cannot be performed as part of the redeployment). Note that a Transport with this special rule does not lose it if a unit without this special rule is embarked upon it.

This rule also confers the Outflank special rule.

If a model has both the Infiltrate and Scout special rules, it may make a Scout Redeployment after deploying using the Infiltrate special rule.

SEARCHLIGHT

Searchlights are used when the Night Fighting rules are in effect. If a vehicle has a searchlight, it can, after firing all of its weapons, choose to illuminate its target with the searchlight. If it does so, it also illuminates itself. You may find it helpful to place coins, or other suitable counters, next to the units as reminders, and next to a vehicle to show it has used its searchlights this turn.

Illumination lasts until the end of the following turn. Illuminated units gain no benefit from the Night Fighting special rule.

SENIOR OFFICER

This model can issue up to two orders each turn.

SERVO-ARM

Range - -

S - x2

AP - 1

Type - Melee, Specialist Weapon, Unwieldy

SHOOT SHARP AND SCARPER

Ratlings can make a shooting attack and then Run in the same Shooting phase.

SHOTGUN

Range - 12"

S - 3

AP - -

Type - Assault 2

SHRED

If a model has the Shred special rule, or is attacking with a Melee weapon that has the Shred special rule, it re-rolls failed To Wound rolls in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Shred special rule, it re-rolls its failed To Wound rolls.

SKYFIRE

A model with this special rule, or that is firing a weapon with this special rule, fires using its normal Ballistic Skill when shooting at Flyers, Flying Monstrous Creatures and Skimmers. Unless it also has the Interceptor special rule, it can only fire snap shots against other targets.

SLABSHIELD

If a model with a slabshield is in base contact with one or more models with a slabshield from the same unit, it adds +1 to its Armour Save. Furthermore, if a target (friend or foe) is partially obscured from the firer's view by at least one model with a slabshield, it receives +1 to its cover save.

SMASH

All of the close combat attacks, except Hammer of Wrath Attacks, of a model with this special rule are resolved at AP 2 (unless it's attacking with an AP 1 weapon).

Additionally, when it makes its close combat attacks, it can choose to instead make a Smash Attack. If it does so, roll To Hit as normal, but halve its Attacks characteristic. A Smash Attack also doubles the model's Strength (to a maximum of 10) for the purposes of that Attack.

Furthermore, a model making a Smash Attack can re-roll its armour penetration rolls, but must abide by the second result.

'SMITE AT WILL!'

The ordered unit must make a shooting attack. When resolving this shooting attack, the ordered unit has the Split Fire special rule.

SMOKE LAUNCHERS

Once per game, instead of shooting or moving Flat Out (or running in the case of

Walkers), a vehicle with smoke launchers can trigger them. Place some cotton wool or some other appropriate counter next to the vehicle to show it is obscured. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but counts as obscured in the next enemy Shooting phase, receiving a 5+ cover save.

After the enemy's Shooting phase, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if its crew are shaken or stunned or it does not have any shooting weapons.

SNARE MINES

Enemy units that charge a unit with snare mines count as having made a disordered charge.

SNIPER

If a weapon has the Sniper special rule, or is fired by a model with the Sniper special rule, each To Hit roll of a 6 results in a Precision Shot.

Furthermore, if a weapon has the Sniper special rule, or is fired by a model with the Sniper special rule, its shooting attacks always wound on a To Wound roll of 4+, regardless of the victim's Toughness.

Against vehicles, Sniper weapons count as Strength 3. Sniper weapons also have the Pinning and Rending special rules.

SNIPER RIFLE

Range - 36"

S - X

AP - 6

Type - Heavy 1, Sniper

SPECIALIST WEAPON

A model fighting with this weapon does not receive +1 Attack for fighting with two weapons unless both weapons have the Specialist Weapon rule.

SPLIT FIRE

When a unit that contains at least one model with this special rule shoots, one model in the unit can shoot at a different target to the rest of his unit. To do so, the unit must first take a Leadership test. If the test is failed, the unit shoots as normal. If the test is passed, choose one model in the unit and immediately make a shooting attack with it.

Once this shooting attack has been resolved, resolve the shooting attacks made by the rest of the unit. These must be at a different target and may not be a unit forced to disembark

from any Transport that has been Wrecked or suffered an Explodes! result due to the Split Firing unit's initial shooting attack.

STEALTH

A unit that contains at least one model with this special rule counts its cover saves as being 1 point better than normal. Note that this means that a model with the Stealth special rule always has a cover save of at least 6+, even if it is in the open. This rule is often presented as Stealth (X) where X indicates a specific type of terrain, such as Stealth (Forests) or Stealth (Ruins). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type. Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

STORM BOLTER

Range - 24"

S - 4

AP - 5

Type - Assault 2

STORM EAGLE ROCKETS

Storm eagle rockets cannot fire directly.

Range - 24-120"

S - 10

AP - 4

Type - Ordnance D3, Barrage, Large Blast

STORMSHARD MORTAR

Range - 48"

S - 4

AP - 6

Type - Heavy 2, Barrage, Blast, Ignores Cover, Shred

STUBBORN

When a unit that contains at least one model with this special rule takes Morale checks or Pinning tests, they ignore any negative Leadership modifiers. If a unit is both Fearless and Stubborn, it uses the rules for Fearless instead.

SUMMARY EXECUTION

If the Commissar's unit fails a Fear, Morale or Pinning test, after any re-rolls it is entitled to, the owning player can opt to have his Commissar summarily execute one of the Astra Militarum models in the unit. Roll a D6; on a 3+ you choose which model is executed, on a 1-2 your opponent chooses instead – note that neither player can ever choose to execute the Commissar himself. The executed model is immediately removed as a casualty with no saves of any kind allowed. Provided a model was executed, the unit is then treated as having passed the test.

‘SUPPRESSIVE FIRE!’

The ordered unit must make a shooting attack. When resolving this shooting attack, all weapons in the ordered unit have the Pinning special rule.

SUPREME COMMANDER

Creed can issue up to three orders a turn. Creed can issue orders that can only be issued by models with the Senior Officer special rule. Failed orders issued by Creed must be re-rolled.

SWORN PROTECTOR

Kell must declare a Glorious Intervention whenever possible and will automatically pass the test to take the place of a friendly character in an ongoing challenge.

THE TACTICAL AUTO-RELIQUARY OF TYBERIUS

Company Commander only.

When rolling Leadership tests for orders issued by an officer with the Tactical Auto-Reliquary, any successful Leadership test that results in a double will count as Inspired Tactics. However, if you roll a double 1 while using the Tactical Auto-Reliquary, you still benefit from Inspired Tactics, though the officer has ‘accidentally’ shut the device out of the vox network – it may no longer be used this game.

TACTICAL GENIUS

If Creed is your Warlord he has 2 Warlord Traits instead of 1. You can either roll twice on the same Warlord Traits table or once each on two different Warlord Traits tables (if rolling twice on the same Warlord Traits table, re-roll any duplicate results).

‘TAKE AIM!’

The ordered unit must make a shooting attack. When resolving this shooting attack, all models in the ordered unit have the Precision Shot special rule.

TANK ORDERS

A Tank Commander can roll 2D6 at the beginning of the Shooting phase. If the total result is 9 or less, choose one of the following Tank Orders to immediately take effect.

- **‘Full Throttle!’**

The Tank Commander’s unit immediately moves Flat Out, moving up to 6+D6", even though they are Heavy.

- **‘Gunners, Kill on Sight!’**

The Tank Commander’s unit immediately makes a shooting attack. The Tank Commander must shoot at a different target to the rest of his unit. The Tank Commander must resolve his shooting attack first. Once this shooting attack has been resolved, resolve the shooting attacks made by the rest of the unit. These must be at a different target, which cannot be a unit forced to disembark as a result of the Tank Commander’s initial shooting attack.

- **‘Strike and Shroud!’**

The Tank Commander’s unit must make a shooting attack. After this shooting attack has been resolved, all vehicles in the unit that have not already done so must use their smoke launchers.

TAUROX BATTLE CANNON

Range - 48"

S - 7

AP - 4

Type - Heavy 1, Blast

TAUROX GATLING CANNON

Range - 24"

S - 4

AP - -

Type - Heavy 10

TAUROX MISSILE LAUNCHER

Frag missile

Range - 48"

S - 4

AP - 6

Type - Heavy 2, Blast

Krak missile

Range - 48"

S - 8

AP - 3

Type - Heavy 2

TEMPLATE

Template weapons are indicated by having the word 'Template' for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit. Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour facing is hit (see page 73 of the Warhammer 40,000 rulebook). A Template weapon never hits the model firing it.

Template weapons have the Ignores Cover special rule. Wounds inflicted by Template weapons are allocated following the normal rules.

Template weapons cannot fire Snap Shots.

Multiple Templates

If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Resolve these, and the rest of the unit's shots, as normal.

Wall of Death

Template weapons can fire Overwatch, even though they cannot fire Snap Shots. Instead, if a Template weapons fires Overwatch, it automatically inflicts D3 hits on the charging unit, resolved at its normal Strength and AP value. Don't worry about comparing the length of the template with the distance to the enemy. If the charge is successful, it doesn't matter anyway. If the charge failed, we can assume that the enemy ran into range of the Template weapon and were driven back.

Template Weapons & Focus Fire

If a unit chooses to Focus Fire at an enemy, any Template weapons in that unit ignore the targeting and Wound allocation restrictions from Focus Fire. The template is placed, and their hits are resolved, as if the unit is not focusing its fire.

Ignores Cover

Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

THUNDEROUS HEADBUTT

Nork may elect to exchange his normal attacks in close combat for a single Thunderous Headbutt with the following profile:

Range - -

S - +3

AP - 3

Type - Melee, Concussive

TORRENT

When firing a weapon with this special rule, place the template so that the narrow end is within 12" of the weapon and the wide end is no closer to the weapon than the narrow end. The weapon is then treated like any other Template weapon.

TWIN-LINKED

A weapon with the Twin-linked special rule counts as a single weapon of that type, but to represent the fusillade of fire, you must re-roll the dice To Hit if you miss. Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them.

Twin-linked blast weapons

If the scatter dice does not roll a Hit, you can choose to re-roll the dice with a Twin-linked Blast or Large Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the scatter dice.

Twin-linked template weapons

Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound and armour penetration rolls.

UNWIELDY

A model attacking with this weapon does so at Initiative step 1, unless it is a Monstrous Creature or a Walker. If it does so, it will also Pile In at Initiative step 1.

VANQUISHER BATTLE CANNON

Range - 72"

S - 8

AP - 2

Type - Heavy 1, Armourbane

VERY BULKY

Very Bulky models count as three models for the purposes of Transport Capacity.

VOICE OF COMMAND

A model with this special rule is known as an officer. An officer can issue one order each turn. Orders are issued and their effects resolved at the start of your Shooting phase. If you have more than one officer, or if you have an officer that has a special rule allowing it to issue more than one order a turn, issue and resolve each order one at a time.

An officer can attempt to issue an order provided he is not locked in combat, embarked in a vehicle or building, falling back, or has gone to ground. Issuing an order does not prevent the officer's unit from acting (shooting, Running etc.) later in that phase.

Issuing an Order

To issue an order, declare the order your officer is attempting to issue and select a single friendly non-vehicle unit from *Codex: Astra Militarum* that is within 12" of the officer – this can be the officer's own unit if you wish. We call this unit the 'ordered unit'. The ordered unit must then take a Leadership test to see if the order has been understood and acted upon. If the test is passed, the order takes effect as specified in its description.

If the test is failed, the order does not take effect.

Unless an order causes the ordered unit to make a shooting attack or Run, receiving it does not prevent the ordered unit from acting later in that phase, whether the order was successful or not.

Orders cannot be issued to embarked units or units that previously received an order that phase (whether or not that order was successful). Unless otherwise stated, orders cannot be issued to units that are locked in combat, are falling back, or have gone to ground.

Inspired Tactics

If a double 1 is rolled for the ordered unit's Leadership test, once the order has been resolved all further orders issued, by any officer, are automatically successful for the remainder of this turn.

Incompetent Command

If a double 6 is rolled for the ordered unit's Leadership test, the order does not take effect, and no further orders can be issued, by any officer, for the remainder of this turn.

VOX-CASTER

Failed Leadership tests for orders issued to a unit with a vox-caster can be re-rolled, provided the officer's unit also has a vox-caster. An officer may not use a vox-caster's ability on his own unit.

WAR HYMNS

A Ministorum Priest can take a Leadership test at the beginning of each Fight sub-phase in which he is locked in combat. If the test is successful, choose one of the following war

hymns to immediately take effect.

- **The Emperor Protects**

The Ministorum Priest and his unit re-roll all failed armour and invulnerable saves until the end of the phase.

- **The Emperor's Strength**

Until the end of the phase, the Ministorum Priest has the Smash special rule.

- **The Righteousness of the Emperor**

The Ministorum Priest and his unit re-roll failed rolls To Wound until the end of the phase.

ZEALOT

A unit that contains at least one model with this special rule has both the Fearless and Hatred special rules.



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

ISBN 978-1-78253-595-9

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Games Workshop Ltd - 12.04.2014