

INDEX: FORCES OF THE ASTRA MILITARUM





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Forge World®



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INTRODUCTION

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

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

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

DATASHEETS

1. Battlefield Role

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

2. Power Rating

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

3. Unit Name

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

4. Profiles

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

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

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

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

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

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

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

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

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

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

\$ (22)	M			DE	R D	ES'	ΓRO	OYì	100	DAMAGE Some of a Maraud characteristics cha battle, as shown b	ange as it suf	
NAME	M	WS	S	S	Ţ	W	A	Ld	Sv	REMAINING W	М	BS
Marauder Destroyer	*	6+	*	7	7	20	3	7	3+	11-20+	20"-45"	4+
A Marauder Destroyer is a twin assault cannon, a							on,			5-10	20"-30"	5+
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES	1-4	20"	5+
Hellstrike missile	72"	Hes	avy 1		8	-2	D6			e when inflicting dan the lowest result.	nage with this	weap
Twin assault cannon	24"	Hes	vy 12		6	-1	1	-				
Twin autocannon	48"	Hes	avy 4		7	-1	2	-				
Twin heavy bolter	36"		avy 6		5	-1	1	-				
WARGEAR OPTIONS	• This	model 1	nay tak	e eight he	ellstrike	missile	5.	No.	M. I			14 6
		and Bur	n: If thi	hase by u is model : sion and	is redu	ed to 0	wounds					
	Hard to Heavy against moved, single I	DHit: You Bombs: a single pick an	Once p enemy enemy	er battle, unit it m unit that	, a Mara noves ov	euder De er durir over, th	estroyer ng one o en roll 3	equippe f its Mov D6 for e	d with I vement	that target this model neavy bombs can mal phases. After the Mai HICLE or MONSTE i. For every roll of a 4	ke a bombing rauder Destro R in the unit	run yerha
	Hard to Heavy against moved, single I mortal Sky Fo has mo	Bombs: a single pick an D6 for ev wound. rtress: T	Once p enemy enemy erery oth	er battle, unit it m unit that er model	, a Mara noves ov t it flew I in the	euder Do ver during over, the unit, up	estroyer ng one of en roll 3 to a ma	equippe f its Mov D6 for e ximum er shooti	ed with I wement sach VE of 12De	neavy bombs can mai phases. After the Mai HICLE or MONSTE i. For every roll of a 4 ry weapons on a turn	ke a bombing rauder Destro R in the unit +, the unit su	run yerha
FACTION KEYWORDS	Hard to Heavy against moved, single I mortal Sky Fo has mo	o Hit: Yo Bombs: a single pick an Of for ev wound. rtress: T ved.	Once p enemy enemy very oth his mo	er battle, unit it m unit that er model del does i	, a Mara noves ov t it flew I in the not suff	euder Do ver durir over, th unit, up fer the p	estroyer ng one or en roll 3 to a ma enalty fo	equippe f its Mov D6 for e ximum or shooti	ed with I wement; each VE of 12D6 ing Hear	neavy bombs can mai phases. After the Mai HICLE or MONSTE i. For every roll of a 4	ke a bombing rauder Destro R in the unit +, the unit su	run yer ha

5. Unit Composition & Wargear

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

6. Weapons

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

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

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

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

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

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

7. Wargear Options

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

8. Abilities

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

9. Keywords

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

10. Damage

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



ASTA

ASTRA MILITARUM ARMY LIST

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

KEYWORDS

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

<REGIMENT>

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

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

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

MACRO WEAPONS

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

Macro Weapons

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

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

5	A'.	ΓLA	AS I	REC	COV		ome of an Atlas Recovery Tank's naracteristics change as it suffers damage						
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv	REMAINING W	M	BS	A
Atlas Recovery Tank	*	6+	*	7	7	11	*	7	3+	6-11+	12"	4+	3
An Atlas Recovery Tank i	s a single m	odel eq	uipped v	with a h	eavy bol	ter.	P. Kari		WAN A	3-5	8"	5+	D
WEAPON	RANGE	ТУР	E		S	AP	D	ABILI	TIES	1-2	4"	6+	1
Heavy bolter	36"	Hea	avy 3		5	-1	1	_					\neg
Heavy stubber	36"	Hea	avy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	Each battle		-killer missile can only	be fired o	nce per	
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
WARGEAR OPTIONS					er-killer n bolter			er.	11-1				1
ABILITIES					iced to 0 6" suffe				re remo	ving it from the battlef	ìeld. On a	6+ it	
					of this m tself). Tl					odel can repair a single ds.	e <regim< td=""><td>IENT></td><td></td></regim<>	IENT>	
		aunche								n the Shooting phase, to ponent must subtract 1			ts
FACTION KEYWORDS	IMPEI	RIUM,	ASTR.	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td></td><td></td><td></td><td>100</td><td>2</td></r<>	EGIME	ENT>				100	2
KEYWORDS	VEHIC	CLE, A	TLAS 1	RECO	VERY 7	ΓANK					-6425		

NET WORDS	V LIII	, Enione, ment and the mark												
5 5 5		SALAMANDER COMMAND VEHICLE DAMAGE Some of a Salamander Command Vehicle characteristics change as it suffers damage battle, as shown below:												
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M.	BS		
Salamander Command Vehicle	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+		
A Salamander Command	Vehicle is a	single 1	nodel eq	uipped	l with a h	eavy fla	mer and	a heavy	bolter.	3-5	8"	4+	I	
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	1-2	4"	5+		
Heavy bolter	36"	Hea	avy 3		5	-1	1	_						
Heavy flamer	8"	Hea	avy D6		5	-1	1	This	weapor	automatically hits its	target.			
Heavy stubber	36"	Hea	avy 3		4	0	1	-						
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	Each battle		-killer missile can only	be fired o	once per		
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-						
WARGEAR OPTIONS					ter-killer m bolter (oer.						
ABILITIES	add 1 to	all hit	rolls unti	il the e		phase.				SIMENT> VEHICLE we benefit from multiple S				
					uced to 0 n 6" suffer				e remo	ving it from the battlef	ield. On a	6+ it		
	to 9". It	cannot	end this	move		of any	enemy i	nodels. I		turn begins, you can m players have units that				
		aunche								n the Shooting phase, t ponent must subtract 1			ts	
FACTION KEYWORDS	IMPEI	RIUM,	ASTRA	A MII	ITARU	M, <r< td=""><td>EGIMI</td><td>ENT></td><td></td><td></td><td></td><td></td><td></td></r<>	EGIMI	ENT>						
KEYWORDS	VEHIC			_										



HADES BREACHING DRILL SQUADRON

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hades breaching drill	6"	3+	4+	5	7	7	D6	7	3+
Veteran	6"	4+	4+	3	3	1	1	7	5+
Veteran Sergeant	6"	4+	4+	3	3	1	2	8	5+

- This unit contains 1 Hades Breaching Drill, 1 Veteran Sergeant and 9 Veterans.
 The Hades Breaching Drill is armed with a melta-cutter drill.
 The Veteran Sergeant is armed with a laspistol, chainsword and frag grenades.
 Each Veteran is armed with a shotgun and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Grenade launcher	When att	tacking with this w	eapon, choo	se one	of the pr	rofiles below:
- Frag grenade	24"	Assault D6	3	0	1	7
- Krak grenade	24"	Assault 1	6	-1	D3	-
Laspistol	12"	Pistol 1	3	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma gun	When att	tacking with this w	eapon, choo	se one	of the pr	rofiles below:
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharged	24"	Rapid Fire 1	8	-3	3	On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When att	tacking with this w	eapon, choo	se one	of the pr	rofiles below:
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharged	12"	Pistol 1	8	-3	3	On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved.
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Melta-cutter drill	Melee	Melee	x2	-4	D3	When making attacks against a VEHICLE , roll D6 for the Damage instead of D3.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	7
WARGEAR OPTIONS	The VeUp to	eteran Sergeant ma two Veterans may	y replace the replace their	eir lasp shotgu	istol for in with a	for a power sword, power axe or power fist. a bolt pistol or plasma pistol. a flamer, grenade launcher, meltagun or plasma gun.
ABILITIES		tion Breacher: Whof the melta-cutter		g a BU l	ILDING	, change the Hades Breaching Drill's Attacks to 2D6 and the
	battlefiel	d. At the end of any	y of your Mo	vemen	t phases	et this unit up underground instead of placing it on the , this unit may drill up from the ground and into battle – " away from enemy models.
	single gro	oup with each mod g Drill operates in	lel within 2"	of at le	ast one o	Hades Breaching Drill Squadron must be deployed as a other model from their unit. From that point on, the Hades of Veterans and both are treated as separate units for all
	Whirling	g Blades: The Hade	es Breaching	Drill h	as a 4+ i	invulnerable save in the Fight phase.
FACTION KEYWORDS		IUM, ASTRA M				
KEYWORDS	(HADE		DRILL): V	EHIC	CLE, HA	ADES BREACHING DRILL

3 (3)		CE	NT	AUI	R L	[GE	IT (CAI	RRIER
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Centaur Light Carrier	12"	6+	4+	5	6	7	2	7	3+
A Centaur Light Carrier is	a single m	odel eq	uipped	with two	heavy	stubbers			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Heavy stubber	36"	Hea	vy 3		4	0	1	_	
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each battle	hunter-killer missile can only be fired once per e.
WARGEAR OPTIONS	• This	model r	nay take	e a hunte	er-killer	missile.	160	March.	
ABILITIES	choose does th within Finally, towed r	to tow it is, this rate of this any creenay not es: If the	t as long nodel in s model w are pl fire its v	g as neith nmediat so that aced in weapons	her this rely mak no part base con during ced to 0	model ness a move of the Antact with the Shoot wounds	or the Ave of up RTILLE h the Ave oting ph	to 12". TERY mod RTILLE ase of the	riendly <regiment></regiment> ARTILLERY model, it can ERY model is within 1" of an enemy model. If it The ARTILLERY model is then placed anywhere del has moved more than 12" from where it started. RY model. An ARTILLERY model that has been ne same turn. The removing it from the battlefield, and before any nit within 6" suffers D3 mortal wounds.
		aunche							eapons in the Shooting phase, this model can use its your opponent must subtract 1 from any hit rolls
TRANSPORT									models. Each Heavy Weapon Team or Veteran ach OGRYN takes the space of three other models.
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, <ri< td=""><td>EGIME</td><td>ENT></td><td></td></ri<>	EGIME	ENT>	
KEYWORDS	VEHIC	CLE, T	RANSI	PORT,	CENT	AUR LI	GHT (CARRI	ER

5		PA'	GR I'T I BS	RYI ERI	PHO N C	NI HII	NE ME	RA		DAMAGE Some of a Gryphon characteristics char battle, as shown bel	ige as it su		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	
Gryphonne Pattern Chimera	*	6+	*	6	7	10	*	7	3+	6-10+ 3-5	12" 8"	4+ 5+	I
A Gryphonne Pattern Ch a heavy bolter and a lasgu		ngle mo	del equ	ipped v	vith twir	heavy l	bolters,			1-2	4"	6+	1
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	TIES				
Heavy bolter	36"	Hear	vy 3		5	-1	1	-					
Heavy flamer	8"	Hear	vy D6		5	-1	1	This	weapon	automatically hits its	target.		
Heavy stubber	36"	Hear	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each battle		-killer missile can only	be fired o	nce per	
Lasgun array	24"	Rapi	d Fire 3	3	3	0	1			can only be fired if a unicle equipped with it.	ınit is eml	arked	
Storm bolter	24"	Rapi	d Fire 2	2	4	0	1	-					
Twin heavy bolter	36"	Hear	vy 6		5	-1	1	-					- 1
WARGEAR OPTIONS ABILITIES	• This: • This: • Explode	model m model m es: If this	nay take nay take s model	a hunt a storr is redu		missile. or a hea wound	vy stubb s, roll a l	er. D6 befor	e remov	ving it from the battlef n 6" suffers D3 mortal		efore any	
		auncher								n the Shooting phase, to conent must subtract 1			its
TRANSPORT										els. Each Heavy Weapo RYN takes the space of			
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td></td><td></td><td></td></r<>	EGIME	NT>					
KEYWORDS	VEHIC				3 3								

5		SU	PP	TI OR	ROJ. RT V	AN EE	HC	LE		DAMAGE Some of a Trojan Sucharacteristics charabattle, as shown bel	ige as it su		ıage iı
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Trojan Support Vehicle	*	6+	*	6	7	10	*	7	3+	6-10+	12"	3+	3
A Trojan Support Vehicle	is a single r	nodel ed	luipped	with a	heavy bo	olter.	0.54	STEELS:		3-5	8"	4+	D3
WEAPON	RANGE	TYPE			S	AP	D	ABILI	ITIES	1-2	4"	5+	1
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					9
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapo	n automatically hits its	target.		9
Heavy stubber	36"	Hea	vy 3		4	0	1	_					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each battl		r-killer missile can only	be fired o	nce per	
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-					100
WARGEAR OPTIONS	• This	model n	nay take	a hunt	heavy bo ter-killer n bolter	missile.							
ABILITIES	embark Smoke	ed mode Launche auncher	els diser ers: On	nbark; ce per ş	on a 6+ i	t explodes	des and e shooting	each uni g any we	it withi eapons	oving it from the battlef in 6" suffers D3 mortal v in the Shooting phase, opponent must subtract 1	vounds. this mode	can use i	1
					Shooting ng shooti			friendly	<reg< td=""><td>IMENT> VEHICLE w</td><td>ithin 6" m</td><td>ay re-roll</td><td></td></reg<>	IMENT> VEHICLE w	ithin 6" m	ay re-roll	
TRANSPORT										els. Each Heavy Weapor GRYN takes the space of			
FACTION KEYWORDS	IMPE	RIUM,	ASTR.	A MII	ITARU	M, <r< td=""><td>EGIME</td><td>ENT></td><td></td><td></td><td>1 -1167</td><td></td><td>1</td></r<>	EGIME	ENT>			1 -1167		1
KEYWORDS	VEHIC	CLE, T	RANSI	PORT,	TROJA	N SUI	PPORT	VEHI	CLE				7

NAME	PATTERN HELLHOUND characteristics change as it so battle, as shown below:											ıffers damage i	
NAME	M	WS	BS	S	ı	W	A	Ld	Sv	REMAINING W	M	BS	
Artemia Pattern Hellhound	*	6+	*	6	7	11	*	7	3+	6-11+ 3-5	12" 8"	4+ 5+	
This unit contains 1 Artem Hellhound (Power Rating (Power Rating +10). Each Artemia inferno cannon.	+5) or 2 ac	dditional	Artem	ia Patte	rn Helll	nounds				1-2	8 4"	6+	
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				
Heavy bolter	36"	Heav	y 3		5	-1	1	-					_
Heavy flamer	8"	Heav	y D6		5	-1	1	This	weapon	automatically hits its t	target.		
Artemia inferno cannon	16"	Heav	y D6		6	-1	2	for th	ie numl	automatically hits its to ber of attacks when firitowest result.			
Multi-melta	24"	Heav	ry 1		8	-4	D6	two c		is within half range of t en inflicting damage wi			e
WARGEAR OPTIONS	Any i	nodel m	ay repla	ce its h	eavy bo	lter with	n a heavy	flamer	or a mu	ılti-melta.		7 35 1 1	
ABILITIES							ounds, i ortal wo		before	removing it from the b	oattlefield.	On a 4+ i	t
		aunchers								n the Shooting phase, to conent must subtract 1			S
										nnit must be placed wit s a separate unit for all			
FACTION KEYWORDS	IMPER	RIUM,	ASTRA	MILI	TARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td>Service Control</td><td></td><td></td></r<>	EGIME	NT>			Service Control		
KEYWORDS	VEHIC	CLE, HI	ELLHC	UND.	ARTE	MIAF	PATTER	N HE	THO	UND	THE THE A	100 m	

The state of the s	1 (5)			SA SC			ND ΓΑΝ			
10000	NAME	M	WS	BS	S	T	W	A	Ld	Sv

This unit contains 1 Salamander Scout Tank. It can include 1 additional Salamander Scout Tank (Power Rating +5) or 2 additional Salamander Scout Tanks (Power Rating +10).

Salamander Scout Tank

DAMAGE Some of a Salamander Scout Tank's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
6-10+	12"	4+	3
3-5	8"	5+	D3
1-2	4"	6+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES						
Autocannon	48"	Heavy 2	7	-1	2	-						
Heavy bolter	36"	Heavy 3	5	-1	1	-						
Heavy stubber	36"	-										
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.						
Storm bolter	24"	Rapid Fire 2	4	0	1	-						
ABILITIES	explode Scout V 9". It can	s, and each unit with ehicle: At the start of	in 6" suffer the first brithin 9" of	rs D3 mo attle rou any ene	ortal wo and but l emy mod	26 before removing it from the battlefield. On a 6+ it unds. before the first turn begins, you can move this unit up to dels. If both players have units that can do this, the player						
	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.											
			o, until you	ır next S	hooting							
	that targ Vehicle	et it. Squadron: The first t	time this u	ınit is se	t up, all							
FACTION KEYWORDS	Vehicle From th	et it. Squadron: The first t	time this u	init is se s indepe	t up, all a	phase your opponent must subtract 1 from any hit rolls models in this unit must be placed within 6" of each other, and is treated as a separate unit for all rules purposes.						

10

3	7	ΓAU	JRO	S	ASS.	AU.	LT `	VEI	HICLE
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Tauros Assault Vehicle	15"	4+	4+	4	5	6	2	7	4+
This unit contains 1 Tauros Tauros Assault Vehicles (Po									le (Power Rating +3) or 2 additional heavy flamer.
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	TIES
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon automatically hits its target.
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each battle	hunter-killer missile can only be fired once per e.
Tauros grenade launcher	When a	attackin	g with t	his we	apon, ch	oose o	ne of the	profile	es below:
- Frag grenade	36"	Assa	ult 2D6		3	0	1	٦	
- Krak grenade	36"	Assa	ult 2		6	-1	D3	_	
WARGEAR OPTIONS					heavy fla er-killer		h a Tauro	s grena	nde launcher.
ABILITIES									re removing it from the battlefield, and before any nit within 6" suffers 1 mortal wound.
	Galvani	ic Moto	r: If this	mode	l moved o	over 10"	in its las	t Mover	ment phase, it gains a 5+ invulnerable save.
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MII	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td></r<>	EGIME	NT>	
KEYWORDS	VEHIC	CLE, TA	AUROS	, TAU	JROS A	SSAUL	T VEH	ICLE	

4			ΓAUF	ROS	VE	ENA	TO	R
NAME	M	WS B	S S	T	W	A	Ld	Sv
Tauros Venator	15"	4+ 4	+ 4	5	6	2	7	4+
This unit contains 1 Tauro (Power Rating +8). Each							er Ratir	ng +4) or 2 additional Tauros Venators
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TIES
Hunter-killer missile	48"	Heavy	l	8	-2	D6	Each battle	hunter-killer missile can only be fired once per
Twin lascannon	48"	Heavy 2	2	9	-3	D6	-	
Twin multi-laser	36"	Heavy (5	6	0	1	-	
WARGEAR OPTIONS			replace its t take a hunt			with a tv	vin lasca	nnon.
ABILITIES			odel is redu unit within					e removing it from the battlefield. On a 6+ it
	Galvani	ic Motor: If	this model	moved o	over 10"	in its las	t Mover	nent phase, it gains a 5+ invulnerable save.
		Targeting has moved		s model	does no	t suffer t	he penal	lty to hit for shooting a Heavy weapon on a turn in
FACTION KEYWORDS	IMPER	RIUM, AS	TRA MIL	ITARU	M, <rl< td=""><td>EGIME</td><td>NT></td><td></td></rl<>	EGIME	NT>	
KEYWORDS	VEHIC	CLE, TAU	ROS, TAU	ROS V	ENAT(OR		

7 (7)						DD SASI			
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Armageddon Pattern Basilisk	*	6+	*	6	7	12	*	7	3+
This unit contains 1 Arma	geddon Pa	ttern Ba	silisk. It	can incl	ude 1 ac	lditional	Armag	eddon Pa	attern

Basilisk (**Power Rating** +7) or 2 additional Armageddon Pattern Basilisks (**Power Rating** +14). Each Armageddon Pattern Basilisk is equipped with an earthshaker cannon and a heavy bolter.

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

REMAINING W	M	BS	A
6-12+	12"	4+	3
3-5	8"	5+	D3
1-2	4"	6+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Earthshaker cannon	240"	Heavy D6	9	-2	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer.				
Heavy bolter	36"	Heavy 3	5	-1	1	-				
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.				
Heavy stubber	36"	Heavy 3	4	0	1	-				
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.				
Storm bolter	24"	Rapid Fire 2	4	0	1	-				
• Any model may replace its heavy bolter with a heavy flamer. • Any model may take a hunter-killer missile. • Any model may take a storm bolter or a heavy stubber. **BILITIES** **Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6+ i explodes, and each unit within 6" suffers D3 mortal wounds. **Smoke Launchers:* Once per game, instead of shooting any weapons in the Shooting phase, this model can smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit that target it.										
ABILITIES	Explodes explodes Smoke I	s: If this model is rec s, and each unit within aunchers: Once per nunchers; if it does so	luced to 0 in 6" suffer	wounds rs D3 m tead of	s, roll a I ortal wo shooting	O6 before removing it from the battlefield. On a 6+ it unds. g any weapons in the Shooting phase, this model can use its				
ABILITIES	Explode explodes Smoke I smoke la that targ	s: If this model is recons, and each unit within aunchers: Once per nunchers; if it does so et it. Squadron: The first t	duced to 0 in 6" suffer game, inso, until you	wounds rs D3 m tead of ar next S	s, roll a I ortal wo shooting shooting	O6 before removing it from the battlefield. On a 6+ it unds. g any weapons in the Shooting phase, this model can use its				
ABILITIES FACTION KEYWORDS	Explode explodes Smoke I smoke la that targ Vehicle S	s: If this model is recons, and each unit within aunchers: Once per nunchers; if it does so et it. Squadron: The first t	luced to 0 in 6" suffer game, ins o, until you this uch operate	wounds rs D3 m tead of s r next S nit is se s indepe	s, roll a I ortal wo shooting Shooting et up, all	D6 before removing it from the battlefield. On a 6+ it unds. If any weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls models in this unit must be placed within 6" of each other, and is treated as a separate unit for all rules purposes.				

POWER	PATTERN MEDUSA											
NAME	M	WS	BS	S	T	W	A	Ld	Sv			
Armageddon	*	<i>(</i>)	*		7	12	*	7	2.			

ARMAGEDDON

Pattern Medusa

This unit contains 1 Armageddon Pattern Medusa. It can include 1 additional Armageddon Pattern Medusa (Power Rating +7) or 2 additional Armageddon Pattern Medusa (Power Rating +14). Each Armageddon Pattern Medusa is equipped with an Medusa siege cannon and a heavy bolter.

DAMAGE

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

REMAINING W	M	BS	A
6-12+	12"	4+	3
3-5	8"	5+	D3
1-2	4"	6+	1

a neavy bolter.						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Medusa siege cannon	36"	Heavy D6	10	-3	D3	This weapon can target units that are not visible to the bearer.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
WARGEAR OPTIONS ABILITIES	Any n Any n Explode	nodel may replace its nodel may take a hun nodel may take a sto s: If this model is red s, and each unit with	nter-killer rm bolter o duced to 0	missile. or a hea wounds	vy stubb s, roll a I	er. O6 before removing it from the battlefield. On a 6+ it
		unchers; if it does so				g any weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls
						models in this unit must be placed within 6" of each other. and is treated as a separate unit for all rules purposes.
FACTION KEYWORDS	IMPER	IUM, ASTRA MI	LITARU	M, <rl< td=""><td>EGIME</td><td>ENT></td></rl<>	EGIME	ENT>
KEYWORDS	VFHIC	LE, MEDUSA, A	DMACEI	DON	DATT	TRIVIA CERTICA

we come		CO	LOS	SSU	S B	ON	IBA	RD	
NAME	M	WS	BS	S	T	W	A	Ld	Sv

This unit contains 1 Colossus Bombard. It can include 1 additional Colossus Bombard (**Power Rating +11**) or 2 additional Colossus Bombards (**Power Rating +22**). Each Colossus Bombard is equipped with a Colossus siege mortar and a heavy bolter.

Colossus Bombard

UAMAGE

Some of a Colossus Bombard's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
6-12+	8"	4+	3
3-5	6"	5+	D3
1-2	4"	6+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Colossus siege mortar	240"	Heavy 2D6	6	-2	D3	This weapon can target units that are not visible to the bearer. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	_
WARGEAR OPTIONS ABILITIES	Any n Explode	nodel may replace its nodel may take a stor s: If this model is rec s, and each unit with	m bolter duced to 0	or a hea	vy stubb s, roll a I	er. O6 before removing it from the battlefield. On a 6+ it
		unchers; if it does so				g any weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls
						models in this unit must be placed within 6" of each other. and is treated as a separate unit for all rules purposes.
FACTION KEYWORDS	IMPER	IUM, ASTRA MI	LITARU	M, <r< td=""><td>EGIME</td><td>NT></td></r<>	EGIME	NT>
KEYWORDS	VEHIC	LE, COLOSSUS I	BOMBAI	RD	12.34	

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cyclops Demolition Vehicle	10"	6+	4+	4	6	4	1	7	3+
									lition Vehicle (Power Rating +3) or 2 additional oped with a Cyclops demolition charge.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Cyclops demolition charge	*	Hea	vy 2D6		9	-2	D3		weapon automatically hits its target. This weapon only be used once per battle.
WARGEAR OPTIONS	• None	e.	TALCE!	2 1	2,19				
ABILITIES	it may o within I this mo	choose t D6" is and del has ved fror	o detonat itomatica detonatec	e its Cyc ally hit by d its Cycl	clops d y this v lops de	emolitio weapon emolitio	on charge using the n charge	e. Where e profile e, remov	is Shooting phases, so long as it has not Advanced it does so, every unit (both friendly and enemy) e stated above – roll separately for each unit. Once we it from play. Any Cyclops Demolition Vehicle that in scenarios that offer Victory points for slaying
			is model :						re removing it from the battlefield. On a 3+ it
									in this unit must be placed within 6" of each othe treated as a separate unit for all rules purposes.
FACTION KEYWORDS	IMPE	RIUM.	ASTRA	MILIT	ARU	M. <r1< td=""><td>EGIME</td><td>NT></td><th></th></r1<>	EGIME	NT>	
		,				.,,	COLLINA	111/	

3 20wes		EA	RT	HS	HA	KE	R B	AT'	TERY
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Earthshaker Platform	0"	-	4+	4	7	7	-	7	4+
This unit contains 1 Earth Platforms (Power Rating									(Power Rating +3) or 2 additional Earthshaker cannon.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Earthshaker cannon	240"	Неа	avy D6		9	-2	D3	weap	two dice for the number of attacks when firing this pon and discard the lowest result. This weapon can et units that are not visible to the bearer.
WARGEAR OPTIONS	• None	e.	office is				3, 4,	Yalk	
ABILITIES	From the Explod	nat poin es: If th	t onward	ls, each is redu	operate ced to 0	s indepe wounds	endently s, roll a I	and is t 06 befor	in this unit must be placed within 6" of each other. treated as a separate unit for all rules purposes. re removing it from the battlefield. On a 6+ it
	automa are ener	tically h	it this m	odel in in 1" of	the Figl it, and f	nt phase riendly	– do no units car	t make l still ta	fight in the Fight phase. Enemy models hit rolls. However, this model can still shoot if there rget enemy units that are within 1" of this model.
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td></r<>	EGIME	NT>	
KEYWORDS	ARTII	LERY,	EART	HSHA	KER B	ATTER	RY		



FACTION KEYWORDS

KEYWORDS

EARTHSHAKER CARRIAGE BATTERY

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Earthshaker Carriage	0"	-	4+	4	7	7	-	7	4+
Guardsmen Crew	6"	4+	4+	3	3	1	1	6	5+

This unit contains 1 Earthshaker Carriage and 4 Guardsmen Crew. It can include 1 additional Earthshaker Carriage with 4 Guardsmen Crew (**Power Rating +4**) or 2 additional Earthshaker Carriages with 4 Guardsmen Crew each (**Power Rating +8**).

• Each Earthshaker Carriage is equipped with an Earthshaker cannon.

- Each Guardsmen Crew is equipped with a lasgun and frag grenades.

			00	0						
ABILITIES	D	AP	S	TYPE	RANGE	WEAPON				
Roll two dice for the number weapon and discard the target units that are not	D3	-2	9	Heavy D6	240"	Earthshaker cannon				
1	1	0	3	Grenade D6	6"	Frag grenade				
_	1	0	3	Rapid Fire 1	24"	Lasgun				
	700	1000		MET ALZE	• None.	WARGEAR OPTIONS				
nged weapon if a friendly <annot a="" as="" battlen="" carriage="" crew="" dits="" eart="" earthshaker="" guardsmen="" in="" multiple="" mustance="" of="" operate="" shooti<="" target="" td="" the="" throughout=""><td>model c within 6^t attery an n this di</td><td>n Crew n Crew rriage Bo nin withi</td><td>e Guardsme Guardsme play. hshaker Ca I must rema men Crew 1</td><td>within 3". A single le turn. If all of the d is removed from y Battery: An Earth " of each other, and units. The Guardsn</td><th>model is in a sing down an Artiller within 3 separate</th><td>ABILITIES</td></annot>	model c within 6 ^t attery an n this di	n Crew n Crew rriage Bo nin withi	e Guardsme Guardsme play. hshaker Ca I must rema men Crew 1	within 3". A single le turn. If all of the d is removed from y Battery: An Earth " of each other, and units. The Guardsn	model is in a sing down an Artiller within 3 separate	ABILITIES				
visible unit to the model that is shooting. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield, and before any										
annot operate multiple Eart of a Earthshaker Carriage dits Guardsmen Crew mue stance throughout the battl ten as a target in the Shooti	model c within 6' attery an n this di be chos s, roll a l	n Crew or Crew	e Guardsme Guardsme play. hshaker Ca I must rema men Crew i at is shooti	within 3". A single le turn. If all of the d is removed from py Battery: An Earth of each other, and units. The Guardsmit to the model that is: If this model is re	model is in a sing down an Artiller within 3 separate visible u	ABILITIES				

(EARTHSHAKER CARRIAGE): VEHICLE, ARTILLERY, EARTHSHAKER CARRIAGE

(6)		G				AOI IER		R	
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Griffon Mortar Carrier	*	6+	*	7	7	11	*	7	3+

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

(GUARDSMEN CREW): INFANTRY, GUARDSMEN CREW

This unit contains 1 Griffon Mortar Carrier. It can include 1 additional Griffon Mortar Carrier (Power Rating +7) or 2 additional Griffon Mortar Carriers (Power Rating +14).

Each Griffon Mortar Carrier is equipped with a Griffon heavy mortar and a heavy bolter

DAMAGE

Some of a Griffon Mortar Carrier's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
6-11+	8"	4+	3
3-5	6"	5+	D3
1-2	4"	6+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Griffon heavy mortar	48"	Heavy D6	6	-1	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
WARGEAR OPTIONS		nodel may replace its nodel may take a sto				
ABILITIES	explode Smoke	s, and each unit with Launchers: Once per aunchers; if it does so	n 6" suffer	rs D3 m tead of	ortal wo	26 before removing it from the battlefield. On a 6+ it unds. The any weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls
						models in this unit must be placed within 6" of each other. and is treated as a separate unit for all rules purposes.
FACTION KEYWORDS	IMPER	RIUM, ASTRA MI	LITARU	M, < R	EGIME	NT>

HEAVY MORTAR BATTERY

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Heavy Mortar	0"	-	4+	4	7	6	-	7	4+	
Guardsmen Crew	6"	4+	4+	3	3	1	1	6	5+	

This unit contains 1 Heavy Mortar and 3 Guardsmen Crew. It can include 1 additional Heavy Mortar with 3 Guardsmen Crew (**Power Rating +3**) or 2 additional Heavy Mortars with 3 Guardsmen Crew each (**Power Rating +6**).

• Each Heavy Mortar is equipped with a heavy mortar.

WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Heavy mortar	48"	Heavy D6	6	-1	D3	This weapon can target units that are not visible to the bearer.
Lasgun	24"	Rapid Fire 1	3	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	7
WARGEAR OPTIONS	• None				45.54	
	3". A sin	gle Guardsmen Crew	model ca	nnot on	erate mu	ltiple Heavy Mortars in this way in a single turn. If all of the
	Artiller 3" of eac units. The unit to the	y Battery: A Heavy P th other, and must re the Guardsmen Crew the model that is show the if this model is rec	f a Heavy Mortar Ba main with may only oting duced to 0	Mortar a ttery and in this c be chose	re slain, lits Gua listance en as a ta s, roll a l	it immediately shuts down and is removed from play. ardsmen Crew must be deployed as a single group within throughout the battle, but are otherwise treated as separate arget in the Shooting phase if they are the closest visible D6 before removing it from the battlefield, and before any each unit within 6" suffers 1 mortal wound.
FACTION KEYWORDS	Artiller 3" of eac units. The state of the s	y Battery: A Heavy P th other, and must re the Guardsmen Crew the model that is show the if this model is rec	f a Heavy Mortar Ba main with may only oting duced to 0 c. On a 6+	Mortar a ttery and in this c be chos wound it explo	tre slain, lits Gue listance en as a to s, roll a l des, and	it immediately shuts down and is removed from play. ardsmen Crew must be deployed as a single group within throughout the battle, but are otherwise treated as separate arget in the Shooting phase if they are the closest visible D6 before removing it from the battlefield, and before any each unit within 6" suffers 1 mortal wound.
FACTION KEYWORDS KEYWORDS	Artiller 3" of eac units. The unit to the Explode embarker IMPER	y Battery: A Heavy Perhother, and must respect the Guardsmen Crewhe model that is shown in this model is reced models disembark RIUM, ASTRA MI	f a Heavy Mortar Ba main with may only oting duced to 0 c. On a 6+ LITARU	Mortar a ttery and in this c be chos wound it explo M, <r< td=""><td>l its Gualistance en as a to s, roll a ldes, and EGIME</td><td>it immediately shuts down and is removed from play. ardsmen Crew must be deployed as a single group within throughout the battle, but are otherwise treated as separate arget in the Shooting phase if they are the closest visible D6 before removing it from the battlefield, and before any each unit within 6" suffers 1 mortal wound.</td></r<>	l its Gualistance en as a to s, roll a ldes, and EGIME	it immediately shuts down and is removed from play. ardsmen Crew must be deployed as a single group within throughout the battle, but are otherwise treated as separate arget in the Shooting phase if they are the closest visible D6 before removing it from the battlefield, and before any each unit within 6" suffers 1 mortal wound.

HEAVY QUAD LAUNCHER BATTERY

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Heavy Quad Launcher	0"	-	4+	4	7	6	-	7	4+
Guardsmen Crew	6"	4+	4+	3	3	1	1	6	5+

This unit contains 1 Heavy Quad Launcher and 3 Guardsmen Crew. It can include 1 additional Heavy Quad Launcher with 3 Guardsmen Crew (Power Rating +3) or 2 additional Heavy Quad Launchers with 3 Guardsmen Crew each (Power Rating +6).
Each Heavy Quad Launcher is equipped with a heavy quad launcher.
Each Guardsmen Crew is equipped with a lasgun and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy quad launcher	48"	Heavy 4D6	5	0	1	This weapon can target units that are not visible to the bearer.
Lasgun	24"	Rapid Fire 1	3	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	7
WARGEAR OPTIONS	• None.					
ABILITIES	Crew is in a sing down an Artiller within 3	within 3". A single G le turn. If all of the C d is removed from p y Battery: A Heavy C	uardsmen Guardsmen lay. Quad Laur	Crew m Crew v	odel ca vithin 6 ttery an	nged weapon if a friendly <regiment> Guardsmen nnot operate multiple Heavy Quad Launchers in this way of a Heavy Quad Launcher are slain, it immediately shuts dis Guardsmen Crew must be deployed as a single group</regiment>
		units. The Guardsmonit to the model that				istance throughout the battle, but are otherwise treated as sen as a target in the Shooting phase if they are the closest
	visible u Explode	nit to the model that es: If this model is rec	is shootin duced to 0	g wounds	be choose, roll a	
FACTION KEYWORDS	visible u Explode embarke	nit to the model that es: If this model is rec	is shootin duced to 0 . On a 6+	wounds it explod	be choose, roll a les, and	D6 before removing it from the battlefield, and before any each unit within 6" suffers D3 mortal wounds.

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HYDRA BATTERY

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hydra Platform	0"	-	4+	4	7	7	-	7	4+

This unit contains 1 Hydra Platform. It can include 1 additional Hydra Platform (Power Rating +4) or 2 additional Hydra Platforms

(GUARDSMEN CREW): INFANTRY, GUARDSMEN CREW

(Power Rating +8). Each H	Hydra Platfo	orm is equipped wit	th a Hydra c	quad aut	ocannoi	1.			
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Hydra quad autocannon	72"	Heavy 8	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.			
WARGEAR OPTIONS	• None.								
ABILITIES	From the Explode	Artillery Battery: The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.							
	Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model.								
FACTION KEYWORDS	IMPER	IUM, ASTRA M	ILITARUI	M, <ri< th=""><th>EGIME</th><th>NT></th></ri<>	EGIME	NT>			
KEYWORDS	VEHIC	LE, ARTILLERY	HYDRA	BATT	ERY	the second of th			

						RUS AT			
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Leman Russ Annihilator	*	6+	*	7	8	12	*	7	3+

This unit contains 1 Leman Russ Annihilator. It can include 1 additional Leman Russ Annihilator (Power Rating +11) or 2 additional Leman Russ Annihilators (Power Rating +22).

DAMAGE
Some of a Leman Russ Annihilator's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
6-12+	10"	4+	3
3-5	7"	5+	D3
1-2	4"	6+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Heavy bolter	36"	Heavy 3	5	-1	1	-					
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.					
Heavy stubber	36"	Heavy 3	4	0	1	-					
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.					
Lascannon	48"	Heavy 1	9	-3	D6	-					
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard th lowest result.					
Plasma cannon	When at	tacking with this wea	pon, choc	se one o	of the pr	ofiles below:					
- Standard	36"	Heavy D3	7	-3	1	a					
- Supercharged	48"	Heavy 2	8	-3	2	On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved.					
Storm bolter	24"	Rapid Fire 2	4	0	1	-					
Twin lascannon	48"	Heavy 2	9	-3	D6	-					
WARGEAR OPTIONS	Any nAny nAny n	nodel may take two h nodel may take a hun nodel may take a stor	eavy bolte ter-killer m bolter o	ers, two missile. or a heav	heavy fla yy stubbe						
ABILITIES	of 1, it is					arged plasma cannon, and you roll one or more hit rolls 6 mortal wounds and cannot fire any plasma cannon for					
	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.										
	Grinding Advance: This model does not suffer the penalty to its twin lascannon hit rolls for shooting a Heavy weapon on a turn in which it has moved.										
		unchers; if it does so				any weapons in the Shooting phase, this model can use it phase your opponent must subtract 1 from any hit rolls					
	Vehicle Squadron: The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.										
FACTION KEYWORDS	From the		h operates	indepe	ndently	and is treated as a separate unit for all rules purposes.					

NAME M WS BS S T W A Ld SV Leman Russ Conqueror * 6+ * 7 8 12 * 7 3+

This unit contains 1 Leman Russ Conqueror. It can include 1 additional Leman Russ Conqueror (Power Rating +11) or 2 additional Leman Russ Conquerors (Power Rating +22).

Each Leman Russ Conqueror is equipped with a Conqueror battle cannon with a conqueror battle cannon with a

DAMAGE

Some of a Leman Russ Conqueror's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
6-12+	10"	4+	3
3-5	7"	5+	D3
1-2	4"	6+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Co-axial storm bolter	24"	Rapid Fire 2	4	0	1	-				
Conqueror battle cannon	48"	Heavy D6	8	-2	D3	a				
Heavy bolter	36"	Heavy 3	5	-1	1	-				
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.				
Heavy stubber	36"	Heavy 3	4	0	1	-				
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.				
Lascannon	48"	Heavy 1	9	-3	D6	-				
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.				
Plasma cannon	When at	tacking with this we	apon, choo	ose one	of the pr	ofiles below:				
- Standard	36"	Heavy D3	7	-3	1	a				
- Supercharged	48"	Heavy 2	8	-3	2	On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved.				
Storm bolter	24"	Rapid Fire 2	4	0	1	-				
ABILITIES	This n Co-axia		rm bolter o the same Sl	or a hear hooting	phase th	nis model fires its Conqueror battle cannon at the same				
	target as its co-axial storm bolter, it may re-roll any hit rolls with its Conqueror battle cannon. Emergency Plasma Vents: If this model fires a supercharged plasma cannon, and you roll one or more hit rolls of 1, it is not automatically destroyed. Instead, it suffers 6 mortal wounds and cannot fire any plasma cannon for the rest of the battle.									
	the rest (or the buttle.								
	Explode					O6 before removing it from the battlefield. On a 6+ it unds.				
	Explode explodes	s: If this model is rec , and each unit with	in 6" suffer del does n e	s D3 mo	ortal wo	unds.				
	Explodes explodes Grindin Heavy w Smoke I	s: If this model is red; and each unit with g Advance: This mo eapon on a turn in v. aunchers: Once per unchers; if it does so	in 6" suffer del does no which it has game, ins	es D3 moot suffer someod tead of s	ortal wo the pen Shooting					
	Explodes explodes Grindin Heavy w Smoke I smoke la that targ	s: If this model is red; and each unit with g Advance: This mo eapon on a turn in vaunchers: Once per unchers; if it does so et it. Squadron: The first the second of the	in 6" suffer del does no which it has game, ins o, until you time this u	es D3 most suffer somewhat tead of sur next S	the pen shooting hooting	unds. alty to its Conqueror battle cannon hit rolls for shooting a any weapons in the Shooting phase, this model can use its				
FACTION KEYWORDS	Explodes explodes Grindin Heavy w Smoke I smoke la that targ Vehicle SFrom that	s: If this model is red; and each unit with g Advance: This mo eapon on a turn in vaunchers: Once per unchers; if it does so et it. Squadron: The first the second of the	in 6" suffer del does no which it has game, ins o, until you time this u ch operates	ot suffers moved tead of sur next S	the pen shooting hooting t up, all	alty to its Conqueror battle cannon hit rolls for shooting at any weapons in the Shooting phase, this model can use it phase your opponent must subtract 1 from any hit rolls models in this unit must be placed within 6" of each other and is treated as a separate unit for all rules purposes.				

LEMAN RUSS STYGIES VANQUISHER

NAME M WS BS S T W A Ld SV Leman Russ Stygies Vanquisher * 6+ * 7 8 12 * 7 3+

This unit contains 1 Leman Russ Stygies Vanquisher. It can include 1 additional Leman Russ Stygies Vanquisher (**Power Rating +11**) or 2 additional Leman Russ Stygies Vanquishers (**Power Rating +22**). Each Leman Russ Stygies Vanquisher is equipped with a Stygies Vanquisher battle cannon with a co-axial storm bolter and a heavy bolter.

DAMAGE

Some of a Leman Russ Stygies Vanquisher's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	М	BS	A
6-12+	10"	4+	3
3-5	7"	5+	D3
1-2	4"	6+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Co-axial storm bolter	24"	Rapid Fire 2	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard th lowest result.
Plasma cannon	When at	tacking with this wea	apon, cho	ose one	of the pr	ofiles below:
- Standard	36"	Heavy D3	7	-3	1	a
- Supercharged	48"	Heavy 2	8	-3	2	On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Stygies Vanquisher battle cannon	72"	Heavy 1	8	-3	D6	If this model did not move this turn, add 1 to all hit rolls with this weapon during the Shooting phase. Roll two dice when inflicting damage with this weapon and discard the lowest result.
II /- / / / / / / / / / / / / / / /						
	 Any m This m This n 	nodel may take two h nodel may take a hur nodel may take a stor	neavy bolt nter-killer rm bolter	ers, two missile. or a hea	heavy fl	r flamer or a lascannon. amers, two multi-meltas or two plasma cannon. er.
WARGEAR OPTIONS ABILITIES	Any m This n This n Co-axial	nodel may take two h nodel may take a hur nodel may take a stor weapon: If during t	neavy bolt nter-killer rm bolter he same S	ers, two missile. or a hea hooting	heavy flowy stubb phase the	flamer or a lascannon. amers, two multi-meltas or two plasma cannon.
	 Any n This n This n Co-axial same targ Emerger	nodel may take two hodel may take a hur nodel may take a stor weapon: If during t get as its co-axial sto ncy Plasma Vents: If t automatically desti	neavy bolt nter-killer rm bolter he same S rm bolter, this mod	ers, two missile. or a hea hooting it may i	heavy fl vy stubb phase tl re-roll ar superch	r flamer or a lascannon. amers, two multi-meltas or two plasma cannon. er. nis model fires its Stygies Vanquisher battle cannon at the ny hit rolls with its Stygies Vanquisher battle cannon. arged plasma cannon, and you roll one or more hit rolls o
	• Any m • This m • This n • To-axial same targ Emerger 1, it is no rest of th Explode	nodel may take two hodel may take a hur nodel may take a stor weapon: If during t get as its co-axial sto ncy Plasma Vents: If t automatically destre e battle.	neavy bolt nter-killer rm bolter he same S rm bolter, this mod royed. Ins	ers, two missile. or a hea hooting it may i el fires a tead, it s	yy stubb phase the re-roll ar superch uffers 6	r flamer or a lascannon. amers, two multi-meltas or two plasma cannon. er. nis model fires its Stygies Vanquisher battle cannon at the ny hit rolls with its Stygies Vanquisher battle cannon. arged plasma cannon, and you roll one or more hit rolls of mortal wounds and cannot fire any plasma cannon for the
	 Any m This n This n Co-axial same target 1, it is no rest of th Explode explodes Grinding 	nodel may take two he nodel may take a hur nodel may take a store weapon: If during to get as its co-axial store y Plasma Vents: If of automatically destrese battle. s: If this model is reconded, and each unit within	neavy bolt nter-killer rm bolter he same S rm bolter, this mod royed. Ins duced to 0 in 6" suffe	ers, two missile. or a hea hooting it may the el fires a tead, it s wounds rs D3 m ot suffer	heavy fl vy stubb phase tl re-roll ar superch uffers 6 s, roll a I ortal wo	r flamer or a lascannon. amers, two multi-meltas or two plasma cannon. er. nis model fires its Stygies Vanquisher battle cannon at the ny hit rolls with its Stygies Vanquisher battle cannon. arged plasma cannon, and you roll one or more hit rolls of mortal wounds and cannot fire any plasma cannon for the D6 before removing it from the battlefield. On a 6+ it unds. alty to its Stygies Vanquisher battle cannon hit rolls for
	• Any m • This m • This m Co-axial same targ Emerger 1, it is no rest of th Explode explodes Grinding shooting Smoke L	nodel may take two he nodel may take a hur nodel may take a store weapon: If during to get as its co-axial store y Plasma Vents: If of automatically destree battle. s: If this model is recompany and each unit withing Advance: This model a Heavy weapon on aunchers: Once per unchers; if it does so	he same S rm bolter he same S rm bolter, this mod royed. Ins duced to 0 in 6" suffe del does n a turn in	ers, two missile. or a hear hooting it may be leftered at tead, it so wounds ars D3 m or suffer which it tead of states.	heavy fl vy stubb phase the re-roll ar superch uffers 6 s, roll a I ortal wo the pen has mo- shooting	r flamer or a lascannon. amers, two multi-meltas or two plasma cannon. er. nis model fires its Stygies Vanquisher battle cannon at the ny hit rolls with its Stygies Vanquisher battle cannon. arged plasma cannon, and you roll one or more hit rolls of mortal wounds and cannot fire any plasma cannon for the D6 before removing it from the battlefield. On a 6+ it unds. alty to its Stygies Vanquisher battle cannon hit rolls for
	• Any m • This m • This m • This m Co-axial same targer 1, it is no rest of th Explode explodes Grinding shooting Smoke L smoke la that targer Vehicle S	nodel may take two had nodel may take a hur nodel may take a store weapon: If during to get as its co-axial store y Plasma Vents: If it automatically destree battle. s: If this model is reconstant and each unit withing Advance: This model a Heavy weapon on aunchers; if it does so get it. Squadron: The first to	he same S rm bolter he same S rm bolter, this mod royed. Ins luced to 0 in 6" suffe del does n a turn in game, ins this until you	ers, two missile. or a hear hooting it may real fires a tead, it so wounds ars D3 m or suffer which it stead of sur next Sunit is se	heavy flowy stubb phase the re-roll are superchased with the pendental work shooting t	rflamer or a lascannon. amers, two multi-meltas or two plasma cannon. er. nis model fires its Stygies Vanquisher battle cannon at the my hit rolls with its Stygies Vanquisher battle cannon. arged plasma cannon, and you roll one or more hit rolls of mortal wounds and cannot fire any plasma cannon for the control of th
	• Any m • This m • This m • This m Co-axial same targer 1, it is no rest of th Explode explodes Grinding shooting Smoke L smoke la that targe Vehicle S From tha	nodel may take two had nodel may take a hur nodel may take a store weapon: If during to get as its co-axial store y Plasma Vents: If it automatically destree battle. s: If this model is reconstant and each unit withing Advance: This model a Heavy weapon on aunchers; if it does so get it. Squadron: The first to	he same S rm bolter he same S rm bolter, this mod royed. Ins duced to 0 in 6" suffe del does n a turn in game, ins y, until you the operate	ers, two missile. or a hea hooting it may rel fires a tead, it s wounds rs D3 m ot suffer which it stead of s rn ext S anit is se s indepe	heavy flowy stubby phase the re-roll are superchauffers 6 s, roll a I ortal wo the pentage has most shooting the tup, all endently	rflamer or a lascannon. amers, two multi-meltas or two plasma cannon. er. nis model fires its Stygies Vanquisher battle cannon at the my hit rolls with its Stygies Vanquisher battle cannon. arged plasma cannon, and you roll one or more hit rolls of mortal wounds and cannot fire any plasma cannon for the complex plasma cannon for the complex plasma. Ob before removing it from the battlefield. On a 6+ it unds. alty to its Stygies Vanquisher battle cannon hit rolls for wed; any weapons in the Shooting phase, this model can use it phase your opponent must subtract 1 from any hit rolls models in this unit must be placed within 6" of each other and is treated as a separate unit for all rules purposes.

(15)			M AN	AI NI	CA HIL	DC AT	OR OR			DAMAGE Some of a Malcador characteristics char battle, as shown bel	nge as it su		1age
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	
Malcador Annihilator	*	6+	*	7	8	18	*	8	3+	10-18+	10"	4+	
A Malcador Annihilator is and two heavy stubbers.	a single m	odel eq	uipped v	vith a tv	vin lasca	ınnon, a	Demoli	sher ca	nnon	5-9 1-4	7" 4"	5+ 6+	Г
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				_
Autocannon	48"	Hea	ıvy 2		7	-1	2	-					\neg
Demolisher cannon	24"	Hea	wy D3		10	-3	D6			ing units with 5 or mosty type to Heavy D6,	ore models	, change	
Heavy stubber	36"	Hea	avy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	ivy 1		8	-2	D6		hunter- oattle.	-killer missile can only	be fired o	once	
Lascannon	48"	Hea	ıvy 1		9	-3	D6	-					
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
Twin lascannon	48"	Hea	ivy 2		9	-3	D6	-					
WARGEAR OPTIONS ABILITIES	ThisThisThis	model 1 model 1 model 1	nay repl nay take nay take	ace its I a hunto a storn	Demolish er-killer n bolter	ner canr missile. or a hea	on with	a lascai er.	nnon or	cannon or two lascann an autocannon.		6+ it	
ADILITIES							mortal						2
	Grindi: Heavy v	ng Adva veapon	nce: Th	is mode n in wh	l does n ich it ha	ot suffer s moved	r the pen L	alty to i	its Demo	olisher cannon hit roll	s for shoot	ing a	
		aunche								n the Shooting phase, toonent must subtract 1			ts
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	TARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td></td><td>477</td><td>2</td></r<>	EGIME	NT>				477	2
KEYWORDS	VEHIC	CLE, M	IALCA	DOR,	MALC	ADOR	ANNI	HILAT	OR	1000	# " - L	Lat. The F	

15	M	IAL	CA	DC	OR I	DEI	FEN	DE	R	DAMAGE Some of a Malcado change as it suffers shown below:			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	
Malcador Defender	*	6+	*	7	8	18	*	8	3+	10-18+	10"	4+	
A Malcador Defender is a Demolisher cannon.	a single mod	lel equip	ped wit	th seven	heavy l	oolters a	nd			5-9 1-4	7" 4"	5+ 6+	I
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-4	4	0+	
Autocannon	48"	Hea	vy 2		7	-1	2	-					\neg
Demolisher cannon	24"	Hea	vy D3		10	-3	D6			cing units with 5 or most stype to Heavy D6.	ore models	, change	
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each battle		-killer missile can only	be fired o	nce per	
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	_					
WARGEAR OPTIONS	• This	model r	nay take	e a hunt	er-killer	missile.			r two a	utocannon or two lasca	annon.		
ABILITIES	Defend	er Prote	ocols: A	dd 1 to	hit rolls	for the	model w	hen firi	ng Ove	rwatch.			
							s, roll a l 6 mortal			ving it from the battlef	field. On a	6+ it	
					el does n nich it ha			alty to i	its Dem	olisher cannon hit roll	s for shoot	ing a	
		aunchei								n the Shooting phase, ponent must subtract 1			its
FACTION KEYWORDS	IMPE	RIUM,	ASTR.	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td>1</td><td></td><td></td><td></td><td></td></r<>	EGIME	NT>	1				
KEYWORDS	VEHIC	CLE, M	ALCA	DOR,	MALC	ADOR	DEFE	NDER	47		X (1) Y (1)		\neg

15					181			ΓΑΝ		DAMAGE Some of a Malcador characteristics chan battle, as shown bel		ıage i	
NAME	M	WS	BS	S		W	A	Ld	Sv	REMAINING W	M	BS	A
Malcador Heavy Tank	*	6+	*	7	8	18	*	8	3+	10-18+	10"	4+	3
A Malcador Heavy Tank is two heavy stubbers.	s a single m	odel equ	ipped w	ith a bat	ttle can	non, a l	neavy bo	lter and		5-9 1-4	7" 4"	5+ 6+	D 1
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	TES	1.1	1	01	
Autocannon	48"	Heav	y 2		7	-1	2	_					
Battle cannon	72"	Heav	y D6		8	-2	D3	-					
Heavy bolter	36"	Heav	y 3		5	-1	1	-					- 1
Heavy stubber	36"	Heav	ry 3		4	0	1	-					
Hunter-killer missile	48"	Heav	y 1		8	-2	D6	Each per b		-killer missile can only	be fired o	nce	
Lascannon	48"	Heav	y 1		9	-3	D6	-					
Storm bolter	24"	Rapi	d Fire 2		4	0	1	-					
WARGEAR OPTIONS	• This		ay repla ay take :	ce its he a hunter	avy bo -killer	lter with missile.	n a lasca	nnon or		cannon or two lascann ocannon.	on.		
ABILITIES								D6 before wounds.		ving it from the battlef	ield. On a	6+ it	
		aunchers								n the Shooting phase, to ponent must subtract 1			ts

IMPERIUM, ASTRA MILITARUM, <REGIMENT>
VEHICLE, MALCADOR, MALCADOR HEAVY TANK

FACTION KEYWORDS KEYWORDS

16 ower	N	IAL	.CA	DO	OR :	INF	ER	NU	S		DAMAGE Some of a Malcador change as it suffers of shown below:			
NAME	M	WS	BS	S	T	W	A	Ld	S۱	V	REMAINING W	M	BS	
Malcador Infernus	*	6+	*	7	8	18	*	8	3+	+	10-18+	10"	4+	- 3
A Malcador Infernus is a two heavy stubbers.	single mode	el equipp	ed with	an infe	erno gur	n with fla	ammable	e fuel an	ıd		5-9 1-4	7" 4"	5+ 6+	Г
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES					
Autocannon	48"	Heav	уу 2		7	-1	2	_						
Heavy bolter	36"	Heav	уу 3		5	-1	1	-						
Heavy flamer	8"	Heav	vy D6		5	-1	1	This	weap	on	automatically hits its to	arget.		
Heavy stubber	36"	Heav	уу 3		4	0	1	-						
Hunter-killer missile	48"	Heav	vy 1		8	-2	D6	Each per b			killer missile can only	be fired o	nce	
Inferno gun	When a	ttacking	with th	is weap	on, use	the prof	ile that r	natches	the fu	uel	that the model has:			
- Chemical fuel	16"	Heav	vy 2D6		*	-3	1	wour	nds or	n a	automatically hits its tageting wounds on a 6+.			С
- Flammable fuel	16"	Heav	vy 2D6		7	-2	2	This	weap	on	automatically hits its to	arget.		
Lascannon	48"	Heav	vy 1		9	-3	D6	_						
WARGEAR OPTIONS	This two lThis is	model m model m neavy fla: model m model m	nay repla mers or nay take	ace its t two las a hunt	wo heav scannon er-killer	y stubbe missile.					uel. annon, two heavy bolt	ers,		
ABILITIES		auncher									n the Shooting phase, the conent must subtract 1			.s
		Explosion plodes, a									ore removing it from th	e battlefie	eld. On a	
FACTION KEYWORDS	IMPEI	RIUM,	ASTRA	A MIL	ITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td>46 11</td><td></td><td></td><td></td><td></td><td></td></r<>	EGIME	NT>	46 11					
KEYWORDS	VEHIC	CLE, M.	ALCA	DOR,	MALC	ADOR	INFE	RNUS	- 4			Marie W		

4		N	IAN	ITI	CO	RE	BA	TTl	ERY
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Manticore Platform	0"	-	4+	4	7	7	-	7	4+
This unit contains 1 Mant (Power Rating +8). Each									wer Rating +4) or 2 additional Manticore Platforms
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Manticore missile	300"	Hea	vy D6		9	-3	D6	Each	Manticore missile can only be fired once per battle
Sky eagle rocket	120"	Hea	vy 1		9	-3	D6	Add targe	sky eagle rocket can only be fired once per battle. 1 to all hit rolls made for this weapon against its that can FLY . When attacking a model that can this model can re-roll failed hit rolls with this bon.
WARGEAR OPTIONS	• Any	model r	nay repla	ace its fo	our Man	ticore n	nissiles v	vith four	r sky eagle rockets.
ABILITIES	From the Explod	nat poin es: If th	t onward	ls, each is redu	operate	s indepe wounds	endently s, roll a l	and is to	n this unit must be placed within 6" of each other. reated as a separate unit for all rules purposes. re removing it from the battlefield. On a 6+ it
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	TARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td></r<>	EGIME	NT>	
KEYWORDS	VEHIC	CLE, A	RTILLI	ERY, M	IANTI	CORE	BATTI	ERY	

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Medusa Carriage	0"	-	4+	4	7	7	-	7	4+
Guardsmen Crew	6"	4+	4+	3	3	1	1	6	5+
This unit contains 1 Me (Power Rating +4) or 2 • Each Medusa Carriage • Each Guardsmen Crev	additional Me e is equipped	edusa (with a l	Carriages Medusa si	with 4 (ege gur	Guardsr 1.	nen Cre			edusa Carriage with 4 Guardsmen Crew Rating +8).
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILIT	TIES
Lasgun	24"	Rap	oid Fire 1		3	0	1	_	
Medusa siege gun	When a	ttackin	g with thi	s weapo	n, choo	se one	of the pr	ofiles be	elow:
- Standard shells	36"	Hea	avy D6		10	-3	D3	This beare	weapon can target units that are not visible to the
- Breacher shells	48"	Hea	avy D6		10	-3	D3		n attacking a BUILDING , increase this weapon's age characteristic to D6,
Frag grenade	6"	Gre	nade D6		3	0	1	1	
WARGEAR OPTIONS	• None								
ABILITIES	within 3 If all of the from plate of the from pl	the Gua the Gua y. y Batte th other he Gua	ngle Guard ordsmen (o ry: A Me or, and mu	dsmen (Crew wi dusa Co st rema rew ma	Crew mithin 6" arriage lin withi	odel car of a Me Battery in this d	nnot ope dusa Ca and its C istance	erate mu rriage an Suardsm through	if a friendly <regiment></regiment> Guardsmen Crew is altiple Medusa Carriages in this way in a single turn re slain, it immediately shuts down and is removed the Crew must be deployed as a single group without the battle, but are otherwise treated as separated the Shooting phase if they are the closest visible under the shooting phase if they are the closest visible under the shooting phase if they are the closest visible under the closes
									re removing it from the battlefield, and before any ait within 6" suffers D3 mortal wounds.
FACTION KEYWORDS	IMPER	RIUM,	ASTRA	MILI	TARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td></r<>	EGIME	NT>	
KEYWORDS	(MEDI	USA C	ARRIA	GE): V	EHIC	LE, AR	TILLE	RY, ME	EDUSA CARRIAGE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rapier Laser Destroyer	3"	6+	4+	3	5	3	1	7	3+
Guardsmen Crew	6"	3 +	4+	4	4	1	1	7	3 + <u>1</u>

This unit contains one Rapier Laser Destroyer and two Guardsmen Crew.

• The Rapier Laser Destroyer is equipped with a laser destroyer.

WEADON	DAMPE	TVNF	P	AΠ	n	A DILITIFO
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's Damage is increased to 2D6. On a result of a '6', the weapon's Damage is increased to 3D6.
Lasgun	24"	Rapid Fire 1	3	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	7
WARGEAR OPTIONS	• None.					
ABILITIES						ts Guardsmen Crew must be deployed as a single group
ABILITIES	within 3 separate visible u Artiller deployed	" of each other, and r units. The Guardsm nit to the model that y: The Rapier Laser I	must rema en Crew n is shootin Destroyer of both of th	in withinay only g can only e Imper	n this did be chose fire its v	stance throughout the battle, but are otherwise treated as en as a target in the Shooting phase if they are the closest weapon if at least one of the Imperial Guard Crew it was d Crew the Rapier Laser Destroyer was deployed with are
ABILITIES	within 3 separate visible u Artiller deployed slain, the	" of each other, and runits. The Guardsminit to the model that y: The Rapier Laser Id with is within 3". If a Rapier Laser Destroes (Rapier Carrier or	must rema en Crew n is shootin Destroyer of both of the oyer is also	in withinay only ean only ie Imper o remove s model	n this did be chose fire its verial Guar ed as slai	stance throughout the battle, but are otherwise treated as en as a target in the Shooting phase if they are the closest weapon if at least one of the Imperial Guard Crew it was d Crew the Rapier Laser Destroyer was deployed with are
ABILITIES FACTION KEYWORDS	within 3 separate visible u Artiller deployed slain, the Explode	" of each other, and runits. The Guardsminit to the model that y: The Rapier Laser Id with is within 3". If a Rapier Laser Destroes (Rapier Carrier or	nust remaen Grew nies shooting Destroyer of both of the oper is also nly): If this is, and each	in withing only can only e Imper remove s model unit wi	n this die be chos fire its v rial Guar ed as slai is reduce thin 6" s	stance throughout the battle, but are otherwise treated as en as a target in the Shooting phase if they are the closest weapon if at least one of the Imperial Guard Crew it was de Crew the Rapier Laser Destroyer was deployed with are in. ed to 0 wounds, roll a D6 before removing it from the suffers a single mortal wound.
	within 3 separate visible u Artiller deployed slain, the Explode battlefiel	" of each other, and runits. The Guardsminit to the model that y: The Rapier Laser Id with is within 3". If a Rapier Laser Destroys (Rapier Carrier of Id. On a 6 it explodes IJUM, ASTRA MI	nust rema en Grew n is shootin Destroyer of both of the oyer is also hly): If this s, and each	in within any only second only second only second only second sec	n this die be chose fire its verial Guar ed as slai is reduce thin 6" s	stance throughout the battle, but are otherwise treated as en as a target in the Shooting phase if they are the closest weapon if at least one of the Imperial Guard Crew it was de Crew the Rapier Laser Destroyer was deployed with are in. ed to 0 wounds, roll a D6 before removing it from the suffers a single mortal wound.

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FOWER		AI	SKE	L VV I	ta.	POI	N2 1	5A1	TERY
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sabre Gun Platform	0"	-	4+	4	4	3	-	7	4+
This unit contains 1 Sabro (Power Rating +6). Each								orm (Pov	wer Rating +3) or 2 additional Sabre Gun Platform
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES
Twin autocannon	48"	Hea	ıvy 4		7	-1	2	-	
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-	
Twin heavy stubber	36"	Hea	ıvy 6		4	0	1	_	
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-	
WARGEAR OPTIONS	,	model 1 ce sear	, ,	ace its tw	in hea	vy bolte	r with a t	win lasc	annon, twin autocannon, a twin heavy stubber or a
ABILITIES									this unit must be placed within 6" of each other. eated as a separate unit for all rules purposes.
	single e	nemy n	rodel wi		and lin	e of sigh	t. One fr	iendly <	the start of each Shooting phase it may select a REGIMENT> unit that attacks the chosen unit,
									e removing it from the battlefield, and before any it within 6" suffers D3 mortal wounds.
				t rolls ma all other t		this mod	del again	st targets	s that can FLY . Subtract 1 from the hit rolls made
FACTION KEYWORDS	IMPEI	RIUM,	ASTR	A MILI	ΓARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td></r<>	EGIME	NT>	
KEYWORDS	VEHIC	CLE, A	RTILL	ERY, SA	BRE	WEAP	ONS B	ATTER	Y

2 2		SEI	ITV	NE	L P	OW	ER	LIF	ETERS
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv
Sentinel Powerlifter	9"	4+	4+	5	5	6	3	7	4+
This unit contains 1 Senti (Power Rating +4). Each								fter (Pov	wer Rating +2) or 2 additional Sentinel Powerlifters
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES .
Powerlifter	Melee	Me	lee		x2	-2	D3	-	
WARGEAR OPTIONS	• Non	e.				1,44-	47.13	174	
ABILITIES						wounds rs 1 mor			e removing it from the battlefield. On a 6+ it
	9". It ca	nnot en	d this m	ove wit	hin 9" of		emy mod		ne first turn begins, you can move this unit up to oth players have units that can do this, the player
		launche							apons in the Shooting phase, this model can use its our opponent must subtract 1 from any hit rolls
FACTION KEYWORDS	IMPE	RIUM,	ASTR.	A MIL	ITARU	M, <ri< td=""><td>EGIME</td><td>NT></td><td></td></ri<>	EGIME	NT>	
KEYWORDS	VEHI	CLE, S	ENTIN	EL PO	WERL	IFTER	S	11110	in the state of th

12		ST?	YGI TA)	ES NK	DE	STI JN]	ROY l'Er	ER		DAMAGE Some of a Stygies D characteristics char battle, as shown bel	ige as it su		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Stygies Destroyer Tank Hunter	*	6+	*	7	8	13	*	7	3+	6-13+	10"	4+	3
This unit contains 1 Stygies I Hunter (Power Rating +12) Each Stygies Destroyer Tank	or 2 addit	ional S	tygies D	estroye	r Tank H	unters (Power I			3-5 1-2	7" 4"	5+ 6+	D 1
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Heavy laser destroyer array	60"	Hea	avy D3		9	-3	D6	_					
Heavy stubber	36"	Hea	avy 3		4	0	1	-					
Hunter-killer missile	48"	Неа	avy 1		8	-2	D6	Each battl		-killer missile can only	be fired o	nce per	
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
WARGEAR OPTIONS					ter-killer m bolter			er.					
ABILITIES	explode Smoke	s, and e Launch aunche	each uni ners: On	t within	n 6" suffe game, ins	rs D3 m tead of	ortal wo	ounds. g any we	eapons i	ving it from the battlef in the Shooting phase, ponent must subtract 1	this model	can use it	ts
					tacks a V e lowest 1		E with i	s heavy	laser de	estroyer array, roll two	dice when	inflicting	3
										unit must be placed wi			r.
FACTION KEYWORDS	IMPER	RIUM,	ASTR.	A MII	LITARU	M, <r< td=""><td>EGIMI</td><td>ENT></td><td>Tay lay</td><td></td><td></td><td></td><td>1</td></r<>	EGIMI	ENT>	Tay lay				1
KEYWORDS	VEHIC	CLE, S'	TYGIE	S DES	TROYE	R TAN	NK HU	NTER	MARKET STATES		S 1 1 1 1	13/10/11/2	

STYGIES THUNDERER SIEGE TANK

NAME M WS BS S T W A Ld SV Stygies Thunderer Siege Tank * 6+ * 7 8 13 * 7 3+

This unit contains 1 Stygies Thunderer Siege Tank. It can include 1 additional Stygies Thunderer Siege Tank (**Power Rating +12**) or 2 additional Stygies Thunderer Siege Tanks (**Power Rating +24**). Each Stygies Thunderer Siege Tank is equipped with a Demolisher cannon

DAMAGE

Some of a Stygies Thunderer Siege Tank's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	М	BS	A
6-13+	10"	4+	3
3-5	7"	5+	D3
1-2	4"	6+	1

WEAPON	RANGE	TYPE	S	AP	0	ABILITIES				
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6,				
Heavy stubber	36"	Heavy 3	4	0	1	-				
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.				
Storm bolter	24"	Rapid Fire 2	4	0	1	-				
WARGEAR OPTIONS ABILITIES	 Any model may take a hunter-killer missile. Any model may take a storm bolter or a heavy stubber. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds. 									
	explodes, and each unit within 6" suffers D3 mortal wounds. Grinding Advance: This model does not suffer the penalty to its Demolisher cannon hit rolls for shooting a Heavy weapon on a turn in which it has moved.									
						nalty to its Demolisher cannon hit rolls for shooting a				
	Heavy w	reapon on a turn in value on the launchers: Once per aunchers; if it does so	vhich it ha r game, ins	s moved tead of	l. shooting	g any weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls				
	Smoke la smoke la that targ	Ceapon on a turn in valunchers: Once per aunchers; if it does so get it. Squadron: The first	which it hat game, inso, until you time this u	s moved tead of ar next S	shooting Shooting	g any weapons in the Shooting phase, this model can use its				
FACTION KEYWORDS	Smoke I smoke Is that targ	Ceapon on a turn in valunchers: Once per aunchers; if it does so get it. Squadron: The first	which it had a game, inso, until you time this uch operate	tead of a rext S	shooting Shooting et up, all endently	g any weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls models in this unit must be placed within 6" of each other, and is treated as a separate unit for all rules purposes.				

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tarantula Sentry Gun	0"	-	4+	4	5	5	-	7	4+
This unit contains 1 Tarant Guns (Power Rating +4). 1									ower Rating +2) or 2 additional Tarantula Sentr
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	_	
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-	
WARGEAR OPTIONS	• Any	model n	nay repla	ace its tv	win heav	vy bolter	r with a	twin laso	annon.
					operates	s maepe	endendy	and is t	reated as a separate unit for all rules purposes.
	INFAN shoot a specific model	TRY until the near the the near the the near the	it in the arest ene of unit it y target of is model	If this me Shooting the Shootin	odel has ng phase -INFAN then the CHARA	s a twin within TRY meclosest CTER r	heavy be range. I nodel in enemy models i	olter, it was the Shoot th	vill automatically shoot at the nearest enemy odel has a twin lascannon, it will automatically sting phase within range. If there are none of the ny kind must be targeted. However, in all cases the closest model.
	INFAN shoot a specific model Explode explode Immob automa	t the neared types may only les: If this es, and e bile: This tically h	it in the arest ene of unit is target of a model ach unit is model it this m	If this me Shooting non range enemy () I is reduct within cannot in odel in	odel has ng phase -INFAN then the CHARA ced to 0 6" suffer move for the Figh	s a twin within TRY meclosest CTER r wounds rs D3 m r any rea	heavy be range. I nodel in enemy models in s, roll a I ortal wo ason, no – do no	olter, it we feet this more the Shoot the Shoot they are the are they are the are they are the are they are the are the are the are the are they are the are the are the are the are th	will automatically shoot at the nearest enemy odel has a twin lascannon, it will automatically sting phase within range. If there are none of the ny kind must be targeted, However, in all cases the closest model.
FACTION KEYWORDS	INFAN shoot a specific model Explode explode Immob automa are ene	t the neared types may only les: If this es, and e bile: This tically h	it in the trest energy target of the trest energy target ener	If this me Shooting my non nrange enemy (I is reduct within cannot in nodel in in 1" of	odel has ng phase -INFAN then the CHARA ced to 0 6" suffer move for the Figh it, and fi	s a twin within WTRY me closest CTER r wounds rs D3 m r any rea nt phase riendly	heavy be range. I nodel in enemy models it ortal wo ason, no – do no units car	olter, it very find the Shoot the Shoot the Shoot they are the are they are the are they are the are they are they are they are they are they are they are the are they are the are they are the are they are the are the are the are they are the are the are the are the are the are the	vill automatically shoot at the nearest enemy odel has a twin lascannon, it will automatically sting phase within range. If there are none of the ray kind must be targeted. However, in all cases the closest model. The removing it from the battlefield. On a 6+ it hight in the Fight phase. Enemy models ait rolls. However, this model can still shoot if the

NAME		A 191 A 191	ORMI				O.	Some of an Arkuria characteristics chan battle, as shown below	ge as it su	
NAME	M	WS BS	S T	W	A	Ld	Sv	REMAINING W	M	BS
Arkurian Pattern Stormblade	*	5+ *	9 8	26	*	8	3+	14-26+	10"	4+
An Arkurian Pattern Sto a heavy bolter, two lascar						37,34	Í	7-13 1-6	7" 4"	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES			
Heavy bolter	36"	Heavy 3	5	-1	1	_				
Heavy stubber	36"	Heavy 3	4	0	1	-				
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each per b		-killer missile can only	be fired or	nce
Lascannon	48"	Heavy 1	9	-3	D6	-				
Plasma blastgun	When at	ttacking with th	is weapon, ch	oose one	of the pr	rofiles be	elow:			
- Standard	72"	Heavy 2D6	8	-3	2	1				
- Supercharged	96"	Heavy 2D6	9	-3	3			roll of 1, the bearer sufficient weapon's shots have		
Storm bolter	24"	Rapid Fire 2	2 4	0	1	-				
Twin heavy bolter	36"	Heavy 6	5	-1	1	-				
Adamantium tracks	Melee	Melee	User	-2	D3	-				
WARGEAR OPTIONS		nodel may take nodel may take				er.				
ABILITIES		es: If this model s, and each unit						ving it from the battlefi	eld. On a 6	5+ it
		aunchers; if it de						n the Shooting phase, the conent must subtract 1		

IMPERIUM, ASTRA MILITARUM, <REGIMENT>

FACTION KEYWORDS

KEYWORDS

can also still fire its weapons if enemy units are within 1" of it (but only its twin heavy bolters or heavy bolters can target units that are within 1" of it—its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

VEHICLE, TITANIC, STORMBLADE, ARKURIAN PATTERN STORMBLADE

27 50000			KU TO						
NAME	М	WS	RS	S	Т	w	Λ	Ιd	S

Arkurian Pattern 3+ Stormhammer

An Arkurian Pattern Stormhammer is a single model equipped with a Stormhammer cannon, twin battle cannon, a co-axial multi-laser, six multi-lasers, a lascannon and adamantium tracks

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Co-axial multi-laser	36"	Heavy 3	6	0	1	_
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Multi-laser	36"	Heavy 3	6	0	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Stormhammer cannon	60"	Heavy D6	9	-3	D6	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Re-roll damage rolls of a 1 for this weapon.
Twin battle cannon	72"	Heavy 2D6	8	-2	D3	_
		3.6.1				-
Adamantium tracks WARGEAR OPTIONS			User ny of its mu	-2 ulti-lase	D3 rs with a	nny of the following: heavy flamers, heavy bolters or
WARGEAR OPTIONS	This m lascanThis mThis m	nodel may replace a non. nodel may take a hu nodel may take a sto	ny of its mu nter-killer orm bolter o	ulti-lase missile. or a hea	rs with a	er.
	 This makes the lascan This makes the This makes the Co-axial 	nodel may replace a non. nodel may take a hu nodel may take a sto l weapon: If during	ny of its munter-killer orm bolter of the same Si	ulti-lase missile. or a hea	rs with a	
WARGEAR OPTIONS	This m lascan This m This m This m Co-axial as its co- Explodes explodes Smoke L	nodel may replace a non. nodel may take a hu nodel may take a sto weapon: If during axial multi-laser, it notes s: If this model is re a, and each unit with	ny of its munter-killer orm bolter of the same Simay re-roll duced to 0 iin 2D6" sur game, ins	missile. or a hear hooting any hit wounds ffers D6	vy stubber phase the rolls with a mortal shooting	er. nis model fires its Stormhammer cannon at the same target th its Stormhammer cannon. Of before removing it from the battlefield. On a 6+ it wounds. g any weapons in the Shooting phase, this model can use its
WARGEAR OPTIONS	This m lascan This m This m This m Co-axial as its co- Explodes explodes Smoke L	nodel may replace a non. nodel may take a hu nodel may take a sto weapon: If during axial multi-laser, it i s: If this model is re and each unit with aunchers: Once per	ny of its munter-killer orm bolter of the same Simay re-roll duced to 0 iin 2D6" sur game, ins	missile. or a hear hooting any hit wounds ffers D6	vy stubber phase the rolls with a mortal shooting	er. nis model fires its Stormhammer cannon at the same target th its Stormhammer cannon. D6 before removing it from the battlefield. On a 6+ it wounds.
WARGEAR OPTIONS	This m lascan This m This m This m Co-axial as its co- Explodes explodes Smoke L smoke la that targe Steel Bel It can als target un	model may replace a mon. model may take a hu model may take a sto weapon: If during axial multi-laser, it is s: If this model is re and each unit with aunchers: Once per unchers; if it does see tet it.	ny of its munter-killer orm bolter of the same Si may re-roll duced to 0 nin 2D6" su r game, inso, until you l can Fall B ns if enemy of it its	missile. or a hear hooting any hit wounds ffers D6 tead of s ar next S	vy stubbe phase the rolls with s, roll a Description shooting shooting the Move re withing	er. nis model fires its Stormhammer cannon at the same targe th its Stormhammer cannon. Of before removing it from the battlefield. On a 6+ it wounds. g any weapons in the Shooting phase, this model can use its
WARGEAR OPTIONS	This m lascan This m This m Co-axial as its co- Explode explodes Smoke L smoke la that targe Steel Bel It can als target un bonus to	model may replace a mon. model may take a hu model may take a sto weapon: If during axial multi-laser, it is s: If this model is re and each unit with aunchers: Once per unchers; if it does see tet it.	nter-killer orm bolter of the same Si may re-roll duced to 0 nin 2D6" su r game, ins o, until you l can Fall B ns if enemy " of it its tt least half	missile. or a hear hooting any hit wounds ffers D6 tead of s ar next S ack in the runits a other gu of the n	vy stubber phase the rolls with some shooting shooting the Move rewithing model is	er. nis model fires its Stormhammer cannon at the same target th its Stormhammer cannon. Of before removing it from the battlefield. On a 6+ it wounds. gany weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls ment phase and still shoot and/or charge during its turn. n 1" of it (but only its heavy bolters or heavy flamers can target other units). In addition, this model only gains a obscured from the bearer.

ARKURIAN PATTERN STORMSWORD

NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Arkurian Pattern Stormsword	*	5+	*	9	8	26	*	8	3+

An Arkurian Pattern Stormsword is a single model equipped with a Stormsword siege cannon, a twin heavy bolter and adamantium tracks.

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Heavy stubber	36"	Heavy 3	4	0	1	-					
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.					
Lascannon	48"	Heavy 1	9	-3	D6	-					
Storm bolter	24"	Rapid Fire 2	4	0	1	-					
Stormsword siege cannon	36"	Heavy D6	10	-4	D6	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. Re roll damage rolls of a 1 for this weapon.					
Twin heavy bolter	36"	Heavy 6	5	-1	1	-					
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.					
Adamantium tracks	Melee	Melee	User	-2	D3	-					
WARGEAR OPTIONS	either This r	nodel may take eith a twin heavy bolter nodel may take a hu nodel may take a ste	or twin hea inter-killer i	avy flan missile.	ner.	onsons – each sponson is equipped with a lascannon and er.					
ABILITIES		es: If this model is res, and each unit with				O6 before removing it from the battlefield. On a 6+ it wounds.					
		unchers; if it does s				any weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls					
	It can als	Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. It can also still fire its weapons if enemy units are within 1" of it (but only its twin heavy bolters or twin heavy flamers can target units that are within 1" of it — its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.									
FACTION KEYWORDS	, ,	The state of the s									

17 Ower			ASSI SSA	US UL	AR ΓV	M(EH	TO	REC LE		DAMAGE Some of a Crassus A characteristics chan	ige as it si		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel	ow:	BS	A
Crassus Armoured Assault Vehicle	*	5+	*	8	8	20	*	8	3+	10-20+	10"	4+	3
A Crassus Armoured Ass	sault Vehicle	is a sing	gle mode	l equip	ped wit	h four h	eavy bo	lters.	A ANY	5-9	7"	5+	D
WEAPON	RANGE	TYPI			S	AP	D	ABILI	TIES	1-4	4"	6+]
Autocannon	48"	Hea	vy 2		7	-1	2	-					9
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its t	arget.		
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each battle		killer missile can only	be fired o	nce per	
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
ABILITIES	• This • This • Explod embark	model model model model model model model ive: Thi	els disem s model 1	a hunte a storm is reduc bark. C	r-killer bolter ced to 0 On a 6+	missile. or a hea wound it explo	s, roll a des, and	D6 befor	nit within	ring it from the battlefi n 2D6" suffers D6 mor phase even if it Advand	tal wound	s.	
		launcher								n the Shooting phase, to conent must subtract 1			s
	It can al target u	lso still f nits that	ire its we are with	eapons i nin 1" oi	if enem f it its	y units a other g	are withing the second	in 1" of i	t (but on other un	l still shoot and/or cha tly its heavy bolters or its). In addition, this r the bearer,	heavy flar	ners can	
TRANSPORT	This mo	odel can	transpor	t 35 AS '	TRA M	ILITAR	UM IN	FANTRY	models	s. Each Heavy Weapon RYN takes the space of			13
FAOTION VEVINODDO	*1. CDE) (TT T	TADI) / D	ECHA		1 - 7 - 7	1	LOCAL VICE		
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MILI	IAKU	M, <k< td=""><td>EGIMI</td><td>ENT></td><td></td><td></td><td></td><td></td><td></td></k<>	EGIMI	ENT>					

DOMINUS ARMOURED SIEGE BOMBARD

NAME M WS BS S T W A Ld Sv

Dominus Armoured Siege Bombard * 5+ * 8 8 20 * 8 3+

A Dominus Armoured Siege Bombard is a single model equipped with a Dominus triple bombard and two heavy bolters.

DAMAGE

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

REMAINING W	М	BS	A
10-20+	10"	4+	3
5-9	7"	5+	D3
1-4	4"	6+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Dominus triple bombard	When att	tacking with this wea	pon, choo	se one c	of the pro	ofiles below:
- Mobile	36"	Heavy 2D6	10	-2	D3	This weapon can target units that are not visible to the bearer.
- Stationary	60"	Heavy 3D6	10	-3	D6	This profile may only be chosen if this model did not move in the preceding Movement phase. This weapon can target units that are not visible to the bearer.
Heavy bolter	36"	Heavy 3	5	-1	1	_
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
WARGEAR OPTIONS ABILITIES	heavy This i This i	r flamer, autocannon model may take a hu model may take a sto	or lascann nter-killer orm bolter o duced to 0	on. missile. or a hea wounds	vy stubb s, roll a I	O6 before removing it from the battlefield. On a 6+ it
	Smoke 1	Launchers: Once per aunchers; if it does so	r game, ins	tead of	shooting	g any weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls
	It can al target u	so still fire its weapon nits that are within 1	ns if enemy " of it—its	units a other g	re withi	ement phase and still shoot and/or charge during its turn. n I" of it (but only its heavy bolters or heavy flamers can t target other units). In addition, this model only gains a obscured from the bearer,
FACTION KEYWORDS	IMPER	RIUM, ASTRA MI	LITARU	M, <r< td=""><td>EGIME</td><td>ENT></td></r<>	EGIME	ENT>
KEYWORDS	VEHIC	CLE, TITANIC, D	OMINUS	ARM	OURE	D SIEGE BOMBARD

18	GORGON HEAVY TRANSPORTER									DAMAGE Some of a Gorgon Heavy Transporter's characteristics change as it suffers damage i battle, as shown below:					
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A		
Gorgon Heavy Transporter	*	5+	*	9	8	30	*	8	3+	14-30+ 7-13	10" 7"	4+ 5+	5		
A Gorgon Heavy Transpo heavy stubbers.	orter is a sin	gle mod	el equip	ped wit	h two G	orgon n	nortars a	nd two	twin	1-6	4"	6+	D		
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				3		
Gorgon mortar	48"	Hea	vy 2D6		5	-1	1			ed by this weapon do n throws for being in cov		y bonus to	0		
Heavy bolter	36"	Hear	vy 3		5	-1	1	-					- 6		
Heavy flamer	8"	Hear	vy D6		5	-1	1	This	This weapon automatically hits its target.						
Heavy stubber	36"	Hear	vy 3		4	0	1	-					8		
Hunter-killer missile	48"	Hear	vy 1		8	-2	D6		Each hunter-killer missile can only be fired once per battle.						
Storm bolter	24"	Rapi	d Fire 2	2	4	0	1	-							
Twin heavy stubber	36"	Hear	vy 6		4	0	1	-					- 8		
WARGEAR OPTIONS ABILITIES	 This model may replace both of its Gorgon mortar with either four heavy bolters, four heavy flamers or four heavy stubbers. This model may take a hunter-killer missile. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield, and before any embarked models disembark. On a 6+ it explodes, and each unit within 2D6" suffers D6 mortal wounds. Heavy Armoured Prow: This model has a 5+ invulnerable save against shooting attacks. 														
	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.														
	Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. It can also still fire its weapons if enemy units are within 1" of it (but only its heavy bolters or heavy flamers can target units that are within 1" of it—its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.														
TRANSPORT										els. Each Heavy Weapo GRYN takes the space			els.		
FACTION KEYWORDS	IMPEI	RIUM,	ASTR	A MILI	TARU	M, <r< td=""><td>EGIME</td><td>NT></td><td>140</td><td>Janes (Carallan)</td><td>675/V IV</td><td>William.</td><td>1/ 1</td></r<>	EGIME	NT>	140	Janes (Carallan)	675/V IV	William.	1/ 1		

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MACHARIUS HEAVY TANK

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Macharius Heavy Tank	*	5+	*	8	8	22	*	8	3+

DAMAGE Some of a Macharius Heavy Tank's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
11-22+	10"	4+	3
6-10	7"	5+	D3
1-5	4"	6+	1

A Macharius Heavy Tank i a twin heavy stubber and t			a Machari	ius battle	e cannon	,	6-10 1-5	7" 4"	5+ 6+	D:
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	1-3	-	01	
Heavy bolter	36"	Heavy 3	5	-1	1	_				
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon aut	comatically hits it	s target.		8
Heavy stubber	36"	Heavy 3	4	0	1	-				
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-kill battle.	er missile can on	ly be fired o	nce per	
Macharius battle cannon	72"	Heavy 2D6	8	-2	D6	7				
Storm bolter	24"	Rapid Fire 2	4	0	1	-				
Twin heavy stubber	36"	Heavy 6	4	0	1	_				- 1
ABILITIES	Explode	model may take a sto es: If this model is red s, and each unit with	duced to 0	wound	s, roll a D	06 before removing	it from the battle	efield. On a	5+ it	
	Smoke I	Launchers: Once per nunchers; if it does so	game, in	stead of	shooting	any weapons in th				is
	Steel Be	hemoth: This model so still fire its weapor hits that are within 1' o its save in cover if a	ns if enem ' of it – its	y units a other g	ire withii uns must	n 1" of it (but only i target other units)	its heavy bolters of the control of	or heavy flan	n ers can	
FACTION KEYWORDS	IMPER	IUM, ASTRA MI	LITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td>H, 1111</td><td></td><td>S AF</td><td>1</td></r<>	EGIME	NT>	H, 1111		S AF	1
KEYWORDS	VEHIC	LE, TITANIC, M	ACHAR	IUS, M	ACHA	RIUS HEAVY T	ANK		178.17	

22		MA	.CH	AR	RIUS	O	ME	GA		DAMAGE Some of a Macharit change as it suffers shown below:			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Macharius Omega	*	5+	*	8	8	22	*	8	3+	11-22+	10"	4+	3
A Macharius Omega is a	single mode	el equipp	ed with	an On	nega patte	rn plas	sma blas	tgun.		6-10	7"	5+	D3
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	1-5	4"	6+	1
Autocannon	48"	Hea	vy 2		7	-1	2	-					200
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its	target.		23
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6		hunter-lattle.	killer missile can only	be fired o	nce	
Omega pattern plasma blastgun	When a	ttacking	with th	is weap	on, choo	se one	of the p	rofiles b	elow:				
- Pulsed bolts	60"	Hea	vy 2D6		8	-3	2	7					
- Maximal bolts	60"	Hea	vy 2D6		9	-3	3			coll of 1, the bearer sur is weapon's shots have			i i
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
WARGEAR OPTIONS	• This	model n	nay take	a hunt	two autoo er-killer i n bolter c	nissile.			ers or tw	o heavy flamers.			
ABILITIES					ced to 0 2D6" suf					ing it from the battlef	field. On a	6+ it	
		auncher								the Shooting phase, to onent must subtract 1			as
	It can al target u	lso still f nits that	ire its w are witl	eapons nin 1" c	if enemy	units of the g	are with uns mus	in 1" of i	t (but on other un	still shoot and/or charly its heavy bolters or its). In addition, this the bearer,	heavy flan	ners can	
FACTION KEYWORDS	IMPEI	RIUM,	ASTRA	MIL	ITARUN	И, <r< td=""><td>EGIMI</td><td>ENT></td><td>194</td><td></td><td></td><td>300</td><td>1</td></r<>	EGIMI	ENT>	194			300	1
KEYWORDS					CHARI				OMEGA	A			

22 ows				AC NQ						DAMAGE Some of a Macharit characteristics char battle, as shown bel	ige as it su		1age :
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	iow:	BS	
Macharius Vanquisher	*	5+	*	8	8	22	*	8	3+	11-22+	10"	4+	
A Macharius Vanquisher is a twin heavy stubber and tw				with a M	1acharii	ıs vanqu	isher ca	nnon,		6-10 1-5	7" 4"	5+ 6+	Γ
WEAPON	RANGE	TYPI	E		S	AP	D	ABILIT	ries				_
Heavy bolter	36"	Hea	ıvy 3		5	-1	1	_					
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its	target.		
Heavy stubber	36"	Hea	ivy 3		4	0	1	_					
Hunter-killer missile	48"	Hea	ıvy 1		8	-2	D6	Each per b		-killer missile can only	be fired o	nce	
Macharius vanquisher cannon	When a	ıttackinş	g with th	nis weapo	on, cho	ose one	of the pi	ofiles be	elow:				
- Blast shells	72"	Hea	vy 2D6		8	-2	D3	1					
- Armour piercing shells	72"	Hea	ivy 2		9	-3	D6			e when inflicting dama the lowest result.	age with th	is weapon	1
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
Twin heavy stubber	36"	Hea	ıvy 6		4	0	1	-					
WARGEAR OPTIONS ABILITIES	ThisThisExplod	model n model n es: If thi	nay take nay take is model	a hunte a storm	er-killer bolter ced to 0	missile. or a hear	vy stubb s, roll a I	er. O6 befor	re remov	y bolters or two heavy		6+ it	
		aunchei								n the Shooting phase, ponent must subtract 1			ts
	It can a target u	lso still t nits that	fire its w t are wit	reapons i hin 1" of	if enemy f it its	y units a other gu	are withi uns mus	n 1" of it t target (t (but or other ur	d still shoot and/or chanly its heavy bolters or nits). In addition, this the bearer,	heavy flar	ners can	
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MILI	TARU	M, <rj< td=""><td>EGIMF</td><td>NT></td><td>1. Th</td><td>11211</td><td>× '4.41</td><td></td><td>2</td></rj<>	EGIMF	NT>	1. Th	11211	× '4.41		2
KEYWORDS	VEHIC										7.6		-

24 (24)	I	MA	CH	AR	IUS	V	JLC	CAN	I	DAMAGE Some of a Machariu change as it suffers shown below:			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
Macharius Vulcan	*	5+	*	8	8	22	*	8	3+	11-22+	10"	4+	
A Macharius Vulcan is a stubber and two heavy stu		l equipp	ed with	a Macł	narius vu	ılcan me	ega-bolt	er, a twir	n heavy	6-10 1-5	7" 4"	5+ 6+	Ι
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES	1.0			
Heavy bolter	36"	Hea	vy 3		5	-1	1	_					
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its	target.		
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each battle		-killer missile can only	be fired o	once per	
Macharius vulcan mega-bolter	60"	If this model does not move during the Movement											
Storm bolter	24"	Rap	id Fire 2		4	0	1	_					
Twin heavy stubber	36"	Hea	vy 6		4	0	1	-					
WARGEAR OPTIONS	• This	model n	nay repla nay take nay take	a hunt	er-killer	missile.			vo heav	y bolters or two heavy	flamers.		
ABILITIES	explode Smoke	es, and e Launch auncher	ach unit ers: Onc	within e per g	2D6" su ame, ins	ffers De	mortal shooting	wounds g any we	apons ii	ving it from the battlef in the Shooting phase, to ponent must subtract 1	this model	l can use i	its
	It can al target u	lso still t nits that	ire its w t are witl	eapons nin 1" c	if enem	y units o other go	ere with	in 1" of it at target o	t (but or other ur	d still shoot and/or chanly its heavy bolters or hits). In addition, this i the bearer,	heavy flar	ners can	
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MIL	ITARU	M, <r< td=""><td>EGIMI</td><td>ENT></td><td>4</td><td></td><td></td><td></td><td></td></r<>	EGIMI	ENT>	4				
KEYWORDS	VEHIC	TET	ITA NII	` MA	CHAD	IIIC M	АСИА	DILIC	HIC	ANT	11 10 11		

* Yower	Sp. Spirit	" "						BER		Some of a Maraud change as it suffer shown below:		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS
Marauder Bomber	*	6+	*	7	7	20	3	7	3+	11-20+	20"-45"	4+
A Marauder Bomber is a and a cluster of heavy bo		el equipp	oed with	a twin	lascann	on, two	twin he	avy bolte	ers	5-10 1-4	20"-30" 20"	5+ 5+
WEAPON	RANGE	TYPI	E		S	AP	D	ABILIT	TIES			
Twin heavy bolter	36"	Hea	.vy 6		5	-1	1	_				
Twin lascannon	48"	Hea	.vy 2		9	-3	D6	-				
VARGEAR OPTIONS	• This	model n	nay repl	ace its c	luster of	f heavy b	ombs fo	or a clust	ter of h	ellstorm bombs.		
	Hard to Shootin	Hit: You	our oppo	onent m	ust subt	ract 1 fr	om hit 1	olls for a	attacks	wounds. that target this model		
	can mal the Mar MONS	ke a bon rauder B TER in t	nbing ru somber l the unit	in again has mov or a sin	ist a sing ved, pick	le enem an ener or every	y unit it ny unit	moves of that it flo	over du ew over	Bomber equipped w ring one of its Moven t; then roll 3D6 for ea- it, up to a maximum of	nent phases. ch VEHICL	After E or
	bombs After th MONS	can mak ie Marai TER in t	te a bom ider Boi the unit	nbing ru mber ha or a sin	in agains as moved	st a singled, pick and or every	e enemy	unit it in unit that	moves at it flev	uder Bomber equippe over during one of its w over, then roll 2D6 it, up to a maximum o	Movement for each VE	phases. HICLE or
	†Note th	iat a Ma	rauder 1	Bomber	will only	v have or	ne of the	se abiliti	es, whic	ch should be noted bef	ore the game	begins.
		tress: T								vy weapons on a turn	TEL STATE	

IMPERIUM, ASTRA MILITARUM, AERONAUTICA IMPERIALIS
VEHICLE, TITANIC, FLY, MARAUDER, MARAUDER BOMBER

FACTION KEYWORDS

KEYWORDS

22	M	AR	AU	DE	R D)ES	TRO	OYF	ER	DAMAGE Some of a Marauc characteristics cha battle, as shown b	ange as it su	
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	M	BS
Marauder Destroyer	*	6+	*	7	7	20	3	7	3+	11-20+	20"-45"	4+
A Marauder Destroyer is a twin assault cannon, a t							on,			5-10 1-4	20"-30" 20"	5+ 5+
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	1-4	20	Эт
Hellstrike missile	72"	Hea	vy 1		8	-2	D6			e when inflicting dan the lowest result.	nage with thi	s weapon
Twin assault cannon	24"	Hea	vy 12		6	-1	1	-				
Twin autocannon	48"	Hear	vy 4		7	-1	2	-				
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-				
ABILITIES	Crash a crashes Hard to Heavy against moved, single I mortal	d in the land Burn in a fier hit: Yo Bombs: a single pick an Of for ev wound.	Fight plant if thing explorur opportion of the control of the cont	hase by s mode sion an onent n er battl unit it unit th er mod	units that I is reduced each unust subtee, a Maramoves over it flewel in the	at can Flood to 0 nit with a ract 1 frauder Dover during over, the unit, up	wounds, in 6" suften om hit in estroyering one	roll a D fers D6 1 rolls for a equippe f its Mov D6 for e ximum	of before mortal v attacks t d with h vement p ach VE of 12D6	e removing it from the vounds. that target this model neavy bombs can malphases. After the Marhicle or MONSTE. For every roll of a 4	ne battlefield. I in the Shoot ke a bombing rauder Destre R in the unit st	On a 6 it ting phase. g run oyer has
FACTION KEYWORDS	has mo		ASTR	A MII	ITARII	M AF	RONAI	ITICA	IMPE	RIALIS	1,44	
KEYWORDS					-	-				STROYER,		

MINOTAUR ARTILLERY TANK

Minotaur Artillery Tank

M WS BS S T W A Ld Sv

8

A Minotaur Artillery Tank is a single model equipped with a twin earthshaker cannon and two heavy bolters.

5+

DAMAGE

Some of a Minotaur Artillery Tank's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
11-22+	10"	4+	3
5-10	7"	5+	D3
1-4	4"	6+	1

two heavy bolters.	is a single	model equipped with	ir a twiir ca	i tiioiiak	er carrie	ir una		1-4	4"	5+ 6+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		1-4	<u> </u>	<u> </u>
Heavy bolter	36"	Heavy 3	5	-1	1	_				
Heavy stubber	36"	Heavy 3	4	0	1	-				
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunte battle.	er-killer mis	sile can onl	y be fired or	ice per
Storm bolter	24"	Rapid Fire 2	4	0	1	-				
Twin earthshaker cannon	240"	Heavy 2D6	9	-2	D3	weapon an	lice for the r nd discard th units that an	ne two lowes	st results. Th	is weapor
WARGEAR OPTIONS		nodel may take a hu nodel may take a sto				er.				
ABILITIES		s: If this model is re- , and each unit with					noving it from	m the battle	field. On a 6	5+ it
	Heavy A	rmoured Front: Th	is model h	as a 5+ i	invulner	able save agai	nst shooting	g attacks.		
		aunchers: Once per unchers; if it does so et it.								
	It can als within 1	hemoth: This model to still fire its weapon of it—its other gun tt least half of the mo	ns if enemy is must targ	<mark>r units a</mark> get othe	re within r units).	n 1" of it (but In addition, t	only its hea	vy bolters co	in target un	its that ar
FACTION KEYWORDS	IMPER	IUM, ASTRA MI	LITARU	M, <r< td=""><td>EGIME</td><td>NT></td><td></td><td></td><td>733 100</td><td>AT .</td></r<>	EGIME	NT>			733 100	AT .
KEYWORDS	VEHIC	LE, TITANIC, M	INOTAU	R ART	TILLER	Y TANK				

22

8

3+

19	PRA AS	SAU				
	 		_	_	 _	

NAME M WS BS S T W A Ld Sv
Praetor Armoured
Assault Launcher * 5+ * 8 8 20 * 8 3+

A Praetor Armoured Assault Launcher is a single model equipped with a Praetor launcher and two heavy bolters.

DAMAGE

Some of a Praetor Armoured Assault Launcher's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
10-20+	10"	4+	3
5-9	7"	5+	D3
1-4	4"	6+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Praetor launcher	When atta	cking with this wea	pon, choos	se one o	f the pro	ofiles below:
- Foehammer	12"-120"	Heavy 2D6	8	-2	D6	7
- Firestorm	12"-120"	Heavy 2D6	6	-2	2	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover,
- Pilum	72"	Heavy D6	8	-2	D6	This model may add 1 to all hit rolls when attacking a model with the FLY keyword.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
WARGEAR OPTIONS	heavy: This m	flamer, autocannon odel may take a hur odel may take a stor	or lascann nter-killer rm bolter o	on. missile. or a hea	vy stubb	
ABILITIES		s: If this model is recand each unit with				O6 before removing it from the battlefield. On a 6+ it wounds.
		unchers; if it does so				any weapons in the Shooting phase, this model can use its phase your opponent must subtract 1 from any hit rolls
	It can also target un	o still fire its weapor its that are within 1"	s if enemy of it—its	units a	re withii ins must	rment phase and still shoot and/or charge during its turn. n-1" of it (but only its heavy bolters or heavy flamers can target other units). In addition, this model only gains a obscured from the bearer,
FACTION KEYWORDS	IMPER	IUM, ASTRA MI	LITARUI	M, <r< td=""><td>EGIME</td><td>NT></td></r<>	EGIME	NT>
and the second s						

18	V	ALI	OOF	R T	'AN	ΚE	IUN	NTE	ER	DAMAGE Some of a Valdor T characteristics char	nge as it su		age in
NAME	M	WS	BS	S	T	W	A	Ld	Sv	battle, as shown be	low:	BS	Λ
Valdor Tank Hunter	*	6+	*	7	8	20	*	8	3+	10-20+	10"	65	A 3
A Valdor Tank Hunter is a heavy stubber.	single mo	del equi	pped wit	h a nei	atron las	er proje	ctor and	l a		5-9	7" 4"	5+	D3
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES	1-4	4	6+	1
Autocannon	48"		ivy 2		7	-1	2	-					22
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-					10
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapor	n automatically hits its	target.		12
Heavy stubber	36"	Hea	ivy 3		4	0	1	-		·			8
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6		n hunter battle.	r-killer missile can only	be fired o	once	
Lascannon	48"	Hea	vy 1		9	-3	D6	-					100
Neutron laser projector	Any VEHICLE which suffers wounds from this w 72" Heavy 2D3 14 -4 D6 but is not slain must subtract 1 from its Shooting until the end of its controlling player's next turn.										ting hit rol		
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					13
WARGEAR OPTIONS ABILITIES	lasca This This Smoke	nnon. model r model r Launch auncher	nay take nay take ers: Onc	a hunt a storr	er-killer n bolter game, ins	missile. or a hea tead of	vy stubb shooting	oer. g any we	eapons i	in the Shooting phase,	this model	can use its	TS
	Steel Bo It can a target u bonus t Tank H damage	ehemothes still in the control of its save funter: It with it the control of the	fire its we t are with e in cove If this mo and disc	eapons nin 1" over if at l odel att ard the	if enemy of it—its east half acks a V c lowest r	other good the result.	nre withing was must model is E with it	n 1" of i t target obscure ts neutre	it (but o other u ed from on laser	od still shoot and/or channel its heavy bolters or nits). In addition, this the bearer, or projector, roll two diction a 2+ it explodes, and	heavy flar model onle when inf	mers can y gains a licting	
FACTION KEYWORDS			ASTRA			M < R	FGIME	NT.					- 100
								1111					100

1 (7)		A	QU	JIL	A L	AN	DE	R		DAMAGE Some of an Aquila change as it suffer		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	M	BS
Aquila Lander	*	6+	*	6	7	12	2	7	3+	5-12+	20"-45"	4+
An Aquila Lander is a s	ingle model e	quipped	with a	heavy b	olter.	16 0 3	h(En	250 363	1. 4.0	3-4	20"-30"	5+
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	1-2	20"	6+
Autocannon	48"	Heav	y 2		7	-1	2	-				
Heavy bolter	36"	Heav	ry 3		5	-1	1	-				
Multi-laser	36"	Heav	y 3		6	0	1	-				
WARGEAR OPTIONS	• This	model m	ay repl	ace its h	eavy bo	lter with	either	an autoc	annon o	or a multi-laser.	Walles .	
	Crash a before a mortal	d in the F and Burn any emba wounds.	ight ph	nase by u s model nodels di	inits that is reductisembar	ed to 0 vk. On a	Y. wounds 6, it cra	s, roll a D shes in a	06 before fiery ex	t can FLY, and can o e removing it from the eplosion and each un that target this mode	ne battlefield it within 6" s	and
		g phase.	ır oppo	onent m	ust subt	ract 1 ir	om nit	rolls for	attacks t	that target this mode.	I in the	
	characte		comes	20" unti	l the en	d of the	phase, a	and it los		declare it will hover. Airborne, Hard to Hit		onic
	the mod	del move	s) and t	then mo	ve the n	nodel sti	raight fo	orwards.	Note th	o 90° (this does not on the it cannot pivot ago 20" until the end of the	ain after the i	initial
TRANSPORT										s. Each Heavy Weapo may not transport O		Veteran
FACTION KEYWORDS	IMPEI	RIUM,	ASTR	A MILI	TARU	M, AEI	RONA	UTICA	IMPE	RIALIS		Sub
KEYWORDS	VEHIC	CLE, FL	Y, TR	ANSPO	ORT, A	OUILA	LAN	DER	110			5 th 10

6 COWES			A	RV	US	LIC	GH'I	ľER	
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Arvus Lighter	20"-30"	6+	4+	6	6	8	1	7	3+
This unit contains 1 Arv (Power Rating +12). Ea							(Power 1	Rating -	+6) or 2 additional Arvus Lighters
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES
Hellstrike missile	72"	Heav	y 1		8	-2	D6		two dice when inflicting damage with this weapon discard the lowest result.
Twin autocannon	48"	Heav	y 4		7	-1	2	-	
Twin heavy stubber	36"	Heav	y 6		4	0	1	-	
Twin multi-laser	36"	Heav	•		6	0	1	_	win autocannon, two twin heavy stubbers or
ABILITIES	Aerial A the end of more that Airborn attacked Crash ar before ar mortal w	of any of y in 9" away e: This mo in the Fig nd Burn: I ny embark younds. Hit: Your	uring d your Mo y from o odel ca tht pha of this r aced mo	leploymovemer enemy nnot ch se by un model i dels dis	nt phase models. narge, ca nits that s reduce sembark	n only land only land only land on FL ed to 0 value. On a fact 1 from a	be charge Y. younds, it crash	fly into led by ur roll a De es in a f	the skies instead of placing it on the battlefield. At battle – set it up anywhere on the battlefield that is nits that can FLY , and can only attack or be 6 before removing it from the battlefield and fiery explosion and each unit within 6" suffers D3 attacks that target this model in the Shooting phase you can declare it will hover. Its Move characteristic
	Repair: A	ig of your At the end Squadron	next Mandal next M	Ioveme s mode irst tim	ent phase l's move se this un	e. ment, r nit is set	oll a D6. up, all n	On a ro	e, Hard to Hit and Supersonic abilities until the oll of a 6, it immediately regains a lost wound. In this unit must be placed within 6" of each other. reated as a separate unit for all rules purposes.
TRANSPORT									Y models. Each Heavy Weapon Team or Veteran model may not transport OGRYNS .
FACTION KEYWORDS	IMPER	IUM, AS	STRA	MILI	TARUN	A, AEI	RONAU	TICA	IMPERIALIS
KEYWORDS	VEHIC	LE, FLY,	TRA	NSPO	RT, AI	RVUS I	LIGHT	ER	

14 (14)		A	VE	NG. FIC	ER H1	STI CER	RIK	E		DAMAGE Some of an Aveng characteristics cha battle, as shown be	ange as it suf	
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	eiow:	BS
Avenger Strike Fighter	*	6+	*	7	7	14	3	7	3+	7-14+	20"-45"	3+
An Avenger Strike Fighter and a defensive heavy stub		model e	equipped	d with a	n aveng	er bolt c	annon,	two lasc	annon	4-6 1-3	20"-30" 20"	4+ 5+
WEAPON	RANGE	ТУР	E		S	AP	D	ABILI	TIES	13		
Autocannon	48"	Hea	ivy 2		7	-1	2	_				
Avenger bolt cannon	36"	Hea	ivy 8		6	-2	1	-				
Defensive heavy stubber	8"	Hea	avy 3		4	0	1			hit rolls made for this	s weapon aga	ainst
Hellfury missile	72"	Hea	vy 2D6		4	0	1	1				
Hellstrike missile	72"	Hea	avy 1		8	-2	D6			e when inflicting dan the lowest result.	nage with thi	is weapon
Lascannon	48"	Hea	avy 1		9	-3	D6	-				
Missile launcher	When a	ttackin	g with th	is weap	on, cho	ose one	of the p	rofiles b	elow:			
- Frag missile	48"	Hea	vy D6		4	0	1	ュ				
- Krak missile	48"	Hea	ivy 1		8	-2	D6	-				
Multi-laser	36"	Hea	avy 3		6	0	1	-				
WARGEAR OPTIONS										wo hellstrike missiles nulti-lasers.	,	
ABILITIES			model o Fight pl					ged by u	ınits tha	t can FLY, and can or	nly attack or	be
							wounds in 6" suf			e removing it from thwounds.	ne battlefield	. On a 6 it
	Hard to Shootin			onent m	ust subt	ract 1 fi	om hit i	colls for	attacks t	that target this model	l in the	
	the mod	del mov	es) and	then mo	ve the r	nodel st	raight fo	rwards.	Note th	o 90° (this does not c nat it cannot pivot aga 20" until the end of th	ain after the i	initial
	run aga Fighter unit or	inst a si has mo a single	ngle ene ved, picl	my unit c an ene every ot	t it move my unit	es over o	during o	ne of its	Movem oll 2D6	with tactical bombs can phases. After the for each VEHICLE on of 10D6. For every	Avenger Str or MONSTE	ike R in the

IMPERIUM, ASTRA MILITARUM, AERONAUTICA IMPERIALIS

VEHICLE, FLY, AVENGER STRIKE FIGHTER

FACTION KEYWORDS

KEYWORDS

14 (14)		LIC	GH'			GST CER	ΓRI {	KE		DAMAGE Some of a Lightnin characteristics cha	inge as it suf	
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	battle, as shown be	elow:	BS
Lightning Strike Fighter	*	6+	*	7	7	14	3	7	3+	7-14+	20"-45"	3+
A Lightning Strike Fighter is twin lascannon.	s a single	model e	equippe	d with a	long-ba	arrelled	autocan	non and	a	4-6 1-3	20"-30" 20"	4+ 5+
WEAPON	RANGE	TYPI			S	AP	D	ABILI	TIES	13		<i>3</i> i
Hellfury missile	72"	Hea	vy 2D6		4	0	1	٦				
Hellstrike missile	72"	Hea	vy 1		8	-2	D6			when inflicting dam the lowest result.	age with this	s weapon
Long-barrelled autocannon	72"	Hea	vy 2		7	-1	D3	-				
Skystrike missile	60"	Hea	vy 1		7	-2	D3	targe	ts that c	nit rolls made for this an FLY . Subtract 1 fr on against all other to	om the hit ro	
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-			-	
WARGEAR OPTIONS		model n hellfury						actical b	ombs, fo	our hellstrike missiles	,	
ABILITIES	Crash a crashes Hard to Superso	nd Burnin a fier Hit: Your Eadel move	Fight plon: If this y explosion opposite time es) and	s model sion and onent m this mo	is reduction is reduction is reduction is reduction is reduction. It is reduction is reduction is reduction is reduction is reduction in reduction is reduction.	at can Fract 1 fract 1 fract 1 fract 1 fract 1 fract 1 struct 1 fract	wounds in 6" suffers om hit it raight for	s, roll a D ffers D3 1 rolls for a on the sp orwards.	06 before mortal w attacks t pot up to Note th	e removing it from the vounds. hat target this model to 90° (this does not contact at it cannot pivot aga 20" until the end of the	e battlefield. in the Shoot ontribute to in after the i	On a 6 it ing phase. how far nitial
	run aga Fighter	inst a si has mov a single	ngle ene ved, picl D6 for o	emy uni k an ene every ot	t it movemy unit	es over o	during of flew ove	one of its	Movemoll 2D6 f	with tactical bombs cent phases. After the for each VEHICLE of a of 10D6. For every the second of 10D6 of 10	Lightning St r MONSTE F	rike In the
FACTION KEYWORDS	IMPEI	RIUM,	ASTR.	A MIL	ITARU	M, AE	RONA	UTICA	IMPE	RIALIS	A. W. S.	14 . 24
KEYWORDS	VEHIC	CLE, FI	Y, LIC	HTNI	NG ST	RIKE	FIGHT	TER	THE PARTY			,

15		ŀ	TH HEA	UN VY	DE FI	RB(GH	OLT TE	R		DAMAGE Some of a Thunde characteristics cha	inge as it suf	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	battle, as shown be	elow:	BS
Thunderbolt	*	6+	*	7	7	15	3	7	3+	7-15+	20"-45"	3+
Heavy Fighter					,					4-6	20"-30"	4+
A Thunderbolt Heavy I twin lascannon.	fighter is a sin	igle mod	del equip	pped wit	th two ty	win auto	ocannon	and a		1-3	20"	5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Hellstrike missile	72"	Hea	avy 1		8	-2	D6	Roll and o	two dice	e when inflicting dan the lowest result.	nage with thi	s weapon
Skystrike missile	60"	Hea	avy 1		7	-2	D3	targe	ets that c	hit rolls made for this can FLY . Subtract 1 fr oon against all other t	om the hit r	
Twin autocannon	48"	Hea	avy 4		7	-1	2	-				
Twin lascannon	48"	Hea	avy 2		9	-3	D6	-				
ABILITIES	Airbor attacked Crash a	ne: This d in the	Fight pl	cannot c nase by u s model	units that is reduc	at can Fred to 0	LY.	roll a D	06 befor	t can FLY , and can on e removing it from the wounds.		
	Hard to	o Hit: Yo	our oppo	onent m	ust subt	ract 1 fi	rom hit r	olls for a	attacks t	that target this model	in the Shoo	ting phase.
							Heavy F r in the b		Shootin	g phases, roll a dice.	On a 6+, it	
	the mo	del mov	es) and	then mo	ve the r	nodel st	traight fo	rwards.	Note th	to 90° (this does not conat it cannot pivot aga 20" until the end of th	in after the	nitial
	bombin Heavy l in the u	ng run a Fighter l init or a	gainst a has mov	single er ed, pick 06 for ev	nemy ui an ener	nit it mo ny unit	oves over that it flo	during ew over,	one of i then ro	eed with tactical boml its Movement phases. Il 2D6 for each VEH ximum of 10D6. For	After the Tl	nunderbolt NSTER
FACTION KEYWORDS	IMPE	RIUM,	ASTR.	A MILI	TARU	M, AE	RONA	JTICA	IMPE	ERIALIS		

VENDETTA GUNSHIP

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vendetta Gunship	*	6+	*	7	7	14	3	7	3+

This unit contains 1 Vendetta Gunship. It can include 1 additional Vendetta Gunship

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

REMAINING W	M	BS	
8-14+	20"-45"	4+	
4-7	20"-30"	5+	
1-3	20"	6+	

WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Hellfury missile	72"	Heavy 2D6	4	0	1	7
Twin lascannon	48"	Heavy 2	9	-3	D6	-
WARGEAR OPTIONS		nodel may take two nodel may replace tw			nnon wi	ith two hellfury missiles.
ABILITIES		e: This model canno in the Fight phase b				ged by units that can FLY, and can only attack or be
		ny embarked models				roll a D6 before removing it from the battlefield and shes in a fiery explosion and each unit within 6" suffers D3
	Gunship	has moved more th	an 20", you	u must r	oll a D6	is vehicle at any point during its move, but if the Vendetta for each model disembarking. On a 1, that model is slain. more than 9" from any enemy models.
	Hard to	Hit: Your opponent	must subt	ract 1 fr	om hit r	olls for attacks that target this model in the Shooting phase
	becomes		the phase	and it l		phase, you can declare it will hover. Its Move characteristic Airborne, Hard to Hit and Supersonic abilities until the
						on the spot up to 90° (this does not contribute to how far
						orwards. Note that it cannot pivot again after the initial naracteristic by 20" until the end of the phase – do not roll
	pivot. Was a dice.	hen this model Adv Squadron: The first	ances, incr	ease its init is se	Move ch t up, all	
TRANSPORT	pivot. Wa dice. Vehicle Serom that	hen this model Adv Squadron: The first at point onwards, ea del can transport 12	ances, incr time this u ch operate ASTRA M	rease its init is se s indepe	Move che t up, all endently	naracteristic by 20" until the end of the phase – do not roll models in this unit must be placed within 6" of each other.

11 OWS

KEYWORDS

VULTURE GUNSHIP

NAME	M	WS	BS	S	ī	W	A	Ld	Sv
Vulture Gunship	*	6+	*	7	7	14	3	7	3+

This unit contains 1 Vulture Gunship. It can include 1 additional Vulture Gunship (**Power Rating +11**) or 2 additional Vulture Gunships (**Power Rating +22**). Each Vulture Gunship is equipped with a heavy bolter, a twin multi-laser and two hellstrike missiles.

DAMAGE

Some of a Vulture Gunship's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	
8-14+	20"-45"	4+	
4-7	20"-30"	5+	
1-3	20"	6+	

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Heavy bolter	36"	Heavy 3	5	-1	1	-					
Hellfury missile	72"	Heavy 2D6	4	0	1	ュ					
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.					
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.					
Multiple rocket pod	72"	Heavy D6	5	-1	1	7					
Skystrike missile	60"	Heavy 1	7	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.					
Twin autocannon	48"	Heavy 4	7	-1	2	-					
Twin lascannon	48"	Heavy 2	9	-3	D6	-					
Twin multi-laser	36"	Heavy 6	6	0	1	-					
Twin punisher gatling cannon	24"	Heavy 40	5	0	1	-					
ABILITIES	attacked Crash a	in the Fight phase by nd Burn: If this mod	y units tha el is reduc	ed to 0	Y. wounds,	ged by units that can FLY, and can only attack or be roll a D6 before removing it from the battlefield. On a 6 it					
	crashes i	in a fiery explosion a	nd each ui	nit withi	n 6" suf	fers D3 mortal wounds.					
						rolls for attacks that target this model in the Shooting phase					
	becomes		the phase,	and it l		phase, you can declare it will hover. Its Move characteristic Airborne, Hard to Hit and Supersonic abilities until the					
	Strafing	Run: Add 1 to hit ro	lls against	units th	nat do no	ot have the FLY keyword.					
	the mod	el moves) and then r	nove the n	nodel st	raight fo	on the spot up to 90° (this does not contribute to how far orwards. Note that it cannot pivot again after the initial naracteristic by 20" until the end of the phase – do not roll					
	Tactical Bombs: Once per battle, an Vulture Gunship equipped with tactical bombs can make a bombing run against a single enemy unit it moves over during one of its Movement phases. After the Vulture Gunship has moved, pick an enemy unit that it flew over, then roll 2D6 for each VEHICLE or MONSTER in the unit or a single D6 for every other model in the unit, up to a maximum of 10D6. For every roll of a 5+, the unit suffers a mortal wound.										
	illoi tai v	vound.									
	Vehicle	Squadron: The first t				models in this unit must be placed within 6" of each other, and is treated as a separate unit for all rules purposes.					

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VEHICLE, FLY, VULTURE GUNSHIP

NAME	M	WS	BS	S	ī	W	A	Ld	Sv
Imperial Fortress Wall	-	-	4+	-	10	40	-	-	2+
An Imperial Fortress Wall Each Gate Tower is equ Each Tower is equipped	ipped with	a twin h	neavy bo	lter.		Gate Tov	vers, two	Wall Se	ections and two Towers.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	_	
Twin long-barrelled autocannon	72"	Hea	vy 4		7	-1	D3	-	
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-	
WARGEAR OPTIONS							oolter wi		n lascannon. cannon.
TRANSPORT	shot at a unit on Explosi embark Designe example point on You mathe case Power Foction: Each up to	on: If the date on the date on the date on the date on the date of	ere in the lements as mode els disen els disen els disen els can no el merce el le con el merce el merce el le con el merce el le con el merce el	e open. to show I is redunbark. Common pe surfaculonger e ial Fortr section e Section ions. In transp 20 mode	Models where aced to 0 on a 6 it hysicall; e) then a mbark it ress Wal that you n must port anyels.	embark they are 0 wound explode y remove regardles inside it, 1 that co 1 have, a have a (ted on the case, and ease, and ease this more it can not comprise to the Gate Tow	D6 before the property of the	by both shoot as if it were in the open and also be el have a 4+ invulnerable save. Place the embarked are removing it from the battlefield and before any within 3D6" suffers D6 mortal wounds. In your battlefield when it is destroyed (because, for reactor explodes or not, it is wrecked – from that shoot, etc. In a number of walls, towers, gates, etc. When this is erial Fortress Wall's Wounds value and add +5 to it on at either end. You may never have more Tower CHARACTERS and one other INFANTRY unit,
						numbe	r of INE	ANTRY	CHARACTERS and one other INFANTRY unit,
PLANTE MANA			mum of	20 11100	C15.	CAP .			
FACTION KEYWORDS KEYWORDS	UNAL	IGNED							DRTRESS WALLS

Primaris Redoubt is a single model equipped with a dual turbo-laser destructor. WEAPON RANGE IVPE S AP DISTRICT OF STATE OF STAT	NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv			
Air defence missiles 48" Heavy D3 8 2 D3 Targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. Battle cannon 72" Heavy D6 8 2 D3 Targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. Battle cannon 72" Heavy D6 8 2 D3 Targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. Dual turbo-laser destructor 96" Macro 2D3 16 3 D6 Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target. Heavy bolter 36" Heavy D6 9 3 D6 targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. Learus quad lascannon 96" Heavy D6 9 3 D6 targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. Learus quad lascannon 96" Heavy D6 9 3 D6 targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. Learus quad lascannon 96" Heavy D7 P7	Primaris Redoubt	-	-	4+	-	8	20	-	-	3+			
Air defence missiles	A Primaris Redoubt is a sing	le mode	l equipp	ed with a	dual t	urbo-las	er destr	uctor.	143				
Air defence missiles 48" Heavy D3 8 2-2 D3 targets that can FIX Subtract 1 from the hir rolls made for this weapon against all other targets. Dual turbo-laser destructor 96" Macro 2D3 16 -3 2D6 Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target. Heavy bolter 36" Heavy 3 5 -1 1 - Add 1 to all hit rolls made for this weapon against 1 carus lascannon 96" Heavy 4D6 9 -3 D6 targets that can FIX. Subtract 1 from the hit rolls made for this weapon against 1 direct and FIX. Subtract 1 from the hit rolls made for this weapon against 1 direct and FIX. Subtract 1 from the hit rolls made for this weapon against 1 direct and FIX. Subtract 1 from the hit rolls made for this weapon against 1 direct and FIX. Subtract 1 from the hit rolls made for this weapon against 1 direct and FIX. Subtract 1 from the hit rolls made for this weapon against 1 direct and FIX. Subtract 1 from the hit rolls made for this weapon against 1 direct and FIX. Subtract 1 from the hit rolls made for this weapon against 1 direct and FIX. Subtract 1 from the hit rolls made for this weapon against 1 direct and FIX. Subtract 1 from the hit rolls made for this weapon against 1 direct and FIX. Subtract 1 from the hit rolls made for this weapon against 1 direct and FIX. Subtract 1 from the hit rolls made for this weapon against 1 direct and FIX. Subtract 1 from the hit rolls made for this weapon against 1 direct and FIX. Subtract 1 from the hit rolls made for this heavy flamer. We have y bottom 1 from the hit rolls made for this weapon against 1 direct and FIX. Subtract 1 from the hit rolls made for this weapon against 1 direct and FIX. Subtract 1 from the hit rolls made for this weapon against 1 direct and FIX. Subtract 1 from the hit rolls made for this weapon against 1 direct and FIX. Subtract 1 from the hit rolls made for this weapon against 1 direct and FIX. Subtract 1 from the hit rolls made for this weapon against 1 direct and FIX. Subtract 1 from the hit rolls made for this weapon against 1	WEAPON	RANGE	TYPI			S	AP	D	ABILIT	TES			
Battle cannon 72" Heavy D6 8 2 D3 - Dual turbo-laser destructor 96" Macro 2D3 16 -3 2D6 automatically inflicts an additional D3 mortal wounds on the target. Heavy bolter 36" Heavy D6 9 -3 D6 targets that can FLY. Subtract 1 from the hit rolls made for this weapon against target subtract 1 from the hit rolls made for this weapon against laterus quad lascannon 96" Heavy 4D6 9 -3 D6 for this weapon against all other targets. Icarus quad lascannon 96" Heavy 4D6 9 -3 D6 for this weapon against all other targets. Icarus quad lascannon 96" Heavy 4D6 9 -3 D6 for this weapon against all other targets. Multi-melta 24" Heavy 1 8 -4 D6 for this weapon against all other targets. If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. Twin heavy bolter 36" Heavy 2D6 5 -1 1 1 This weapon automatically hit is its target. Whirlwind vengeance launcher Whirlwind vengeance launcher 72" Heavy 2D3 7 -1 2 This weapon can target units that are not visible to the bearer. WARGEAR OPTIONS ABILITIES Battle Crew: You may add 1 to this model is hit rolls when making shooting attacks against models with the TITANIC keyword. Force Dome: This model may take up to four heavy bolters. Battle Crew: You may add 1 to this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 its reactor explodes, and each unit within 2D6" suffers D6 mortal wound	Air defence missiles	48"	Hea	vy D3		8	-2	D3	target	ts that can FLY. Subtract 1 from the hit rolls made			
Dual turbo-laser destructor 96" Macro 2D3 16 -3 2D6 automatically inflicts an additional D3 mortal wounds on the target. Heavy bolter 36" Heavy D6 9 -3 D6 targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. Add 1 to all hit rolls made for this weapon against all other targets. Add 1 to all hit rolls made for this weapon against all other targets. Add 1 to all hit rolls made for this weapon against all other targets. If the target is within half range of this weapon, roll targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. Quad-gun 48" Heavy 8 7 -1 1 Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. Win heavy bolter 36" Heavy 6 5 -1 1 1 -Tis weapon target that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. Whird havy flamer 8" Heavy 2D6 5 -1 1 1 This weapon against all other targets. Whird wind castellan launcher Whird wind every flamer 72" Heavy 2D6 6 0 0 1 This weapon can target units that are not visible to the launcher Whird wind vengeance alumcher. Whird wind wengeance alumcher. This model may take one of the following: air defence missiles, battle cannon, Carus lascannon, Larus quad lascannon, multi-melta, quad gun, twin heavy bolters, twin heavy flamer, twin lascannon, Whirlwind castellan launcher. Whirdwind vengeance launcher. This model may take up to four heavy bolters. Battle Crew: You may add 1 to this model's hit rolls when making shooting attacks against models with the TITIANIC keyword. Force Dome: This model has a 5+ invulnerable save. Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the fight phase code on to make hit rolls. However, this	Battle cannon	72"	Hea	vy D6		8	-2	D3	-				
Icarus lascannon 96" Heavy D6 9 -3 D6 for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. Multi-melta 24" Heavy 1 8 -4 D6 two dice when inflicting damage with it and discard the lowest result. Add 1 to all hit rolls made for this weapon, roll two dice when inflicting damage with it and discard the lowest result. Add 1 to all hit rolls made for this weapon, roll two dice when inflicting damage with it and discard the lowest result. Add 1 to all hit rolls made for this weapon against all other targets. If the target is withicting damage with it and discard the lowest result. Add 1 to all hit rolls made for this weapon, roll two dice when inflicting damage with it and discard the lowest result. Add 1 to all hit rolls made for this weapon against all other targets. If the target is withit half range of this weapon against all other targets. Add 1 to all hit rolls made for this weapon against all other targets. If the target is withit half range of this weapon against all other targets. If the target is withit not smade for this weapon against all other targets. Add 1 to all hit rolls made for this weapon against all other targets. If the target is withit half range of this weapon against all other targets. If the area of this weapon against all other targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. Add 1 to all hit rolls made for this weapon against all other targets. If the area of the subtract 1 from the hit rolls made for this weapon against all other targets. If the area	Dual turbo-laser destructor	96" Macro 2D3 16 -3 2D6 automatically inflicts an additional D3 mortal wounds											
learus lascannon 96° Heavy D6 9 -3 D6 targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon, roll two dice when inflicting damage with it and discard the lowest result. Quad-gun 48° Heavy 1 8 -4 D6 If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. Add 1 to all hit rolls made for this weapon, roll two dice when inflicting damage with it and discard the lowest result. Add 1 to all hit rolls made for this weapon, roll two dice when inflicting damage with it and discard the lowest result. Add 1 to all hit rolls made for this weapon, roll two dice when inflicting damage with it and discard the lowest result. Add 1 to all hit rolls made for this weapon against all other targets. Add 1 to all hit rolls made for this weapon against all other targets. Add 1 to all hit rolls made for this weapon against all other targets. Add 1 to all hit rolls made for this weapon against all other targets. Add 1 to all hit rolls made for this weapon against all other targets. Add 1 to all hit rolls made for this weapon against all other targets. Add 1 to all hit rolls made for this weapon against all other targets. If the target is within half range of this weapon against all other targets. Add 1 to all hit rolls made for this weapon against all other targets. If the target is within half range of this weapon against all other targets. If the target is within half range of this weapon against all other targets. If the target is within half range of this weapon against all other targets. If the target hat can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. If the target is within half each or this weapon against all other targets. If the target is within	Heavy bolter	36"	Hea	vy 3		5	-1	1	-				
Multi-melta 24" Heavy 1 8 -4 D6 for this weapon against all other targets. Multi-melta 24" Heavy 1 8 -4 D6 for this weapon against all other targets. If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. Add 1 to all hit rolls made for this weapon against all other targets. Add 1 to all hit rolls made for this weapon against all other targets. Twin heavy bolter 36" Heavy 6 5 -1 1 - This weapon against all other targets. Twin heavy flamer 8" Heavy 2D6 5 -1 1 This weapon against all other targets. Twin lascannon 48" Heavy 2 9 -3 D6 - This weapon against all other targets. Whirlwind castellan launcher Whirlwind vengeance aluncher 4" Heavy 2D3 7 -1 2 This weapon can target units that are not visible to the learer. Whirlwind vengeance aluncher 1" Heavy 2D3 7 -1 2 This weapon can target units that are not visible to the learer. Whirlwind vengeance 1" Heavy 2D3 7 -1 2 This weapon can target units that are not visible to the learer. Whirlwind vengeance 1" Heavy 2D3 7 -1 2 This weapon can target units that are not visible to the learer. This model may take one of the following: air defence missiles, battle cannon, Icarus lascannon, Icarus quad lascannon, multi-melta, quad gun, twin heavy bolter, twin heavy flamer, twin lascannon, Whirlwind castellan launcher. This model may take up to four heavy bolters. Battle Crew: You may add 1 to this model's hit rolls when making shooting attacks against models with the TITANIC Keyword. Force Dome: This model has a 5+ invulnerable save. Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if ther are enemy models within 1" of it, and friendly units can still target enum units that are within 1" of this model. Reactor Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any	Icarus lascannon	96"	Hea	vy D6		9	-3	D6	target for th	ts that can FLY . Subtract 1 from the hit rolls made is weapon against all other targets.			
Multi-melta 24" Heavy 1 8 -4 D6 two dice when inflicting damage with it and discard the lowest result. Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. Twin heavy bolter 36" Heavy 6 5 -1 1 1 - Twin heavy flamer 8" Heavy 2D6 5 -1 1 This weapon automatically hits its target. Twin lascannon 48" Heavy 2D6 6 0 0 1 This weapon can target units that are not visible to the bearer, Whirlwind castellan launcher Whirlwind vengeance launcher 72" Heavy 2D3 7 -1 2 Debarer, Whirlwind vengeance launcher • This model may take one of the following: air defence missiles, battle cannon, Icarus lascannon, trans quad lascannon, multi-melta, quad gun, twin heavy bolter, twin heavy flamer, twin lascannon, Whirlwind castellan launcher, Whirlwind vengeance launcher. • This model may take up to four heavy bolters. Battle Crew: You may add 1 to this model's hit rolls when making shooting attacks against models with the TITANIC keyword. Force Dome: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if ther are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 its reactor explodes, and each unit within 2D6" suffers D6 mortal wounds. Designer's Note: If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether its reactor explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot, etc. TRANSPORT	Icarus quad lascannon	96"	Hea	vy 4D6		9	-3	D6	target	ts that can FLY. Subtract 1 from the hit rolls made			
Quad-gun 48" Heavy 8 7 -1 1 targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. Twin heavy bolter 36" Heavy 6 5 -1 1 This weapon automatically hits its target. Twin heavy flamer 8" Heavy 2D6 5 -1 1 This weapon automatically hits its target. Twin lascannon 48" Heavy 2 9 -3 D6 - Whirlwind castellan launcher Whirlwind vengeance launcher Whirlwind vengeance launcher This model may take one of the following: air defence missiles, battle cannon, Icarus lascannon, Learus quad lascannon, multi-melta, quad gun, twin heavy bolter, twin heavy flamer, twin lascannon, Whirlwind castellan launcher. Whirlwind vengeance launcher. This model may take up to four heavy bolters. Battle Crew: You may add 1 to this model's hit rolls when making shooting attacks against models with the TITANIC keyword. Force Dome: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if ther are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model. Reactor Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 its reactor explodes, and each unit within 1206" suffers D6 mortal wounds. Designer's Note: If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether its reactor explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot, etc. TRANSPORT	Multi-melta	24"	Hea	vy 1		8	-4	D6	two d	lice when inflicting damage with it and discard the			
Twin heavy flamer 8" Heavy 2D6 5 -1 1 This weapon automatically hits its target. Twin lascannon 48" Heavy 2 9 -3 D6 - Whirlwind castellan launcher 72" Heavy 2D6 6 0 1 This weapon can target units that are not visible to the bearer. Whirlwind vengeance launcher **This model may take one of the following: air defence missiles, battle cannon, Icarus lascannon, Icarus quad lascannon, multi-melta, quad gun, twin heavy bolter, twin heavy flamer, twin lascannon, Whirlwind castellan launcher, Whirlwind vengeance launcher. • This model may take up to four heavy bolters. **Battle Crew: You may add 1 to this model's hit rolls when making shooting attacks against models with the TITANIC keyword. Force Dome: This model has a 5+ invulnerable save. Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if ther are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model. Reactor Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 its reactor explodes, and each unit within 2D6" suffers D6 mortal wounds. **Designer's Note: If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether its reactor explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot, etc. TRANSPORT This model can transport any number of INFANTRY CHARACTERS and one other INFANTRY unit, up to a maximum of 20 models.	Quad-gun	48"	Hea	vy 8		7	-1	1	target	ts that can FLY. Subtract 1 from the hit rolls made			
Twin lascannon 48" Heavy 2 9 -3 D6 - Whirlwind castellan launcher 72" Heavy 2D6 6 0 1 This weapon can target units that are not visible to the learer. Whirlwind vengeance launcher 72" Heavy 2D3 7 -1 2 This weapon can target units that are not visible to the learer. • This model may take one of the following: air defence missiles, battle cannon, Icarus lascannon, Icarus quad lascannon, multi-melta, quad gun, twin heavy bolter, twin heavy flamer, twin lascannon, Whirlwind castellan launcher. Whirlwind vengeance launcher. • This model may take up to four heavy bolters. Battle Crew: You may add 1 to this model's hit rolls when making shooting attacks against models with the TITANIC keyword. Force Dome: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if ther are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model. Reactor Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 its reactor explodes, and each unit within 2D6" suffers D6 mortal wounds. Designer's Note: If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether its reactor explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot, etc. TRANSPORT This model can transport any number of INFANTRY CHARACTERS and one other INFANTRY unit, up to a maximum of 20 models.	Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-				
Whirlwind castellan launcher 72" Heavy 2D6 6 0 1 This weapon can target units that are not visible to the bearer. Whirlwind vengeance launcher 72" Heavy 2D3 7 -1 2 This weapon can target units that are not visible to the bearer. • This model may take one of the following: air defence missiles, battle cannon, Icarus lascannon, Icarus quad lascannon, multi-melta, quad gun, twin heavy bolter, twin heavy flamer, twin lascannon, Whirlwind castellan launcher, Whirlwind vengeance launcher. • This model may take up to four heavy bolters. Battle Crew: You may add 1 to this model's hit rolls when making shooting attacks against models with the TITANIC keyword. Force Dome: This model has a 5+ invulnerable save. Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if ther are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model. Reactor Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 its reactor explodes, and each unit within 2D6" suffers D6 mortal wounds. Designer's Note: If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether its reactor explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot, etc. TRANSPORT This model can transport any number of INFANTRY CHARACTERS and one other INFANTRY unit, up to a maximum of 20 models.	Twin heavy flamer	8"	Hea	vy 2D6		5	-1	1	This	weapon automatically hits its target.			
Heavy 2D6 6 0 1 bearer. Whirlwind vengeance launcher 72" Heavy 2D3 7 -1 2 This weapon can target units that are not visible to the bearer. WARGEAR DPTIONS • This model may take one of the following: air defence missiles, battle cannon, Icarus lascannon, Icarus quad lascannon, multi-melta, quad gun, twin heavy bolter, twin heavy flamer, twin lascannon, Whirlwind castellan launcher, Whirlwind vengeance launcher. • This model may take up to four heavy bolters. Battle Crew: You may add 1 to this model's hit rolls when making shooting attacks against models with the TITANIC keyword. Force Dome: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if ther are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model. Reactor Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 its reactor explodes, and each unit within 2D6" suffers D6 mortal wounds. Designer's Note: If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether its reactor explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot, etc. IRANSPORT This model can transport any number of INFANTRY CHARACTERS and one other INFANTRY unit, up to a maximum of 20 models.	Twin lascannon	48"	Hea	vy 2		9	-3	D6	-				
NARGEAR OPTIONS • This model may take one of the following: air defence missiles, battle cannon, Icarus lascannon, Icarus quad lascannon, multi-melta, quad gun, twin heavy bolter, twin heavy flamer, twin lascannon, Whirlwind castellan launcher, Whirlwind vengeance launcher. • This model may take up to four heavy bolters. **Battle Crew: You may add 1 to this model's hit rolls when making shooting attacks against models with the TITANIC keyword. **Force Dome: This model has a 5+ invulnerable save. **Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if ther are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model. **Reactor Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 its reactor explodes, and each unit within 2D6" suffers D6 mortal wounds. **Designer's Note: If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether its reactor explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot, etc. **TRANSPORT** This model can transport any number of INFANTRY CHARACTERS and one other INFANTRY unit, up to a maximum of 20 models.		72"	Hea	vy 2D6		6	0	1					
lascannon, multi-melta, quad gun, twin heavy bolter, twin heavy flamer, twin lascannon, Whirlwind castellan launcher, Whirlwind vengeance launcher. • This model may take up to four heavy bolters. **Battle Crew: You may add 1 to this model's hit rolls when making shooting attacks against models with the TITANIC keyword. **Force Dome: This model has a 5+ invulnerable save. **Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if ther are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model. **Reactor Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 its reactor explodes, and each unit within 2D6" suffers D6 mortal wounds. **Designer's Note: If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether its reactor explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot, etc. **TRANSPORT** TRANSPORT** This model can transport any number of INFANTRY CHARACTERS* and one other INFANTRY unit, up to a maximum of 20 models.		72"	Hea	vy 2D3		7	-1	2					
TITANIC keyword. Force Dome: This model has a 5+ invulnerable save. Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if ther are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model. Reactor Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 its reactor explodes, and each unit within 2D6" suffers D6 mortal wounds. Designer's Note: If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether its reactor explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot, etc. TRANSPORT TRANSPORT This model can transport any number of INFANTRY CHARACTERS and one other INFANTRY unit, up to a maximum of 20 models.		lasca laund • This	nnon, m cher, Wh model n	ulti-mel nirlwind nay take	ta, qua vengea up to f	d gun, tv nce laun our heav	vin hear cher. y bolter	vy bolter, s.	twin he	eavy flamer, twin lascannon, Whirlwind castellan			
automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if ther are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model. Reactor Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 its reactor explodes, and each unit within 2D6" suffers D6 mortal wounds. Designer's Note: If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether its reactor explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot, etc. This model can transport any number of INFANTRY CHARACTERS and one other INFANTRY unit, up to a maximum of 20 models.	ABILITIES	TITAN	IC keyw	ord.					en maki	ing shooting attacks against models with the			
before any embarked models disembark. On a 6 its reactor explodes, and each unit within 2D6" suffers D6 mortal wounds. **Designer's Note: If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether its reactor explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot, etc. **TRANSPORT** This model can transport any number of INFANTRY CHARACTERS* and one other INFANTRY unit, up to a maximum of 20 models.		automa	tically h	it this mo	odel in	the Figh	t phase	- do not	make h	nit rolls. However, this model can still shoot if there			
example, it is glued to the surface) then regardless of whether its reactor explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot, etc. TRANSPORT This model can transport any number of INFANTRY CHARACTERS and one other INFANTRY unit, up to a maximum of 20 models.		before a	ny emb	arked mo									
maximum of 20 models.		example, it is glued to the surface) then regardless of whether its reactor explodes or not, it is wrecked – from that											
		Pont of	This model can transport any number of INFANTRY CHARACTERS and one other INFANTRY unit, up to a										
Interior in the state of the st	TRANSPORT	This mo	odel can	transpor		umber o	of INFA	NTRY C	CHARA	CTERS and one other INFANTRY unit, up to a			



TEATH KIRPS OF WRIGHT



DEATH KORPS OF KRIEG ARMY LIST

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

- MASTER OF ORDNANCE
 Warhammer 40,000 Index: Imperium 2
- RAPIER LASER DESTROYER BATTERY
 Imperial Armour Index: Forces of the Astra Militarum
- HYDRAS

Warhammer 40,000 - Index: Imperium 2

- TANK COMMANDER
 Warhammer 40,000 Index: Imperium 2
- GRIFFON MORTAR CARRIER Imperial Armour – Index: Forces of the Astra Militarum
- HADES BREACHING DRILL SQUADRON Imperial Armour – Index: Forces of the Astra Militarum
- HELLHOUNDS Warhammer 40,000 – Index: Imperium 2
- SALAMANDER SCOUT TANK
 Imperial Armour Index: Forces of the Astra Militarum
- STYGIES THUNDERER SIEGE TANK

 Imperial Armour Index: Forces of the Astra Militarum
- BASILISKS Warhammer 40,000 – Index: Imperium 2
- ARMAGEDDON PATTERN MEDUSA
 Imperial Armour Index: Forces of the Astra Militarum
- COLOSSUS BOMBARD

 Imperial Armour Index: Forces of the Astra Militarum
- QUAD LAUNCHER BATTERY
 Imperial Armour Index: Forces of the Astra Militarum
- HEAVY MORTAR BATTERY
 Imperial Armour Index: Forces of the Astra Militarum

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

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



ABILITIES

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

Cult of Sacrifice

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

Voice of Command

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

DEATH KORPS OF KRIEG ORDERS

ORDER

Duty unto death!

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

Without Mercy

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

Bring it Down!

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

Forwards, for the Emperor!

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

Get Back in the Fight!

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

Move! Move! Move!

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

Fix Bayonets!

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

WARGEAR

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

Ranged Weapons

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

Special Weapons

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

Heavy Weapons

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

Melee Weapons

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



\$5 5		MA	ARS	DEA HA	ATI L K	H K	OR SIS	PS VEI	NN:	ER
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Marshal Karis Venner	6"	3+	3+	3	3	4	3	9	4+	
Marshal Karis Venner is a	single mod	del arme	ed with a	hot-shot	laspis	tol, pow	er sword	l, frag gi	renades	and krak grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
Hot-shot laspistol	6"	Pist	ol 1		3	-2	1	-		
Power sword	Melee	Me	lee		User	-3	1	-		
Frag grenade	6"	Gre	nade D6		3	0	1	7		
Krak grenade	6"	Gre	nade 1		6	-1	D3			
WARGEAR OPTIONS	• None	e.								
ABILITIES	Voice of Refract Implacthe effe	of Comi tor Field able Of cts of th	e first or	e page 56 odel has is model der befor	a 5+ ir may us e atten	se the V	oice of C he secor	Commar nd order,	and so	y three times in each of your turns. Resolve on. nner must use his Leadership value unless
FACTION KEYWORDS	Momer (eg, D3	, D6, etc		ll is alway	/s a 1.		71.5		145	n a weapon which does multiple wounds
KEYWORDS	CHAR	ACTE	R, INFA	NTRY,	OFF	ICER,	DEATH	H KOR	PS MA	RSHAL KARIS VENNER

3		DE	EAT	ΗI	KOI	RPS	M	ARS	SHAL		
NAME	M	WS	BS	S	T	W	A	Ld	Sv		
Death Korps Marshal	6"	3+	3+	3	3	4	3	8	4+		
A Death Korps Marshal is	a single m	odel arn	ned with	a laspis	stol, frag	grenade	es and k	rak gren	nades.		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		
Laspistol	12"	Pist	ol 1		3	0	1	_			
Frag grenade	6"	Gre	nade De	5	3	0	1	٦			
Krak grenade	6"	Gre	nade 1		6	-1	D3	-			
WARGEAR OPTIONS	• This	model n	nay choc	se a sir		from th			eath Korps of Krieg Ranged Weapons list. of Krieg Melee Weapons list.		
ABILITIES	The Cu	lt of Sac	rifice: S	ee page	56.						
	Voice o	f Comn	nand: Se	e page !	56.						
	Refract	or Field	: This m	odel ha	s a 5+ in	vulnera	ble save				
					y use the			nand ab	ility twice in each of your turns. Resolve the ef		
			i: Whene		bearer o	of the M	omento	Mori su	affers wounds from a weapon which does mult		
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MIL	TARUI	M, DE	ATH K	ORPS	OF KRIEG		
KEYWORDS	CHAR	CHARACTER, INFANTRY, OFFICER, DEATH KORPS MARSHAL									

2 0ws	D]	E A]	lH l	KO	RPS	FI	ELI	0 0	FFICER		
NAME	M	WS	BS	S	T	W	A	Ld	Sv		
Death Korps Field Officer	6"	3+	3+	3	3	3	3	8	4+		
A Death Korps Field Officer	is a sing	le mode	l armed	with a l	laspistol,	frag gre	nades a	nd krak	grenades.		
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILIT	TIES		
Laspistol	12"	Pist	Pistol 1 3 0 1 -								
Frag grenade	6"	Gre	nade D6		3	0	1	1			
Krak grenade	6"	Gre	nade 1		6	-1	D3	-			
WARGEAR OPTIONS									Death Korps of Krieg Ranged Weapons list. of Krieg Melee Weapons list.		
ABILITIES	The Cu	lt of Sa	crifice: S	ee page	56.	19:30	7.1				
	Voice o	f Comr	nand: Se	e page	56.						
	Refract	or Field	l: This m	odel ha	as a 5+ ir	vulnera	ble save				
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	MIL	ITARU	M, DE	ATH K	ORPS (OF KRIEG		
KEYWORDS	CHARACTER, INFANTRY, OFFICER, DEATH KORPS FIELD OFFICER										

NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv				
Death Korps Death Rider Squadron Commander	10"	3+	3+	3	4	4	3	8	4+				
A Death Korps Death Rider krak grenades, and rides a K							with a la	aspistol,	Death Korps hunting lance, frag grenades,				
WEAPON	RANGE	TYP			S	AP	D	ABILIT	TIES				
Death Korps Death Rider C	Comman	der											
Laspistol	12"	Pist	ol 1		3	0	1	-					
Death Korps hunting lance	Melee	Mel	ee		+2	-2	D3	A mo which	odel may only attack with this weapon on a turn ir h it has charged.				
Demolition charge	6"	Gre	nade D6		8	-3	D3	Each battle	demolition charge can only be used once per				
Frag grenade	6"	Gre	nade D6		3	0	1	1					
Krak grenade	6"	Gre	nade 1		6	-1	D3	-					
Krieg Steed													
Savage claws	Melee	Mel	ee		4	0	1	attacl	ks, you can attack with its mount. Make two ional attacks using this weapon's profile.				
WARGEAR OPTIONS	Death The I an ite	h Korps Death K em from Death K	of Krieg orps Dea the Dea orps Dea	Ranged th Ride th Korp th Ride	Weapor er Squad os of Krie er Squad	is list. Iron Co eg Melee	mmande Weapon	er may ro s list.	eplace their laspistol with an item from the eplace their Death Korps hunting lance with ake a demolition charge.				
ABILITIES	The Cu	lt of Sac	erifice: So	ee page	56.								
									round from an attack with a Strength of 4 or less.				
	On a 5+	, it igno	res the in	njury a	nd the w	ound is	not lost						
	Warstrider: This model does not suffer any penalty to its move when charging into terrain features.												
	warstri	Voice of Command: See page 56.											
			nand: Se	e page 5	56.								
	Voice of	f Comn	nand: See			nvulnera	able save						

▶ 4			IN	DE VFA	ATI NT	H K 'RY	OR SQ	PS UA	D
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Korps Guardsman	6"	3+	4+	3	3	1	1	6	5+
Death Korps Watch Master	6"	3+	3+	3	3	1	2	7	5+
 This unit contains 1 Deat Each model is armed wit							lsmen.		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Lasgun	24"	Rap	id Fire 1		3	0	1	_	
Frag grenade	6"	Gre	nade D6	5	3	0	1	٦	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	and a One One One	single Guards other G other G	item from man may uardsma uardsma	m the Ly carry an may an may	Death Ko a vox-ca carry a I replace t	rps of Ka ster. Death K their las	rieg Mele orps plat gun with	ee Weap toon sta an iter	andard. In from the <i>Death Korps of Krieg Special Weapons</i>
ABILITIES		neir Voi							ER is within 3" of a unit with a vox-caster when ge of the order to 18" if the target unit also contain
	with a I	Death K	orps Pla	toon Sta	andard n				S OF KRIEG units within 6" of one or more units ership when taking Morale tests.
1214 97			crifice: S			<u> </u>	1-4-1	F-1-1-	3/41382 4 19/20 12 20 20 20 20 20 20 20 20 20 20 20 20 20
FACTION KEYWORDS	IMPEI	RIUM,	ASTR	A MIL	ITARU	M, DE	ATH K	ORPS	OF KRIEG
KEYWORDS	INFAN	TRY,	DEATH	H KOR	PS INF	FANTR	Y SQU	AD	

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Korps Grenadier	6"	3+	3+	3	3	1	1	6	4+
Death Korps Watch Master	6"	3+	3+	3	3	1	2	7	4+

- This unit contains 1 Death Korps Watch Master and 4 Death Korps Grenadiers. It can include up to 5 additional Death Korps Grenadiers (Power Rating +3).
- Each Death Korps Grenadier is armed with a hot-shot lasgun, frag grenades and krak grenades. The Death Korps Watch Master is armed with a hot-shot laspistol, chainsword, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES						
Hot-shot lasgun	18"	Rapid Fire 1	3	-2	1	-						
Hot-shot laspistol	6"	Pistol 1 3 -2 1 -										
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.						
Frag grenade	6"	Grenade D6	3	0	1	ī						
Krak grenade	6"	Grenade 1	6	-1	D3	-						
	• The W • One G • Up to Weapo	 Weapons list. The Watchmaster may replace their chainsword with an item from the Death Korps of Krieg Melee Weapons list. One Grenadier may carry a vox-caster. Up to two Grenadiers may replace their hot shot lasguns with an item from the Death Korps of Krieg Special Weapons list. 										
ABILITIES	using the a vox-cas	Vox-caster: If a friendly DEATH KORPS OF KRIEG OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster. The Cult of Sacrifice: See page 56.										
FACTION KEYWORDS				A, DE	ATH K	ORPS OF KRIEG						
KEYWORDS	INFANTRY, DEATH KORPS GRENADIER STORM SQUAD											

3		DI LIC	EAT GH	Ή Η ΓΑ:	KO] SSA	RPS UL	CI T C	ENT CAR	AUR RIER
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Death Korps Centaur Light Assault Carrier	12"	6+	4+	5	6	7	2	7	3+
This unit contains 1 Death	n Korps Cer	ntaur Li	ght Assa	ult Carr	ier equi	ipped w	ith two l	heavy stu	ubbers.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Heavy stubber	36"	Hea	vy 3		4	0	1	_	
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each battle	hunter-killer missile can only be fired once per e.
WARGEAR OPTIONS	• The I	Death K	orps Ce	ntaur Liş	ght Ass	ault Car	rier may	y take a h	nunter-killer missile.
	within I An ART Explod embark Smoke	I" of this FILLER' es: If this ed mod Launch	model s Y model is model els diser ers: One	so that no I that has I is reduc nbark. C ce per ga	o part of the part of the part of the	of the AR owed ma wounds it explosite ad of a	TILLEI y not find s, roll a lides, and shooting	RY mode re its wear D6 before l each un g any wea	The ARTILLERY model is then placed anywhere el has moved more than 12" from where it started. spons during the Shooting phase of the same turn. The removing it from the battlefield, and before any sit within 6" suffers 1 mortal wound. The apons in the Shooting phase, this model can use it tour opponent must subtract 1 from any hit rolls
	Assault STORM unit up	get it. Team To SQUA to 9". It	Transpor D withi	rt: If this n it, at the end this	s unit is ne start move v	s set up a of the fi vithin 9'	nt the starst battl	art of the e round l enemy m	e game with a DEATH KORPS GRENADIER but before the first turn begins, you can move this nodels. If both players have units that can do this,
TRANSPORT	The Dea	ath Korj Weapon	os Centa Team o		Assaul 1 Heavy	t Carrie	r can tra	ansport 5	5 ASTRA MILITARUM INFANTRY models. Each e space of two other models, and each OGRYN
FACTION KEYWORDS	IMPEI	RIUM,	ASTR	A MILI	TARU	M, DE	ATH K	CORPS	OF KRIEG
KEYWORDS	VEHIC	CLE, T	RANSI	PORT, I	DEATI	H KOR	PS CE	NTAUR	R LIGHT ASSAULT CARRIER

5	D	EAT	TO	KO R M	RPS CF	SO	FK	RIF	EG	DAMAGE Some of a Storm Ch	imera's cl	naracteris	stice
NAME	M	WS	BS	S	T	W	A	r Ld	Sv	change as it suffers shown below:	damage ir	ı battle, a	.S
Storm Chimera	*	6+	*	6	7	10	*	7	3+	REMAINING W	M	BS	
A Death Korps of Krieg S and a heavy bolter,	Storm Chim	era is a s	single m	odel ec	Juipped v	vith a tu	irret aut	ocannon	No.	6-10+ 3-5	12" 8"	4+ 5+	
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES	1-2	4"	6+	
Autocannon	48"	Hea	vy 2		7	-1	2	-					
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its t	arget.		
Heavy stubber	36"	Hea	vy 3		4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each battle		-killer missile can only	be fired o	nce per	
Lasgun array	24"	Rap	id Fire	3	3	0	1			n can only be fired if a u hicle equipped with it.	ınit is emb	arked	
Storm bolter	24"	Rap	id Fire	2	4	0	1	-					
WARGEAR OPTIONS ABILITIES	ThisThisThis	model n model n model n es: If thi	nay take nay be e nay take is mode	a hunt quippe a stori	n bolter aced to 0	missile. plative s or a hea wound	torm arr vy stubb s, roll a I	mour an er. D6 befor	d a min	ne plough.		efore any	
	Smoke smoke l	Launch auncher get it.	ers: On	ce per { oes so,	game, ins until you	tead of ir next S	shooting Shooting	any we phase y	apons i our op	in 6" suffers D3 mortal n the Shooting phase, t ponent must subtract 1	his model from any	hit rolls	
	a Streng	th of 4	or less, a	and ign	ores the	effects o	of land m	ines on	a 4+.	o its armour save rolls a	7/41	1712	:n
Transport										ls. Each Heavy Weapon GRYN takes the space of			
FACTION KEYWORDS	IMPEI	RIUM,	ASTR	A MIL	ITARU	M, DE	ATH K	ORPS	OF KI	RIEG			1.3
KEYWORDS	VEHIC	CLE, T	RANSI	PORT.	DEATI	H KOR	PS OF	KRIEC	STO	RM CHIMERA	(May)	1000	

This unit contains 4 Death Korps Veterans. Each Death Korps Veteran is armed with a lasgun, frag grenades and krak grenades. WEAPON RANGE TYPE S AP D ABILITIES Lasgun 24" Rapid Fire 1 3 0 1 - Frag grenade 6" Grenade D6 3 0 1 - WARGEAR OPTIONS One Death Korps Veteran may take a regimental standard or a platoon standard. One other Death Korps Veteran may take a vox-caster. Two other Death Korps Veteran may take weapons from the Death Korps of Krieg Special Weapons list. Vox-caster: If a friendly DEATH KORPS OF KRIEG OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also conta a vox-caster. Death Korps Platoon Standard: All friendly DEATH KORPS OF KRIEG units within 6" of a unit with a Death Korps platoon standard add 1 to their Leadership when taking Morale tests. Death Korps Regimental Standard: All friendly DEATH KORPS OF KRIEG INFANTRY and CAVALRY un add 1 to their Leadership and Attacks whilst they are within 6" of a unit with a Death Korps Regimental Standard: All friendly DEATH KORPS OF KRIEG INFANTRY and CAVALRY un add 1 to their Leadership and Attacks whilst they are within 6" of a unit with a Death Korps Regimental Standard: Standard: All friendly DEATH KORPS OF KRIEG INFANTRY and CAVALRY un add 1 to their Leadership and Attacks whilst they are within 6" of a unit with a Death Korps Regimental Standard: Standard: All friendly DEATH KORPS OF KRIEG INFANTRY and CAVALRY un add 1 to their Leadership and Attacks whilst they are within 6" of a unit with a Death Korps Regimental Standard: All friendly DEATH KORPS OF KRIEG INFANTRY and CAVALRY un add 1 to their Leadership and Attacks whilst they are within 6" of a unit with a Death Korps Regimental Standard: All friendly DEATH KORPS OF KRIEG INFANTRY and CAVALRY un add 1 to their Leadership and Attacks whilst they are within 6" of a unit with a Death Korps Regimental Standard: All friendly DEATH KORPS OF KRIEG INFANTRY and CAVALRY un add 1 to their Le		and the second		$\overline{}$	777	VIVA		U	CAL	RIEG D
This unit contains 4 Death Korps Veterans. Each Death Korps Veteran is armed with a lasgun, frag grenades and krak grenades. WEAPON RANGE TYPE S AP D ABILITIES Lasgun 24" Rapid Fire 1 3 0 1 - Frag grenade 6" Grenade D6 3 0 1 - Krak grenade 6" Grenade 1 6 -1 D3 - WARGEAR OPTIONS One Death Korps Veteran may take a regimental standard or a platoon standard. One other Death Korps Veteran may take a vox-caster. Two other Death Korps Veterans may take weapons from the Death Korps of Krieg Special Weapons list. Vox-caster: If a friendly DEATH KORPS OF KRIEG OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also conta a vox-caster. Death Korps Platoon Standard: All friendly DEATH KORPS OF KRIEG units within 6" of a unit with a Deat Korps platoon standard add 1 to their Leadership when taking Morale tests. Death Korps Regimental Standard: All friendly DEATH KORPS OF KRIEG INFANTRY and CAVALRY un add 1 to their Leadership and Attacks whilst they are within 6" of a unit with a Death Korps Regimental Standard. The Cult of Sacrifice: See page 56.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lasgun	Death Korps Veterans	6"	3+	3+	3	3	1	1	6	5+
Lasgun 24" Rapid Fire 1 3 0 1 - Frag grenade 6" Grenade D6 3 0 1 - Krak grenade 6" Grenade 1 6 -1 D3 - WARGEAR OPTIONS • One Death Korps Veteran may take a regimental standard or a platoon standard. • One other Death Korps Veteran may take a vox-caster. • Two other Death Korps Veterans may take weapons from the Death Korps of Krieg Special Weapons list. ABILITIES Vox-caster: If a friendly DEATH KORPS OF KRIEG OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also conta a vox-caster. Death Korps Platoon Standard: All friendly DEATH KORPS OF KRIEG units within 6" of a unit with a Deat Korps platoon standard add 1 to their Leadership when taking Morale tests. Death Korps Regimental Standard: All friendly DEATH KORPS OF KRIEG INFANTRY and CAVALRY un add 1 to their Leadership and Attacks whilst they are within 6" of a unit with a Death Korps Regimental Standard: The Cult of Sacrifice: See page 56.	This unit contains 4 Death	n Korps Vet	erans. E	ach Deat	h Korp	s Vetera	n is arm	ed with	a lasgun	n, frag grenades and krak grenades.
Frag grenade 6" Grenade D6 3 0 1 — WARGEAR OPTIONS • One Death Korps Veteran may take a regimental standard or a platoon standard. • One other Death Korps Veteran may take a vox-caster. • Two other Death Korps Veterans may take weapons from the Death Korps of Krieg Special Weapons list. ABILITIES Vox-caster: If a friendly DEATH KORPS OF KRIEG OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also conta a vox-caster. Death Korps Platoon Standard: All friendly DEATH KORPS OF KRIEG units within 6" of a unit with a Death Korps platoon standard add 1 to their Leadership when taking Morale tests. Death Korps Regimental Standard: All friendly DEATH KORPS OF KRIEG INFANTRY and CAVALRY un add 1 to their Leadership and Attacks whilst they are within 6" of a unit with a Death Korps Regimental Standard. The Cult of Sacrifice: See page 56.	WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES
WARGEAR OPTIONS One Death Korps Veteran may take a regimental standard or a platoon standard. One other Death Korps Veteran may take a vox-caster. Two other Death Korps Veterans may take weapons from the Death Korps of Krieg Special Weapons list. Vox-caster: If a friendly DEATH KORPS OF KRIEG OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contate a vox-caster. Death Korps Platoon Standard: All friendly DEATH KORPS OF KRIEG units within 6" of a unit with a Death Korps platoon standard add 1 to their Leadership when taking Morale tests. Death Korps Regimental Standard: All friendly DEATH KORPS OF KRIEG INFANTRY and CAVALRY units add 1 to their Leadership and Attacks whilst they are within 6" of a unit with a Death Korps Regimental Standard. The Cult of Sacrifice: See page 56.	Lasgun	24"	Rap	id Fire 1		3	0	1	-	
• One Death Korps Veteran may take a regimental standard or a platoon standard. • One other Death Korps Veteran may take a vox-caster. • Two other Death Korps Veterans may take weapons from the Death Korps of Krieg Special Weapons list. **ABILITIES** **Vox-caster: If a friendly DEATH KORPS OF KRIEG OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also conta a vox-caster. **Death Korps Platoon Standard: All friendly DEATH KORPS OF KRIEG units within 6" of a unit with a Death Korps platoon standard add 1 to their Leadership when taking Morale tests. **Death Korps Regimental Standard: All friendly DEATH KORPS OF KRIEG INFANTRY and CAVALRY units add 1 to their Leadership and Attacks whilst they are within 6" of a unit with a Death Korps Regimental Standard: The Cult of Sacrifice: See page 56.	Frag grenade	6"	Gre	nade D6		3	0	1	7	
 One other Death Korps Veteran may take a vox-caster. Two other Death Korps Veterans may take weapons from the Death Korps of Krieg Special Weapons list. ABILITIES Vox-caster: If a friendly DEATH KORPS OF KRIEG OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also conta a vox-caster. Death Korps Platoon Standard: All friendly DEATH KORPS OF KRIEG units within 6" of a unit with a Death Korps platoon standard add 1 to their Leadership when taking Morale tests. Death Korps Regimental Standard: All friendly DEATH KORPS OF KRIEG INFANTRY and CAVALRY un add 1 to their Leadership and Attacks whilst they are within 6" of a unit with a Death Korps Regimental Standa The Cult of Sacrifice: See page 56. 	Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
Korps platoon standard add 1 to their Leadership when taking Morale tests. Death Korps Regimental Standard: All friendly DEATH KORPS OF KRIEG INFANTRY and CAVALRY un add 1 to their Leadership and Attacks whilst they are within 6" of a unit with a Death Korps Regimental Standa The Cult of Sacrifice: See page 56.	ABILITIES	Two Vox-cas using th	other D ster: If a neir Void	eath Kor friendly	ps Vete DEAT	rans ma	y take w	eapons	from the	R is within 3" of a unit with a vox-caster when
add 1 to their Leadership and Attacks whilst they are within 6" of a unit with a Death Korps Regimental Standa The Cult of Sacrifice: See page 56.		u von c					. 11 5	EATH	KODDS	
		Death l								
FACTION KEYWORDS IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG		Death I Korps p	olatoon s Korps R	standard egiment	add 1 t al Stan	o their I dard: A	Leadersh ll friend	ip wher ly DEA	n taking l <mark>FH KOR</mark>	Morale tests. PS OF KRIEG INFANTRY and CAVALRY units
		Death I Korps p Death I add 1 to	olatoon s Korps R o their L	standard . egiment eadership	add 1 t al Stan p and A	o their I dard: A attacks v	Leadersh ll friend	ip wher ly DEA	n taking l <mark>FH KOR</mark>	Morale tests. PS OF KRIEG INFANTRY and CAVALRY units

		CO	MB.			H K GII			QUAD	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Death Korps Engineer	6"	3+	3+	3	3	1	1	6	4+	
Death Korps Engineer Weapons Team	6"	3+	3+	3	3	2	2	6	4+	
Death Korps Watch Master	6"	3+	3+	3	3	1	2	7	4+	

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Krieg combat shotgun	When at	tacking with this we	apon, choo	se one	of the pr	rofiles below:
- Solid shot	12"	Assault 2	4	0	1	-
- Carcass shot	12"	Assault 2	*	0	2	This weapon wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+. On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Mole launcher	24"	Heavy D6	5	-1	1	This weapon does not require line of sight to its target. If this weapon inflicts any unsaved wounds on an enemy unit, that unit cannot Advance in its Movement phase unless it can FLY.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Acid gas bomb	6"	Grenade 1	*	-2	D3	This weapon wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
Frag grenade	6"	Grenade D6	3	0	1	a
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	-
WARGEAR OPTIONS	WeapeThe WThe WOne FUp to SpecialTwo of	ons list. Vatchmaster may rep Vatchmaster may tak Ingineer may carry a two Engineers may Vatepons list. Ither Engineers may	lace their ce melta book toox-caster replace the	chainsw mbs. : ir Krieg ath Kor	ord with g combat ps Engir	to shotgun with an item from the Death Korps of Krieg Ranged an an item from the Death Korps of Krieg Melee Weapons list. It shotguns with an item from the Death Korps of Krieg meer Weapons Team with a heavy flamer or mole launcher.
ABILITIES	using the	eir Voice of Comman	nd ability, y			OFFICER is within 3" of a unit with a vox-caster when the range of the order to 18" if the target unit also contains
FACTION KEYWORDS	IMPER	IUM, ASTRA MI	LITARUN	M, DE	ATH K	ORPS OF KRIEG
KEYWORDS		TRY, DEATH KO				

	WS	BS	S	Ţ	W	A	Ld	Sv
6"	3+	3+	3	3	3	3	8	5+
a single	e model	armed w	vith a la	spistol, f	frag grei	nades an	d krak g	renades.
RANGE	TYPE			S	AP	D	ABILIT	IES
12"	Pisto	ol 1		3	0	1	-	
6"	Gre	nade D6		3	0	1	7	
6"	Gre	nade 1		6	-1	D3	-	
The Cu	lt of Sac	rifice: S	ee page	56.		7.1		· 10 / 方式有关的基本。因为"表文"(1)。
Commi	ssar's Le	adership	instead	d of thei	r own.			
Summo	rv Exec	ution: F	riendly	ASTRA	MILIT	ARUM	units wit	thin 6" of a COMMISSAR can never lose more
	a single RANGE 12" 6" This This The Cu Aura of	a single model RANGE TYPE 12" Pisto 6" Gree 6" Gree This model no This model no The Cult of Sac Aura of Discipl Commissar's Le	a single model armed wat a single model armed wat a single model armed wat a single model 1 a single model may replay This model may choo The Cult of Sacrifice: So Aura of Discipline: All Commissar's Leadership	a single model armed with a la RANGE TYPE 12" Pistol 1 6" Grenade D6 6" Grenade 1 This model may replace its la This model may choose a sin The Cult of Sacrifice: See page Aura of Discipline: All friendly Commissar's Leadership instead	a single model armed with a laspistol, the RANGE TYPE S 12" Pistol 1 3 6" Grenade D6 3 6" Grenade 1 6 7 This model may replace its laspistol of This model may choose a single item The Cult of Sacrifice: See page 56. Aura of Discipline: All friendly DEAT Commissar's Leadership instead of their	a single model armed with a laspistol, frag great RANGE TYPE S AP 12" Pistol 1 3 0 6" Grenade D6 3 0 6" Grenade 1 6 -1 This model may replace its laspistol with an arm this model may choose a single item from the Cult of Sacrifice: See page 56. Aura of Discipline: All friendly DEATH KOR Commissar's Leadership instead of their own.	a single model armed with a laspistol, frag grenades an RANGE TYPE S AP D 12" Pistol 1 3 0 1 6" Grenade D6 3 0 1 6" Grenade 1 6 -1 D3 This model may replace its laspistol with an item from This model may choose a single item from the Death The Cult of Sacrifice: See page 56. Aura of Discipline: All friendly DEATH KORPS OF K-Commissar's Leadership instead of their own.	a single model armed with a laspistol, frag grenades and krak g RANGE TYPE S AP D ABILIT 12" Pistol 1 3 0 1 - 6" Grenade D6 3 0 1 - 6" Grenade 1 6 -1 D3 - This model may replace its laspistol with an item from the Death Korps of The Cult of Sacrifice: See page 56. Aura of Discipline: All friendly DEATH KORPS OF KRIEG up Commissar's Leadership instead of their own.

NAME	M	WS	BS S	ī	W	A	Ld	Sv
Death Korps Medicae-servitor	6"	5+	5+ 3	3	1	1	6	4+
Death Korps Quartermaster Revenant	6"	3+	3+ 3	3	2	2	7	4+
Medicae-servitors (Pow	er Rating ermaster R	+1). .evenant i	s armed wi	th a hot-sho	ot laspis			rvitors. It can include up to 2 extra Death Korps s, krak grenades and carries a medi-pack.
WEAPON	RANGE	TYPE		S	AP	D	ABILITI	ES .
Hot-shot laspistol	6"	Pistol	1	3	-2	1	-	
Medical scalpels	Melee	Melee	2	User	0	1		reapon wounds on a 2+, unless it is targeting a CLE , in which case it wounds on a 6+.
Frag grenade	6"	Grena	ade D6	3	0	1	7	
Krak grenade	6"	Grena	ade 1	6	-1	D3	_	
WARGEAR OPTIONS	Rang • The C	ed Weapo Quarterm	ns list. aster Rever	nant may ch				stol with an item from the Death Korps of Krieg Death Korps of Krieg Melee Weapons list.
ABILITIES	Medi-p model. one mo one mo once in	ack: At the Select a fredel in the del slain each turn	riendly DE A unit recoverable in the	ny of your MATH KORF ers a wound e battle is re	PS OF K l it lost eturned	CRIEG IN earlier in to the un	NFANTR the battl nit instea	el with a medi-pack can attempt to heal a single RY unit within 3" and roll a D6. On a roll of 4+, le (if the unit has a Wounds characteristic of 1, ad). A unit can only be the target of this ability
								etic Skill to 4+, and their Leadership value to 9, RTERMASTER REVENANT.
			ch time a fi					INFANTRY or DEATH KORPS OF KRIEG
	Vitae M CAVAL	RY unit v	vithin 6" su					gnores the injury and the wound is not lost. A unnt the same wound.
FACTION KEYWORDS	Vitae M CAVAL cannot	RY unit wuse both t	vithin 6" su this and the	Augmente	d Mour	nt ability	to preven	

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DEATH KORPS DEATH RIDER COMMAND SQUADRON

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Death Korps Death Rider Veteran	10"	3+	3+	3	4	2	2	7	4+

This unit contains 4 Death Korps Death Rider Veterans. Each model is armed with a laspistol, Death Korps hunting lance, frag grenades, krak grenades, and rides a Krieg Steed which attacks with savage claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Death Korps Death Rider	Veterans					
Laspistol	12"	Pistol 1	3	0	1	-
Death Korps hunting lance	Melee	Melee	+2	-2	D3	A model may only attack with this weapon on a turn in which it has charged.
Frag grenade	6"	Grenade D6	3	0	1	ュ
Krak grenade	6"	Grenade 1	6	-1	D3	-
Krieg Steed						
Savage claws	Melee	Melee	4	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make two additional attacks using this weapon's profile.
WARGEAR OPTIONS	• None.					
ABILITIES	Augment On a 5+, Warstrid Flanking on the ba these unit	it ignores the injurger: This model doe Manoeuvres: Dur ttlefield's flanks ins	O6 each time y and the wo s not suffer a ing deploym tead of placi e – set them	ound in any person pers	s not lost. enalty to it rou can se em on the o so that a	ts move when charging into terrain features. t up this unit and up to five other DEATH RIDERS units battlefield. At the end of any of your Movement phases ll models in these units are within 7" of a battlefield edge
FACTION KEYWORDS				<u> </u>		ORPS OF KRIEG
KEYWORDS						DEATH RIDER COMMAND SQUADRON

3

DEATH KORPS DEATH RIDER COMMISSAR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Korps Death Rider Commissar	10"	3+	3+	3	4	4	3	8	4+

A Death Korps Death Rider Commissar is a single model armed with a laspistol, chainsword, frag grenades, krak grenades, and rides a Krieg Steed which attacks with savage claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Death Korps Death Ri						
Bolt pistol	12"	Pistol 1	4	0	1	_
Laspistol	12"	Pistol 1	3	0	1	-
Plasma pistol	When att	acking with this w	eapon, choo	se one	of the pr	rofiles below:
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of a 1, the bearer is slain.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	7
Krak grenade	6"	Grenade 1	6	-1	D3	-
Krieg Steed						
Savage claws	Melee	Melee	4	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make two additional attacks using this weapon's profile.
WARGEAR OPTIONS	• The D					ange their laspistol for a bolt pistol or plasma pistol. ace their chainsword with an item from the <i>Death Korps of</i>
ABILITIES	The Cult	of Sacrifice: See p	age 56.	18	Tight.	
		ted Mount: Roll a it ignores the injur				ffers a wound from an attack with a Strength of 4 or less.
	Warstrid	er: This model doe	es not suffer	any pe	nalty to i	its move when charging into terrain features.
						KRIEG units within 6" of a Death Korps Death Rider der Commissar's Leadership value instead of their own.
						units within 6" of a Death Korps Death Rider Commissar v single failed Morale test.
FACTION KEYWORDS	IMPER	IUM, ASTRA M	ILITARUN	ı, OF	FICIO	PREFECTUS, DEATH KORPS OF KRIEG
KEYWORDS	CHARA	CTER, CAVALRY,	OFFICER,	DEAT	H RIDE	RS, DEATH KORPS DEATH RIDER COMMISSAR

DEATH KORPS DEATH RIDER SQUADRON

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Korps Death Rider	10"	3+	4+	3	4	2	2	6	4+
Death Korps Ridemaster	10"	3+	4+	3	4	2	3	7	4+

This unit contains 1 Death Korps Ridemaster and 4 Death Korps Death Riders. It can include up to 5 additional Death Riders (**Power Rating +5**). Each model is armed with a laspistol, Death Korps hunting lance, frag grenades, krak grenades, and rides a Krieg Steed which attacks with savage claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Death Korps Death Rider a	nd Ridem	aster				
Laspistol	12"	Pistol 1	3	0	1	-
Death Korps hunting lance	Melee	Melee	+2	-2	D3	A model may only attack with this weapon on a turn in which it has charged.
Frag grenade	6"	Grenade D6	3	0	1	ュ
Krak grenade	6"	Grenade 1	6	-1	D3	-
Krieg Steed						
Savage claws	Melee	Melee	4	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make two additional attacks using this weapon's profile.
WARGEAR OPTIONS						em from the Death Korps of Krieg Ranged Weapons list and eath Korps of Krieg Melee Weapons list.
ABILITIES	The Cult of Sacrifice: See page 56. Augmented Mount: Roll a D6 each time this model suffers a wound from an attack with a Strength of 4 or less. On a 5+, it ignores the injury and the wound is not lost. Warstrider: This model does not suffer any penalty to its move when charging into terrain features.					
FACTION KEYWORDS	IMPERIUM, ASTRA MILITARUM, DEATH KORPS OF KRIEG					
KEYWORDS	CAVALRY, DEATH RIDERS, DEATH KORPS DEATH RIDERS SQUADRON					

4		HIE	EAV	DE Y V	ATI VE	H K APC	OR ONS	PS S SC)UA	AD
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Death Korps Heavy Weapon Team	6"	3+	4+	3	3	2	2	6	5+	
This unit contains 3 Death	n Korps He	avy Wea	pon Tea	ıms. Ea	ch mode	l is arme	ed with	lasguns,	frag gre	enades and krak grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
Lasgun	24"	Rap	oid Fire 1	l	3	0	1	_		
Frag grenade	6"	Gre	nade De	5	3	0	1	7		
Krak grenade	6"	Gre	nade 1		6	-1	D3	-		
WARGEAR OPTIONS	• Each	model	must tak	ce an ite	m from	the Dea	th Korp:	s of Krieş	g Heavy	Weapons list.
ABILITIES	The Cu	lt of Sa	crifice: S	See page	56.	1.77	1432	Trial		
FACTION KEYWORDS	IMPE	RIUM,	ASTR	A MIL	ITARU	M, DE	ATH K	ORPS	OF KR	RIEG
KEYWORDS	INFAN	NTRY,	DEATH	H KOR	PS HE	AVY W	EAPO	NS SQ	UAD	

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DEATH KORPS LEMAN RUSS MARS-ALPHA BATTLE TANKS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Leman Russ Mars-Alpha	*	6+	*	7	8	12	*	7	3+

This unit contains 1 Death Korps of Krieg Mars-Alpha Leman Russ Battle Tank. It can include 1 additional Leman Russ Battle Tank (**Power Rating +12**) or 2 additional Death Korps of Krieg Mars-Alpha Leman Russ Battle Tanks (**Power Rating +24**). Each model is equipped with a battle cannon and a heavy bolter.

DAMAGE

Some of a Death Korps of Krieg Mars-Alpha Leman Russ Battle Tank's characteristics change as it suffers damage in battle, as shown below:

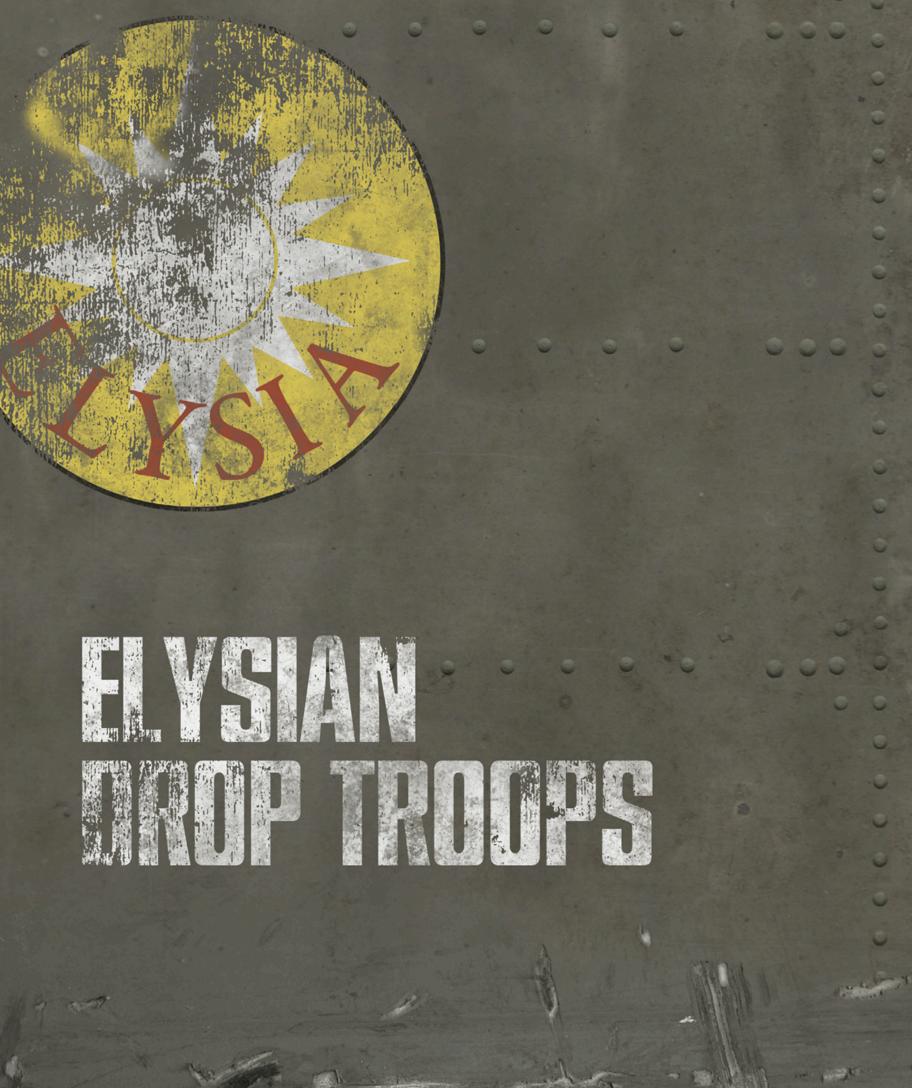
REMAINING W	M	BS	A
7-12+	10"	4+	3
4-6	7"	5+	D3
1-3	4"	6+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Battle cannon	72"	Heavy D6	8	-2	D3	-
Co-axial heavy stubber	36"	Heavy 3	4	0	1	-
Co-axial storm bolter	24"	Rapid Fire 2	4	0	1	-
Conqueror battle cannon	48"	Heavy D6	8	-2	D3	-
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6,
Eradicator nova cannon	36"	Heavy D6	6	-2	D3	Units attacked by this weapon do not gain any bonus to their saving throw for being in cover.
Executioner plasma cannon	When at	tacking with this we	apon, choc	se one	of the pr	ofiles below:
- Standard	36"	Heavy D6	7	-3	1	a ·
- Supercharge	36"	Heavy D6	8	-3	2	If you make one or more hit rolls of a 1, the bearer suffers D6 mortal wounds after all of this weapon's shot have been resolved.
Exterminator autocannon	48"	Heavy 4	7	-1	2	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma cannon	When at	tacking with this we	apon, choc	se one	of the pr	ofiles below:
- Standard	36"	Heavy D3	7	-3	1	7
- Supercharge	36"	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shot have been resolved.
Punisher gatling cannon	24"	Heavy 20	5	0	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Vanquisher battle cannon	72"	Heavy 1	8	-3	D6	Roll two dice when inflicting damage with this weapon and discard the lower result.

WARGEAR OPTIONS

- Any model may replace its battle cannon with a Conqueror battle cannon with co-axial storm bolter, Demolisher cannon, Eradicator nova cannon, Executioner plasma cannon, Exterminator autocannon, Punisher gatling cannon, twin lascannon, or a Vanquisher battle cannon with co-axial heavy stubber.
- Any model may replace its heavy bolter with a heavy flamer, multi-melta, lascannon or plasma cannon.
- Any model may take two heavy bolters, two heavy flamers, two multi-meltas or two plasma cannon.
- This model may take a hunter-killer missile.
- This model may take an additional storm bolter or heavy stubber.

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



ELYSIAN DROP TROOPS ARMY LIST

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

- OFFICER OF THE FLEET

 Warhammer 40,000 Index: Imperium 2
- VALKYRIES

 Warhammer 40,000 Index: Imperium 2
- TAUROS ASSAULT VEHICLE Imperial Armour – Index: Forces of the Astra Militarum
- TAUROS VENATOR
 Imperial Armour Index: Forces of the Astra Militarum
- VULTURE GUNSHIP
 Imperial Armour Index: Forces of the Astra Militarum
- VENDETTA GUNSHIP Imperial Armour – Index: Forces of the Astra Militarum
- TARANTULA BATTERY
 Imperial Armour Index: Forces of the Astra Militarum
- CYCLOPS DEMOLITION VEHICLE Imperial Armour – Index: Forces of the Astra Militarum
- THUNDERBOLT HEAVY FIGHTER

 Imperial Armour Index: Forces of the Astra Militarum
- LIGHTNING STRIKE FIGHTER
 Imperial Armour Index: Forces of the Astra Militarum
- AVENGER STRIKE FIGHTER
 Imperial Armour Index: Forces of the Astra Militarum

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

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

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

ABILITIES

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

Aerial Drop

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

Voice of Command

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

ELYSIAN DROP TROOPS ORDERS

ORDER

Hold the Line!

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

First Rank, Fire! Second Rank, Fire!

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

Bring it Down!

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

Move and Fire!

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

Get Back in the Fight!

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

Move! Move! Move!

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

Take Aim!

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

WARGEAR

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

Ranged Weapons

- Bolt pistol
- Plasma pistol

cial Weapons

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

Heavy Weapons

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

Melee Weapons

- Power sword
- Power fist



2 3 tower	ELY	SIA	N (CON	MPA	N		OM	IMANDER
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Elysian Company Commander	6"	3+	3+	3	3	4	3	9	5+
An Elysian Company C	Commander is	a single	model a	armed v	with a la	spistol a	nd frag	grenade	s.
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES
Laspistol	12"	Pist	ol 1		3	0	1	-	
Frag grenade	6"	Gre	nade D6	5	3	0	1	7	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• This	model 1		ace thei	r laspist	ol with o			s Melee Weapons list. the Elysian Drop Troops Ranged Weapons list.
ABILITIES	Iron Di Morale Refract Senior of the fi	iscipling tests. tor Field Officer irst orde	l: This m	riendly l nodel ha odel ma attemp	ns a 5+ in y use the ting the	nvulnera e Voice o	ble save of Comr		ts within 6" of this model may re-roll failed bility twice in each of your turns. Resolve the effects
FACTION KEYWORDS			_			M, ELY	SIAN	DROP	TROOPS
KEYWORDS									MPANY COMMANDER

NAME	M	WS	BS	S	T	W	A	Ld	S	V
Elysian Lord Commissar	6"	2+	2+	3	3	4	3	9	4	+
An Elysian Lord Commissa	r is a sing	le mode	l armed v	with a b	olt pisto	ol, frag ş	grenades	and kra	ak gı	renades.
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	
Bolt pistol	12"	Pisto	ol 1		4	0	1	-		
Boltgun	24"	Rap	id Fire 1		4	0	1	-		
Frag grenade	6"		nade D6		3	0	1	7		
Krak grenade	6"	Gre	nade 1		6	-1	D3	_		
WARGEAR OPTIONS										lee Weapons list.
WARGEAR OPTIONS ABILITIES	This boltg Aura of Commi	model n gun. f Discip l ssar's Le	nay replace line: All fadership	riendly instead	bolt pis	stol with	one op	tion from	m th	lee Weapons list. e Elysian Drop Troops Ranged Weapons list o
	This boltg Aura of Commi	model n gun. f Discip l ssar's Le Drop: Se	ine: All fadership	riendly instead	ELYSI of their	AN DRO	one op	OOPS u	m th	e Elysian Drop Troops Ranged Weapons list o
	This boltg Aura of Commi Aerial I Iron Di Morale	model n gun. F Discipl ssar's Le Drop: Se scipline tests.	ine: All fadership	riendly instead 2.	ELYSL of thei	AN DRO	OP TRO	OOPS unit	m th	e Elysian Drop Troops Ranged Weapons list of within 6" of a COMMISSAR can use the
	This boltg Aura of Commi Aerial I Iron Di Morale Refract Summa	model n jun. f Discipl ssar's Le Drop: Se scipline tests. or Field	line: All fadership ee page 72 :: Any frie	friendly instead 2. endly E	ELYSLA of thei	AN DROI N DROI N Under a	OP TRO	OOPS unit	m th	e Elysian Drop Troops Ranged Weapons list of within 6" of a COMMISSAR can use the
	• This boltg Aura of Commi Aerial I Iron Di Morale Refract Summathan on	model n gun. f Discipl ssar's Le Drop: Se scipline tests. or Field ary Exece e model	line: All fadership the page 72 the Any friction: Friction: Friction: Friction as a resu	friendly instead 2. endly Elodel has riendly 4	ELYSL of thei LYSIAN a 5+ ir	AN DROI N DROI nvulnera MILIT Morale	OP TROC TROC ARUM test	OOPS unit	m th	e Elysian Drop Troops Ranged Weapons list of within 6" of a COMMISSAR can use the thin 6" of this model may re-roll failed

	TINOLAND	DDOD	TDAADED	COLLAD
lacksquare	ELYSIAN	DKOP	TROOPER	5QUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv		
Sergeant	6"	4+	4+	3	3	1	2	8	5+		
Guardsman	6"	4+	4+	3	3	1	1	7	5+		

This unit contains 1 Sergeant and 9 Guardsmen.

- Each Guardsman is armed with a lasgun and frag grenades.
 The Sergeant is armed with a laspistol and frag grenades.

The beigeant is arme	a mili a laspisi	or area rrug grenada				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24"	Rapid Fire 1	3	0	1	_
Laspistol	12"	Pistol 1	3	0	1	-
Plasma pistol	When at	acking with this we	eapon, choo	se one	of the pr	rofiles below:
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharged	12"	Pistol 1	8	-3	3	On a hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved.
Breacher charge	Melee	Melee	*	*	*	A model with a breacher charge may use it in the Fight phase instead of attacking normally. If it does this, roll a dice. On a 4+, it inflicts D3 mortal wounds on one enemy unit in the fight; if this is a VEHICLE , BUILDING or a MONSTER , it will instead inflict D6 mortal wounds.
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	ī
Krak grenade	6"	Grenade 1	6	-1	D3	-
WARGEAR OPTIONS	 One o One o The Se 	duardsman may tak ther Guardsman m ther Guardsman m ergeant may take a p ergeant may exchan model may take kr	ay replace hi ay take a bre power sword ge his laspis	is lasgueacher l. tol for	charge.	an option from the Elysian Drop Troops Special Weapons list.
ABILITIES	Aerial D	rop: See page 72.			dir.	
						it with a vox-caster when using their Voice of Command the target unit also contains a vox-caster.
FACTION KEYWORDS	IMPER	IUM, ASTRA M	ILITARUN	I, ELY	SIAN I	DROP TROOPS
KEYWORDS	INFAN'	TRY, ELYSIAN I	DROP TRO	OPE	R SQUA	AD

ELYSIAN SPECIAL WEAPONS SQUAD NAME M WS BS Ld Sv 4+ 4+ 3 5+ Guardsman 3 This unit contains 6 Guardsmen. Each model is armed with a lasgun and frag grenades. WEAPON **ABILITIES** Rapid Fire 1 Lasgun A model with a breacher charge may use it in the Fight phase instead of attacking normally. If it does this, roll a Breacher charge Melee Melee dice. On a 4+, it inflicts D3 mortal wounds on one enemy unit in the fight; if this is a **VEHICLE**, **BUILDING** or a **MONSTER**, it will instead inflict D6 mortal wounds. Frag grenade Grenade D6 • Three models must take one option from the *Elysian Drop Troops Special Weapons* list or a breacher charge. **WARGEAR OPTIONS** Aerial Drop: See page 72. **ABILITIES FACTION KEYWORDS** IMPERIUM, ASTRA MILITARUM, ELYSIAN DROP TROOPS KEYWORDS INFANTRY, ELYSIAN SPECIAL WEAPONS SQUAD

(6)		ELY	YSLA	AN	VE'	ТЕІ	RAI	N S	QUAD
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veteran Sergeant	6"	4+	3+	3	3	1	2	8	5+
Veteran	6"	4+	3+	3	3	1	1	7	5+
Veteran Weapons Team	6"	4+	3+	3	3	2	2	7	5+

- This unit contains 1 Veteran Sergeant and 9 Veterans.
 Each Veteran is armed with a lasgun, frag grenades and krak grenades.
 The Sergeant is armed with a laspistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Lasgun	24"	Rapid Fire 1	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Breacher charge	Melee	Melee	*	*	*	A model with a breacher charge may use it in the Fight phase instead of attacking normally. If it does this, roll a dice. On a 4+, it inflicts D3 mortal wounds on one enemy unit in the fight; if this is a VEHICLE , BUILDING or a MONSTER , it will instead inflict D6 mortal wounds.
Frag grenade	6"	Grenade D6	3	0	1	ュ
Krak grenade	6"	Grenade 1	6	-1	D3	-
WARGEAR OPTIONS	 One V Up to Weape One o Two o Heavy One o 	ons list. ther Veteran may tak ther Veterans may fo Weapons list. ther Veteran may tak ergeant may take one	ex-caster. may repla te a heavy orm a Vete te a breach option fr	flamer. ran Wea ner charg	lasgun apons Te ge. Elysian I	with an option from the Elysian Drop Troops Special cam who must take one item from the Elysian Drop Troops Drop Troops Melee Weapons list. on from the Elysian Drop Troops Ranged Weapons list.
ABILITIES	Aerial D	rop: See page 72.				
ABILITIES	Vox-cast	er: If a friendly OFF				t with a vox-caster when using their Voice of Command he target unit also contains a vox-caster.
ABILITIES FACTION KEYWORDS	Vox-cast ability, ye	er: If a friendly OFF	nge of the	order to	o 18" if t	he target unit also contains a vox-caster.

The state of the s	F	ELY	SIA	N (COI	ММ	AN	ID S	SQUAD
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Veteran	6"	4+	3+	3	3	1	1	8	5+
Veterans Weapons Team	6"	4+	3+	3	3	2	2	7	5+
This unit contains 4 Veterar	ns. Each n	nodel is	armed	with a l	asgun an	nd frag g	renades	• 196	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Lasgun	24"	Rap	id Fire	1	3	0	1	-	
Laspistol	12"	Pist	ol 1		3	0	1	-	
Frag grenade	6"	Gre	nade D	6	3	0	1	7	
Krak grenade	6"	Gre	nade 1		6	-1	D3	_	
	- 100				m a ver	eran W/o	anone T	eam wh	n must take one item from the Elucian Drop Troop
ADILITIES	HeavAnyEvery	y Weapo other Vo y model	ons list. eterans i may tal	may rep ke krak		ir lasgun			o must take one item from the Elysian Drop Troop from the Elysian Drop Troops Special Weapons lis
ABILITIES	 Heav Any Every Aerial I Medi-p model i 	y Weapo other Vo y model Drop: So ack: At Select a n the un lain ear	eterans may tale may tale page the end friendly nit recover	may repke krak 72. of any ELYSI vers a w	olace the grenade of your l AN DRO ound it l	ir lasgun es. Moveme OP TRO lost earli	nt phas	es, a mo	
ABILITIES	• Any o • Every Aerial I Medi-p model : model i model s each tur Elysian	y Weapo other Vo y model Orop: So ack: At Select a n the un lain ear cn.	ons list. eterans is may tal ee page the end friendly nit recov lier in the	may repke krak 72. of any vers a whe battle	olace the grenade of your l AN DRO ound it l e is retur	ir lasgunes. Moveme OP TRO lost earli rned to t	nt phas OPS IN er in the	es, a moons a moon of the state	from the <i>Elysian Drop Troops Special Weapons</i> lindel with a medi-pack can attempt to heal a single the within 3" and roll a D6. On a roll of 4+, of if the unit has a Wounds characteristic of 1, one
ABILITIES	Heav Any Every Aerial I Medi-p model i model s each tur Elysian Leaders Vox-cas	y Weapoother Voy model Orop: So ack: At Select a n the un lain ear cn. Orop T hip whin ster: If a	ons list. eterans a may tal ee page the end friendly nit recov lier in tl croops I lst they friendl	may repke krak 72. of any vELYSI vers a whe battle Regime are with	of your land of your land ound it land ound ound ound ound ound ound ound ou	Moveme OP TRO lost earli rned to t ndard: A fa unit w within 3"	nt phas OOPS IN er in the he unit all frien with an I	es, a moones, a	from the <i>Elysian Drop Troops Special Weapons</i> listed del with a medi-pack can attempt to heal a single by unit within 3" and roll a D6. On a roll of 4+, of if the unit has a Wounds characteristic of 1, one if the unit can only be the target of this ability once the same of the contraction of the contraction of the can be same of the contraction of the
ABILITIES FACTION KEYWORDS	• Any • Every • Every • Every Aerial I Medi-p model i model s each tur Elysian Leaders Vox-cas ability, y	y Weappother Voy model Orop: Solack: At Select a In the unlain ear In. Orop This while Orop Th	ons list. eterans a may tal ee page the end friendly nit recov lier in the croops I lst they friendly r extend	may repke krak 72. of any relySI vers a whe battle Regime are with the ran	of your land of your land of your land of your land it land of the	Moveme OP TRO lost earli ened to t ndard: A f a unit w within 3"	nt phase OPS IN er in the unit with an I of a un o 18" if	es, a moo NFANTF e battle (instead) dly ELYS dly sian I it with a	from the Elysian Drop Troops Special Weapons listed with a medi-pack can attempt to heal a single by unit within 3" and roll a D6. On a roll of 4+, of if the unit has a Wounds characteristic of 1, one A unit can only be the target of this ability once by Drop Troops Regimental Standard. Vox-caster when using their Voice of Command

3		ELY	/SLA	N	DR	OP	SE	NT	INE	ELS
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Elysian Drop Sentinel	9"	4+	4+	5	5	6	1	7	4+	
This unit contains 1 Elysia Sentinels (Power Rating +									(Power	r Rating +3) or 2 additional Elysian Drop
WEAPON	RANGE	TYPI	<u> </u>		S	AP	D	ABILI	TIES	
Heavy bolter	36"	Hea	vy 3		5	-1	1	-		
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its target.
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	Each battle		-killer missile can only be fired once per
Multi-melta	24"	Hea	vy 1		8	-4	D6	two o		is within half range of this weapon, roll en inflicting damage with it and discard the
WARGEAR OPTIONS	• Any		nay take	a hunt	neavy bo er-killer			y flamer	or a mu	ılti-melta.
ABILITIES	Explod	es: If thi	s model	is redu			s, roll a I rtal wou		re remo	ving it from the battlefield. On a 6+ it
	9". It ca	nnot en	d this m	ove wit		f any en	emy mo			turn begins, you can move this unit up to yers have units that can do this, the player
		launchei								n the Shooting phase, this model can use its ponent must subtract 1 from any hit rolls
FACTION KEYWORDS	IMPE	RIUM,	ASTRA	A MIL	ITARU	M, EL	YSIAN	DROP	TROC	OPS CONTRACTOR OF THE PROPERTY
KEYWORDS	VEHI	CLE, E	LYSIAN	DRC	P SEN	TINEL	S		3/2/10	

RI A RAT	D/I	we	ne	S	T	W	A	Ld	Cu			
NAME Elysian Platoon Commander	M 6"	WS 3+	BS 3+	3	3	3	A 3	Ld 8	Sv 5+			
An Elysian Platoon Cor	nmander is a	single r	nodel ar	med wif	th a lasp	istol and	d frag gre	enades.				
WEAPON	RANGE	TYP	E		S	AP	D	ABILITI	IES			
Laspistol	12"	Pist	ol 1		3	0	1	-				
Frag grenade	6"	Gre	enade D6	,	3	0	1	7				
Krak grenade	6"	Gre	enade 1		6	-1	D3	_				
Melta bomb	4"	Gre	enade 1		8	-4	D6	_				
WARGEAR OPTIONS	ThisThis	model i model i		ace thei krak gr	r laspist enades.	ol with			Melee Weapons list. the Elysian Drop Troops Ranged Weapons list.			
ABILITIES	Aerial	Drop: S	ee page 7	72.		100						
		isciplin tests.	e: Any fr	iendly l	ELYSIA	N DRO	P TROO	PS units	s within 6" of this model may re-roll failed			
	Morale			This model has a 5+ invulnerable save.								
	1,101410	or Field	d: This m	nodel ha	ıs a 5+ iı	nvulner	able save					
	Refract		d: This m nand: Se			nvulner	able save					
FACTION KEYWORDS	Refract Voice o	f Com	nand: Se	ee page ?	72.				TROOPS			

3		E	LYSI	IAN	SI	NIP:	ER	SQ	UAD
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Elysian Sniper Team	6"	4+	3+	3	3	2	2	7	5+
This unit contains 3 Elysia	an Sniper Te	ams. E	ach mod	el is arm	ed wit	h a snipe	r rifle, l	asgun aı	nd frag grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Lasgun	24"	Rap	oid Fire 1		3	0	1	-	
Sniper rifle	36"	Нег	avy 1		4	0	1	CHA unit,	ARACTER even if they are not the closest enemy If you roll a wound roll of a 6+ for this weapon, licts a mortal wound in addition to its normal age.
Frag grenade	6"	Gre	nade D6	i	3	0	1	1	
WARGEAR OPTIONS	• None	5 E2		980.7		A L			
ABILITIES	Aerial I	Prop: S	ee page 7	72.		4.13/2-			
FACTION KEYWORDS	IMPER	RIUM,	ASTRA	A MILI	ΓARU	M, ELY	SIAN	DROP	TROOPS
KEYWORDS	INFAN	TRY,	ELYSIA	N SNII	PER S	QUAD		411	

3	ELYS	SIAI	ΝH	EA	VY	W	EAI	PO1	NS SQUAD
NAME	M	WS	BS	S	ī	W	A	Ld	Sv
Elysian Weapons Team	6"	4+	4+	3	3	2	2	7	5+
This unit contains 3 Elysia	n Weapons	Teams.	Each mo	odel is a	armed w	vith a las	gun and	d frag gr	enades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES .
Lasgun	24"	Rap	id Fire 1		3	0	1	_	
Frag grenade	6"	Gre	nade D6		3	0	1	٦	
WARGEAR OPTIONS	• Each	model	must take	e one o	ption fro	om the I	Elysian I	Drop Tro	ops Heavy Weapons list.
ABILITIES	Aerial l	Drop: So	ee page 7	2.	W. F		Symple	1-4.14	
FACTION KEYWORDS	IMPEI	RIUM,	ASTRA	MILI	TARU	M, ELY	SIAN	DROP	TROOPS
KEYWORDS	INFAN	TRY,	ELYSIA	N HE	AVY W	EAPO	NS SQ	UAD	

10 Cwee	,	VAL	ΚY	RIE	SF	XY '	TAI	LON		DAMAGE Some of a Valkyric change as it suffer shown below:		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS
Valkyrie Sky Talon	*	6+	*	7	7	14	3	7	3+	8-14+	20"-45"	4+
A Valkyrie Sky Talon is a	a single mod	el armed	l with a	heavy bol	lter an	d two h	ellstrike	missiles.		4-7	20"-30"	5+
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	TIES	1-3	20"	6+
Heavy bolter	36"	Hea	vy 3		5	-1	1	-				
Hellstrike missile	72"	Hea	vy 1		8	-2	D6			e when inflicting dan the lowest result.	nage with thi	s weapon
Multiple rocket pod	72"		vy D6		5	-1	1	1				
WARGEAR OPTIONS			, ,							rocket pods.		
ABILITIES	Crash a before a	d in the l and Bur	Fight pl n: If this arked m	nase by ur s model is	nits tha reduc	ed to 0	LY. wounds	, roll a D	6 before	t can FLY, and can on e removing it from the explosion and each uni	ne battlefield	and
	Sky Talo	on has n	noved m	nore than	20", yo	ou must	roll a D	6 for eac	h mode	point during its movel disembarking. On a	a 1, that mod	
		Hit: You		onent mu	st subt	ract 1 fi	rom hit	rolls for a	attacks t	that target this model	l in the	Amagen .
	charact	eristic be	ecomes		the en	d of the	phase, a	and it los		declare it will hover. Airborne, Hard to Hit		onic
	the mod	del move	es) and	then mov	e the n	nodel st	raight fo	orwards.	Note th	o 90° (this does not c nat it cannot pivot aga 20" until the end of th	in after the i	nitial
TRANSPORT	This mo	odel can	transpo	ort 1 ELYS	SIAN T	FAURO	S or 2 E	LYSIAN	DROP	SENTINELS.	4	1
FACTION KEYWORDS	IMPE	RIUM,	ASTR.	A MILIT	TARU.	M, EL	YSIAN	DROP	TROC	PS	- 1119	
KEYWORDS	VEHIC	CLE, T	RANSI	PORT, F	LY, V	ALKY	RIE SK	Y TALC)N			

SEAS SELECTION OF THE PROPERTY OF THE PROPERTY

RENEGADES AND HERETICS ARMY LIST

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

• CHIMERA

Warhammer 40,000 – Index: Imperium 2

• HELLHOUNDS

Warhammer 40,000 - Index: Imperium 2

• SCOUT SENTINELS

Warhammer 40,000 - Index: Imperium 2

• ARMOURED SENTINELS

Warhammer 40,000 – Index: Imperium 2

- SALAMANDER SCOUT TANK
 Imperial Armour Index: Forces of the Astra Militarum
- ARVUS LIGHTER

Imperial Armour – Index: Forces of the Astra Militarum

VALKYRIES

Warhammer 40,000 - Index: Imperium 2

• LEMAN RUSS BATTLE TANKS

Warhammer 40,000 - Index: Imperium 2

- LEMAN RUSS DEMOLISHERS
 Warhammer 40,000 Index: Imperium 2
- BASILISKS

Warhammer 40,000 - Index: Imperium 2

• MEDUSA

Imperial Armour - Index: Forces of the Astra Militarum

GRIFFON

Imperial Armour – Index: Forces of the Astra Militarum

• WYVERNS

Warhammer 40,000 - Index: Imperium 2

• HYDRAS

Warhammer 40,000 - Index: Imperium 2

• COLOSSUS BOMBARD

Imperial Armour – Index: Forces of the Astra Militarum

• EARTHSHAKER BATTERY

Imperial Armour - Index: Forces of the Astra Militarum

• MEDUSA BATTERY

Imperial Armour – Index: Forces of the Astra Militarum

• RAPIER LASER DESTROYER

Imperial Armour - Index: Forces of the Astra Militarum

• HEAVY QUAD LAUNCHER BATTERY

Imperial Armour – Index: Forces of the Astra Militarum

• HEAVY MORTAR BATTERY

Imperial Armour - Index: Forces of the Astra Militarum

• MALCADOR HEAVY TANK

Imperial Armour - Index: Forces of the Astra Militarum

• MINOTAUR ARTILLERY TANK

Imperial Armour – Index: Forces of the Astra Militarum

• MALCADOR DEFENDER

Imperial Armour – Index: Forces of the Astra Militarum

- BANERI ADE

Warhammer 40,000 - Index: Imperium 2

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

ABILITIES

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

Uncertain Worth

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

Chaos Covenant

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

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

COVENANT OF KHORNE

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

COVENANT OF NURGLE

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

COVENANT OF SLAANESH

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

COVENANT OF TZEENTCH

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

RENEGADES AND HERETICS DISCIPLINE

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

RENEGADES AND HERETICS DISCIPLINE

D3 PSYCHIC POWER

Warp Flux

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

Creeping Terror

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

Unnatural Vigour

Unnatural Vigour has a warp charge value of 10. Every RENEGADES AND HERETICS INFANTRY unit (except this unit) within 6" re-rolls failed charge rolls and re-rolls failed hit rolls and wound rolls in the Fight phase for the rest of the turn. At the start of the Morale phase, each affected unit suffers D3 mortal wounds.

WARGEAR

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

Ranged Weapons

- Bolt pistol
- Laspistol
- Plasma pistol

Special Weapons

- Flamer
- Grenade launcher (with frag and krak grenades)
- Meltagun
- Plasma gun
- Sniper rifle (Renegade Marauders only)

Heavy Weapons

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

Melee Weapons

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

NAME	M	WS	BS S	i T	W	A	Ld	Sv
Renegade Commander	6"	3+	3+ 3	3	4	3	*	5+
This unit contains 1 RenThe Renegade Comman				ult weapon	, frag gr	enades a	and eithe	r a laspistol or autopistol.
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	IES
Autogun	24"	Rapic	l Fire 1	3	0	1	-	
Autopistol	6"	Pistol	1	3	0	1	-	
Lasgun	24"	Rapic	l Fire 1	3	0	1	-	
Laspistol	12"	Pistol	1	3	0	1	-	
Shotgun	12"	Assau	ılt 2	3	0	1	If the Strens	target is within half range, add 1 to this weapon's gth.
Brutal assault weapon	Melee	Melee	2	User	0	1		time the bearer fights, they can make 1 additional with this weapon.
Frag grenade	6"	Gren	ade D6	3	0	1	1	
WARGEAR OPTIONS ABILITIES	Reneg This r Weapo	ades and nodel ma ons list.	Heretics R	anged Weap e their bruta	ons list.			notgun, autogun, lasgun or a weapon from the weapon from the Renegades and Heretics Melee

(4)			1	MA	LEF	FIC	LO	RD	
NAME	M	WS	BS	S	ī	W	A	Ld	Sv
Malefic Lord	6"	4+	4+	3	4	4	3	8	-
A Malefic Lord is a sing	le model arm	ed with	only its	bare ha	nds.				
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILIT	TIES
Bare hands	Melee	Mel	ee		User	0	1	_	
WARGEAR OPTIONS	• None	e.							
ABILITIES	Warp P	ossession of the contract of t	on: If thi	is mode Strengt	h to 8 an	Perils o	f the Wa	rp and s	ave. survives, immediately increase its Weapon Skill adjust the Armour Penetration and Damage of its
PSYKER	psychic	power	in each e	enemy I		hase. It	knows t		endly Psychic phase, and attempt to deny one psychic power and two psychic powers from the
FACTION KEYWORDS	CHAO	S, REI	NEGAI	DES AI	ND HE	RETIC	S		
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, PSYI	KER, M	1ALEF	IC LOP	ND.

INFANTRY, <CHAOS COVENANT>, RENEGADE COMMANDER

Refractor Field: This model has a 5+ invulnerable save.

CHAOS, RENEGADES AND HERETICS

FACTION KEYWORDS

KEYWORDS

3		R	OG	UE	PS	YK	ER (CO	VEN
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rogue Psyker	6"	5+	5+	3	3	3	1	8	-
This unit contains 5 RRogue Psykers fight w			ands.						
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TES
Bare hands	Melee	Mel	lee		User	0	1	-	
WARGEAR OPTIONS	• None	e.	1					11/1/	
ABILITIES	Aura of	f the Wi	itch: Th	is unit h	as a 5+ i	nvulnei	rable save	e.	
		tead of	2D6: if						Witch test for this unit, you may choose to roll unds. If all the models in the unit are slain, the test
PSYKER	psychic	power	in each	enemy F		hase. It	knows t		endly Psychic phase, and attempt to deny one psychic power and one psychic power from the
	etc, from Warhan	n this n nmer 40	nodel. If 0,000 rul	this uni	it suffers	Perils of within	of the Wa	rp, it suf	del in the unit – measure range, visibility, ffers D3 mortal wounds as described in the er damage if the Perils of the Warp causes the last
FACTION KEYWORDS	CHAO	S, REI	NEGAI	DES AN	ND HE	RETIC	CS	72:11	
KEYWORDS	INFAN	TRY,	<cha< td=""><td>os co</td><td>VENAN</td><td>VT>, F</td><td>SYKER</td><td>, ROG</td><td>UE PSYKER COVEN</td></cha<>	os co	VENAN	VT>, F	SYKER	, ROG	UE PSYKER COVEN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Cultist	6"	4+	4+	3	3	1	1	*	6+
Renegade Cultist Champion	6"	4+	4+	3	3	1	2	*	6+
 (Power Rating +3) or u Renegade Cultists are at The Renegade Cultist C WFAPIIN	rmed with	autogur	ns. with an			er Katır AP		ADUL	TITO
	24"				3		<u>D</u>	ABILI	lita
Autogun Autopistol	24 6"	Rap Pist	oid Fire 1		3	0	1	-	
Flamer	8"		ault D6		4	0	1	Th:	weapon automatically hits its target.
Heavy stubber	36"		aun Do		4	0	1	11115	weapon automatically lifts its target.
Shotgun	12"		ault 2		3	0	1	If the Stren	e target is within half range, add 1 to this weapon's 19th.
Brutal assault weapon	Melee	Me	lee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.
WARGEAR OPTIONS	• For e	very ter Renegac	n models	in the t Cham	unit, one pion may	Renega	de Cult	ist may	ropistol and brutal assault weapon. replace their autogun with a heavy stubber or flame with an autopistol and brutal assault weapon or a
ABILITIES	Uncerta	ain Wo	th: See p	page 81			4173	4713	· · · · · · · · · · · · · · · · · · ·
			TECAE	TC AN	ID HEI	DETIC	c	A MA AS	Not be an in the course of the second state of the second
FACTION KEYWORDS	CHAO	S, REI	NEGAL	DES AI	ND HEI	KEIIU	•		

\triangleright 3		REN	NEG	AL	E I	MIL	ITL	A S	QUAD
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Militia	6"	5+	5+	3	3	1	1	*	6+
Renegade Militia Weapons Team	6"	5+	5+	3	3	2	2	*	6+
Renegade Militia Champion	6"	4+	4+	3	3	1	2	*	6+

- This unit contains 1 Renegade Militia Champion and 9 Renegade Militia. It may include up to 10 additional Renegade Militia (Power Rating +3).
 Renegade Militia are armed with frag grenades and either autoguns or lasguns.
 The Renegade Militia Champion is armed with frag grenades and either an autogun or lasgun.

KEYWORDS

WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Autopistol	6"	Pistol 1	3	0	1	-
Lasgun	24"	Rapid Fire 1	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	1
Krak grenade	6"	Grenade 1	6	-1	D3	-
	One ofFor every equipyThe Return the Ret	ped with a weapon : enegade Cultist Cha enegades and Heretio	ist may be use unit, two from the Reampion may as Ranged W	upgrade other F negade replac Veapons	ed with a Renegade s and He ce their a s list and	
ABILITIES		in Worth: See page		4-7	N. J. S.	
	Chaos S		d with a Ch	aos sig	il rolls tv	wo dice when making Morale tests, and chooses the
	Vox-cast highest s		l with a vox	-caster	rolls two	o dice to determine its Leadership value and chooses the
FACTION KEYWORDS	CHAO	S, RENEGADES	AND HEI	RETIC	cs	

INFANTRY, <CHAOS COVENANT>, RENEGADE MILITIA SQUAD

P 2 RENEGADE MUTANT RABBLE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mutant	6"	5+	5+	3	3	1	1	*	6+
Mutant Champion	6"	4+	5+	3	3	1	2	*	6+

- This unit contains 9 Mutants and 1 Mutant Champion. It may include up to 10 additional Mutants (**Power Rating +2**), up to 20 additional Mutants (**Power Rating +4**), up to 30 additional Mutants (**Power Rating +6**) or up to 40 additional Mutants (**Power Rating +8**).
- Mutants are armed with frag grenades and either laspistols, stub guns or autopistols.
- The Mutant Champion is armed with frag grenades and either a laspistol, stub gun or autopistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Autopistol	6"	Pistol 1	3	0	1	-
Lasgun	24"	Rapid Fire 1	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Stub gun	6"	Pistol 1	3	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	ュ
WARGEAR OPTIONS	,	,	1		1	ol for a lasgun, autogun or shotgun. from the <i>Renegades and Heretics Melee Weapons</i> list.
ABILITIES	Uncertai	n Worth: See 81.		1	1111/2	
	D6 mode character	ls in the unit as they ar	e slain v f the bat	when th ttle. On	eir muta a 3-4, ac	ll a D6 and apply the following result. On a 1, remove ation runs amok. On a 2–3, add 2" to the unit's Move ald 1 to the unit's Attack characteristic in a turn in which it
FACTION KEYWORDS	CHAOS	, RENEGADES AN	D HEI	RETIC	S	

KEYWORDS INFANTRY, MUTANTS, <CHAOS COVENANT>, RENEGADE MUTANT RABBLE

CHAOS SPAWN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Spawn	7"	4+	-	5	5	4	D6	9	5+

This unit contains 1 Chaos Spawn. It can include 1 additional Chaos Spawn (**Power Rating +2**), 2 additional Chaos Spawn (**Power Rating +4**), 3 additional Chaos Spawn (**Power Rating +6**) or 4 additional Chaos Spawn (**Power Rating +8**). Each Chaos Spawn attacks with hideous mutations.

maeous mutations.						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hideous mutations	Melee	Melee	User	-2	2	-
WARGEAR OPTIONS	None.					
ABILITIES	Fearsom	e: Enemy units v	vithin 1" of an	y Chaos	Spawn	must subtract 1 from their Leadership value.
	Mutated table belo	ow:	: When a unit	of Chao	os Spaw	n makes its close combat attacks, roll a D3 and consult the
	Fig	ht phase.				s Spawn in the unit have an AP of -4 until the end of the e unit adds 2 to its Attacks characteristic until the end of the
	Fig	ht phase.				nd rolls for this unit until the end of the Fight phase.
FACTION KEYWORDS	CHAOS	, RENEGADI	ES AND HEI	RETIC	S	
KEYWORDS	INFAN	FRY, <chaos< td=""><td>COVENAN</td><td>VT>, C</td><td>HAOS</td><td>SPAWN</td></chaos<>	COVENAN	VT>, C	HAOS	SPAWN

	KE	ENE	GA	DE	CO	OM:	MA	ND	SQUAD
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Disciples	6"	3+	3+	3	3	1	1	*	5+
Disciple Weapon Team	6"	3+	3+	3	3	2	2	*	5+
This unit contains 4 DisEach Disciple is armed								ng +3) o	r up to 10 more Disciples (Power Rating +6).
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TES
Autogun	24"	Rap	id Fire 1	1	3	0	1	-	
Lasgun	24"	Rap	id Fire 1	l	3	0	1	-	
Frag grenade	6"	Gre	nade D6	5	3	0	1	1	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
	• Two Here	tics Hea	isciples i	ons list			17.26	Геат еqu	sipped with a weapon from the Renegades and
ABILITIES	Two Here All n Uncerts	other D tics Hear nodels in ain Wor	isciples in way Weapon this under the See p	ons list nit may ta page 81.	ike kra	k grenad	des.		
ABILITIES	Two Here: All n Uncerta Fanatic	other D tics Hear nodels in ain Wor :: Roll an	isciples in this under the See part addition	ons list nit may ta page 81.	ike kra vhen d	k grenad	des.		
ABILITIES	• Two Here: • All n Uncerta Fanatic dice rol	other D tics Hea nodels in ain Wor :: Roll ar ls. In ad	isciples in wy Weapon this un this See in addition, a Apostat	ons list nit may tapage 81. onal D6 wadd 3 to t	when dhe roll	k grenadetermininstead	des. ing this of 2. units su	unit's Un	nipped with a weapon from the Renegades and accertain Worth, and choose the highest of the two
ABILITIES	• Two Here: • All n Uncerts Fanatic dice rol †Banne within 6	other D tics Hea nodels in ain Wor Roll an ls. In ad r of the 6" of any	isciples of wy Weapon this under the See pon addition, and Apostate with models with the see. When	ons list nit may tapage 81. onal D6 wadd 3 to the Enemy is with a Brower a R	when dhe roll y IMP Banner ENEG	k grenace etermininstead ERIUM of the A	des. ing this of 2. units su postate.	unit's Unibtract 1	nipped with a weapon from the Renegades and exertain Worth, and choose the highest of the two from their Leadership characteristic whilst they are
ABILITIES	• Two Here • All n Uncerts Fanatic dice rol †Banne within 6 †Banne unit, it n	other D tics Hea nodels in ain Wor Roll ar ls. In ad r of the 6" of any r of Hat may imn and Vox	isciples of wy Weapon this unnerth: See pon addition dition, a Apostate of models we: When mediately a Net: Al	ons list nit may tapage 81. onal D6 wadd 3 to the Enemy is with a Brever a Rey make a	when dhe roll y IMP: Banner ENEG a single	etermin instead ERIUM of the A ADES A attack a with a v	des. ing this of 2. units su postate. AND HI	unit's Ur abtract 1 ERETICS he unit tl	nipped with a weapon from the Renegades and accertain Worth, and choose the highest of the two from their Leadership characteristic whilst they are model is slain in the Fight phase within 6" of this
ABILITIES	• Two Here: • All n Uncerta Fanatic dice rol †Banne within (†Banne unit, it i	other D tics Hear nodels in ain Wor Roll ar ls. In ad r of the 6" of any r of Hat may imm and Vox ship for nat a Ren	isciples of wy Weapon this under the See panaddition dition, a Apostate would be well as the work of t	ons list nit may ta page 81. onal D6 wadd 3 to the Enemy is with a Brever a Ray make a ll friendly tests if it is	when dhe roll y IMP Banner ENEG a single y units is high	etermininstead ERIUM of the A ADES A attack a with a ver.	des. ing this of 2. units su postate. AND HH gainst the concept of the concept	unit's Units	acertain Worth, and choose the highest of the two from their Leadership characteristic whilst they are model is slain in the Fight phase within 6" of this nat killed it.
ABILITIES FACTION KEYWORDS	• Two Here. • All n Uncerts Fanatic dice rol †Banne within 6 †Banne unit, it i Comma Leaders †Note the game be	other D tics Hea nodels in ain Wor Roll an ls. In ad r of the of of any r of Hat may imn and Vox ship for nat a Rer egins.	isciples of this until the See part addition, a Apostate models with the Merican Apostate and the Morale the Morale the megade Commence of the Morale the	ons list nit may ta page 81. onal D6 wadd 3 to the Enemy is with a Brever a Ray make a ll friendly tests if it is	when dhe roll y IMP Sanner ENEG a single y units is high	etermininstead ERIUM of the A ADES A attack a with a ver.	ing this of 2. units su postate. AND HI gainst the cox-caste	unit's Units	dipped with a weapon from the Renegades and accertain Worth, and choose the highest of the two from their Leadership characteristic whilst they are model is slain in the Fight phase within 6" of this nat killed it. 120" of a command vox net can use this unit's

3	R	EN	EG	AD	E D	ISC	CIP	LE S	SQUAD	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Disciples	6"	3+	3+	3	3	1	1	*	5+	
Disciple Weapon Team	6"	3+	3+	3	3	2	2	*	5+	
Disciple Champion	6"	3+	3+	3	3	1	2	*	5+	
 Each model in this unit is 	armed v	vith frag	grenade		ither a l	asgun o	autogu	n.	or up to 10 more Disciples (Power Rating +6)).
WEAPON	RANGE	TYP			S	AP	<u> </u>	ABILI	TIES	
Autogun	24"		oid Fire 1		3	0	1	-		
Lasgun	24" 6"	-	oid Fire 1 nade D6		3	0	1 1	-		
Frag grenade Krak grenade	6"		nade De nade 1)	6	-1	D3	7		
WARGEAR OPTIONS	Pisto One One One Weap Two Weap All n	Is list an Disciple other Dother Doons list other Doons list ondels in odels in Doons list models in Doons list mo	e may ca isciple n isciple n isciples n isciples n	oon from rry a Ch nay carry nay exch may form	n the <i>Re</i> aos sigi y a vox- ange th m a wea ake kral	enegades l. caster. eir lasgu pons tea	and He un or aut	retics M	gun for a weapon from the Renegades and Her delee Weapons list. For a weapon from the Renegades and Heretics ith a weapon from the Renegades and Heretics	Specia
ABILITIES	Chaos S lowest s	Sigil: A Score, :: Roll a		ipped w	rith a Cl when de	etermini	ng this		when making Morale tests, and chooses the necertain Worth, and choose the highest of the	e two

CHAOS, RENEGADES AND HERETICS
INFANTRY, <CHAOS COVENANT>, RENEGADE DISCIPLE SQUAD

FACTION KEYWORDS KEYWORDS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Enforcer	6"	3+	3+	3	3	4	3	*	5+
This unit contains 1 ReThe Renegade Enforcer			rmed wi	th a b	rutal assaı	ılt weap	oon, frag	grenad	es and either a laspistol or autopistol.
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES
Autogun	24"	Rap	id Fire 1		3	0	1	-	
Autopistol	6"	Pist	ol 1		3	0	1	-	
Lasgun	24"	Rap	id Fire 1		3	0	1	-	
Laspistol	12"	Pist	ol 1		3	0	1	-	
Shotgun	12"	Ass	ault 2		3	0	1	If the Stren	e target is within half range, add 1 to this weapon's agth.
Brutal assault weapon	Melee	Mel	ee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.
Frag grenade	6"	Gre	nade D6		3	0	1	٦	
WARGEAR OPTIONS	Reneg • This i	gades ar	<i>id Hereti</i> nay exch	cs Rar	iged Weap	ons list.	MARK!		hotgun, autogun, lasgun or a weapon from the weapon from the Renegades and Heretics Melee
ABILITIES	dice roll Baleful	Roll ar s. In ad Judge:	n additio dition, a Whenev	nal De dd 3 te	6 when de o the roll i	instead ES AN	of 2. D HER	ETICS I	ncertain Worth, and choose the highest of the two NFANTRY unit within 3" of this model must tak nit are slain and the test is automatically passed.

Refractor Field: This model has a 5+ invulnerable save.

INFANTRY, <CHAOS COVENANT>, RENEGADE ENFORCER

CHAOS, RENEGADES AND HERETICS

FACTION KEYWORDS

KEYWORDS

4	RE	NEGAD	E MA	AR.	AUI	DER	SQUAD
NAME	M	WS BS	S T	W	A	Ld	Sv
Marauder	6"	3+ 3+	3 3	1	2	7	5+
Brute	6"	3+ 5+	4 3	3	3	7	5+
Marauder Chief	6"	3+ 3+	3 3	2	2	8	5+
and up to 2 Brutes (Po	wer Rating +	-3).					arauders (Power Rating +4) r an autogun, lasgun or shotgun.
WEAPON	RANGE	TYPE	S	AP	D	ABILITI	ES
Autogun	24"	Rapid Fire 1	3	0	1	-	
Autopistol	6"	Pistol 1	3	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Lasgun	24"	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	
Shotgun	12"	Assault 2	3	0	1	If the t Streng	target is within half range, add 1 to this weapon's tth.
Brutal assault weapon	Melee	Melee	User	0	1		ime the bearer fights, it can make 1 additional with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	7	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
WARGEAR OPTIONS	autopiUp toHeretiThe MRenego	stol or laspistol. two models in the cs Special Weapons larauder Chief ma	unit may replist. y replace the	place the	eir autog gun, lasg	gun or las un or sho	sigun with a weapon from the Renegades and stigun with a boltgun or one weapon from the from the Renegades and Heretics Melee
ABILITIES	2+ the te Specialis • Stalke Additi • Murd • Heret krak g	st is automatically sts: Before your ga rs: Your opponent onally, models in er Cultists: You ca eks: All models in grenades.	passed regar me starts, ch must subtra the unit gain n re-roll faild this unit hav	oose or ct 1 fro +1 to t ed hit r	f other none of the om hit rowheir saviolls for the characters.	nodifiers. following lls for atta ing throw his unit in	this unit, instead of taking the test, roll a D6. On a On a 1, the unit is removed from play. g abilities to apply for the duration of the battle: acks that target this model in the Shooting phase. If they are in cover. In the Fight phase. 64+ instead of 5+. The entire unit also gains
CAPTION VEVWODDE	CITAO	DENIECADES	AND HE	PTIC	10		

CHAOS, RENEGADES AND HERETICS

INFANTRY, RENEGADE MARAUDER SQUAD

FACTION KEYWORDS

KEYWORDS



RENEGADE OGRYN BEAST HANDLERS

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

- This unit contains 1 Ogryn Pack Master and three Chaos Mauler Hounds. It may include up to 3 additional Chaos Mauler Hounds (Power Rating +3).
 The Ogryn Pack Master is armed with a mauler goad, ripper claw and frag grenades.
 The Chaos Mauler Hounds are armed with befouled fangs and claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ogryn Pack Master						
Mauler goad	Melee	Melee	User	0	1	Attack with this weapon before the Mauler Hounds make their attacks. If this weapon causes 1 or more unsaved wounds on an enemy unit, the Mauler Hounds get +1 to their hit rolls against the same unit this turn.
Ripper claw	Melee	Melee	User	-1	D3	-
Frag grenade	6"	Grenade D6	3	0	1	7
Chaos Mauler Hounds						
Befouled fangs and claws	Melee	Melee	User	0	1	A unit that suffers 1 or more unsaved wounds from this weapon adds +1 to the dice roll for the subsequent Morale test.
WARGEAR OPTIONS	• None.			de se	147	
ABILITIES	they mad	le a successful charg	ge,			e additional attack in the Fight phase in a turn in which ay activate the combat stimms – if so, roll a D6. On a 1,
	one Ogry		nediately sla	in. On	a 2-5, ea	ach Ogryn increases their Attack characteristic by 1. On a
FACTION KEYWORDS	CHAOS	S, RENEGADES	AND HER	RETIC	S	
KEYWORDS	(OGRY	N PACK MASTI	ER): INFAI	NTRY,	<cha< td=""><td>OS COVENANT>, OGRYN,</td></cha<>	OS COVENANT>, OGRYN,
	RENEG	ADE OGRYN B	EAST HA	NDLE	RS	

T) (6)									
TOWER .		REN	NEG	AI)E (OG.	RYN	N B	RUTES
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ogryn Brute	6"	3+	4+	5	5	3	3	6	5+
Ogryn Berserker Boss	6"	3+	4+	5	5	4	4	7	5+
 This unit contains 3 Og (Power Rating +18). The Ogryn Brute is arm 				7 7			n Brutes	(Power	Rating +8) or up to 9 additional Ogryn Brutes
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Ogryn power drill	Melee	Mel	ee		10	-3	D3	Agai	nst VEHICLES, re-roll failed wound rolls.
Ogryn weapon	Melee	Mel	ee		+1	-1	2	-	
Frag grenade	6"	Gre	nade D6	ó	3	0	1	ュ	
WARGEAR OPTIONS	• One	Ogryn l	Brute in	the uni	t may be	upgrac	led to be	an Ogr	ryn Berserker Boss with an Ogryn power drill.
ABILITIES			Iuscle: It		in this u	nit can	make on	ne additi	onal attack in the Fight phase in a turn in which
	one Og	ryn Bru	te in the	unit is	immedi	ately sla		2-5, eac	ctivate the combat stimms – if so, roll a D6. On a 1, ch Ogryn Brute gains +1 Attack. On a 6, each Ogry
FACTION KEYWORDS	CHAC	S, REN	NEGAI	DES A	ND HE	RETIC	S	17/16	人人共有主义。4个年代第763年的朱德的第一年

NAME Plague Ogryn 6" 3+ • This unit contains 3 Plague Ogryns. You Ogryns (Power Rating + 14). • Plague Ogryns are armed with plague claws WEAPON Plague claws Melee MARGEAR OPTIONS AVAIAnche of they made a s Plague Stimm Plague Ogryn in the		RENEGADE PLAGUE OGRYNS												
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv					
Plague Ogryn	6"	3+	4+	5	5	3	3	6	-					
Ogryns (Power Ratio	ng +14).			ıde up 1	to 3 addit	ional P	lague O	gryns (P	ower Rating +7) or up to 6 additional Plague					
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES					
Plague claws	Melee	Mel	ee		User	-1	D3	Re-ro	oll failed wound rolls against non-VEHICLE models.					
WARGEAR OPTIONS	• None	e.												
ABILITIES	they ma Plague Plague	ade a suo Stimms Ogryn i	ccessful : At the n the ur	charge. start of ait is im	the Figh	t phase y slain.	you ma On a 2-5	y activat 5, each P	onal attack in the Fight phase in a turn in which e the plague stimms – if so, roll a D6. On a 1, one lague Ogryn gains +1 Attack. On a 6, each Plague					
	benefit	from the	e Coven	ant of N	Nurgle (se	ee page	81).		lord chooses, Plague Ogryns always (and only)					
									hase, nearby units are showered in plague bile: roll a hin 3". On a 4+, that unit suffers a mortal wound.					
FACTION KEYWORDS	CHAO	S, REN	NEGAI	DES A	ND HEI	RETIC	S		BENEFIT RELATION					
KEYWORDS	INFAN	TRY,	NURG	LE, O	GRYN, I	PLAG	UE OG	RYNS						

Course RI	NE	GA	DE	HIE	EAV	YV	VE.	APC	ONS SQUAD
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Weapons Team	6"	5+	5+	3	3	2	2	*	6+
This unit contains 3 ReneEach model is armed with							ditional	Renegad	le Weapons Teams (Power Rating +3).
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	ries
Autogun	24"	Rap	oid Fire 1		3	0	1	-	
Lasgun	24"	Rap	oid Fire 1		3	0	1	-	
Frag grenade	6"	Gre	nade D6	,	3	0	1	7	
	• Each	Renega	de Wear	ons Tea	am mus	select a	single v	weapon 1	from the Renegades and Heretics Heavy Weapons lis
WARGEAR OPTIONS			.1 0	1age 81	of the part		light.	3,773	
WARGEAR OPTIONS ABILITIES	Uncerta	ain Woi	th: See 1	age or.					
			Th: See posterior			RETIC	S		

INDERING.



QUESTOR IMPERIALIS ARMY LIST

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

KEYWORDS

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

<HOUSEHOLD>

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

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

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

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

40		A	CAS PC		JS I HY		IGH ON	T		DAMAGE Some of an Acastus characteristics char battle, as shown bel	nge as it su		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Acastus Knight Porphyrion	*	*	*	8	9	30	3	9	3+	23-30+	10"	3+	2+
An Acastus Knight Porphy	rion is a si	ngle mo	odel. It is	s equipp	oed with	two twi	in magn	a lascanı	non,	16-22	8"	4+	3+
two autocannon and an iro										9-15	6" 4"	5+ 6+	4+ 5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-8	4	0+	3+
Autocannon	48"	Hea	ivy 2		7	-1	2	-					1
Helios defence missiles	60"	Hea	ivy 2		8	-2	3	targe	ts that c	hit rolls made for this an FLY . Subtract 1 fro on against all other ta	om the hit		,
Ironstorm missile pod	72"	Hea	vy D6		5	0	D3		weapon earer,	can target units that a	are not visi	ble to	
Lascannon	48"	Hea	ıvy 1		9	-3	D6	-					
Twin magna lascannon	72"	Hea	ivy 2D3		12	-3	6	Thes attacl	-	ns may not be used to	make Ove	erwatch	
Titanic feet	Melee	Mel	ee		User	-2	D3		e 3 hit ro ad of 1.	olls for each attack ma	de with th	is weapon	
WARGEAR OPTIONS										n with a lascannon. od with helios defence	missiles.	1.2	
ABILITIES	Blessed one wou		mulacra	a: At the	e beginn	ing of e	ach of yo	our turns	s, roll a	D6; on the result of a	5+ the mo	del heals	
										oll a D6 before removi 6 mortal wounds.	ng the mo	del from	-
	Ion Shi	eld: Thi	is model	has a 5	+ invuln	erable s	ave agai	nst shoo	ting atta	acks.			
	during i models, Porphyr INFAN unit tha Porphyr	ts turn, though ion can TRY ke t is with	When a at the cashoot is shoot is yword. In the cashoot is the cas	an Acast end of it f there of In this c e and m	tus Knig s move i are enem case, it ca nore than Heavy w	ht Porp t must l y mode n shoot 1" awa capons	hyrion I be more els within t the ene y from a without	alls Back than 1" to 1" of it, my unit ny friend sufferin	k, it can from all , as long that is v dly mod g the pe	vement phase and still even move over enem enemy units. An Acas as all of the enemy m within 1" of it or any o lels. In addition, the Amalty to its hit rolls. Fif of the model is obser	ny INFAN' stus Knigh odels have ther visible castus Kn inally, the	t the e enemy ight Acastus	
FACTION KEYWORDS					MPERI								
KEYWORDS					ASTUS		•				Eg - 2		

25		KN			RAS' [-A(ON		DAMAGE Some of a Cerastus characteristics char	nge as it su		ıage
NAME	M	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel	low:	WS	E
Cerastus Knight-Acheron	*	*	*	8	8	27	4	9	3+	15-27+	14"	3+	3
A Cerastus Knight-Acheron reaper chainfist with an inbu										7-14 1-6	10" 6"	4+ 5+	4
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES	1-0		3+	
Acheron flame cannon	18"	Hea	vy 2D6		7	-2	3	This	weapon	automatically hits its	target.		
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					
Reaper chainfist	Melee	Mel	ee		x2	-4	6	Whe		ing with this weapon,	subtract 1	from the	
Titanic feet	Melee	Mel	ee		User	-2	D3		e 3 hit ro ad of 1.	olls for each attack ma	de with th	is weapon	
WARGEAR OPTIONS	• None		2237			12 27		7 7 11 1 2	34		Programme and the		7/ 4
ABILITIES	one wou	ınd. es: If thi	is model	is red		wound	s, roll a	D6 befoi	re remov	D6; on the result of a 5			+
	Flank S may mo		Vhen ma	aking a	dvance re	olls for	this mo	del, roll 2	2D6 to d	etermine the maximu	m distanc	e it	
	Ion Shi	e ld: Thi	s model	has a 5	5+ invuln	erable s	save agai	inst shoc	oting atta	acks.			751
	during i though if there this case more th weapon	ts turn, at the en are ener e, it can an 1" av s withou	When and of its my mod shoot the vay fron at suffer	Ceras move els with ne ener n any fri ing the	tus Knigh it must be hin 1" of i ny unit th riendly m	nt Ache e more it, as lon nat is windels. I nodels. I	than 1": ng as all ithin 1" In additi t rolls. I	s Back, i from all of the er of it or a ion, the (inally, the	t can ever enemy unemy me ny other Cerastus ne Ceras	nent phase and still sheen move over enemy I units. A Cerastus Knig odels have the INFAN' visible enemy unit the Knight Acheron can tus Knight Acheron o	NFANTR' ht-Achero TRY keyw at is within move and	Y models, n can show ord. In n range an fire Heavy	et id
FACTION KEYWORDS			18.11		MPERI						7		.3.
KEYWORDS					RASTU	_					Lievi		

CERASTUS KNIGHT-ATROPOS

WS Ld NAME M Sv Cerastus Knight-Atropos 27 9 8 8 3+ 4

A Cerastus Knight-Atropos is a single model. It is equipped with an Atropos lascutter and a

DAMAGE Some of a Cerastus Knight-Atropos' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
15-27+	14"	3+	3+
7-14	10"	4+	4+
1-6	6"	5+	5+

A Cerastus Knight-Atrop graviton singularity cann						er and a	7-14 1-6	10" 6"	4+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Atropos lascutter (shooting)	9"	Heavy 1	12	-4	6	or MONSTER u immediately ma	this weapon slays unit in the Shootin ke another attack nge. This bonus at	ng phase, yo against a se	ou may eparate
Atropos lascutter (melee)	Melee	Melee	14	-4	6	this weapon aga	failed hit rolls and inst targets with t VEHICLE keywor	he MONST	
Graviton singularity cannon	36"	Heavy 4	8	-3	3	the bearer suffer normally (if the is carried out no the weapon's atta	ime before this wo rs a mortal wound bearer survives th ormally using its li acks are instead ca age 6 instead of its	and the we nis). On 2-5 sted profile arried out a	eapon fires , the attack . On a 6, t Strength
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls instead of 1.	for each attack m	ade with th	is weapon
WARGEAR OPTIONS	None.			W. W. S.				14/A(4)	
	Flank Sp may mov	es (Unstable Reactefield; on a 6+ it enter the second when making we.	xplodes and e	each uni	it within his mod	to 0 wounds, roll a 2D6" suffers D6 m lel, roll 2D6 to deter	ortal wounds.	um distance	e it
		are Shield: This malee attacks.	odel has a 4+	- invuln	erable sa	ave against shooting	g attacks, and a 5+	- invulneral	ole save
	during it though a if there a this case more the weapons its save it	es turn, When a Co at the end of its mo are enemy models , it can shoot the co an 1" away from an without suffering n cover if at least l	erastus Kniglove it must be within 1" of it memy unit the my friendly my the penalty in alf of the may be. You may	at Atrope more to t, as long that is with odels. It is odel is odel add 1 to add 1 t	os Falls han 1" fi g as all o thin 1" o n additio rolls. Fi bscured	k in the Movement Back, it can even re rom all enemy units of the enemy model of it or any other vis on, the Cerastus Kn inally, the Cerastus from the bearer, it rolls with this mo	nove over enemy less. A Cerastus Knigles Knigles have the INFAN ible enemy unit the tropos can Knight Atropos can Knight Atropos can be a considered to the tropos of tropos of the tropos of	INFANTRY ght Atropo NTRY keyw nat is withir move and to only gains a	models, s can shoot rord. In range and fire Heavy bonus to
FACTION KEYWORDS	IMPER	IUM, QUESTO	R IMPERI	ALIS,	<hous< td=""><td>SEHOLD></td><td>RATE OF THE PARTY OF THE PARTY</td><td>10000</td><td>34</td></hous<>	SEHOLD>	RATE OF THE PARTY	10000	34
KEYWORDS		LE, TITANIC,		_				10-24	

M BS S Ld NAME

Sv Cerastus Knight-Castigator 8 8 27 3+

DAMAGE Some of a Cerastus Knight-Castigator's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
15-27+	14"	3+	3+
7-14	10"	4+	4+
1-6	6"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Castigator bolt cannon	36"	Heavy 14	6	-2	2	_			
Tempest warblade	Melee	Melee	+6	-3	5	weapon against	a 6 is rolled on any a a MONSTER or a mortal wounds are	VEHICLE, t	hen an
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls instead of 1.	s for each attack m	ade with thi	s weapon
WARGEAR OPTIONS	• None.							7:59	A TOTAL OF
ABILITIES	Blessed one wou		At the beginni	ing of ea	ach of yo	our turns, roll a D6	s; on the result of a	5+ the mod	lel heals
		s: If this model is es and each unit w				D6 before removing l wounds.	g the model from	the battlefiel	ld; on a 6+
	Flank Sp may mov		ng advance ro	olls for t	his mod	el, roll 2D6 to dete	ermine the maxim	um distance	it
	Ion Shie	ld: This model ha	s a 5+ invuln	erable s	ave agaiı	nst shooting attack	cs.		
	during it though a shoot if t In this co and mor Heavy w	s turn, When a C t the end of its mo here are enemy n use, it can shoot the than 1" away fro eapons without su	erastus Knigh ove it must be nodels within ne enemy unit om any friend uffering the p	et Castigo more to 1" of it, that is ly mode enalty to	gator Fal han 1" fi as long within 1 els. In ad o its hit	ack in the Movem lls Back, it can eve rom all enemy uni as all of the enemy " of it or any other ldition, the Cerasti rolls. Finally, the C obscured from the	n move over enem ts. A Cerastus Kni models have the visible enemy un us Knight-Castiga Cerastus Knight-Ca	y INFANTR ght Castigat INFANTRY it that is with tor can move	XY models for can keyword. hin range and fire
	Dollas to	100 Suve III COVEL I	i at icust ilaii	OI tile I	110000110	obscured from the	J Cui Ci		
FACTION KEYWORDS	IMPER	IUM, QUESTO	D IMPEDI	ALIS	<hous< td=""><td>SEHOLD></td><td>ريانا هيد المسهل الحبرا</td><td>10 7 74 4</td><td>2.1</td></hous<>	SEHOLD>	ريانا هيد المسهل الحبرا	10 7 74 4	2.1

CERASTUS KNIGHT-LANCER

 NAME
 M
 WS
 BS
 S
 T
 W
 A
 Ld
 Sv

 Cerastus Knight-Lancer
 *
 *
 *
 8
 8
 27
 4
 9
 3+

A Cerastus Knight-Lancer is a single model. It is equipped with a cerastus shock lance which it wields in melee combat and can also use it to discharge a lethal shock blast. It may also crush its foes beneath its titanic feet.

DAMAGE

Some of a Cerastus Knight-Lancer's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
15-27+	14"	3+	3+
7-14	10"	4+	4+
1-6	6"	5+	5+

its foes beneath its titanic	c feet.					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shock blast	18"	Heavy 6	6	-1	D3	_
Cerastus shock lance	Melee	Melee	+6	-4	6	You may re-roll failed hit rolls with this weapon if the Cerastus Knight-Lancer has successfully charged in your Charge phase.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.
WARGEAR OPTIONS	None.	A THE LAND		Buch	A LA	
ABILITIES	Blessed one wou		At the beginni	ng of e	ach of yo	our turns, roll a D6; on the result of a 5+ the model heals
		s: If this model is es and each unit				D6 before removing the model from the battlefield; on a 6+al wounds.
	Flank Sp may mov		ing advance ro	olls for	this mod	lel, roll 2D6 to determine the maximum distance it
	in the Fig	ght phase of any	turn. In additi	on, ene	my unit	a 5+ invulnerable save increasing to a 4+ invulnerable save s with the TITANIC keyword within 1" must subtract 1 the Cerastus Knight-Lancer (to a maximum of 6+ to hit).
	during it though a if there a this case more the weapons	s turn, When a C at the end of its many re enemy models, it can shoot the an 1" away from a	Cerastus Knigh nove it must be s within 1" of it enemy unit th any friendly many friendly the g the penalty t	t Lance more t, as lor at is wi odels. I o its hi	er Falls I than 1" f ng as all thin 1" c n additi t rolls. F	c in the Movement phase and still shoot and/or charge Back, it can even move over enemy INFANTRY models, from all enemy units. A Cerastus Knight Lancer can shoot of the enemy models have the INFANTRY keyword. In of it or any other visible enemy unit that is within range and on, the Cerastus Knight Lancer can move and fire Heavy inally, the Cerastus Knight Lancer only gains a bonus to its om the bearer.
FACTION KEYWORDS	IMPER	IUM, QUEST	OR IMPERIA	ALIS,	<hou:< td=""><td>SEHOLD></td></hou:<>	SEHOLD>
KEYWORDS	VEHIC	LE, TITANIC,	CERASTUS	KNI	GHT-L	ANCER

28		QU	ES'	ΓΟ: ΜΑ	RIS GAI	KN ER	NIG A	HT		DAMAGE Some of a Questoris characteristics chan	ge as it su		ıage i
NAME	M	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel	ow: M	WS	B
Questoris Knight Magaera	*	*	*	8	8	24	4	9	3+	13-24+	12"	3+	3-
A Questoris Knight Mag plasma-fusil and a reape									sed	7-12 1-6	9" 6"	4+ 5+	4· 5·
WEAPON	RANGE	TYPI	E		S	AP	D	ABILIT	TIES				
Lightning cannon	48"	Hea	vy 6		7	-1	D3	weap	on, that	ou make a wound roll o hit is resolved with an ige 3 instead of D3.			
Phased plasma-fusil	24"	Rap	id Fire 2	2	6	-3	2	-					
Twin rad-cleanser	9"	Assa	ault 2D6	5	*	0	3	on a 3	3+ exce	hits automatically, and pt against TITANIC ar h it always wounds on a	d VEHIC		
Hekaton siege claw	Melee	Mel	ee		x2	-4	6	Subtr	act 1 fr	om hit rolls made with	this weap	on.	
Reaper chainsword	Melee	Mel	ee		+4	-3	6	-					_
Titanic feet	Melee	Mel	ee		User	-2	D3		e 3 hit ro ad of 1.	olls for each attack mad	e with thi	s weapon	
WARGEAR OPTIONS					era may i			er chains	word w	ith a hekaton siege clav	with an	nbuilt twi	in
ABILITIES	one wo	and.					162			D6; on the result of a 5 onus +1 to their save fo			
	against Explod battlefie	this models the contract that the contract the contract that the contract the contr	del. t able Re 6+ it ex	eactor):	If this m	odel is unit w	reduced	l to 0 woi 06" suffer	unds, ro	oll a D6 before removin ortal wounds. ting attacks, and a 5+ i	g the mod	lel from th	ne
	against												
	during though shoot if In this cand mo	its turn, at the en there ar case, it c re than veapons	When and of its e enemy an shoot 1" away withou	Move in the end of the	oris Knig t must be ls within emy unit ny friend ing the p	ht Mag more 1" of it that is ly mod enalty t	than 1" to as long within els. In actorits hit	ls Back, i from all of as all of 1" of it or ddition, t rolls. Fir	it can evenemy until the ener the ener rany oth the Quenally, the	ment phase and still sheen move over enemy I units. A Questoris Knig my models have the IN ner visible enemy unit to storis Knight Magaera e Questoris Knight Mag the bearer,	NFANTR ht Magaer FANTRY hat is with can move	Y models, ra can keyword. nin range and fire	
FACTION KEYWORDS	IMPEI	RIUM.	OHEC	TOD I	MPERL	ALIS	<hou< td=""><td>SEHOL</td><td>Ds</td><td>Market No. 11 Control</td><td></td><td></td><td>1 1 7</td></hou<>	SEHOL	Ds	Market No. 11 Control			1 1 7
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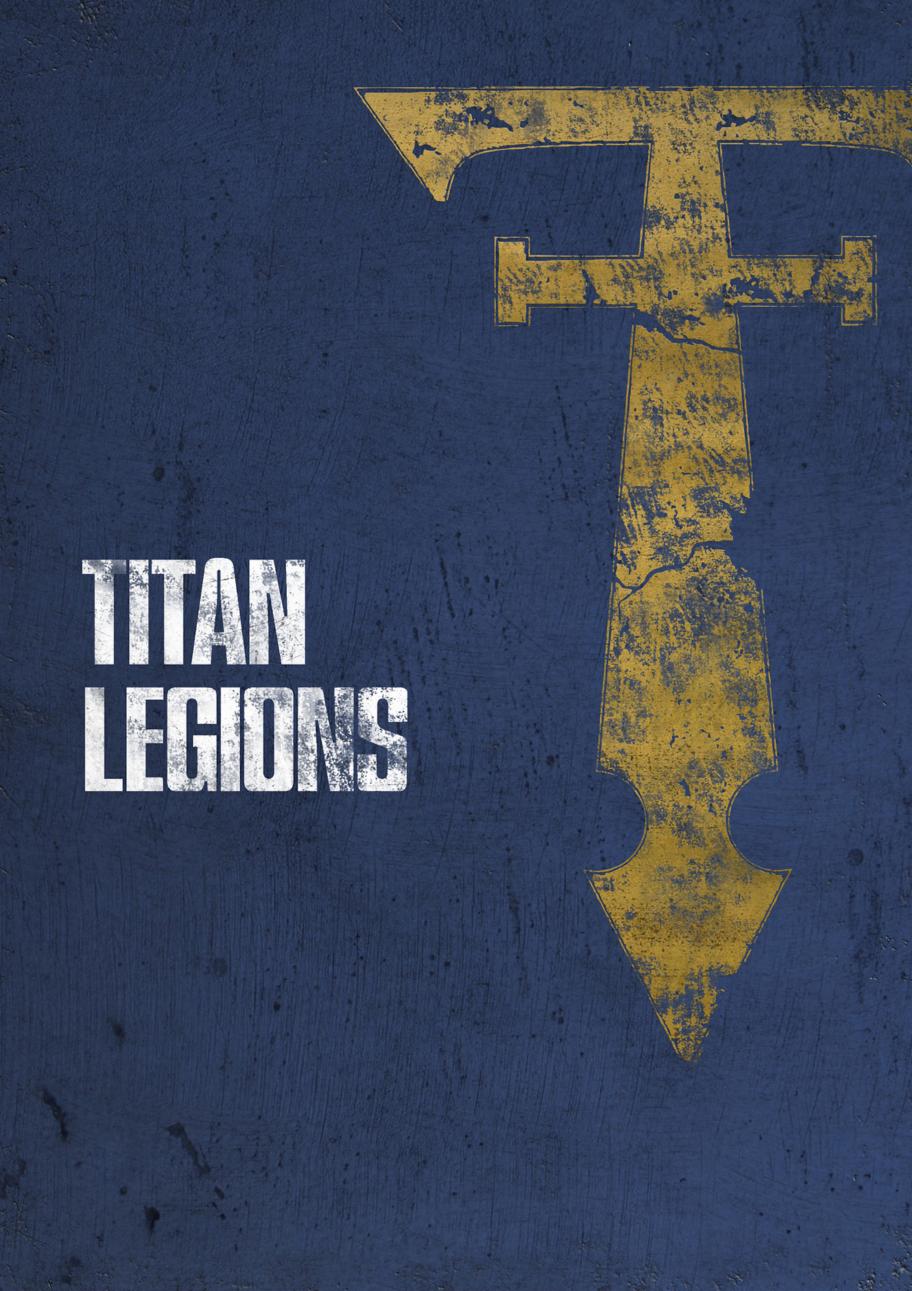
QUESTORIS KNIGHT STYRIX BS Sv NAME WS Ld Questoris Knight Styrix 8 8 24 4

A Questoris Knight Styrix is a single model. It is equipped with a volkite chieorovile,

DAMAGE Some of a Questoris Knight Styrix's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
13-24+	12"	3+	3+
7-12	9"	4+	4+
1-6	6"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Graviton crusher	18"	Heavy D3	6	-2	2	If the target unit's armour save is 3+ or better, the damage of this weapon's attacks increases to 3.
Twin rad-cleanser	9"	Assault 2D6	*	0	3	This weapon hits automatically, and it always wounds on a 3+ except against TITANIC and VEHICLE units, against which it always wounds on a 6+.
Volkite chieorovile	45"	Heavy 5	8	-3	D6	Each time you make a wound roll of 6+ for this weapon the weapon scores an additional automatic hit at the weapon's normal profile which is resolved after the initial attacks for the weapon on the same unit. These additional hits do not themselves generate more additional hits.
Hekaton siege claw	Melee	Melee	x2	-4	6	Subtract 1 from hit rolls made with this weapon.
Reaper chainsword	Melee	Melee	+4	-3	6	-
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.
		do to the de the transfer		_	BE ST TO STATE OF THE STATE OF	
ABILITIES	one wou	nd.				our turns, roll a D6; on the result of a 5+ the model heals not claim the bonus +1 to their save for being in cover
ABILITIES	Empyrea against ti	nd. al Preysight: Units of his model.	other than \	VEHIC	LES can	not claim the bonus +1 to their save for being in cover
ABILITIES	Empyrea against t	nd. al Preysight: Units of the his model. s (Unstable Reacto	other than '	VEHIC	LES can	
ABILITIES	Empyrea against to Explode the battle	nd. al Preysight: Units of the his model. s (Unstable Reactorefield; on a 6+ it exp	other than ' r): If this molodes and e	VEHIC odel is each un	LES can reduced it within	not claim the bonus +1 to their save for being in cover to 0 wounds, roll a D6 before removing the model from
ABILITIES	Empyrea against the battle lonic Fla against in Knight I during it though a if there a this case more the weapons	al Preysight: Units this model. s (Unstable Reactorefield; on a 6+ it expanded attacks. Fitam: A Questoris less turn, When a Questoris with the end of its mover enemy models we get the end shoot the end of t	other than ' r): If this m blodes and e del has a 4+ Knight Styri estoris Knig re it must be ithin 1" of i emy unit the friendly m he penalty t	odel is ach un invuln x can I ht Styri more t, as lor at is wiodels. I o its hi	reduced it within erable sa Fall Back x Falls Behan 1" fing as all thin 1" on addition trolls. Fi	not claim the bonus +1 to their save for being in cover to 0 wounds, roll a D6 before removing the model from 2D6" suffers D6 mortal wounds. In the Movement phase and still shoot and/or charge tack, it can even move over enemy INFANTRY models, rom all enemy units. A Questoris Knight Styrix can shoot of the enemy models have the INFANTRY keyword. In fit or any other visible enemy unit that is within range and on, the Questoris Knight Styrix can move and fire Heavy nally, the Questoris Knight Styrix only gains a bonus to its
FACTION KEYWORDS	Empyrea against the battle lonic Flat against in though a this case more that weapons save in c	al Preysight: Units this model. s (Unstable Reactorefield; on a 6+ it expanse Shield: This modeler attacks. Fitan: A Questoris I set turn, When a Quest the end of its move and the end of its move and the end of the end of its move and the end of the end of its move and it can shoot the end of its move and it can shoot the end of its move and it was from any without suffering the end of its move and it was from any without suffering the end of its move and its move an	other than ' r): If this m blodes and e del has a 4+ Knight Styri estoris Knig e it must be ithin 1" of i emy unit the friendly m he penalty to	odel is ach un invuln x can I ht Styri t, as lor at is wiodels. I o its observed.	reduced it within erable sa Fall Back x Falls B han 1" fing as all cthin 1" on addition trolls. Ficured free	not claim the bonus +1 to their save for being in cover to 0 wounds, roll a D6 before removing the model from 2D6" suffers D6 mortal wounds. In the Movement phase and still shoot and/or charge ack, it can even move over enemy INFANTRY models, from all enemy units. A Questoris Knight Styrix can shoot of the enemy models have the INFANTRY keyword. In fit or any other visible enemy unit that is within range and on, the Questoris Knight Styrix can move and fire Heavy nally, the Questoris Knight Styrix only gains a bonus to its our the bearer.



TITAN LEGIONS ARMY LIST

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

KEYWORDS

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

<TITAN LEGION>

All Titans belong to a Titan Legion.

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

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

MACRO WEAPONS

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

Macro Weapons

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

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

3 (75)		WA	RH		JNI ITA		CO	UT		DAMAGE Some of a Warho characteristics c battle, as shown	hange as			mage in
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	VOID SHIE
Warhound Scout Titan	*	*	*	10	9	35	4	10	3+	30-35+	24"	5+	2+	4+
A Warhound Scout Titan is										16-22	8"	5+	3+	5+
from the list in this datashe			• • •	ush its						9-15	6"	6+	4+	6+
WEAPON Dual turbo-laser	RANGE 96"	TYPE	ro 2D3		S	AP -3	2D6	ABILIT	wound	1-8	4"	6+	5+	7+
destructor	70	Mac	.10 2D3		10	-3	200	roll o	f a 6 ma	de with this attack 3 mortal wounds o			nflicts	an
Titan inferno gun	18"	Hea	vy 4D6		7	-3	4	This	weapon	hits automatically.				389
Titan plasma blastgun	This we	apon ha	s two fir	ing mo	des, decl	are whi	ch is be	ing used	before t	he attack is made:				1963
- Normal	72"	Mac	ro 2D6		8	-3	3	7						188
- Overcharged	72"	Mac	ro 2D6		10	-4	4	Titan shots	suffers have be	this firing mode, for a mortal wound as the resolved. These by the Titan's own v	fter all of e mortal	this we	eapons	
Titan vulcan mega-bolter	72"	Hea	vy 20		6	-3	2	-						32
Titanic stride	Melee	Mel	ee		User	-3	3		e 3 hit road of 1.	olls for each attack	made wi	th this	weapo	on
ABILITIES										before removing thin 3D6" suffers I				
	Imperia	al God-e	engine: 2	1 Warh		out Tita				stic by 12" instead				133
	fire its s this case and mo weapon cover if Titan V projecte energy s saving t any form unaffect	hooting e, it can re than s withou at least foid Shio d out at attacks a hrow wl n of atta ted by th	nd of its weapon shoot th " away i at any pe half of th elds: Tita a distan and miss nich the ck excep te AP of	move its even in even and the modern are ce from illes aga control of from an attached man attac	Warhou must be if there a y unit they friend to its hit relies observed in their huinst then ling play weaponsck, but u	more to re enement is with the mode of the current from t	at Titan than 1" of thin 1" of th	Falls Backway from the within of it or are ledition, and Warhoun bearer. I void shift did design as, Titan are insteade type. Ledit ble saves	ck, it can mall end n 1" unke ny other n Warho d Scout deld gen ned to de void shi d of the ike invu they m	Aovement phase are move over enement units. A Warh ess those enemy musisible enemy units. A cout Titan of Titan only gains a erators, near-imperent and absorb to the title are represented in normal save or included in a linerable saves, Titan and the Titan on the T	y INFAN tound Screed that is van move to bonus to the impact and by a unvulnera an void sonegate m	TRY recout Tite. TITAL within reand fire or its save barriered of high induce keep ble save hield save ortal weep learned save	nodels an car NIC. I range e Hear re in rs of for gh- cind or e again aves an	rce f nst
	fire its s this case and mo weapon cover if Titan V projecte energy saving t any form unaffect In this c wound in comb Damage	hooting e, it can re than s withou at least doid Shio d out at attacks a hrow wi n of atta ted by th case how being ig out opera e table li	nd of its weapon shoot th 1" away i at any pe half of tl elds: Tita a distan and miss nich the ck excep ee AP of rever, rol nored if ations ar sted for	move its even in even and the modern and the modern and the control of from an attack and the savet and so as the Tita	Warhouse must be if there a y unit the points hit red is obscent their huinst then ling play weapons ck, but u ice for ea e roll is pain).	more to re enement is wirely mode olls. Fireword from the control of the control	at Titan 1" any mode thin 1" a consider the consideration of the consideration of the consideration of the Melecutular and the consideration of the consider	Falls Backway from the within the carer. I void shi design as, Titan ase instead the type. Let ble saves and that he defen	ck, it can n all end n 1" unle ny other n Warho d Scout ield gen- ied to do void shi d of thei ike invu they m nas been ls must	en move over enements units. A Warh ess those enemy m visible enemy units. A Warh visible enemy units. Unit of the control of	y INFAN tound Scoodels are t that is v an move bonus to the impact ed by a u nvulnera an void s negate m itan, with	tray recent Tital vithin and fire to fis save barrier to figure ble save bield save bield save the mand and red and red and red to the mand and re	reange e Hear re in case of for the again aves an avound tortal enewer	rce f nst re ss.
FACTION KEYWORDS KEYWORDS	fire its s this case and mo weapon cover if Titan V projecte energy saving t any form unaffect In this c wound in comb Damage IMPEI	hooting e, it can re than s withou at least oid Shie ed out at attacks a hrow wh n of atta ted by th case how being ig pat opera e table li RIUM,	nd of its weapon shoot th I" away l at any pe half of th elds: Tita a distan and miss nich the ck excep ae AP of rever, rol nored if ations ar sted for ADEP	move its even in even and the modern are ce from an attack control of from an attack of so as the Tita	Warhouse must be if there a y unit the protected in their huinst then ling play weapons ck, but uice for ea e roll is p the Titatun).	more to re enement is with the colls. Fire the colls with the coll	at Titan than 1" on mode thin 1" on mode thin 1" on the cles. In ac mally, a V om the ccialised ayers, an me term opt to us the Melect avulnera rtal wou Titan vo maged, t	Falls Backway from the within the arer less within the arer less within the arer less within the arer less within the less week and that he wid shield he defend the LEGIC LEGIC was seend that he will be a less week and that he will be a less week and that he will be a less within the less week and that he will be a less week and the l	ck, it can mall end n 1" unle ny other n Warho d Scout dield gene ded to de void shi d of thei ike invu they m has been ls must sive pot	a move over enements units. A Warhess those enemy units wisible enemy units und Scout Titan curitan only gains a reators, near-imperented and absorb to the did are represented in normal save or included a linerable saves, Titay also be used to a inflicted on the Telegraphy of the continuously researched and the saves of the continuously researched in the saves of t	y INFAN tound Scoodels are t that is v an move bonus to the impact ed by a u nvulnera an void s negate m itan, with	tray recent Tital vithin and fire to fis save barrier to figure ble save bield save bield save the mand and red and red and red to the mand and re	reange e Hear re in case of for the again aves an avound tortal enewer	rce f nst re ss.

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REAVER BATTLE TITAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Reaver Battle Titan	*	*	*	10	10	60	5	10	3+

A Reaver Battle Titan is a single model. It is equipped with a single carapace-mounted weapon and two arm-mounted weapons selected from the lists in this datasheet as shown. It may also crush its enemies beneath its titanic stride.

DAMAGE

Some of a Reaver Battle Titan's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS	VOID SHIELD
50-60+	20"	4+	2+	3+
35-49	18"	4+	3+	4+
20-34	15"	5+	4+	5+
10-19	12"	5+	5+	6+
1-9	10"	6+	6+	7+

WEADON	DANDE	TVDF		ΔD	n	10-19 12" 5+ 5+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES 1-9 10" 6+ 6+
Apocalypse missile launcher	24"-360"	Heavy 12	7	-2	2	This weapon can target units that are not visible to the bearer.
Dual turbo-laser destructor	96"	Macro 2D3	16	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Incinerator missile bank	24"-360"	Heavy 10	6	-2	2	Against INFANTRY , the number of successful hits rolled for this weapon is doubled. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. This weapon can target unit which are not visible to the bearer.
Reaver gatling blaster	72"	Macro 6	8	-3	3	Against INFANTRY units, each successful hit roll inflicted by this weapon instead becomes 3 hits.
Reaver laser blaster	96"	Macro 3D3	10	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Reaver melta cannon	48"	Macro 2D6	16	-4	6	¬
Reaver volcanno cannon	180"	Macro D6	25	-5	12	
Titan inferno gun	18"	Heavy 4D6	7	-3	4	This weapon hits automatically.
Titan plasma blastgun	This weap	on has two firing mo	des, declare	which	is being	gused before the attack is made:
- Normal	72"	Macro 2D6	8	-3	3	¬
- Overcharged	72"	Macro 2D6	10	-4	4	When using this firing mode, for each hit roll of a 1, the Titan suffers a mortal wound after all of this weapon's shots have been resolved. These mortal wounds may not be stopped by the Titan's own void shields.
Titan vulcan mega-bolter	72"	Heavy 20	6	-3	2	-
Reaver chainfist	Melee	Melee	x2	-5	10	Subtract 1 from hit rolls made with this weapon. Any wound roll of a 6 made with this attack on any VEHICLE , MONSTER or BUILDING automatically inflicts an additional 2D6 mortal wounds on the target.
Reaver power fist	Melee	Melee	x2	-5	10	If you slay a VEHICLE or MONSTER that does not have the TITANIC keyword with the Reaver power fist, select an enemy unit within 12" and roll a D6; on a 4+ that unit suffers D6 mortal wounds as the dead body or debris is thrown at it.
Titanic stride	Melee	Melee	User	-3	3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS • This model must take an option from the following list of carapace-mounted weapons: Dual turbo-laser destructor - Titan plasma blastgun - Titan inferno gun - Titan vulcan mega-bolter - Apocalypse missile launcher Incinerator missile bank This model must take two of the following arm-mounted weapons: - Reaver gatling blaster - Reaver laser blaster - Reaver volcano cannon - Reaver melta cannon - Reaver power fist - Reaver chainfist **ABILITIES** Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. On a 5+, it suffers a cataclysmic explosion, and each unit within 3D6" suffers 2D6 mortal wounds. Icon of Imperial Might: All enemy models within 9" add an additional D6 to the result of any Morale tests. Imperial God-engine: A Reaver Battle Titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Reaver Battle Titan Falls Back, it can move over enemy INFANTRY models, though at the end of its move it must be more than 1" away from all enemy units. A Reaver Battle Titan can fire its shooting weapons even if there are enemy models within 1" unless those enemy models are TITANIC. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, a Reaver Battle Titan can move and fire Heavy weapons without any penalty to its hit rolls. Finally, a Reaver Battle Titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer, Titan Void Shields: Titans are protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from their hulls in layers, and designed to deflect and absorb the impact of high-energy attacks and missiles against them. In game terms, Titan void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, Titan void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves they may also be used to negate mortal wounds. In this case however, roll one dice for each mortal wound that has been inflicted on the Titan, with the mortal wound being ignored if the save roll is passed. Titan void shields must be continuously reenergised and renewed in combat operations and so as the Titan is damaged, the defensive potential of its void shields is reduced (see the Damage table listed for the Titan). Titanic Gait: When this model Advances, increase its Move characteristic by 8" instead of rolling a dice. **FACTION KEYWORDS** IMPERIUM, ADEPTUS TITANICUS, <TITAN LEGION> KEYWORDS TITANIC, VEHICLE, GOD-ENGINE, REAVER BATTLE TITAN

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WARLORD BATTLE TITAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Warlord Battle Titan	*	*	*	16	16	70	5	10	2+

A Warlord Battle Titan is a single model. It is equipped with two carapace-mounted weapons and two arm-mounted weapons selected from the lists in this datasheet as shown. It is also armed with two ardex-defensor mauler bolter cannon turrets and two ardex-defensor twin lascannon turrets. It may also crush its enemies beneath its greater titanic stride.

DAMAGE

Some of a Warlord Battle Titan's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS	VOID SHIELD
60-70+	18"	4+	2+	3+
40-59	14"	4+	3+	4+
20-39	12"	5+	4+	4+
10-19	10"	5+	4+	5+
1-9	8"	6+	5+	6+

It may also crush its enemie		The second secon				10-19 10 3+ 4+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Apocalypse missile launcher	24"-360"	Heavy 12	7	-2	2	This weapon can target units that are not visible to the bearer.
Ardex-defensor maulers	36"	Heavy 6	6	-2	2	Overwatch attacks with this weapon hit on a 5+ regardless of modifiers.
Ardex-defensor twin lascannon	48"	Heavy 2	9	-3	D6	Overwatch attacks with this weapon hit on a 5+ regardless of modifiers. These weapons may only fire at targets behind the Titan.
Belicosa volcano cannon	180"	Macro D6	30	-6	12	Any wound roll of a 6 made with this attack automatically inflicts an additional D6 mortal wounds on the target.
Dual turbo-laser destructor	96"	Macro 2D3	16	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Incinerator missile bank	24"-360"	Heavy 10	6	-2	2	Against INFANTRY , the number of successful hits rolled for this weapon is doubled. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. This weapon can target units which are not visible to the bearer.
Mori quake cannon	24"-360"	Macro 3D6	20	-5	6	Units hit by this weapon must halve their Move characteristic and cannot Advance in their following Movement phase,
Reaver gatling blaster	72"	Macro 6	8	-3	3	Against INFANTRY units, each successful hit roll inflicted by this weapon instead becomes 3 hits.
Reaver laser blaster	96"	Macro 3D3	10	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Saturnyne lascutter (shooting)	18"	Heavy 1	12	-4	6	After you have rolled a successful hit with this weapon, you may immediately roll for an additional hit against the same target unit, if this additional hit roll is successful, you may roll to hit again and again until either you miss or a total of 12 hits has been achieved. After the total number of hits has been determined for the weapon, resolve the attack.
Saturnyne lascutter (melee)	Melee	Melee	20	-5	12	You may re-roll failed hit rolls rolls for this weapon against targets with the MONSTER, BUILDING or VEHICLE keyword.
Sunfury plasma annihilator	72"	Macro 2D6	10	-4	2D6	After resolving all damage on the target unit, roll a D6 for every other unit within 6" of the target unit; on a 4+ that unit also suffers D3 hits using the weapon's profile.
Titan plasma blastgun	_	_	nodes, decla		ch is beir	ng used before the attack is made:
- Normal	72"	Macro 2D6	8	-3	3	1
- Overcharged	72"	Macro 2D6	10	-4	4	When using this firing mode, for each hit roll of a 1, the Titan suffers a mortal wound after all of this weapon's shots have been resolved. These mortal wounds may not be stopped by the Titan's own void shields.
Titan vulcan mega-bolter	72"	Heavy 20	6	-3	2	-
Twin Titan mega-bolter	72"	Heavy 40	6	-3	2	-
Warlord gatling blaster	72"	Macro 12	8	-3	3	Against INFANTRY units, each successful hit inflicted by this weapon instead becomes 3 hits.
Arioch Titan power claw	Melee	Melee	x2	-5	12	If you slay a VEHICLE or MONSTER that does not have the TITANIC keyword with the Arioch Titan power claw, select an enemy unit within 12" and roll a D6; on a 4+ that unit suffers D6 mortal wounds as the dead body or debris is thrown at it.
Greater titanic stride	Melee	Melee	User	-4	3	Make 4 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS	 This model must take an option from the following list of carapace-mounted weapons: Dual turbo-laser destructor Titan plasma blastgun Twin Titan mega-bolter Reaver laser blaster Reaver gatling blaster Apocalypse missile launcher Incinerator missile bank This model must take two of the following arm-mounted weapons: Sunfury plasma annihilator Mori quake cannon Saturnyne lascutter Arioch Titan power claw with inbuilt Titan mega-bolter Warlord gatling blaster Belicosa volcano cannon
ABILITIES	Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. On a 5+, it suffers a cataclysmic explosion, and each unit within 3D6" suffers 2D6 mortal wounds. Icon of Imperial Might: All enemy models within 9" add an additional D6 to the result of any Morale tests. Imperial God-engine: A Warlord Battle Titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Warlord Battle Titan Falls Back, it can move over enemy INFANTRY models, though at the end of its move it must be more than 1" away from all enemy units. A Warlord Battle Titan can fire its shooting weapons even if there are enemy models within 1" unless those enemy models are TITANIC. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, a Warlord Battle Titan can move and fire Heavy weapons without any penalty to its hit rolls. Finally, a Warlord Battle Titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.
	Titan Void Shields: Titans are protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from their hulls in layers, and designed to deflect and absorb the impact of high-energy attacks and missiles against them. In game terms, Titan void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, Titan void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves they may also be used to negate mortal wounds. In this case however, roll one dice for each mortal wound that has been inflicted on the Titan, with the mortal wound being ignored if the save roll is passed. Titan void shields must be continuously reenergised and renewed in combat operations and so as the Titan is damaged, the defensive potential of its void shields is reduced (see the Damage table listed for the Titan).
FACTION KEYWORDS	Titanic Gait: When this model Advances, increase its Move characteristic by 8" instead of rolling a dice. IMPERIUM, ADEPTUS TITANICUS, <titan legion=""></titan>
KEYWORDS	TITANIC, VEHICLE, GOD-ENGINE, WARLORD BATTLE TITAN



APPENIIS

If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.





ASTRA MILITARUM WARGEAR

ASTRA MILITARUM RAN WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
TILAI UN	MANUL	11111		MI	ш	Add 1 to all hit rolls made for this weapon against targets tha
Air defence missiles	48"	Heavy D3	8	-2	D3	can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Artemia inferno cannon	16"	Heavy D6	6	-1	2	This weapon automatically hits its target. Roll two dice for th number of attacks when firing this weapon and discard the lowest result.
Autocannon	48"	Heavy 2	7	-1	2	-
Avenger bolt cannon	36"	Heavy 8	6	-2	1	-
Battle cannon	72"	Heavy D6	8	-2	D3	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Co-axial multi-laser	36"	Heavy 3	6	0	1	-
Co-axial storm bolter	24"	Rapid Fire 2	4	0	1	-
Colossus siege mortar	240"	Heavy 2D6	6	-2	D3	This weapon can target units that are not visible to the bearer Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Conqueror battle cannon	48"	Heavy D6	8	-2	D3	1
Cyclops demolition charge	*	Heavy 2D6	9	-2	D3	This weapon automatically hits its target. This weapon may only be used once per battle.
Defensive heavy stubber	8"	Heavy 3	4	0	1	Add 1 to all hit rolls made for this weapon against targets the can FLY .
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's type to Heavy D6
Dominus triple bombard	When atta	cking with this v	veapon,	choose	one of tl	ne profiles below:
- Mobile	36"	Heavy 2D6	10	-2	D3	This weapon can target units that are not visible to the beare
- Stationary	60"	Heavy 3D6	10	-3	D6	This profile may only be chosen if this model did not move if the preceding Movement phase. This weapon can target unit that are not visible to the bearer.
Dual turbo-laser destructor	96"	Macro 2D3	16	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Earthshaker cannon	240"	Heavy D6	9	-2	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can targe units that are not visible to the bearer.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	7
Gorgon mortar	48"	Heavy 2D6	5	-1	1	Units attacked by this weapon do not gain any bonus to thei saving throws for being in cover,
Grenade launcher	When atta	cking with this v	veapon,	choose	one of tl	ne profiles below:
- Frag grenade	24"	Assault D6	3	0	1	a
- Krak grenade	24"	Assault 1	6	-1	D3	-
Griffon heavy mortar	48"	Heavy D6	6	-1	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can targe units that are not visible to the bearer. Units attacked by this weapon do not gain any bonus to their saving throws for bein cover.
Heavy bolter	36"	Heavy 3	5	-1	1	
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy laser destroyer array	60"	Heavy D3	9	-3	D6	-
Heavy mortar	48"	Heavy D6	6	-1	D3	This weapon can target units that are not visible to the beare
Heavy quad launcher	48"	Heavy 4D6	5	0	1	This weapon can target units that are not visible to the beare
Heavy stubber	36"	Heavy 3	4	0	1	-
Hellfury missile	72"	Heavy 2D6	4	0	1	٦
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.

ASTRA MILITARUM RAI WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.			
Trainer Killer Illisoire	10	iicuv, i	Ü		20	Add 1 to all hit rolls made for this weapon against targets that			
Hydra quad autocannon	72"	Heavy 8	7	-1	2	can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.			
Icarus lascannon	96"	Heavy D6	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.			
Icarus quad lascannon	96"	Heavy 4D6	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.			
Inferno gun	When atta	cking with this v	veapon,	use the	profile tl	hat matches the fuel that the model has:			
- Chemical fuel	16"	Heavy 2D6	*	-3	1	This weapon automatically hits its target. In addition, it wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.			
- Flammable fuel	16"	Heavy 2D6	7	-2	2	This weapon automatically hits its target.			
Krak grenade	6"	Grenade 1	6	-1	D3	-			
Lascannon	48"	Heavy 1	9	-3	D6	-			
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's Damage is increased to 2D6. On a result of a '6', the weapon's Damage is increased to 3D6.			
Lasgun	24"	Rapid Fire 1	3	0	1	-			
Lasgun array	24"	Rapid Fire 3	3	0	1	This weapon can only be fired if a unit is embarked upon the vehicle equipped with it.			
Laspistol	12"	Pistol 1	3	0	1	-			
Long-barrelled autocannon	72"	Heavy 2	7	-1	D3	-			
Macharius battle cannon	72"	Heavy 2D6	8	-2	D6	7			
Macharius vanquisher cannon	When attacking with this weapon, choose one of the profiles below:								
- Blast shells	72"	Heavy 2D6	8	-2	D3	1			
- Armour piercing shells	72"	Heavy 2	9	-3	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.			
Macharius vulcan mega-bolter	60"	Heavy 15	6	-2	2	If this model does not move during the Movement phase, in the preceding Shooting phase, change this weapon's Type to Heavy 30 until the end of the turn.			
Manticore missile	300"	Heavy D6	9	-3	D6	Each Manticore missile can only be fired once per battle.			
Medusa siege cannon	36"	Heavy D6	10	-3	D3	This weapon can target units that are not visible to the bearer,			
Medusa siege gun	When atta	cking with this v	veapon,	choose	one of th	ne profiles below:			
- Standard shells	36"	Heavy D6	10	-3	D3	This weapon can target units that are not visible to the bearer,			
- Breacher shells	48"	Heavy D6	10	-3	D3	When attacking a BUILDING , increase this weapon's Damage characteristic to D6,			
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.			
Missile launcher						ne profiles below:			
- Frag missile	48"	Heavy D6	4	0	1	7			
- Krak missile	48"	Heavy 1	8	-2	D6	-			
Multi-laser	36"	Heavy 3	6	0	1	The terms is within 1.10			
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.			
Multiple rocket pod Neutron laser projector	72" 72"	Heavy D6 Heavy 2D3	5 14	-1	1 D6	Any VEHICLE which suffers wounds from this weapon but is not slain must subtract 1 from its Shooting hit roll until the end of its controlling player's next turn.			
Omega pattern plasma blastgun	When att	acking with this	weapon	, choose	one of t	the profiles below.			
- Pulsed bolts	60"	Heavy 2D6	8	-3	2	a			
- Maximal bolts	60"	Heavy 2D6	9	-3	3	On a hit roll of a 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved,			

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

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

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

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DEATH KORPS OF KRIEG MELEE WEAPONSWEAPONPOINTS PER WEAPONSee latest Munitorum Field Manual and/or recent relevantsupplements

DEATH KORPS OF KRIEG OTHER WARGEAR							
WEAPON	POINTS PER WEAPON						
See latest Munitorum Field Manual and	d/or recent relevant						
supplements							

DEATH KORPS OF KRIEG WARGEAR

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

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

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

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ELYSIAN DROP TROOPS WARGEAR

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

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



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RENEGADES AND HERETICS WARGEAR

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

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

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QUESTOR IMPERIALIS WARGEAR

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

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

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TITAN LEGIONS WARGEAR

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

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

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